

Campaign

ABILITIES

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

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

INVENTORY

[illegible]

Carried Items	lb
Weapons, Ammo, Scrolls, Potions	lb
Armour, Shield, Protective Items	lb
Total Weight	lb

Light Load	Medium Load	Heavy Load	Max Load
lb	lb	lb	lb

MONEY

The diagram illustrates a 16-bit bus structure. It is divided into four 4-bit segments, each represented by a horizontal bar with four vertical tick marks. The segments are labeled on the right as 'cp', 'sp', 'gp', and 'pp' from top to bottom. The bottom-most segment, labeled 'pp', is enclosed in a larger, rounded rectangular frame.

LANGUAGES

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CHARACTER

Name

Race

Size

Size

Modifier

CLASSES

	d	<input type="text"/>	Adjustment
1	<input type="text"/>	<input type="text"/>	Effective Character Level <div style="border: 1px solid black; width: 60px; height: 40px; margin: 0 auto;"></div>
2	<input type="text"/>	<input type="text"/>	
3	<input type="text"/>	<input type="text"/>	
4	<input type="text"/>	<input type="text"/>	
5	<input type="text"/>	<input type="text"/>	

SKILLS

Max Ranks	<div><div>/</div></div>	= EC + 3		Skill Bonus	Class Skills					Ranks	Racial, Feats, Synergy	Misc	Favoured Enemy Bonus	Armour Check Penalty
		Untrained			1	2	3	4	5					
Appraise				INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Balance				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				-	<div></div>
Bluff				CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Climb				STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				-	<div></div>
Concentration				CON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Decipher Script				INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Diplomacy				CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Disable Device				INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Disguise				CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Escape Artist				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				-	<div></div>
Forgery				INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Gather Information				CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Handle Animal				CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Heal				WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Hide				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				- Size mod x4	<div></div>
Intimidate				CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				+ Size diff x4	<div></div>
Jump				STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				-	<div></div>
Listen				WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Move Silently				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				-	<div></div>
Open Lock				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Ride				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Search				INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Sense Motive				WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Sleight of Hand				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				-	<div></div>
Spellcraft				INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Spot				WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Survival				WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
<div>Track</div>	<div><input type="checkbox"/> Trained</div>			SURVIVAL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Swim				STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				- 1 per 5lb carried	<div>× 2</div>
Tumble				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				-	<div></div>
Use Magic Device				CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Use Rope				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
Knowledge:	<input type="checkbox"/>			INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
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