CHARACTER SHEET 3.5e CHARACTER Player Name Campaign Race Size ΧP Skill Ranks Hit Die CLASSES Level d d Ability Item Ability Temp Temp Effective Score Bonus Modifier Bonus Modifier d Character Level **STR** 4 d CON d **DEX** Racial, Favoured Armour Max Skill Class Skills Ranks Feats, Misc Enemy Check INT Ranks Untrained Bonus 1 2 3 4 5 Synergy Bonus Penalty ΙΝΤ ΦΦΦΦΦ Appraise WIS DEX 00000 Balance CHA Bluff Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down) Climb Concentration CON bbbbb **Decipher Script** Diplomacy Disable Device Disguise **Escape Artist** Forgery CHA bbbbb **Gather Information** Handle Animal WIS boobb Heal - Size mod x4 Hide Intimidate Jump WIS DODG Listen Move Silently Open Lock Ride Search Sense Motive Sleight of Hand Spellcraft Spot Survival Track URVIVAL 

Trained Swim STR bbbbb Tumble DEX DODD Use Magic Device Use Rope Knowledge: skills: