

XP

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Ability Score	Item Bonus	Ability Modifier	RAGE! Modifier	Fatigue Modifier	Temp Modifier
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		STR	+	-	STR
_____	_____	DEX			DEX
_____	_____	CON	+		CON
_____	_____	INT			INT
_____	_____	WIS			WIS
_____	_____	CHA			CHA

**Ability Modifier** = (Total Ability Score - 10) ÷ 2 (Round down)

A 3x3 grid representing the D&D Alignment Chart. The vertical axis is labeled 'GOOD' at the top and 'EVIL' at the bottom. The horizontal axis is labeled 'LAWFUL' on the left and 'CHAOTIC' on the right. The grid contains nine squares, each with a small icon: a winged figure (top-left), a gear (top-right), a snowflake (bottom-left), and a skull and crossbones (bottom-right). The center square is empty.

Name

Race

Size



Gender



Modifier

## CLASSES

- ☐ 1
- ☐ 2
- ☐ 3
- ☐ 4
- ☐ 5

Favoured class  
+1 per level

		hp	res

## Skill Ranks

[illegible]

Hit Die

Leve


Level

Adjustment

Effective  
Character  
Level

10

## SKILLS

[illegible]Knowledge - INT  
Profession - WIS

Craft - INT  
Perform - CHA