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)

INVENTORY

	Value	Weight

Carried Items lb

Weapons, Ammo, Scrolls, Potions lb

Armour, Shield, Protective Items lb

Total Weight lb

Light Load	Medium Load	Heavy Load	Max Load
lb	lb	lb	lb

MONEY

cp

sp

gp

pp

LANGUAGES

CHARACTER

GOOD LAWFUL CHAOTIC EVIL

Name

MALE FEMALE

Race

Size

Size Modifier

CLASSES

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

Effective Character Level

SKILLS

Max Ranks / = ECL + 3

Untrained	Skill Bonus		Class Skills 1 2 3 4 5	Ranks	Racial, Feats, Synergy	Misc	Favoured Enemy Bonus	Armour Check Penalty

Knowledge - INT
Profession - WIS

Other skills:
Craft - INT
Perform - CHA