			Abilit	y Score rolls a	t character cre	eation			
Initial ability	1st roll	2nd roll	3nd roll	Assigned	Racial adj.	DM's adj.	Adjusted	Final ability	Final score
STR	13	12	-	INT = 13		-1	12	INT	12
DEX	15	15	15	DEX = 15	+2	-1	16	DEX	16
CON	15	14	-	CON = 15		+1	16	CON	16
INT	9	8	8	CHA = 9		+1	10	СНА	10
WIS	17	-	16	WIS = 17		-1	16	WIS	16
CHA	11	17	-	STR = 17	-2	1	16	STR	16
Ability sc	ore mods: 10-	11 = 0, 12-13	= +1, 14-15 = +	·2 , 16-17 = +3	3, 18-19 = +4,	20-21 = +5 / F	leroic Luck C	HA mod: 0, Lv	l mod: +1
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 = D8	8	3	4	3	?	3	?	?	equal
Place	s known in W	/hillp	Feats at 1st level				Skill points at 1st level		
1 Year in Whillip / 1d20 Roll = 14				Martial weapo	eapon prof (all von prof (all weap ield prof (ref FF	oons), Armor	Skill Points at 1st IvI (6+INT mod) x4 = 28		
				2 x Parry, +1 additional player selected Feat (ref RWHR page 33)			Skill Points at Each 6+INT mod Additional Level = 7		
			Racial bonus	1 x (ref FRCS page 18)			Bonus Skill point(s) from = 1 (misc "Rob's World!" (misc mod mod.) in Knowledge local (Whillip)		
			For class levels (1 + 1 / 3 levels.	2 x (ref PH pa	ge 22)		Total Skill P	oints at 3rd lvl	42
			From flaws (max 2)	2 x (ref UA pa	ge 91)				
				2 x Ambidexte (ref RWNF page	erity & Two wea ges 13-14)	pon fighting			
			Total feats						