

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

1

2

3

4

5

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