

CHARACTER

Player

Campaign

XP	
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ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus	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)

INVENTORY

[illegible]

	Carried Items	lb
Weapons, Ammo, Scrolls, Potions		lb
Armour, Shield, Protective Items		lb
Total Weight		lb
Light Load	Medium Load	Heavy Load
lb	lb	lb

MONEY **LANGUAGES**

Diagram illustrating the hierarchical structure of a sentence (S) into constituent parts (cp, sp, gp, pp) and their corresponding word classes (n, v, a, p, c, o, i, d, e, f, g, h, j, k, l, m, n, o, p, q, r, s, t, u, v, w, x, y, z).

MONEY **LANGUAGES**

c u p

s p

g p

p p

Name _____

Race	Size		Size
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Size Size

 Size
Modifier

CLASSES Skill Ranks Hit Die Level Level

1	d	Adjustment
2	d	
3	d	Effective Character Level
4	d	
5	d	

SKILLS

[illegible]