

Player

Campaign

XP

VAARDIGHEDEN

	Vaardigheid Score	Item Bonus	Vaardigheid	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

Race

Size



Gender



Size
Modifier

CLASSES

1	
2	
3	
4	
5	
6	
7	

Skill Ranks

Hit Die

Level

Level
Adjustment

d

d

d

d

d

d

d

Effective
Character
Level

SKILLS

Max
Ranks

/ = ECL + 3

Skill
Bonus

Class Skills

Ranks

Racial,
Feats,
Synergy

Misc

Favoured
Enemy
Bonus

Armour
Check
Penalty

1 2 3 4 5 6 7

Other skills:
Craft - INT
Perform - WIS
Knowledge - INT
Profession - WIS