**Player**

**Campaign**

**XP**

Name

Gender

Race

Size

Size Modifier

GOOD · LAWFUL · CHAOTIC · EVIL

## ABILITIES

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

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

### CLASSES

| 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

## SKILLS

| | Untrained | Skill Bonus | Class Skills +3 | Ranks | Racial, Feats, Synergy | Misc | Forbidden During RAGE! | Armour Check Penalty |
|---|---|---|---|---|---|---|---|---|
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Knowledge - INT
Profession - WIS

Craft - INT
Perform - CHA

## FEATS & SPECIAL ABILITIES

**LANGUAGES**