						CHARACTER									
						SO CAM	Name								Q A MALE
Player						Race				Size			2	Size	
					****					0120			il.	Modifier	
Campaig	n					CLASSES	S				Skill Ra	anks	Hit Die	Level	Level
XP													<u></u>		Adjustment
						<u> </u>							<u></u>		
Ä.	A1 70%		LITIES	_	# ·	<u> </u>							<u> </u>		Effective
	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier	<u> </u>							<u></u>		Character Level
STR			STR		STR	Favoured cla	acc				+ IN		+ CON		
DEX			DEX		DEX	+1 hp or skil	ll rank per level		hp	rks ILLS			per level	_	
			$\vdash$		-	×			SK	ILLS	Class		Racial,		Armour
CON			CON		CON			Jntrained	Skill Bonus		Skills +3	Rank		Misc	Check Penalty
INT			INT		INT	Acrobatics	`		Donao	DEX					-
WIS			WIS		WIS	Appraise				INT					
СНА			СНА		СНА	Bluff				CHA					,
	lodifier = (To	tal Ability So	core - 10) ÷ 2	2 (Round		Climb		-		STR			_		-
			CIAL AF			Diplomacy		-		CHA					;
						Disable Device	ce	_		DEX CHA			_		-
						Disguise Escape Artist		-		DEX			_		
						Fly				DEX				_	
						Handle Anima	al			CHA					
						Heal				WIS			_		_
						Intimidate				CHA					+ Size diff x4
						Linguistics				INT					
						Perception		-		WIS					,
						Ride		-		DEX			_		-   _
						Sense Motive				WIS			_	_	
						Sleight of Hai	nd			DEX INT			_	_	- i
						Stealth				DEX			_	_	_[
						Survival				WIS					i
						Track	☐ Trained		7.7	SURVIVAL		N/A	7 7//	777	
						Swim				STR					-
						Use Magical I				CHA					
						Knowledge: A				INT					
							Oungeoneering			INT			_		
						Knowledge: R Knowledge: N				INT					
						Knowledge: T				INT			_	_	-
						omeuge. I				1141					
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															N N N
															Knowledge - INT Profession - WIS
S															Knowl
LANGUAGES															
NGC															Other skills: Craft - INT Perform - CHA
IA															Othe Craft Perfo