FEATS, TRAITS AND SPECIAL ABILITIES

LEVELS

CLASSES | Level
- ☐ 1
- ☐ 2
- ☐ 3
- ☐ 4
- ☐ 5

Level Adjustment

EFFECTIVE CHARACTER LEVEL

Level Penalty −

Level Bonus +

Caster Level

ATTRIBUTES

	Ability Modifier	Item Bonus	Temp Modifier
STR	STR		STR
CON	CON		CON
DEX	DEX		DEX
INT	INT		INT
WIS	WIS		WIS
CHA	CHA		CHA

BASE ATTACK BONUS — BAB

COMBAT MANEUVRE BONUS — CMB

COMBAT MANEUVRE DEFENCE — CMD

FEATS

Bonus = Basic Value | Stat | Stat | Value

Vaue + Buff − Nerf =

Bonus = Basic Value | Stat | Stat | Value

Vaue + Buff − Nerf =

Bonus = Basic Value | Stat | Stat | Value

Vaue + Buff − Nerf =

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