

CHARACTER

Player

Campaign

XP	
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Race	Size		Size
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CLASSES	Skill Ranks	Hit Die	Level
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	Level Adjustment	Effective Character Level
1	d	<input type="text"/>
2	d	<input type="text"/>
3	d	<input type="text"/>
4	d	<input type="text"/>
5	d	<input type="text"/>
6	d	<input type="text"/>
7	d	<input type="text"/>

SKILLS

Max Ranks	<div style="border: 1px solid black; padding: 2px 10px; display: inline-block;">/</div>	= ECL + 3	Skill	Class	Skills	Ranks	Racial, Feats,	Misc	Favored Enemy	Armor Check
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[illegible]

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

FEATS & SPECIAL ABILITIES

[illegible]

Other skills:

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