naracter		Race	/					WAKHAMMER								
55		Level	c				Reputa	tion	HARSH NORTH							
Gender Age Size Height		Weight Skin				Hair					s		Handedness			
giance/Honour					Allies/	Enemies										
ABILITY SCORES	SAV	ING T						1 1	Н	T POINTS	s	/				
TEMP TEMP			BASE	SE ABILITY MAGIC MISC TEMP						FATIGU	ED:		FATIGUEI			
SCORE MOD SCORE	MOD	ORT (CON)	ТОТА	L SAVE) + [M	+	HOD +	MOD +	MOD		Anything	un or charge, -2 STR causing fatigue cause often 8 hours of compl	es exaustion.			
EX		REF (DEX)							Recover after 8 hours of complete rest. < 20 % E EXHAUSTED: EXHAUSTED:							
ON		WILL (WIS)							Move at half speed, -6 STR & -6 Dex. After 1 hour of complete rest, become fatigued.							
VE										1	SUBOUAL /					
vis l		SAVING THROW MODIFIERS										SPEED	Lc	LOAO		
на																
ARRY VALUE = IC ARMOUR VA TOUCH ATTACKS INTIATIVE MODIFIERS DEX MOD	PARRY DODGE + ARCANE SPELL FAIL MISC MOD	FLAT.FOO ATTAC MELEE FINESSE	k Bo	MISC MOD	PR SH	OFICIEN IELDS	I WITH	ABILITY MOD	TT ARMO	DUR	MISC. MOD	M ARMOUR 1	HEAVY ARM	AIL SPEED I		
WEAPONS	ATTACK BONUS	DAMAGE.	CRITICAL	ARMOUR PIERCING	RANGE	HARD	нг	TYPE		WGT LBS	ENESSE Y/N	NOTES	, SPECIAL QUA	ALITIES		
EAPON PROFICIENCIES	□ ALL SIMPL	E □ ALL MARTIA	L.			's Charge		Str 13+,	Power Att		□ FI	EUVERS ing Aside	Improved 1			
					☐ Cat's Parry Parry Bonus 6+ ☐ Decapitating Slash BAB 10+, Int 11+ ☐ Desperate Stab Introved Initiative			e. BAB	□н	uman Shield	Str 13+ lm	Parry Bonus 6+, Dex 13+ Str 13+ Improved Grapple BAB 15+, Jump skill				
= 10			-					15+				eaping Charge				
					⊔ Dev	astating S	weep	Whirlwin	nd Attack		□ Pa	antherish Twist	Improved U	Uncanny Dodge		

SKILLS SKILL PER LE	OINTS EVEL + IN	T MOD ABI	CROSS	S-CLASS SKILL	CROSS	CHARACTER LEVEL + 3 (CHARACTER LEVEL + 3)	CAN BE U.	SED UNT	RAINED T A			APPLIES KEY	CRO
	MOD R	ANKS MOI) MO	D ABILITY	CLASS		wear v	MOD	RANKS	MOD	MOD	ABILITY	CLA
Appraise •		+	_ +	_ INT		Knowledge (rel			+		INT		
Balance •†		+_	- +	_ DEX		Knowledge				·		INT	
Bluff •		+	- +	_ CHA		Knowledge				· ·		INT	
Climb •†		+_	_ +	_ STR		Listen •				· ·		WIS	
Concentration •		+_	_ +	_ CON		Move Silently	•†			· — ·		DEX	[
Craft (alchemy)	=-	+_	_ +	_ INT		Open Lock				· ·		DEX	[
Craft • (herbalism)	= -	+	- +	_ INT		Perform •			=	-		CHA]
Craft •	= -	+_	_ +	- INT		Profession			-	· ·		WIS	[
Decipher Script	-	+	- +	_ INT		Profession				·— ·		WIS	1
Diplomacy •		$-^{+}-$	- +	- CHA		Ride = Search = Sense Motive =				· — ·	—	DEX	
Disable Device		+	_ +	- INT					-	· '		INT	1
Disguise •		+	_ *	- CHA					-	•		WIS	i
Escape Artist •†		+_	- +	- DEX		Sleight of Hand				' —'		DEX	
Forgery •		+_	_ *	- INT		Spot •			-	—		WIS	1
Gather Information		+_	_ +	_ CHA		Survival		_		· '		WIS	1
Handle Animal	= -	+	_ +	CHA		Swim ■ Tumble †			=	· ·		STR	1
Heal ■	=_	+	_ +	_ wis					=	+		DEX	1
Hide ■†	=	+	_ +	DEX		Use Rope ■			=	+ :		DEX	1
Intimidate =		+	_ +	_ CHA					=	+	F		- 1
Jump ■†	=	+	_ +	STR					=	· ·	-		_
Knowledge (arcana)	=_	+	+	INT						+	٠		
Knowledge (geography)		+	_ +	INT					1	+			
Knowledge (local)	=	+	_ +	INT						+ +	٠		
Knowledge (nobility)	=	+	+	INT						· ·	٠		
							□ Breton □ Estalian □ Tilean □ Slavic (Kislevar □ Classical (dead) Dwarf □ Khazalid Norscan □ Norse	and the second particular		Kr (Goblin) Skave kkh (Hob) Qu rc) Other Snotling) que		neekish	
EQUIPMENT		LOCATION WGT LBS					SPECIAL AI	BILITIES					
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