

Player

Campaign

XP

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)

FEATS

SPECIAL ABILITIES

LANGUAGES

CHARACTER

Good

Lawful

Neutral

Chaotic

Male

Female

Name

Race

Size

Size Modifier

CLASSES

1

2

3

4

5

Skill Ranks

Hit Die

Level

Level Adjustment

Effective Character Level

SKILLS

Max Ranks

/

= ECL + 3

Untrained

Skill Bonus

Class Skills

1

2

3

4

5

Ranks

Racial, Feats, Synergy

Misc

Knowledge - INT

Craft - INT

Perform - CHA