

CHARACTER

Player

Campaign

XP

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Temp Modifier
STR			STR		STR
DEX			DEX		DEX
CON			CON		CON
INT			INT		INT
WIS			WIS		WIS
CHA			CHA		CHA

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

INVENTORY

[illegible]

	Carried Items	lb
1		
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99		
100		

Weapons, Ammo, Scrolls, Potions lb

Armour, Shield, Protective Items	Ib
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Total Weight	lb
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Light Load Medium Load Heavy Load Max Load

lb lb lb lb

MONEY LANGUAGES

_____, _____) cp _____

$\left(\begin{array}{c} | \\ | \\ | \\ | \\ | \\ | \end{array} \right) sp$

_____ gp _____

pp

MONEY LANGUAGES

_____, _____) cp _____

$\left(\begin{array}{c} | \\ | \\ | \\ | \\ | \\ | \end{array} \right)_{sp}$

_____ gp _____


pp

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Name _____

Race	Size	Size
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Size Size

 Size
Modifier

CLASSES Skill Ranks Hit Die Level Level

	d	Adjustment
1		Effective Character Level <div style="border: 2px solid black; width: 60px; height: 40px;"></div>
2		
3		
4		
5		

SKILLS

Max Ranks	/	= ECL + 3	Skill Bonus	Class	Skills	Ranks	Racial, Feats, Synergy	Misc	Favoured Enemy Bonus	Armour Check Penalty
				1	2	3	4	5		

[illegible]Knowledge - INT
Profession - WIS

Other skills:
Craft - INT
Perform - CHA