

## CHARACTER

A 3x3 grid representing the D&D Alignment Chart. The vertical axis is labeled 'GOOD' at the top and 'EVIL' at the bottom. The horizontal axis is labeled 'LAWFUL' on the left and 'CHAOTIC' on the right. The grid contains nine squares, each with a small icon: a winged figure (top-left), a gear (top-right), a snowflake (bottom-left), and a skull and crossbones (bottom-right). The center square is empty.

Race	Size		Size
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Size  Size

 Size  
Modifier

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

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

## SKILLS

Max Ranks  / = ECL + 3

[illegible]

Other skills:

Craft - INT	Knowledge - INT
Perform - CHA	Profession - WIS

## LANGUAGES