

## CHARACTER

Player

## Campanha

XP	
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Race	Tamanho	Modificador de
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Tamanho  Modificador de

Modificador de  
Tamanho

CLASSES	Skill Ranks	Hit Die	Nível	Level
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□ 1	d	Adjustment
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□ 2	d		
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□ 3	d	Effective
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<input type="checkbox"/> 4	d	Character Level
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□ 5 d

Favoured class				+ INT	+ CON	
+1 per level		hp	rks	per level	per level	

hp	rks	+ INT per level	+ CON per level		
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+ INT per level	+ CON per level		
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+ CON per level		
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Effective  
Character  
Level

## PERÍCIAS

	Skin	Skins	Horns	Fangs	Bones	Corn	Shells
Untrained	Bonus	+3					Penalty

Skill Bonus	Skills +3	Ranks	Feats	Outros	<input type="radio"/> Terrain	Check Penalty
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Class Skills +3	Ranks	Racial, Feats	Outros	Favoured Terrain 	Armour Check Penalty
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Ranks   Feats   Outros   ☒ Terrain   Check  
Penalty

Racial, Feats	Favoured Outs	<input type="radio"/> Terrain	Armour Check Penalty
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Outros ☐ Favoured Terrain ☒ Armour Check Penalty

Favoured	Armour
○ Terrain	Check
	Penalty

Armour  
Check  
Penalty

**FOR** **FOR** **FOR**

DES DES DES

CON CON CON

INT	INT	INT
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SAB SAB SAB

CAR CAR CAR

FOR FOR

DES DES

CON		CON
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INT		INT
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SAB SAB

CAR CAR

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

## FEATS & SPECIAL ABILITIES

LANGUAGES

Perform - CHA  
Profession - WIS