

True20 House Rules: Level Variant version 1.3

by Bryan Caplan

Preface

I created the Level Variant to (a) emulate the feel of 1st edition Dungeons and Dragons, and (b) simplify character creation for kids. Enjoy.

Initial Stats

Roll	Initial Ability
1	-5
2	-4
3-4	-3
5-6	-2
7-8	-1
9-12	+0
13-14	+1
15-16	+2
17-18	+3
19	+4
20	+5

	Str	Int	Wis	Dex	Con	Cha
<i>Class</i>						
Cleric	+1	+3	+5	+0	+2	+4
Fighter	+5	+0	+1	+3	+4	+2
Mage	+0	+5	+4	+3	+1	+2
Thief	+2	+4	+0	+5	+1	+3
<i>Race</i>						
Dwarf	+1	+0	+0	+0	+2	-2
Elf	+0	+2	+1	+2	-1	+2
Halfling	-4*	+0	+0	+2	+1	+0
Human	+0	+0	+0	+0	+0	+0

* Ignore -4 Str penalty for Armor and Shield use.

	Toughness	Fortitude	Reflex	Will	Class/Race Skills & Feats
Class					
Cleric	+1	+3	+0	+2	3
Fighter	+3	+2	+1	+0	5
Mage	+0	+1	+2	+3	4
Thief	+2	+0	+3	+1	7
Race					
Dwarf	+0	+2	+0	+1	3
Elf	+0	-1	+1	+2	4
Halfling	+0	+1	+2	+0	3
Human	+0	+0	+0	+0	2

Saves: All of your saves improve by 1 every time you gain an odd-numbered level. (L3, L5, etc.)

Character Creation and Advancement

Characters begin at Character Level 1. To rise, they must acquire Deed Points by adventuring. If you play a Human with a normal Class, you need 10 DPs to advance a CL.

Level	DPs (Human)	DPs (Dwarf)	DPs (Elf)	DPs (Halfling)
1	0	0	0	0
2	10	12	13	11
3	20	24	26	22
4	30	36	39	33
5	40	48	52	44
6	50	60	65	55
7	60	72	78	66
8	70	84	91	77
9	80	96	104	88
10	90	108	117	99

Non-Human PCs need extra DPs to advance a CL:

Dwarf: +2 DPs/CL

Elf: +3 DPs/CL

Halfling: +1 DPs/CL

Prestige Classes also require extra DPs to advance. See Class descriptions for details.

Ignore Power Level.

Feat rank can't exceed Character Level +1.

Skill rank can't exceed Character Level +6.

Class Skills: Every class selects x Class Skills. You start with x ranks in your best Class Skill, (x-1) ranks in your 2nd best..., and 1 rank in your worst. You gain one additional rank in each of your pre-selected Class Skills every time you gain a CL.

Race Skills: Every race selects x Race Skills. You start with x ranks in your best Race Skill, (x-1) ranks in your 2nd best..., and 1 rank in your worst. Your Race Skills do not improve. Humans are free to choose any two Skills as their Race Skills.

Free Skills: You start with 2 Skills ranks of your choice at Level 1, and gain 2 additional ranks every time you gain a CL.

Class Feats: Every class selects x ranks of Class Feats. You gain one additional Class Feat (or an additional rank in a Feat you already have) every time you gain a CL.

Race Feats: Every race selects x ranks of Race Feats. You do not gain additional Race Feats when you gain a CL. Humans are free to choose any two Feats as their Race Feats.

Free Feats: You start with one Feat of your choice at Level 1. You gain one additional Feat (or an additional rank in a Feat you already have) every time you gain a CL.

Cleric

Level	Life	Att	Def	Dam	Init	Special
1	2	+0	+1	+0	+0	Divine Spells 3
2	2	+1	+2	+0	+0	Divine Spells 4; +1 save vs. divine
3	3	+1	+2	+1	+1	Divine Spells 5
4	3	+2	+3	+1	+1	Divine Spells 6; +2 save vs. divine
5	3	+2	+4	+1	+2	Divine Spells 7
6	3	+3	+4	+1	+2	Divine Spells 8; +3 save vs. divine
7	4	+3	+5	+2	+3	Divine Spells 9
8	4	+4	+6	+2	+3	Divine Spells 10; +4 save vs. divine
9	4	+4	+6	+2	+4	Divine Spells 11
10	4	+5	+7	+2	+4	Divine Spells 12; +5 save vs. divine

Cleric spells require a holy symbol and free use of your voice.

