					CHARACTER								
					Name		OWNER CONTRACTOR						
Player				Race			Size			Size			
,				*** *********************************							17	Modifier	
Campaig	jn				CLASSES				Skill Ra	nks H	it Die	Level	Level
XP					<u> </u>					<u>d</u>			Adjustment
					□ 2					<u>d</u>			
•	VAARD			, i	□ 3					d			Effective
	Vaardigheid Item Score Bonus	Vaardigheid	d Temp Score	Temp Modifier	□ 4					d			Character Level
STR		STR		STR	<u> </u>					d			
		\vdash			Favoured class +1 per level	рр	hp	rks	+ INT per lev		CON er level		
DEX		DEX		DEX	×		SK	ILLS	01		Daniel		, , , , , , , , , , , , , , , , , , ,
CON		CON		CON			Skill		Class Skills	Ranks	Racial, Feats	Misc	Armour Check
INT		INT		INT	Acrobatics	Untrained	Bonus	DEX	+3				Penalty
WIS		WIS		WIS	Appraise			INT			-		
		\vdash			Autohypnosis	_		WIS			-		
CHA		CHA		CHA	Bluff			CHA			-		
	Modifier = (Total Ability				Climb			STR					-[
	FEATS & SPE	CIAL AF	BILITIE	S 🔻	Diplomacy			CHA					
					Disable Device			DEX			_		-
					Disguise			CHA					
					Escape Artist			DEX					-
					Fly			DEX					-
					Handle Animal			CHA					
					Heal			WIS					
					Intimidate			CHA					±4 if larger/ smaller
					Linguistics			INT			_		
					Perception	-		WIS					
					Ride			DEX					- [
					Sense Motive	_		WIS					
					Sleight of Hand			DEX					-
					Spellcraft			INT			_		
					Stealth			DEX					-
					Survival Track			WIS		721/4			
					Swim					N/A			
					Use Magical Device	_		STR CHA			-		ii
					Knowledge: Arcana			INT					
					Knowledge: Dungeoneering			INT					
					Knowledge: Psionics			INT					
					Knowledge: Religion			INT					
					Knowledge: Nature			INT			_		
					Knowledge: The Planes			INT					
											_		
													Knowledge - INT Profession - WIS
													iowledg ofession
ES													
ANGUAGES													CHA
ANG													aft - INT