CHARACTER

Name

MALE ☐ ☐ FEMALE

GOOD LAWFUL / CHAOTIC EVIL

Race　　　　　　　**Size**　　　　**Size Modifier**

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

CLASSES

		Skill Ranks	Hit Die	Level	Level Adjustment
1			d		
2			d		
3			d		Effective Character Level
4			d		
5			d		

SKILLS

Max Ranks ____ / ____ = ECL + 3

Skill	Untrained	Skill Bonus	Key Ability	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			SURVIVAL					■	
Swim	■		STR	☐☐☐☐☐					- 1 per 5lb carried ×2
Tumble			DEX	☐☐☐☐☐					–
Use Magic Device			CHA	☐☐☐☐☐					
Use Rope	■		DEX	☐☐☐☐☐					
Knowledge:	☐		INT	☐☐☐☐☐					
	☐			☐☐☐☐☐					
	☐			☐☐☐☐☐					
	☐			☐☐☐☐☐					
	☐			☐☐☐☐☐					
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	☐			☐☐☐☐☐					
	☐			☐☐☐☐☐					
	☐			☐☐☐☐☐					
	☐			☐☐☐☐☐					

Knowledge - INT
Profession - WIS

Other skills:
Craft - INT
Perform - CHA