

Player

Campaign

XP

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Temp Modifier
STR			STR		STR
DEX			DEX		DEX
CON			CON		CON
INT			INT		INT
WIS			WIS		WIS
CHA			CHA		CHA


Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

FEATS

SPECIAL ABILITIES

LANGUAGES

CHARACTER

Name

Gender

Race

Size

Size Modifier

CLASSES

Skill Ranks

Hit Die

Level

Level Adjustment

Effective Character Level

SKILLS

Max Ranks

/

= ECL + 3

Untrained

Skill Bonus

Class Skills

1

2

3

4

5

Ranks

Racial, Feats, Synergy

Misc

Knowledge - INT

Profession - WIS

Craft - INT

Perform - CHA