Player

Campaign

XP

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	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

LANGUAGES

CHARACTER

GOOD LAWFUL CHAOTIC EVIL

Name

Gender

Race

Size

Size Modifier

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

SKILLS

Untrained	Skill Bonus		Class Skills +3	Ranks	Racial, Feats	Misc	Favoured ■ Enemy ○ Terrain	Armour Check Penalty

Knowledge - INT
Profession - WIS

Craft - INT
Perform - CHA