CHARACTER

Name

☐ MALE ☐ ☐ FEMALE

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		

Favoured class +1 per level

| | pp | hp | rks | + INT per level | + CON per level |

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

SKILLS

	Untrained	Skill Bonus		Class Skills +3	Ranks	Racial, Feats	Misc	Armour Check Penalty
Acrobatics	■		DEX	☐				–
Appraise	■		INT	☐				
Autohypnosis			WIS	☐				
Bluff	■		CHA	☐				
Climb	■		STR	☐				–
Diplomacy	■		CHA	☐				
Disable Device			DEX	☐				–
Disguise	■		CHA	☐				
Escape Artist	■		DEX	☐				–
Fly	■		DEX	☐				–
Handle Animal			CHA	☐				
Heal	■		WIS	☐				
Intimidate	■		CHA	☐				±4 if larger/smaller
Linguistics			INT	☐				
Perception	■		WIS	☐				
Ride	■		DEX	☐				–
Sense Motive	■		WIS	☐				
Sleight of Hand			DEX	☐				–
Spellcraft			INT	☐				
Stealth	■		DEX	☐				–
Survival	■		WIS					
└ ☐ Track			SURVIVAL	☐	N/A			
Swim	■		STR	☐				–
Use Magical Device			CHA	☐				
Knowledge: Arcana			INT	☐				
Knowledge: Dungeoneering			INT	☐				
Knowledge: Psionics			INT	☐				
Knowledge: Religion			INT	☐				
Knowledge: Nature	☐		INT	☐				
Knowledge: The Planes	☐		INT	☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				

Knowledge - INT Profession - WIS

Craft - INT Perform - CHA