

Character Creation Sheet

Bonuses	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll		Warrior	Thief	Druid	Mage	Hunter	Outcast
Strenght			+1			+2	+1		+1				+1	
Dexterity	+2	+1	+1		+2		+1			+2	+1		+1	
Toughness		+1	+1			+2			+1					+2
Intelligence	+1			+2							+2			
Wisdom	+1		+1	+2	+1						+2			
Force of will			+1			+2								+1
X														
Athletics		+1					+1			+1				
Raw Power			+1			+1								+1
Unamed			+1			+1			+1					
Endurance				+1	+1		+1							
Acrobatics	+1	+1		+1	+1		+1			+1				
Slight of hand														
Stealth	+2				+1					+1			+1	
Bonus While Injured														
Resistance	+1	+1	+1			+1	+2		+2					
Ignore Interrupt														
Arcana														
History			+1	+2							+1			
Investigation	+1	+1								+1				
Nature					+2		+1				+1		+1	
Religion		+1		+1							+1			
Luck		+1												
Animal Handling					+1						+2		+1	
Insight	+1											+1		
Medicine				+1	+1						+1			
Perception		+1												
Survival		+1											+1	+1
X														
Deception														+1
Intimidation			+1			+1	+1		+1					
Performance							+1							
Persuasion														
Spell capacity	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll		Warrior	Thief	Druid	Mage	Hunter	Outcast
	0	0	0	0	0	0	0		0	0	3	9	0	0
Ability capacity	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll		Warrior	Thief	Druid	Mage	Hunter	Outcast
	0	0	0	0	0	0	0		3	3	3	0	3	3
Starting Armor	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll		Warrior	Thief	Druid	Mage	Hunter	Outcast
	0	0	Small Shield	0	0	0	0		Chainmail	Leather	Leather	Cloth	Leather	Leather
Starting Weapon	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll	+	Warrior	Thief	Druid	Mage	Hunter	Outcast
	Staff	Longsword	0	Scimitar	Shorbow	GreatClub	Spear		Battle Axe	Dagger	Spear	Staff	Longbow	Mace
Starting ammo	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll	+	Warrior	Thief	Druid	Mage	Hunter	Outcast
	0	0	0	0	1D6 Arrows	0	0		0	0	0	Full arcana	1D10	0
Starting Food and	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll	+	Warrior	Thief	Druid	Mage	Hunter	Outcast
	1D6	1D6	1D10	1D10	1D10	1D6	1D6		0	0	0	0	1D10	1D10
Starting Gold	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll	+	Warrior	Thief	Druid	Mage	Hunter	Outcast
	10	7	10	15	5	2	2		2	7	2	10	3	2
Starting Worthines	Halfling	Human	Dwarf	High Elf	Night Elf	Orc	Troll	+	Warrior	Thief	Druid	Mage	Hunter	Outcast
	6	5	4	7	5	1	1		4	-2	3	5	6	0

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