

## CHARACTER

Player

Campaign

XP	
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## ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier
<b>STR</b>			<b>STR</b>		<b>STR</b>
<b>DEX</b>			<b>DEX</b>		<b>DEX</b>
<b>CON</b>			<b>CON</b>		<b>CON</b>
<b>INT</b>			<b>INT</b>		<b>INT</b>
<b>WIS</b>			<b>WIS</b>		<b>WIS</b>
<b>CHA</b>			<b>CHA</b>		<b>CHA</b>

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

## FEATS & SPECIAL ABILITIES

## LANGUAGES

Name \_\_\_\_\_

Race	Size	 Size
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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	Bonus	+3	Penalty
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Skill Bonus	Skills +3	Ranks	Feats	Misc	Check Penalty
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Class Skills +3	Ranks	Racial, Feats	Misc	Armour Check Penalty
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Ranks	Racial, Feats	Misc	Armour Check Penalty
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Racial, Feats	Misc	Armour Check Penalty
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Misc	Armour
	Check
	Penalty

Armour  
Check  
Penalty

Perform - CHA

Perform - CHA