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

Player

Campaign

XP

LANGUAGES

CHARACTER

Name

☐ ☐ MALE   FEMALE ☐ ☐

GOOD LAWFUL
CHAOTIC EVIL

Race

Size

Size Modifier

CLASSES		Skill Ranks	Hit Die	Level	Level Adjustment
☐ **1** World Walker			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

SKILLS

	Untrained	Skill Bonus		Class Skills +3	Ranks	Racial, Feats, Synergy	Misc	Favoured ○ 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	■					±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	■					– 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	■				○	
	☐			☐					
	☐			☐					
	☐			☐					
	☐			☐					
	☐			☐					
	☐			☐					
	☐			☐					
	☐			☐					
	☐			☐					
	☐			☐					
	☐			☐					
	☐			☐					
	☐			☐					

Knowledge - INT
Profession - WIS

Other skills:
Craft - INT
Perform - CHA