

Player

Campaign

XP

ABILITIES

Ability Score	Item Bonus	Ability Modifier	RAGE! Modifier	Fatigue Modifier	Temp Modifier
		STR	+		STR
		DEX			DEX
		CON	+		CON
		INT			INT
		WIS			WIS
		CHA			CHA

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

FEATS & SPECIAL ABILITIES

Languages

CHARACTER

GOOD

EVIL

CHAOTIC

LAWFUL

Male

Female

Name

Race

Size

Size Modifier

CLASSES

Skill Ranks

Hit Die

Level

Level Adjustment

☐ 1

☐ 2

☐ 3

☐ 4

☐ 5

Favoured class +1 per level

hp

rks

+ INT per level

+ CON per level

SKILLS

Untrained

Skill Bonus

Class Skills +3

Ranks

Racial, Feats, Synergy

Misc

Forbidden During RAGE!

Armour Check Penalty

Acrobatics

Appraise

Bluff

Climb

Diplomacy

Disable Device

Disguise

Escape Artist

Fly

Handle Animal

Heal

Intimidate

Linguistics

Perception

Ride

Sense Motive

Sleight of Hand

Spellcraft

Stealth

Survival

Swim

Use Magical Device

Knowledge: Arcana

Knowledge: Dungeoneering

Knowledge: Religion

Knowledge: Nature

Knowledge: The Planes

DEX

INT

CHA

STR

CHA

DEX

CHA

WIS

CHA

INT

WIS

DEX

WIS

DEX

INT

DEX

WIS

STR

CHA

INT

INT

INT

INT

INT

☐ Track

SURVIVAL

N/A

Knowledge - INT

Profession - WIS

Craft - INT

Perform - CHA