						CHARACTER								
						Name								MALE
Player						Race				Size			2	Size
,						***************************************				0120			†T	Modifier
Campaigr	1					CLASSES				Skill Ran		it Die	Level	Level
XP						<u> </u>					d			Adjustment
						2					<u>d</u>			
Ä.	A 1 1111		LITIES	_	-	_□ 3					d			Effective
	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier	□ 4					d			Character Level
STR			STR		STR	Favoured class	_			+ INT	_ <u>d</u>	CON		
			DEX		DEX	+1 per level		hp				er level	_	
DEX			\vdash			*		SK	ILLS	Class		Racial,		Armour
CON			CON		CON		Untrained	Skill Bonus		Skills +3	Ranks	Feats	Misc	Check Penalty
INT			INT		INT	Acrobatics	ontrained	Donus	DEX					-
WIS			WIS		WIS	Appraise			INT					
СНА			СНА		СНА	Bluff	-		CHA					
	odifier = (To	tal Ability So	core - 10) ÷ 2	Round		Climb			STR					-
``			CIAL AB			Diplomacy	-		CHA					;
						Disable Device	_		DEX CHA					-
						Disguise Escape Artist	-		DEX			-	-	
						Fly			DEX			-		-
						Handle Animal			СНА				-	
						Heal			WIS			-		
						Intimidate			CHA					±4 if larger/ smaller
						Linguistics			INT					
						Perception			WIS					
						Ride	-		DEX					-1
						Sense Motive Sleight of Hand			WIS DEX					
						Spellcraft			INT					[]
						Stealth			DEX			-		-
						Survival			WIS					
						☐ Track			SURVIVAL	7 /	N/A			
						Swim			STR					-
						Use Magical Device			CHA					
						Knowledge: Arcana Knowledge: Dungeoneering			INT			-		
						Knowledge: Religion			INT			-	-	-
						Knowledge: Nature			INT			-	-	
						Knowledge: The Planes			INT					-
														_
						-								
														Knowledge - INT Profession - WIS
														owledge ofession
GES														
GUAC														CHA
LANGUAGES														Craft - INT Perform - CHA
														_ L