

Campaign

Ability Modifier

Upgraded
Modifier

STR

DEX

CON

INT

WIS

CHA

$$\text{Modifier} = (\text{Ability Score} - 10) \div 2$$

LANGUAGES

SKILL NOTES

Gender

Home World

RACE

Size

Hit Points

Speed

ft sq

THEME

Level

1

6

12

18

CLASSES

Key Ability

Skill Ranks

Hit Points

Stamina

LEVEL

1

2

+ INT
per level

per level

+ CON
per level

SKILLS

Untrained

Skill Bonus

Banks

Class Skills
+3

Class
Bonus

Race + Theme

Feats + Misc

Armor
Check
Penalty