	CHARACTER													*
						Name								MALE DIAMAGE
Player						Race					Size		2	Size
						***************************************					0.20		11	Modifier
Campaign						CLASSES					Skill Ranks		Level	Level Adjustmen
XP						□ 1 BARBARIAN	<u>/!</u>					<u>d</u>	_	Adjustmen
						□ 2						d		
			LITIES		# (	□ 3						d		Effective
Ability Score	Item Bonus	Ability Modifier	RAGE! Modifier	Fatigue Modifier	Temp Modifier	<u> </u>						d		Character Level
		STR	] (+	5-116	STR	<u> </u>					+ INT	+ con		
			11		-	Favoured class +1 per level			hp	rks	per level	per level		
		DEX		, The state of	DEX	×			SKILL	S Class		Racial,	Forhid	den Armour
		CON	<u> </u>		CON		10-1-2-1	Skill		Skills		Feats,	Misc Durin	ng Check
		INT			INT	Acrobatics	Untrained	Bonus	DEX	+3 X		Synergy	KAG	E! Penalty
		WIS	1		WIS	Appraise			INT				X	
		_	-		-	Bluff			CHA				$-\hat{\mathbf{x}}$	
		CHA			CHA	Climb			STR	X				-
				÷ 2 (Round		Diplomacy			CHA				X	
*	FEATS	& SPE	CIAL AF	BILITIES	, ,	Disable Device			DEX				X	
						Disguise	-		CHA				X	
						Escape Artist	-		DEX				X	-
						Fly	-		DEX					-
						Handle Animal			CHA	X			X	
						Heal			WIS					. if larger/
						Intimidate			CHA	X				±4 if larger/ smaller
						Linguistics Perception			WIS	□ <b>X</b>			X	
						Ride	- 1		DEX	X				_ [
						Sense Motive			WIS					1
						Sleight of Hand	_		DEX				×	- [
						Spellcraft			INT				$-\hat{\mathbf{x}}$	
						Stealth	-		DEX				$\overline{}$	-
						Survival			WIS	X				
						☐ Track		77.77	SURVIVAL		N/A	$\overline{M}$	X	
						Swim			STR	X				-
						Use Magical Device			CHA				X	
						Knowledge: Arcana			INT					
						Knowledge: Dungeonee	ring		INT				X	
						Knowledge: Religion			INT				X	
						Knowledge: Nature			INT	X			X	
						Knowledge: The Planes			INT				X	•
														Knowledge - INT Profession - WIS
														nowledg
ES														Ϋ́
LANGUAGES														T
ANG														Craft - INT
1														r g