

Player Name	Character Name	Level	Character Bonus
Mr H	kin	1	2

S_trength	D_exterity	G_rit	F_ocus	I_ntelligence	W_it	C_harisma	A_ura	Reserve
3	2	2	2	1	0	3	1	0

Current Health	Max Health	Stamina	Exhaustion Level	Death Points	Speed	Dark Vision
	14	4			24	10

Condition:

Total skill proficiencies = 11Total number of feat tiers 4

Skill Name	Total	Primary	Secondary	bonus	Feat Name	Tier	Notes
Dodge	4	2		2	Cavalier	1	
Armor	2	2			Born Wealthy	1	
Concentration	4	2		2	Multiattack	1	
Stabilize	4	2		2	Mythical Race	1	its: Extra Limb Tier 1 Natural Climber2 (Forest, Jungle, Mountains, L
Double Handed Weapon	5	3		2			
riding saddle back	5	3		2			
Bravery	4	2		2			
Weapon Thrown	4	2		2			
Charm	6	3	1	2			
Animal Handling	5	3		2			
Convince	6	1	3	2			
Single handed	5	3		2			

Max of	Large Weight	Small Weight	Worthiness
	10	37	3

Copper	Silver	Gold	Platinum		S w
		1	0		1

Armor	buff	resistance	added s	W	L w	

Weapon name	skill	damage	damage type	range	Added s	W	L w	
Forest, Jungle, Mountains,	Double Handed	7		30			5	
Sword	Single handed	5					2	

Gear Name	Added s	W	L w	S w
Clothing	10		1	
Backpack	25		2	
Water Skin				5
Rations (10)				10
Bedroll				5
personal Tent				5
Flint and Steel				1
Warhorse and war saddle				

Total	Add s	W	L w	S w
			10	27

