CHARACTER

Name

Gender

Race

Size

Size Modifier

Player

Campaign

XP

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

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)

SKILLS

Max Ranks ____ / ____ = ECL + 3

Untrained

Skill Bonus

Class Skills 1 2 3 4 5

Ranks

Racial, Feats, Synergy

Misc

Favoured Enemy Bonus

Armour Check Penalty

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

Knowledge - INT
Profession - WIS

Other skills:
Craft - INT
Perform - CHA