

Jeff's Character / Whisper Gnome / Scout 2

Ability Score rolls at character creation									
Initial ability	1st roll	2nd roll	3rd roll	Assigned	Racial adj.	Adjusted	DM's adj.	Final ability	Final score
STR	14	16	-	STR	-2	14		STR	14
DEX	18	-	-	DEX	+2	20		DEX	20
CON	11	13	-	CHA	-2	11	-1	CON	20
INT	14	17	-	INT		17	+1	INT	18
WIS	13	-	17	CON	+2	19	+1	WIS	14
CHA	9	15	-	WIS		15	-1	CHA	10

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

Hit Points (levels 1 - 2)						Handedness		
1st level	CON mod.	2nd level	CON mod.	Trait* mod.		d10 roll	d20 roll	result
HPs (d8)	8(1)	5	5(2)	5	-2	3	9	Rt. Handed

*Quick trait (ref UA page 89) selected at 1st level. Increased movement in exchange for -1 HP / level.

Places known in Whillip	Feats at 1st level	Skill points at 1st level
Roll = 17	From class features 3 (Simple Weapon Prof, Martial Weapon Proficiency: hand axe, throwing axe, short sword, short bow), Armor Prof. Light) "Rob's World!" bonus 2 (Parry +1 additional player selected Feat) Racial bonus 1 (Martial Weapon Proficiency (Gnome Hooked Hammer)) For class levels (1 + 1 / 4 levels) 1 From flaws (max 2) 1 Other bonus feat(s) ? Total feats at 2nd lvl = 8	Skill Points at 1st lvl: (8 + Int modifier) × 4 = 48 Skill Points at Each Additional Level: 8 + Int modifier. = 12 Bonus Skill point(s) from "Rob's World!" (misc mod in Knowledge local (Whillip)) = 1 (misc mod.) Total Skill Points at 2nd lvl = 60 + 1 misc mod.