Player

Campaign

XP

Name

Gender

Race

Size

Size Modifier

GOOD | LAWFUL | CHAOTIC | EVIL

CLASSES

		Skill Ranks	Hit Die	Level	Level Adjustment
☐	1		d		
☐	2		d		
☐	3		d		Effective Character Level
☐	4		d		
☐	5		d		

Favoured class +1 per level

hp | rks | + INT per level | + CON per level

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

SKILLS

	Untrained	Skill Bonus	Class Skills +3	Ranks	Racial, Feats	Misc	Armour Check Penalty

Knowledge - **INT**
Profession - **WIS**

Craft - **INT**
Perform - **CHA**