						CHARACTER									
						Name								A A	
Player						Race					Size		.h		Size
Campaign						CLASSES				S	kill Ranks	Hit Die	Le	evel	Modifier Level
												d00			Adjustment
XP						□ 2						d00			
×		ABII	LITIES			□ 3						d00			Effective
Ability	Item		RAGE! Modifier	Fatigue	Temp	<b>4</b>						d00			Character
Score	Bonus		Modifier		Modifier	_ <u> </u>						d00			Level
		STR	<u> </u>		STR	Favored class +1 per level			hp	rks	+ INT per level	+ CON per level	_		
		DEX			DEX	×			SKILL	S					* (
		CON	(+ 1		CON			Skill		Class Skills	Ranks	Racial, Feats,	F Misc	orbidde Durina	n Armor Check
		INT			INT		Untrained	Bonus	1	+3		Synergy		RAGE!	Penalty
					-										
		WIS			WIS							. ———			
		CHA			CHA										
			Score - 10) ÷												
	FEAIS	& SPEC	CIAL ABI	LITIES	*										
															e - INT
															Knowledge - INT Profession - WIS
GES															
GUAC															VI
LANGUAGES															Craft - INT Perform - CHA