						CHARACTER									
					0000	Name								MALE	
Player						Race				Size			- In	Size	
						******								<u> †ľ</u>	Modifier
Campaig	n					CLASSE	S				Skill F		Hit Die	Level	Level Adjustment
XP													<u>d</u>		] Majasamene
		ADT	TENTE										<u>d</u>		]
×	Ability	ABII Item	Ability	Тетр	Temp	3							<u>d</u>		Effective Character
	Score	Bonus	Modifier	Score	Modifier	4							<u>d</u>		Level
STR			STR		STR	□ 5 Favoured o	lass			7	+ II	T	+ <b>con</b>		」) (
DEX			DEX		DEX	+1 hp or sl	kill rank per level		hr SK	ILLS	per l	evel	per level		
CON			CON		CON						Class		Racial		Armour
			$\vdash$					Untrained	Skill Bonus		Skills +3	Rank	s Feats	Misc	Check Penalty
INT			INT		INT	Acrobatics		-		DEX					-
WIS			WIS		WIS	Appraise		-		INT					_
CHA			CHA		СНА	Bluff				СНА		_	_		
Ability I	Modifier =	(Total Abili	ty Score - 1	0) ÷ 2 (	Round down)	Climb				STR CHA		_	_	-	
	FEATS	S & SPE	CIAL AB	ILITIE	ES 🗾	Diplomacy Disable Devi	CB			DEX		_	_	_	_
						Disguise	00	-		CHA		_	_		- li
						Escape Artis	st			DEX			_		-
						Fly		-		DEX					-
						Handle Anin	nal			CHA					
						Heal		-		WIS					
						Intimidate		-		CHA			_	_	+ Size diff x4
						Linguistics		_		INT		_	_		-
						Perception Ride		- 1		WIS DEX		_	_		
						Sense Motiv	۵			WIS					- 1
						Sleight of H		_		DEX			_		_[
						Spellcraft				INT					
						Stealth		-		DEX			_		-
						Survival		-		WIS					
						Track	□Trained			SURVIVAL		N/A		<u> </u>	,
						Swim		-		STR					-
						Use Magical				CHA					
						Knowledge:	Arcana Dungeoneering			INT					
						Knowledge:				INT			_		-
						Knowledge:				INT			_		_
						Knowledge:				INT					-
													_		_
													_		_
						-							_		-
												_	_		-
															Knowledge - INT Profession - WIS
															owledge ression
ES															-
LANGUAGES															IIs: IT
ANG															Other skills: Craft - INT Perform - CHA
-1															000