CHARACTER

Name

GOOD · LAWFUL · CHAOTIC · EVIL

MALE ☐ ☐ FEMALE

Race

Size

Size Modifier

Player

Campaign

XP

CLASSES		Skill Ranks	Hit Die	Level	Level Adjustment
1			d		
2			d		
3			d		Effective Character Level
4			d		
5			d		

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)

SKILLS

Max Ranks ___ / ___ = ECL + 3

Untrained

Skill Bonus

Class Skills 1 2 3 4 5

Ranks

Racial, Feats, Synergy

Misc

Armour Check Penalty

Knowledge - INT
Profession - WIS

Other skills:
Craft - INT
Perform - CHA

FEATS & SPECIAL ABILITIES

LANGUAGES