
Character Level

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d3+2	20/x2	5 ft.

*: weapon is equipped

1H-P: One handed, in primary hand. **1H-O:** One handed, in off hand. **2H:** Two handed. **2W-P-(OH):** 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL):** 2 weapons, primary hand (off hand weapon is light). **2W-OH:** 2 weapons, off hand.

AGE

DAMAGE	CRITICAL	REACH
1d3+2	20/x2	5 ft.

2H: Two handed. **2W-P-(OH):** 2 weapons, primary hand (off hand weapon is light). **2W-OH:** 2 weapons, off hand.

EYE

		SKILLS		FAILURE		PENALTY		MAX RANKS		4/2	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS					MISC MODIFIER	
Acrobatics	DEX	6	=	3	+	3.0	+				
Appraise	INT	3	=	3	+		+				
Athletics	STR	2	=	2	+		+				
Bluff	CHA	5	=	2	+	3.0	+				
Concentration	CON	1	=	1	+		+				
Craft (Untrained)	INT	3	=	3	+		+				
Diplomacy	CHA	2	=	2	+		+				
Disguise	CHA	2	=	2	+		+				
Escape Artist	DEX	3	=	3	+		+				
Gather Information	CHA	5	=	2	+	3.0	+				
Heal	WIS	1	=	1	+		+				
Intimidate	CHA	2	=	2	+		+				
Perception	WIS	4	=	1	+	3.0	+				
Ride	DEX	3	=	3	+		+				
Sense Motive	WIS	4	=	1	+	3.0	+				
Stealth	DEX	6	=	3	+	3.0	+				
Survival	WIS	1	=	1	+		+				
Use Rope	DEX	3	=	3	+		+				
			=		+		+				
			=		+		+				

✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.

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MILL MODIFIER	FAILURE	PENALTY		4/2 MISC MODIFIER
		MAX RANKS		
		ABILITY MODIFIER	RANKS	
6	=	3	+ 3.0	+
3	=	3	+	+
2	=	2	+	+
5	=	2	+ 3.0	+
1	=	1	+	+
3	=	3	+	+
2	=	2	+	+
2	=	2	+	+
3	=	3	+	+
5	=	2	+ 3.0	+
1	=	1	+	+
2	=	2	+	+
4	=	1	+ 3.0	+
3	=	3	+	+
4	=	1	+ 3.0	+
6	=	3	+ 3.0	+
1	=	1	+	+
3	=	3	+	+
	=	+		+
	=	+		+

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL ATTACKS	
Warcraft +0 BAB	

SPECIAL QUALITIES	
Acrobatics ~ Base	
Acrobatics ~ Light Foot	
Improved Initiative (,) Improves your Initiative modifier by 2 each time it's taken.	
Save ~ Reflex (,) Increases the Reflex Save	

PROFICIENCIES	
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halbspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike	

LANGUAGES	
Common	

TEMPLATES	
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Notes:

Character Sheet Notes: