

## Campaign

### Ability Modifier

Upgraded  
Modifier

STR

DEX

**CON**

INT

WIS

CHA

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

## LANGUAGES

## SKILL NOTES

Name

Gender

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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

## Ranks

Class Skills  
+3

Class  
Bonus

Race + Theme

Feats + Misc

Armour  
Check  
Penalty