						×	CHARACTER										
						00.0\4w	Name								Ö		
Player							Race					Size			2	= - ∓ Size	
,						****						OILC			#l'	Modifier	
Campaig	n					CLASSES						Skill Rank	s Hit D)ie	Level	Level	
XP						□ 1 Rang	jer						d			Adjustment	
						<u> </u>							d				
Ä.	A1.111		LITIES	T	# ¹	<u> </u>							d			Effective	
	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier	<u> </u>							d			Character Level	
STR			STR		STR	Favoured cl	acc					+ INT	- d + co	[
DEX			DEX		DEX	+1 hp or ski	ll rank per level	_		hp SKII	rks		per le				
			\vdash			×				SKII	Class		Racial,		Favored	Armor	
CON			CON		CON		Unt	rained	Skill Bonus		Skills +3		Feats, ynergy	Misc	■ Enem	y Check n Penalty	
INT			INT		INT	Acrobatics				DEX			,		0	-	
WIS			WIS		WIS	Appraise		-		INT							
СНА			СНА		СНА	Bluff		-		CHA					×		
Ability N	Modifier = (T	otal Ability	Score - 10)	÷ 2 (Rou	nd down)	Climb		-		STR					_	-	
-		S & SPE				Diplomacy				CHA						_ []	
						Disable Devi	ce			DEX CHA	. 🗆				_	-	
						Disguise Escape Artis	+	÷		DEX					_	_ []	
						Fly	•			DEX					_	-	
						Handle Anim	al			CHA					_	i'	
						Heal				WIS					_		
						Intimidate		-		CHA	-				+ Size diff x4		
						Linguistics				INT							
						Perception		-		WIS						<u></u>	
						Ride		-		DEX					_	- [
						Sense Motive				WIS DEX					_ =	_ []	
						Sleight of Ha Spellcraft	na			INT						¯ i	
						Stealth				DEX					_	-[
						Survival				WIS							
						Track	■ Trained			SURVIVA	L / /	N/A	777	77			
						Swim		-		STR					- 1 per 5lb carried	-	
						Use Magical				CHA							
						Knowledge: A				INT	. 🗆				_		
							Dungeoneering			INT					_		
						Knowledge: F				INT							
						Knowledge: 1				INT	-						
						Knowledge: (INT					- (E)		
							3 1 7										
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																Knowledge - INT Profession - WIS	
S)						-										Know	
LANGUAGES																YH	
NGL																Other skills: Craft - INT Perform - CHA	
LA																Othe Craft Perfe	