

CHARACTER

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

[illegible]

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


Diagram illustrating the bit positions for the four parallel outputs (cp, sp, gp, pp) of the 10-bit shift register. The register is shown as a horizontal bar with 10 segments, each containing a vertical line representing a bit. The outputs are connected to the 1st, 2nd, 3rd, and 4th bits from the left.

LANGUAGES

Name _____

Race	Size	Size
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Size Size

 Size Modifier

CLASSES

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____

Skill Ranks	Hit Die	Level	Level Adjustment
_____	d	<div></div>	<div></div> Effective Character Level
_____	d	<div></div>	
_____	d	<div></div>	
_____	d	<div></div>	
_____	d	<div></div>	

SKILLS

[illegible]

Other skills:

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