

## CHARACTER

Player

## Campaign

XP	
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## ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Score	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)**

## FEATS & SPECIAL ABILITIES

## LANGUAGES

Name \_\_\_\_\_

Race	Size	 Size
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Size  Size

 Size Modifier

CLASSES	Skill Ranks	Hit Die	Level	Level
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☐ 1 \_\_\_\_\_ d ☐ Adjustment

☐ 2 \_\_\_\_\_ d \_\_\_\_\_

☐ 3 \_\_\_\_\_ d ☐ Effective


□ 4 \_\_\_\_\_ d \_\_\_\_\_ Character Level

□ 5 □ d □ □

Favoured class				+ INT	+ CON	
+1 per level		hp	rks	per level	per level	

## SKILLS

Untrained	Skill Bonus	Skills +3	Ranks	Feats	Misc	<div> <div>■</div> <div>Enemy</div> </div> <div> <div>○</div> <div>Terrain</div> </div>	Check Penalty
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Skill Bonus Skills Ranks Feats Misc  Enemy  Terrain Check Penalty

Class Skills +3	Ranks	Racial, Feats	Misc	Favoured <div> <div>■</div> <div>○</div> </div> Enemy Terrain	Armour Check Penalty
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Ranks	Racial, Feats	Misc	Favoured Enemy Terrain	Armour Check Penalty
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Racial, Feats	Misc	Favoured ■ Enemy ○ Terrain	Armour Check Penalty
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	Favoured	Armour
Misc	■ Enemy	Check
	○ Terrain	Penalty

Favoured	Armour
■ Enemy	Check
○ Terrain	Penalty

Armour  
Check  
Penalty

Perform - CHA

Perform - CHA