

## Campaign

XP

Ability Score	Item Bonus	Ability Modifier	RAGE! Modifier	Fatigue Modifier	Temp Modifier
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The diagram illustrates the relationship between a character's personality traits and their abilities. On the left, under the heading 'Personality Traits', are six traits: STR, DEX, CON, INT, WIS, and CHA. On the right, under the heading 'Abilities', are the same six traits: STR, DEX, CON, INT, WIS, and CHA. In the center, there are two dashed boxes: one containing a '+' sign and another containing a '-' sign, indicating positive and negative influences respectively.

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

## FEATS & SPECIAL ABILITIES

[illegible]

## CHARACTER

Name

Race

Size

Modifier

## CLASSES

- ☐ 1
- ☐ 2
- ☐ 3
- ☐ 4
- ☐ 5

Favoured class  
+1 per level

		hp	rks

## Skill Banks

Hit Die

Level

Level  
Adjustment

Effective  
Character  
Level



## SKILLS

Untrained

Skill Bonus

Class Skills  
+3

Ranks

## Racial, Feats, Synergy

Misc

Forbidden	Armour
During	Check
BACEI	Penalty

Knowledge - INT  
Profession - WIS

Craft - INT  
Perform - CHA