CON DEX SHORT STATES  STR STREET STATES  AC STRE	<b>DATHFIND</b>	CHARACTER NAME		ANCESTRY & HERITAGE		LEVEL
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<b>ANCESTRY FEATS AND ABILITIES</b>	GENERAL AND BONUS FEATS
SPECIAL 1st	3rd
HERITAGE 1st	7тн
FEAT 1st	11 <sub>TH</sub>
FEAT 5TH	15тн
FEAT JIH	1314
FFATO	40
FEAT 9TH	19тн
FEAT 13th	BONUS
FEAT 17th	BONUS
CVIII	L FEATS Please note, only some classes gain skill feats on odd levels
BACKGROUND	2ND
3rd	4тн
5тн	6тн
7тн	8тн
9тн	10тн
11тн	12тн
13тн	14тн
10111	17111
1571	1071
15тн	16тн
17тн	18тн
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	S AND ABILITIES
FEATURE 1st	FEAT 10TH
FEATURE 1st	FEATURE 11TH
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FEAT 1st	FEAT 12th
FEAT 2nd	FEATURE 13TH
FEATURE 3RD	FEAT 14 <sub>TH</sub>
FEATURE SRD	FEAT 14TH
FEAT 4th	FEATURE 15TH
FEATURE 5TH	FEAT 16th
FEAT 6th	FEATURE 17 <sub>TH</sub>
FEATURE 7TH	FEAT 18th
FEAT 8 <sub>TH</sub>	FEATURE 19TH
PEAL OTH	PEATORE 19TH
FEATURE 9th	FEAT 20TH
SKILL	INCREASES Please note, only some classes gain skill increases on even levels
INITIAL TRAINED SKILLS FROM BACKGROUND, CLASS AND INITIAL INTELLIGENCE SC	ORE
STANDARD S	KILL ADVANCEMENT
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ADDITIONAL TRAINED SKILLS (NOTE SOURCE AND LEVEL)	ADDITIONAL SKILL INCREASES (NOTE SOURCE, LEVEL AND NEW RANK)

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