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)

INVENTORY

	Value	Weight

Carried Items	lb
Weapons, Ammo, Scrolls, Potions	lb
Armour, Shield, Protective Items	lb
Total Weight	lb

Light Load	Medium Load	Heavy Load
lb	lb	lb

MONEY

cp

sp

gp

pp

LANGUAGES

CHARACTER

GOOD LAWFUL CHAOTIC EVIL

Name

Gender

Race

Size

Size Modifier

CLASSES	Skill Ranks	Hit Die	Level
1		d	
2		d	
3		d	
4		d	
5		d	

Level Adjustment

Effective Character Level

SKILLS

Max Ranks / = ECL + 3

Untrained

Skill	Skill Bonus		Class Skills 1	2	3	4	5	Ranks	Racial, Feats, Synergy	Misc	Favoured Enemy Bonus	Armour Check Penalty

Knowledge - INT
Profession - WIS

Other skills:
Craft - INT
Perform - CHA