Player

Campaign

XP

Name

Gender

Race

Size

Size Modifier

CLASSES		Skill Ranks	Hit Die	Level	Level Adjustment
☐ 1			d		
☐ 2			d		
☐ 3			d		Effective Character Level
☐ 4			d		
☐ 5			d		
Favoured class +1 per level		hp	rks	+ INT per level	+ CON per level

VAARDIGHEDEN

	Vaardigheid Score	Item Bonus	Vaardigheid	Temp Score	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

SKILLS

	Untrained	Skill Bonus		Class Skills +3	Ranks	Racial, Feats	Misc	Armour Check Penalty

Knowledge - INT
Profession - WIS

Craft - INT
Perform - CHA

LANGUAGES