

Player's Name: Kim Vaessen, Character Race: Human, Character Class(es): Bard

Ability Score rolls at character creation									
Initial ability	1st roll	2nd roll	3rd roll	Assigned	Racial adj.	DM's adj.	Adjusted	Final ability	Final score
STR	10	15	18	STR = 16	-	-1	15	STR	15
DEX	9	11	17	DEX = 17	-	+1	18	DEX	18
CON	5	18	-	CON = 16	-	+1	17	CON	17
INT	16	-	-	INT = 18	-	-	18	INT	18
WIS	16	-	-	WIS = 16	-	-1	15	WIS	15
CHA	13	16	-	CHA = 18	-	-	18	CHA	18

Ability score mods: 10-11 = 0, 12-13 = +1, 14-15 = +2, 16-17 = +3, 18-19 = +4, 20-21 = +5 / **Heroic Luck** CHA mod: Lvl mod:

Hit Points (levels 1 - 3) / Max at 1st, re-roll 1 or 2 at 2nd, re-roll 1 at 3rd						Handedness			
	1st level	CON mod.	2nd level	CON mod.	3rd level	CON mod.	d10 roll	d20 roll	result
HD	6	3	4	3	?	?	?	?	Right

Places known in Whillip	Feats at 1st level	Skill points at 1st level
1 Year in Whillip / 1d20 Roll = 14	<p>From class features 5 (Simple weapon prof (all weapons), Martial weapon prof (longsword, rapier, sap, short sword, shortbow, and whip), Exotic weapon prof (Whip), Armor prof (light), Shield prof (except tower shields)).</p> <p>"Rob's World!" 2 (Parry, +1 additional player selected Feat) bonus</p> <p>Racial bonus 1 (Humans get one extra feat at 1st level)</p> <p>For class levels (1 + 1 / 3 levels. 2 (All classes get 1 feat at 1st level, and an additional feat every level divisible by three afterwards)</p> <p>From flaws 2 (Character selected two flaws at 1st level)</p> <p>Other bonus feat(s)</p> <p>Total feats at 3rd lvl = 12</p>	<p>Skill Points at 1st lvl (6+INT mod x4) = 40</p> <p>Skill Points at Each Additional Level (6+INT mod) = 10</p> <p>Bonus Skill point(s) from "Rob's World!" (misc mod) in Knowledge local (Whillip) = 1 (misc mod.)</p> <p>Total Skill Points at 3rd lvl = 60 + 1 misc mod.</p>