Cleric (standard)

Class Skills: Diplomacy 1, Insight 2, Knowledge 3 [religion]

Class Feats: Convert, Favored Opponent [religious enemies], Inspire

Druid (prestige class – 10 DPs/Level)

Special: **Nature Spells** (*Extras:* Extra Mana) instead of **Divine Spells**; save bonus against elements instead of divine. Druid spells require mistletoe and free use of your voice.

Class Skills: Handle Animal 4, Survival 3, Knowledge 2 [religion], Insight 1

Class Feats: Animal Empathy, Favored Environment [varies], Minion 2 [animal]

Fighter

Level	Life	Att	Def	Dam	Init	Special
1	3	+2	+1	+1	+4	Favored Weapon
2	3	+3	+2	+2	+5	+1 Fortitude
3	3	+4	+2	+2	+6	+1 Att melee or ranged
4	4	+5	+3	+2	+7	+1 Toughness
5	4	+6	+4	+3	+8	Extra
6	4	+7	+5	+3	+9	Favored Weapon #2 or Mastered Weapon
7	5	+8	+5	+3	+10	+2 Fortitude
8	5	+9	+6	+4	+11	+2 Att melee or ranged
9	5	+10	+7	+4	+12	+2 Toughness
10	6	+11	+8	+4	+13	Extra #2

Extra: You may choose Alternate Save, Area, Armor-Piercing, Autofire, Continuous, Extra Target, Penetrating, Selective, Split, or Vampiric.

Favored Weapon: You have +1 Attack, +1 Damage, and +2 Initiative with a weapon of your choice.

Mastered Weapon: You have an additional +1 Attack, +1 Damage, and +2 Initiative with a Favored Weapon.

Barbarian (prestige class – 14 DPs/Level)

Special: +1 Life, +2 Defense unless flat-footed (as long as you can Take 5 on your Armor and Shield Strength check).

Class Skills: Climb 4, Intimidate 6, Jump 1, Medicine 2, Stealth 3, Survival 5

Class Feats: Brute Force, Demoralize, Diehard, Rage, Startle, Stoic

Cavalier

Class Skills: Intimidate 4, Lift 3, Notice 1, Ride 5, Run 2

Class Feats: Armored Skill [Ride], Diehard, Fearless, Stonewall, Wealth

Duelist

Class Skills: Acrobatics 5, Bluff 4, Jump 3, Perform 1 [duel], Sleight of Hand 2

Class Feats: Feint, Improved Critical, Improved Disarm, Quick Draw, Uncanny Dodge

Fighter (standard)

Class Skills: Intimidate 4, Lift 5, Notice 3, Ride 1, Throw 2

Class Feats: All-Out Attack, Defensive Attack, Diehard, Improved Critical, Power Attack

Paladin (prestige class – 14 DPs/Level)

Special: +1 Toughness vs. Evil (“Protection from Evil”; *Extras:* Area [radius], Impervious; *Feats:* Progression [Area] at L4, L7, L10, etc.) **Healing 5** (“Lay on Hands”; *Flaws:* 1 Charge/Day) Starting at CL 6, you gain **Divine Spells CL-5**.

Class Skills: Concentration 1, Diplomacy 3, Insight 6, Knowledge [religion] 4, Ride 5, Sense Motive 2

Class Feats: Armored Skill [Ride], Diehard, Favored Opponent [unholy], Fearless, Stonewall, Suicidal Attack

Ranger (prestige class – 12 DPs/Level)

Special: Starting at CL 6, you gain **Magic Spells CL-5** and **Nature Spells CL-5**.

Class Skills: Handle Animal 2, Medicine 1, Notice 3, Survival 4, Track 5

Class Feats: Animal Empathy, Diehard, Favored Opponent [Humanoids], Survivor, Takedown Attack

Mage

Level	Life	Att	Def	Dam	Init	Special
1	2	-1	+0	+0	+0	Magic Spells 3
2	2	-1	+1	+0	+0	Magic Spells 4; +1 save vs. magic
3	2	+0	+1	+0	+1	Magic Spells 5
4	3	+0	+2	+0	+1	Magic Spells 6; +2 save vs. magic
5	3	+0	+2	+0	+2	Magic Spells 7
6	3	+1	+3	+0	+2	Magic Spells 8; +3 save vs. magic
7	3	+1	+3	+0	+3	Magic Spells 9
8	4	+2	+4	+0	+3	Magic Spells 10; +4 save vs. magic
9	4	+2	+4	+0	+4	Magic Spells 11
10	4	+2	+5	+0	+4	Magic Spells 12; +5 save vs. magic

Mage spells require free use of your voice and careful hand movements. Mages wearing armor or carrying a shield must make an Activation roll every time they try to cast a spell.

