						CHARACTER									
						Name								ď	
Player						Race					Size			•	-
riuyei						A OFFICE AND LINES					3126			i	Size Modifier
Campaig	n					CLASSES					Skill Rank	s Hit D	ie	Level	Level
XP						□ 1 Ranger						d			Adjustment
ΛI						2						d			
×		ABI	LITIES		<b>x</b> 1	□ 3						d	[		Effective
	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier	<b>4</b>						d	[		Character Level
CTD	00010	501140	STR	000.0		<b>5</b>					-	d	[		
STR			$\overline{}$		STR	Favoured class +1 per level			hp	rks	+ INT per level	+ CO			
DEX			DEX		DEX	7			SKII			D : 1		٠	, , , , , , , , , , , , , , , , , , ,
CON			CON		CON			Skill		Class Skills	Ranks	Racial, Feats,	Misc		y Check
INT			INT		INT	Acrobatics	Untrained	Bonus	DEX	+3 □	,	Synergy		○Terrai	n Penalty
WIS			WIS		WIS	Appraise			INT					_	1
			$\vdash$		-	Bluff			CHA					_ ×	
CHA			CHA		CHA	Climb			STR					_	-
Ability M			Score - 10) CIAL AB			Diplomacy			СНА					_	
	FEAT	o & SPE	CIAL AD	OILLITE	3	Disable Device			DEX					_	-[
						Disguise			CHA					_	
						Escape Artist			DEX					_	-
						Fly			DEX					_	-
						Handle Animal Heal	_		WIS					_	
						Intimidate	-		CHA						±4 if larger/smaller
						Linguistics	-		INT	_				_	± smaller
						Perception			WIS						
						Ride			DEX						-[
						Sense Motive			WIS					<b>X</b>	
						Sleight of Hand			DEX						-
						Spellcraft			INT						
						Stealth	-		DEX	_				_ 0	- [
						Survival			WIS		7.11				
						Track Swim			SURVIVA		N/A			- 1 per 5lb carried	
						Use Magical Device			CHA	_				carried	_ i
						Knowledge: Arcana			INT					<b>(E)</b>	
						Knowledge: Dunge			INT					<u> </u>	
						Knowledge: Religio	n		INT					<b>(II)</b>	
						Knowledge: Nature			INT					<b>(II)</b>	
						Knowledge: The Pla			INT						
						Knowledge: Geogra			INT					<b>®</b>	
						-									
														_	
										_					
															H W
															Knowledge - INT Profession - WIS
															nowledg
GES															
GUA															NT - CHA
LANGUAGES															Craft - INT Perform - CHA