

Player

Campaign

XP

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

CHARACTER



Name

Race

Size



Gender



Size Modifier

CLASSES

☐ 1

☐ 2

☐ 3

☐ 4

☐ 5

Favoured class
+1 per level

Skill Ranks

Hit Die

Level

Level Adjustment

d

d

d

d

d

Effective Character Level

+ INT per level

+ CON per level

SKILLS

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

Knowledge - INT
Profession - WIS
Craft - INT
Perform - CHA