Mage (standard)

Class Skills: Concentration 2, Knowledge [Magic] 4, Reason 1, Research 3

Class Feats: Lore, Improved Defense, Master Plan, Well-Read

Thief

Level	Life	Att	Def	Dam	Init	Special
1	2	+1	+1	+0	+6	+1 Def unless flat-footed
2	3	+2	+2	+1	+8	+1 Reflex
3	3	+2	+3	+1	+10	+2 Def unless flat-footed
4	3	+3	+4	+1	+12	+1 Tough. unless flat-footed; Favored Weapon
5	3	+4	+5	+2	+14	Feat Combo <u>or</u> Luck Control (1 rank)
6	4	+5	+6	+2	+16	+3 Def unless flat-footed
7	4	+5	+7	+2	+18	+2 Reflex
8	4	+6	+8	+3	+20	+4 Def unless flat-footed
9	4	+7	+9	+3	+22	+2 Tough. unless flat-footed; Favor. Weapon #2
10	5	+8	+10	+3	+24	Feat Combo <u>or</u> Luck Control (2 ranks)

Acrobat

Class Skills: Acrobatics 7, Climb 6, Disable Device 2, Escape Artist 3, Jump 5, Stealth 4, Throw 1

Class Feats: Dodge, Elusive Target, Evasion, Grappling Finesse, Instant Up, Slippery, Uncanny Dodge

Assassin

Class Skills: Bluff 6, Climb 2, Disable Device 4, Gather Information 5, Notice 1, Sleight of Hand 3, Stealth 7

Class Feats: Aim, Hide In Plain Sight, Jaded, Move-by Action, Non-Descript, Sneak Attack 2

Thief (standard)

Class Skills: Acrobatics 1, Climb 4, Disable Device 5, Notice 2, Search 3, Sleight of Hand 7, Stealth 6

Class Feats: Connected, Diehard, Distract, Feint, Redirect, Sneak Attack, Uncanny Dodge

Armor and Shields

Armor Type	Toughness	Defense	Strength DC*	Skill Penalty	Somatic Activation
Armor					
None	+0	+0	0	+0	0
Leather	+2	-1	8	-2	10
Chain Mail	+4	-2	11	-4	15
Elven Chain Mail	+4	-1	8	-0	10
Plate Mail	+6	-3	14	-6	20
Shields					
Small	--	+1 unless flat-footed	+1	-1	+2
Medium	--	+2 unless flat-footed	+2	-2	+4
Large	--	+3 unless flat-footed	+3	-3	+6

* Reduce the DC by 2 if you move as an Attack action, and by 5 if you move as a full round action.

Strength DC: You can move normally with this armor and shield package if you can Take 10 on this Strength DC. Otherwise you must make a Strength check each round you move.

Skill Penalty: The Skills impaired by armor and shield are: Acrobatics, Chase, Chore, Climb, Disable Device, Drive, Jump, Notice, Ride, Run, Sleight of Hand, and Stealth.

Somatic Activation: Each time you cast a spell while wearing armor or shield, you must make a Somatic Activation check with this DC. If you fail, you waste the casting time. If you fail your check by 5, you lose the spell's Mana as well.

Damaging Armor: Armor has the same Toughness it provides its wearer, plus the Impervious Extra. Leather has 2 Life, Chain Mail has 3 Life, Plate Mail has 4 Life. When Armor loses Life, its Toughness falls, but its other attributes remain the same:

Remaining Life	Toughness
4	+6
3	+4
2	+2
1	+1
0	+0

Weapons

Racial Bonuses: +1 with hand and battle axes for Dwarves; +1 with long and short bows for Elves.

Strength DC: You can wield this weapon normally if you can Take 10 on this Strength DC. Otherwise you must make a Strength check each round you use this weapon.

Stealth DC: You must make a Stealth check at this DC to conceal this weapon.

Everyman

Familiarity with one Weapon and Transport [horse].

Weapons

Weapon	Effect	Initiative	Strength DC*	Stealth DC	Special
Blades					
Dagger	Strike 2	-4	8	12	
Throwing Knife	Blast 1	-2	6	10	10' range increm.
Short Sword	Strike 3	-5	10	15	
Long Sword	Strike 4	-10	12	20	
Bastard Sword	Strike 5	-15	15	25	
Two-Handed Sword	Strike 6	-20	17	30	
Bows					
Short Bow	Shoot 1	+10	7	15	50' range increm.
Long Bow	Shoot 2	+10	10	20	
Crossbow	Shoot 3	-10	12	20	Quick Draw 3
Bludgeons					
Staff	Strike 1	-2	6	15	
Club	Strike 2	-5	8	20	
Heavy Object	Strike 1 for DC 10; +1 per +5 DC	-2*Strike	varies	varies	
Exotic					
Garrote	Suff 2	-5	5	5	
Miscellaneous					
Battle Axe	Strike 4	-8	15	25	
Hand Axe	Blast 2	-5	10	15	25' range increm.
Spear	Blast 2	-6	7	20	25' range increm.

