

Campaign

XP

ABILITIES

STR

DEX

CON

INT

WIS

CHA

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

FEATS & SPECIAL ABILITIES

LANGUAGES

CHARACTER

Name

Race

Size



Modifier

CLASSES

□ 1

□ 2

□ 3

4

□ 5

Favoured class
+1 per level

Skill Ranks

Hit Die

Level

Level
Adjustment

Effective
Character
Level

+ INT
per level+ CON
per level

SKILLS

Untrained

Skill Bonus

Class Skills
+3

Ranks

Racial Feats

Misc

Armour
Check
Penalty

Craft - INT
Perform - CHA