CHARACTER

Name

☐ ☐ MALE / FEMALE ☐ ☐

GOOD LAWFUL
CHAOTIC EVIL

Race

Size

Size Modifier

Player

Campaign

XP

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

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

LANGUAGES

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
Appraise			INT ☐☐☐☐☐					
Autohypnosis	■		WIS ☐☐☐☐☐					
Balance	■		DEX ☐☐☐☐☐					–
Bluff	■		CHA ☐☐☐☐☐				■	
Climb	■		STR ☐☐☐☐☐					–
Concentration	■		CON ☐☐☐☐☐					
Decipher Script			INT ☐☐☐☐☐					
Diplomacy	■		CHA ☐☐☐☐☐					
Disable Device			INT ☐☐☐☐☐					
Disguise	■		CHA ☐☐☐☐☐					
Escape Artist	■		DEX ☐☐☐☐☐					–
Forgery	■		INT ☐☐☐☐☐					
Gather Information	■		CHA ☐☐☐☐☐					
Handle Animal			CHA ☐☐☐☐☐					
Heal	■		WIS ☐☐☐☐☐					
Hide	■		DEX ☐☐☐☐☐				- Size mod x4	
Intimidate	■		CHA ☐☐☐☐☐				+ Size diff x4	
Jump	■		STR ☐☐☐☐☐					–
Listen	■		WIS ☐☐☐☐☐				■	
Move Silently	■		DEX ☐☐☐☐☐					–
Open Lock			DEX ☐☐☐☐☐					
Psicraft			INT ☐☐☐☐☐					
Ride	■		DEX ☐☐☐☐☐					
Search	■		INT ☐☐☐☐☐					
Sense Motive	■		WIS ☐☐☐☐☐				■	
Sleight of Hand			DEX ☐☐☐☐☐					–
Spellcraft			INT ☐☐☐☐☐					
Spot	■		WIS ☐☐☐☐☐				■	
Survival	■		WIS ☐☐☐☐☐				■	
└ Track	☐ Trained		SURVIVAL				■	
Swim	■		STR ☐☐☐☐☐				- 1 per 5lb carried	× 2
Tumble			DEX ☐☐☐☐☐					–
Use Magic Device			CHA ☐☐☐☐☐					
Use Psionic Device			CHA ☐☐☐☐☐					
Use Rope	■		DEX ☐☐☐☐☐					
Knowledge: Psionics	☐		INT ☐☐☐☐☐					
	☐		☐☐☐☐☐					
	☐		☐☐☐☐☐					
	☐		☐☐☐☐☐					
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	☐		☐☐☐☐☐					
	☐		☐☐☐☐☐					
	☐		☐☐☐☐☐					

Knowledge - INT
Profession - WIS

Other skills:
Craft - INT
Perform - CHA