CHARACTER

Name _____

GOOD · LAWFUL · CHAOTIC · EVIL

□ MALE □ FEMALE

Player _____

Race _____   Size _____   Size Modifier

Campaign _____

XP _____

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

Favoured class +1 hp or skill rank per level | | 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)

SKILLS

	Untrained	Skill Bonus		Class Skills +3	Ranks	Racial, Feats, Synergy	Misc	Favoured ■ Enemy ○ Terrain	Armour Check Penalty
Acrobatics	■		DEX	□				−	
Appraise	■		INT	□					
Bluff	■		CHA	□				■	
Climb	■		STR	■				−	
Diplomacy	■		CHA	□					
Disable Device	■		DEX	□				−	
Disguise	■		CHA	□					
Escape Artist	■		DEX	□				−	
Fly	■		DEX	□				−	
Handle Animal			CHA	■					
Heal	■		WIS	■					
Intimidate	■		CHA	■			+ Size diff x4		
Linguistics			INT	□					
Perception	■		WIS	■				⊛	
Ride	■		DEX	■				−	
Sense Motive	■		WIS	□				■	
Sleight of Hand	■		DEX	□				−	
Spellcraft			INT	■					
Stealth	■		DEX	■				○ −	
Survival	■		WIS	■				⊛	
└ Track ■ Trained			SURVIVAL	N/A				⊛	
Swim	■		STR	■			− 1 per 5lb carried		
Use Magical Device			CHA	□					
Knowledge: Arcana			INT	□				⊛	
Knowledge: Dungeoneering			INT	■				⊛	
Knowledge: Religion			INT	□				⊛	
Knowledge: Nature			INT	■				⊛	
Knowledge: The Planes			INT	□				⊛	
Knowledge: Geography			INT	■				⊛	
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Knowledge - INT
Profession - WIS

Other skills:
Craft - INT
Perform - CHA

FEATS & SPECIAL ABILITIES

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LANGUAGES
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