Player

Campaign

XP

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)

FEATS & SPECIAL ABILITIES

LANGUAGES

CHARACTER

GOOD LAWFUL CHAOTIC EVIL

Name

MALE FEMALE

Race

Size

Size Modifier

CLASSES

	Skill Ranks	Hit Die	Level
1		d	
2		d	
3		d	
4		d	
5		d	

Level Adjustment

Effective Character Level

SKILLS

Max Ranks / = ECL + 3

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

Knowledge - INT
Profession - WIS

Other skills:
Craft - INT
Perform - CHA