							CHARACTER								
						Nar	ne								
pl.					Rac					0:			<b>○</b> 3		
Player						A TOTAL NAME OF THE PARTY OF TH	;e				Size				Size Modifier
Campaig	n					CLASSES					Skill Rank	s Hit Die	Le	vel	
VD						1						d			Level djustment
XP						2						d			
×		ABII	LITIES		*	3						d			
	Ability	Item	Ability	Temp	Temp Modifier	4						d			Effective Character
	Score	Bonus	Modifier	Bonus		5						d			Level
STR			STR		STR	6						d			
CON			CON		CON	7						d			
DEX			DEX		DEX	×				SKILLS					<b>#</b> (
			INT		INT	Max Ranks /	= ECL + 3	Skill		Class Skills	Ranks	Racial, Feats,	Misc	Favoure Enemy	d Armour Check
INT			$\vdash$				Untrained	Bonus		123456	7	Synergy	111100	Bonus	
WIS			WIS		WIS	Appraise	-				_			_	
CHA			CHA		CHA	Balance	-				_			-	<b>-</b> i
Ability N	Modifier = (T	otal Ability	Score - 10)	÷ 2 (Rou	ınd down)	Bluff	_				_			_	
1		S & SPE				Climb	-								- !
						Concentration	_							-	
						Decipher Script									
						Diplomacy	_								
						Disable Device									
						Disguise	_								
						Escape Artist									-
						Forgery	_					-		-	
						Gather Information	on $\blacksquare$							_	
						Handle Animal									
						Heal								- Size	
						Hide								mod x4 + Size	-
						Intimidate								diff x4	
						Jump	_				_			-	- !
						Listen			W12 [		Τ				
						Move Silently	_		DEX		Ι			-	-
						Open Lock			DEX		Τ			-	
						Ride	-					-		-	
						Search	-		INI		Ĭ	-		_	
						Sense Motive	_		W12		I	-			
						Sleight of Hand			DEX		<u> </u>			-	-
						Spellcraft	_		INI		Ϊ			_	
						Spot Survival	-		W12		<u> </u>				
						Track	_				Ϊ	-		_	
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						Swim Tumble			DEA		Ĭ			carried	^ _
						Use Magic Device	2		CHA		Ϊ	-			- i
						Use Rope	E							-	
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															Knowledge - INT Profession - WIS
8														-	Knowle
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ZOD/												-			kills: NT - CHA
LANGUAGES														-	Other skills: Craft - INT Perform - CHA