				name					foci			level	
				class		player					++	-	
						piayei					++	-	
				level								\neg	
				background									
score					mod	save							
	ST	R en	gth	3 -2					Hit Points				
	COI	N stitı	ution	4 - 7 -1		Physical		- best mod			•		
	DEX terity			8 - 13 0				est	Armour Class	10 + DEX mod	d		
	INT elligence			14 -17 +1		Evasion		9 -		x + DEX mod	d		
	W	WIS dom		18 +2		Mental			with shield				
	CH	CHA risma				Mental		9					
						Luck		—	Initiative	DEX mod	d		
ft	m	sq	st										
5	1.5	1		Stab	-2								
thrw axe 10	3.0	2		Shoot	-2	weapon	dmg	att	shock	range	traits		
15	4.5	3		Punch	-'2								
20	6.0	4	t-2		-1								
25	7.5	5	t-1	Magic	-								
human 30	9.0	6	t	A almainiatan	-1								
35	10.5	7	F-1	Administer	-1								
40	12.0	8	F	Connect	-1	equipment							
45	13.5	9	F+1	Convince	_1								
short bow 50	15.0	10		Craft	_1								
55 60	16.5 18.0	11 12	F+3 tt	Exert Heal	_1								
65	19.5	13		Hunt	-1								
70	21.0	14	Ft	Know	-1								
75 75	22.5	15		Lead	-1								
80	24.0	16	FF	Notice	-1								
85	25.5	17		Perform	-1	weapon	dmg	att	shock	range	traits		
90	27.0	18	ttt	Pray	-1	Axe	1d6	STR	2 / AC 13	range	traits		
95	28.5	19		Ride	-1	Axe, hand	1d6	STR / DEX	1 / AC 15	10ft/30ft	Т		
longbow 100	30.0	20	Ftt	Sail	-1	Axe, nand	1d10	STR	3 / AC 15	10100011	2Н		
105	31.5	21		Sneak	-1	Barbed Spear	1d6	STR / DEX	2 / AC 13	30ft/60ft			
110	33.0	22		Survive	-1	Bow, small	1d6	DEX	-	50ft/300ft			
115	34.5		FFF-1	Trade	-1	Broad Spear	1d8	STR	2 / AC 13				
120	36.0		FFF	Work	-1	Club	1d4	STR	1 / AC 13				
125	37.5	25			-1	Hatchet	1d4	STR	1 / AC 13				
130	39	26	Fttt		-1	Knife	1d4	STR / DEX	1 / AC 15				
135	40.5		FFtt-1	Mr.		Seax	1d6	STR / DEX	1 / AC 15				
140	42	28)	Staff	1d6	STR	2 / AC 13		2H, L	L	
145	43.5	29	FFFt-1		9 (Sword, long	1d8	STR / DEX	2 / AC 13				
150	45	30	FFFt	R	$\mathcal{C}_{\mathcal{H}}$	Sword, short	1d6	STR / DEX	2 / AC 15				
155	46.5	31	4F-1	٦ ٢		Unarmed	1d2+sk	STR / DEX			LL		