

Пате	Race
CIASS	I evei

	STR	CON	DEX	INT	WIS	СНА	Armor Class Physical Defense Mental Defense Bonuses
							$ \begin{pmatrix} A \\ C \end{pmatrix} \qquad \begin{pmatrix} P \\ D \end{pmatrix} \qquad \begin{pmatrix} M \\ D \end{pmatrix} $
$M_{ODIFIER}$							HİΤ POİΠΤ΄S RECOVERİES RECOVERY
$MODIFIER \\ + LEVEL$							current / t
			INITIATIVE	l			/ maximum / maximum
опе unique thing			R.F	ACİAL I	POWER	BASIC MELEE ATTACK	
							ATTACK HIT MISS
				— РС	OWERS	& SPELI	
ICORRELATIONSHIPS						BASİC RANGED ATTACK  ATTACK HIT MISS	
							EQUIPMENT GP
BACK	GROU	ПDS					
							magic items
CLASS FEATURES (if any)		FE	AŤS				
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TALE	птѕ			3			
1				$\overline{}$			
2				$\begin{array}{c} \boxed{} \\ \boxed{} \\ \boxed{} \end{array}$			
3							
				8			incremental advances
4				9			ABILITY SCORE BONUS   4 <sup>TH</sup> / 7 <sup>TH</sup> / 10 <sup>TH</sup> LEVEL (+1 to 3 abilities)  POWER/ SPELL

Feat

Hit Points 🗌

Skills (+1)