	×	CHARACTER							
	8 (Mg	Name						QH CHEQ	
Player		Race			Size			Size Modifier	
Campaign	CLASSES				Skill Ranks	Hit Die	Leve	el	
XP	1					<u>d</u>		Level Adjustment	
	2					d d			
VAARDIGHEDEN Vaardigheid Item Vaardigheid Temp Temp						d		Effective	
Score Bonus Bonus Modifier	<u>4</u> 5					d		Character Level	
STR STR STR	6					d			
DEX DEX	7					d			
CON CON CON	Max	/ = ECL + 3		SKILLS		Racial,	Fa	avoured Armour	
INT INT INT	Ranks	= ECL + 3	Skill Bonus	Class Skills 1 2 3 4 5 6	Ranks	Feats, Synergy	Misc E	Enemy Check Bonus Penalty	
wis wis wis									
CHA CHA CHA				_					
Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)	1			-					
FEATS & SPECIAL ABILITIES									
					-				
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								F SF	
								Knowledge - INT Profession - WIS	
ES								Knowl Profes	
EN PAGE								S: CHA	
LANGUAGES								Other skills: Craft - INT Perform - CHA	