* Reduce the DC by 2 if you use the weapon two-handed.

Damaging Weapons: Weapons have Toughness equal to the Damage they inflict, plus the Impervious Extra. Weapons have Life=Damage/3, rounding up.

New Feats

Armored Magic: You have +2 to your Somatic Activation checks.

Armored Skill: Pick one Skill. When you use this Skill, reduce your total Armor and Shield penalty by 5. An additional rank in this Feat allow you to ignore Armor penalties for another Skill. If you take two ranks in this Feat for a single skill, you eliminate your Armor and Shield penalty entirely.

Armored Strength: You have +2 Strength for wearing armor and carrying shields.

Combat Strength: You have +2 Strength for wielding weapons.

Spare: You always carry back-up equipment. After any combat, you can quickly replace any normal items you have lost, including armor, shields, and weapons.

[more riding Feats]

Class Skills

Skill	Cleric	Fighter	Mage	Thief
Acrobatics		√		√
Bluff		√		√
Chase		√	√	√
Chore	√	√		
Climb		√		√
Computers				
Concentration	√	√	√	
Craft	√		√	
Diplomacy	√	√		
Disable Device				√
Disguise				√
Drive				
Escape Artist		√		√
Gather Information	√			√
Handle Animal	√	√		
Insight	√	√		
Intimidate		√		
Investigate			√	√
Jump		√		√
Knowledge	√	√	√	√
Lift		√		
Medicine	√	√	√	√
Memory			√	
Notice		√		√
Perform		√		
Pilot				
Profession				
Reason			√	
Research			√	
Ride		√		
Run		√		
Search				√
Sense Motive	√	√		
Sleight of Hand		√		√
Stealth		√		√
Survival		√		
Swim				
Throw		√		√
Track		√		

Race Skills

Skill	Dwarf	Elf	Halfling	Human
Acrobatics		√		√
Bluff			√	√
Chase		√		√
Chore	√			√
Climb		√		√
Computers				√
Concentration				√
Craft	√			√
Diplomacy		√		√
Disable Device				√
Disguise				√
Drive				√
Escape Artist			√	√
Gather Information				√
Handle Animal		√		√
Insight				√
Intimidate	√			√
Investigate				√
Jump		√		√
Knowledge				√
Lift	√			√
Medicine				√
Memory				√
Notice				√
Perform		√		√
Pilot				√
Profession				√
Reason				√
Research		√		√
Ride				√
Run	√			√
Search	√			√
Sense Motive				√
Sleight of Hand			√	√
Stealth		√	√	√
Survival				√
Swim				√
Throw				√
Track		√		

Class Feats

Feat	Cleric	Fighter	Mage	Thief
Accurate Attack		√		
Aim		√		√
All-Out Attack		√		
Animal Empathy	√	√		
Artificer	√		√	
Assessment	√	√	√	√
Assist	√			
Attractive				
Beginner's Luck				
Benefit				
Blind-Fight		√		
Brute Force		√		
Charge		√		
Chokehold		√		√
Connected				√
Contacts				
Convert	√			
Coup de Grace		√		√
Cripple		√		
Critical Accuracy		√		√
Critical Control		√		√
Defensive Attack	√	√		
Demoralize		√		√
Desperate Attack		√		
Diehard	√	√	√	√
Distract			√	√
Dodge		√		√
Dumb Luck				√
Elusive Target		√		√
Endurance		√	√	
Environmental Adaptation				
Equipment				
Evasion				√
Fascinate				
Favored Environment		√		
Favored Opponent	√	√		
Fearless	√	√		
Feint		√		√

