

NAMN:

KLASSE:

BARN

10

+0

STRENGTH

14

+2

DEXTERITY

10

+0

CONSTITUTION

10

+0

INTELLIGENCE

10

+0

WISDOM

14

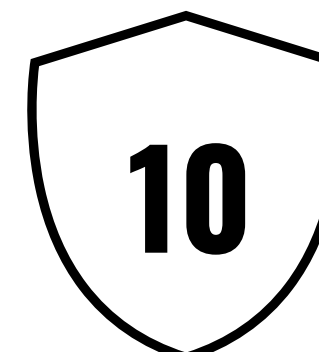
+2

CHARISMA

SKILLS / FERDIGHEITER	
ACROBATICS	+2
ANIMAL HANDLING	+0
ARCANA	+0
ATHLETICS	+0
DECEPTION	+2
HISTORY	+0
INSIGHT	+0
INTIMIDATION	+2
INVESTIGATION	+0
MEDICINE	+0
NATURE	+0
PERCEPTION	+0
PERFORMANCE	+2
PERSUASION	+2
RELIGION	+0
SLEIGHT OF HAND	+2
STEALTH	+2
SURVIVAL	+0

SAVING THROWS	
STRENGTH	+0
DEXTERITY	+2
CONSTITUTION	+0
INTELLIGENCE	+0
WISDOM	+0
CHARISMA	+2

MAX HIT POINTS / HP HIT DICE ARMOR CLASS / AC



INITIATIVE

+1

SPEED

30

FEET

DEATH SAVES:

SUCCESSSES:

FAILURES:

ACTIONS:

ACTIONS IN COMBAT
Attack, Dash, Disengage, Dodge, Grapple, Help, Hide, Improve, Influence, Ready, Search, Shove, Study, Utilize, Interact with object.

BONUS ACTION:

EQUIPMENT:

1. Vedkubbe (våt) 2. Kniv (heng i beltet)
3. Skjerf 4. 5 meter tau
5. Eldstål og flint 6. Tørka frukt

Utstyret ligg i sekken. Du har også på deg ei vinterkappe.

VÅPEN:		
NAMN:	HIT (d20+):	SKADE:
KNIV	+2	1d4+2
UNARMED STRIKE	+1	1
IMPROVISED WEAPON	+5	1d4

VEDLEGG 2

