

CHARACTER

Player

Campaign

XP	
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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	<div></div>	lb
Weapons, Ammo, Scrolls, Potions	<div></div>	lb
Armour, Shield, Protective Items	<div></div>	lb
Total Weight	<div></div>	lb

Light Load	Medium Load	Heavy Load	Max Load
lb	lb	lb	lb

MONEY


Diagram illustrating a 4x4 grid structure with rows labeled cp, sp, gp, and pp. The grid contains vertical bars and dots representing data points. The 'cp' row has 3 bars, 'sp' has 4 bars, 'gp' has 4 bars, and 'pp' has 4 bars. Below the grid is a row of 8 dots.

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