

	Balzi Drudrull		Henry		Apteb Jifseu		Sterkig Runewine		Wimi		Mayla		
Initiative	-1		+1		+8		+5		+2		+1		Initiative
Perception	+1		+9		+10		+7		+9	Nocturnal: +2 bonus in dim light or darkness	+8		Perception
AC	20	t:9 f:20	21	t:11 f:19	20	t:13 f:17	17	t:13 f:15	19	t:12 f:17	16	t:10 f:14	AC
HP	42		37		37		35		26		63		HP
Fort Save	+8		+7		+6		+4		+0		+8		Fort Save
Refi Save	+3		+6		+9		+3		+6		+2		Refi Save
Will Save	+8		+4		+2		+6		+5		+4		Will Save
STR	+3	16	+4	19	+2	14	-1	8	0	10	+4/+6	18/22	STR
DEX	-1	8	+2	14	+4	18	+1	13	+2	14	+1	13	DEX
CON	+1	13	+3	17	+1	12	+2	14	-1	8	+2/+4	14/18	CON
INT	0	10	-2	6	+1	13	0	10	+2	14	-1	8	INT
WIS	+1	12	+1	12	0	10	+1	12	+1	13	+1	12	WIS
CHA	+3	16	-2	6	-1	8	+4	18	+2	14	0	10	CHA
◻Acrobatics	-7/-1	Speed greater/less than 30 ft.: -4 to jump	+1/+2	Speed greater/less than 30 ft.: +8 to jump	+9/+12	Speed greater/less than 30 ft.: -4 to jump	+1		+10/+13	Speed greater/less than 30 ft.: -4 to jump	+2/+5		◻Acrobatics
Appraise	+0		-2		+1		+0		+2		+1		Appraise
Bluff	+3		-2		+9		+4		+2		+0		Bluff
◻Climb	-3/+3		+3/+4		+7/+10		-1		+5/+8		+8/+11		◻Climb
Craft (alchemy)													Craft (alchemy)
Craft (armor)													Craft (armor)
Craft (bows)													Craft (bows)
Craft (leather)													Craft (leather)
Craft (traps)													Craft (traps)
Craft (weapons)													Craft (weapons)
Diplomacy	+11		-2		-1		+4		+2		+0		Diplomacy
◻Disable Device	N/A		N/A		N/A		N/A		N/A		N/A		◻Disable Device
Disguise	+3		-2		+9		+4		+2		+0		Disguise
◻Escape Artist	-7/-1		+1/+2		+1/+4		+1		-1/+2		-2/+1		◻Escape Artist
◻Fly	-7/-1		-1/+0		+1/+4		+6		+10/+13		-2/+1		◻Fly
Handle Animal	N/A	Animal Companion Link: +4 circumstance bonus to checks made regarding an animal companion	N/A		N/A		N/A		+4		+5		Handle Animal
Heal	+9		+1		+0		+1		+3		+2		Heal
Intimidate	+3		-2		+7		+4		+2		+6		Intimidate
Know (Arcana)							+5						Know (Arcana)
Know (Dung)													Know (Dung)
Know (Eng)													Know (Eng)
Know (Geog)											+1		Know (Geog)
Know (History)													Know (History)
Know (Local)					+11				+8				Know (Local)
Know (Nature)									+10				Know (Nature)
Know (Nobility)					+7								Know (Nobility)
Know (Planes)									+8				Know (Planes)
Know (Religion)									+8				Know (Religion)
Linguistics	N/A		N/A		N/A		+1		+8		N/A		Linguistics
Perception	+1		+9		+10		+7		+9	Nocturnal: +2 bonus in dim light or darkness	+8		Perception
Perform ()													Perform ()
Prof (Herb)													Prof (Herb)
◻Ride	+4/+10		+1/+2		+5/+8		+1		-1/+2		+2/+5		◻Ride
Sense Motive	+1		+1		+2		+1		+1		+1		Sense Motive
◻Sleight of Hand	N/A		N/A		N/A		N/A		N/A		N/A		◻Sleight of Hand
Spellcraft	N/A		N/A		N/A		+7		+10		N/A		Spellcraft
◻Stealth	-7/-1		-3/-2		+9/+12		+1		-1/+2	Nocturnal: +2 bonus in dim light or darkness	+2/+5		◻Stealth
Survival	+1		+1		+2		+1		+6		+5		Survival
◻Swim	-3/+3		+3/+4	Endurance: +4 to resist nonlethal damage from exhaustion	-1/+2		-1		-3/+0		+14/+17		◻Swim
Use Magic Dev	N/A		N/A		N/A		N/A		N/A		N/A		Use Magic Dev
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