

	HISTORY:			
Melee Attacks Lifting, Smashing	Inventory You can carry CON+10 slots.		Notes	
Dodging, Climbing, Sneaking, Balancing	1.	8.		
Item Slots, Healing, Disease, Weather	2.	9.		
Magic, Concentration, Tinkering, Lore	3. 4.	10.		
Ranged Attacks, Senses, Tracking				
Persuade, Deceive, Intimidate, Provoke	5.			
Used to avoid attacks, Comes from equipment	6.			
CURRENT HEALTH MAX				
	Lifting, Smashing Dodging, Climbing, Sneaking, Balancing Item Slots, Healing, Disease, Weather Magic, Concentration, Tinkering, Lore Ranged Attacks, Senses, Tracking Persuade, Deceive, Intimidate, Provoke Used to avoid attacks, Comes from equipment	Melee Attacks Lifting, Smashing Dodging, Climbing, Sneaking, Balancing Item Slots, Healing, Disease, Weather Magic, Concentration, Tinkering, Lore Ranged Attacks, Senses, Tracking Persuade, Deceive, Intimidate, Provoke Used to avoid attacks, Comes from equipment	Melee Attacks Lifting, Smashing Dodging, Climbing, Sneaking, Balancing Item Slots, Healing, Disease, Weather Magic, Concentration, Tinkering, Lore Ranged Attacks, Senses, Tracking Persuade, Deceive, Intimidate, Provoke Used to avoid attacks, Comes from equipment INVENTORY You can carry CON+10 slots. 8. 9. 1. 4. 5. 6. 6.	

Wielder N. Temperame		HISTORY:					
STR	Melee Attacks Lifting, Smashin		Inventory You can carry CON+10 slots.		Notes		
DEX		Dodging, Climbing, Sneaking, Balancing		8.			
CON	Item Slots, Disease, We		2.	9.			
INT		Magic, Concentration, Tinkering, Lore		10.			
wis		Ranged Attacks, Senses, Tracking					
СНА		Persuade, Deceive, Intimidate, Provoke					
Armor		Used to avoid attacks, Comes from equipment					
CURRENT H	EALTH	Max	7.				

	History:		
Melee Attacks Lifting, Smashing	Inventory You can carry CON+10 slots.		Notes
Dodging, Climbing, Sneaking, Balancing	1.	8.	
Item Slots, Healing, Disease, Weather	2.	9.	
Magic, Concentration, Tinkering, Lore	3.	10.	
Ranged Attacks, Senses, Tracking	4.		
Persuade, Deceive, Intimidate, Provoke	5.		
Used to avoid attacks, Comes from equipment	6.		
CURRENT HEALTH MAX			
	Dodging, Climbing, Sneaking, Balancing Item Slots, Healing, Disease, Weather Magic, Concentration, Tinkering, Lore Ranged Attacks, Senses, Tracking Persuade, Deceive, Intimidate, Provoke Used to avoid attacks, Comes from equipment	Melee Attacks Lifting, Smashing Dodging, Climbing, Sneaking, Balancing Item Slots, Healing, Disease, Weather Magic, Concentration, Tinkering, Lore Ranged Attacks, Senses, Tracking Persuade, Deceive, Intimidate, Provoke Used to avoid attacks, Comes from equipment 7	Melee Attacks Lifting, Smashing Dodging, Climbing, Sneaking, Balancing Item Slots, Healing, Disease, Weather Magic, Concentration, Tinkering, Lore Ranged Attacks, Senses, Tracking Persuade, Deceive, Intimidate, Provoke Used to avoid attacks, Comes from equipment INVENTORY You can carry CON+10 slots. 1. 8. 10. 4. 5. 6. 6. 6. 6. 6.