

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

Race

Size



Gender



Size Modifier

CLASSES

1	
2	
3	
4	
5	
6	
7	

Skill Ranks

Hit Die

Level

Level Adjustment

Effective Character Level

SKILLS

Max Ranks / = ECL + 3

Skill Bonus

Class Skills

Ranks

Racial, Feats, Synergy

Misc

Favoured Enemy Bonus

Armour Check Penalty

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