

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

S _t rength	D _e xterity	G _r it	F _o cus	I _n telligence	W _i t	C _h arisma	A _u ra	Reserve
1	1	1	0	0	0	4	4	0

Current Health	Max Health	Stamina	Exhaustion Level	Death Points	Speed	Dark Vision
13	13	3			23	60

Condition:

Total skill proficiencies = 11

Total number of feat tiers

Skill Name	Total	Primary	Secondary	bonus	Feat Name	Tier	Notes
Dodge	1	1			Bardic Performance	1	
Armor	1	1			Center of Attention	1	
Concentration	0	0			Magic Elemental	1	
Stabilize	1	1			Magical Source	1	poings, Long Lived 2 (Preform Instrument Lute, charm), Outer touch
Charm	6	4	4	2			
Convince	6	0	4	2			
Deceive	6	0	4	2			
Disguise	6	0	4	2			
Insight	2	0		2			
Intiative	2	0		2			
Intimidate	5	1	4				
Knowledge Arcane	2	0		2			
Knowledge street	2	0		2			
Magic Attack	6	0		2			
Magic Support	6	4		2			
Preform Instrument Lute	10	4	4	2			

Max of	Large Weight	Small Weight	Worthiness
	5	27	10

Copper	Silver	Gold	Platinum		S w
			9		1

Armor	buff	resistance	added s	W	L w	

Weapon name	skill	damage	damage type	range	Added s	W	L w	

Gear Name	Added s	W	L w	S w
Concealed Pockets clothing			1	
Large brimg hat			1	
Poncho			1	
Concealed Pockets (lute)			1	
Satchel			1	
Bedroll				5
Personal Tent				5
Trail Rations Water Skin Flint And Steel				16

Total	Add s	W	L w	S w
			5	27

