	CHARACTER			
	Name			3
Diama			0.	Gender
Player	Race		Size	Size Modifier
Campaign	CLASSES		Skill Ranks Hit Die	Level Level
			d	Adjustment
ΧP	□ 2		d	
VAARDIGHEDEN .	□ 3		d	F((, i
Vaardigheid Item Vaardigheid Temp Temp Score Bonus Score Modifier	<u> </u>		d	Effective Character
Score Bonus Score Modifier			d	Level
STR STR STR	Favoured class +1 per level		+ INT + CON	
DEX DEX DEX	+1 per level	hp rks	per level per level	
		Class	Racial,	Favoured Armour
	Unt	Skill Skills rained Bonus +3	Ranks Feats Mis	C Enemy Check OTerrain Penalty
INT INT INT				_
wis wis wis				
CHA CHA CHA				_
Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)				
FEATS & SPECIAL ABILITIES				_
				_
				_
				_
				_
				_
				_
				_
				F- (A)
				Knowledge - INT Profession - WIS
				nowledg
GES				
GUA				NT - CHA
LANGUAGES				Craft - INT