Flashback				
Grappling Finesse		√		√
Haymaker		√		
Hide in Plain Sight				√
Human Shield		√		
Immovable		√		
Improved Cover		√		
Improved Critical		√		
Improved Defense	√		√	
Improved Disarm		√		
Improved Grapple		√		
Improved Grip		√		
Improved Recover		√		
Improved Slam		√		
Improved Sunder		√		
Improved Trip				√
Improvised Tools				√
Inspire	√			
Instant Up				√
Interpose		√		
Inventor				
Jack-of-All-Trades				√
Jaded				√
Language	√		√	
Leadership	√	√		
Light Sleeper		√		√
Linguist	√		√	
Lore	√		√	
Luck	√			
Master Plan	√		√	
Mentor	√		√	
Mind Over Matter	√		√	
Minion			√	
Move-By Action				√
Multi-task Grapple		√		
Niche	√			
Non-Descript				√
Point Blank		√		
Power	√			
Power Attack		√		
Precise Blow		√		

Precise Shot		√		
Prone Fighting		√		
Quick Change				
Quick Draw		√		√
Rage		√		
Ranged Disarm		√		
Ranged Pin		√		
Ranged Trip				√
Redirect				√
Rematch		√		
Ritualist	√		√	
Routine Attack		√		
Second Chance				
Seize Initiative		√		√
Set-up		√		√
Skill Mastery				√
Slam		√		
Slippery		√		√
Sneak Attack				√
Startle		√		
Stoic		√		
Stonewall		√		
Suicidal Attack		√		
Survivor		√		
Takedown Attack		√		
Taunt				√
Team Player		√		
Teamwork		√		√
Throwing Mastery				√
Trance	√		√	
Transport		√		
Transporter		√		
True Grace				√
Turnaround		√		√
Ultimate Effort				
Uncanny Dodge				√
Unstoppable		√		
Vengeful Attack		√		
Wealth		√		
Weapon		√		
Weapon Bind		√		

Weapon Break		√		
Weapon Master		√		
Well-Informed	√		√	
Well-Read	√		√	
Well-Rounded				√
Wrath		√		

Race Feats

Feat	Dwarf	Elf	Halfling	Human
Accurate Attack		√		
Aim		√		
All-Out Attack				
Animal Empathy		√		
Artificer	√			
Assessment				
Assist				
Attractive		√		
Beginner's Luck			√	
Benefit				
Blind-Fight				
Brute Force				
Charge				
Chokehold				
Connected				
Contacts				
Convert				
Coup de Grace				
Cripple				
Critical Accuracy				
Critical Control				
Defensive Attack			√	
Demoralize				
Desperate Attack				
Diehard	√		√	
Distract				
Dodge			√	
Dumb Luck				
Elusive Target		√	√	
Endurance	√			
Environmental Adaptation				
Equipment				
Evasion		√	√	
Fascinate		√		
Favored Environment	√	√	√	
Favored Opponent	√	√		
Fearless				
Feint				
Flashback				

Grappling Finesse				
Haymaker	√			
Hide in Plain Sight		√	√	
Human Shield				
Immovable	√			
Improved Cover				
Improved Critical				
Improved Defense			√	
Improved Disarm				
Improved Grapple				
Improved Grip				
Improved Recover	√			
Improved Slam				
Improved Sunder				
Improved Trip				
Improvised Tools				
Inspire				
Instant Up				
Interpose				
Inventor				
Jack-of-All-Trades				
Jaded				
Language	√	√	√	
Leadership				
Light Sleeper		√		
Linguist		√		
Lore		√		
Luck				
Master Plan				
Mentor				
Mind Over Matter				
Minions				
Move-By Action				
Multi-task Grapple				
Niche	√	√	√	
Non-Descript				
Point Blank				
Power				
Power Attack	√			
Precise Blow				
Precise Shot				
Prone Fighting				
Quick Change				

Quick Draw		√		
Rage				
Ranged Disarm		√		
Ranged Pin		√		
Ranged Trip		√	√	
Redirect			√	
Rematch				
Ritualist				
Routine Attack				
Second Chance			√	
Seize Initiative				
Set-up				
Skill Mastery				
Slam				
Slippery			√	
Sneak Attack				
Startle				
Stoic	√			
Stonewall	√			
Suicidal Attack				
Survivor	√			
Takedown Attack				
Taunt			√	
Team Player				
Teamwork				
Throwing Mastery				
Trance				
Transport		√		
Transporter				
True Grace		√		
Turnaround				
Ultimate Effort				
Uncanny Dodge		√		
Unstoppable				
Vengeful Attack				
Wealth	√			
Weapon				
Weapon Bind				
Weapon Break				
Weapon Master				
Well-Informed		√		
Well-Read		√		

Well-Rounded				
Wrath	√			

Spells

1. Clerics and Mages start with 3 Mana per level. They can recover all their Mana after a full night's rest.
2. Casting a spell costs one Mana per Spell Level.
3. To cast a spell on the fly, make a Spell Check of DC 15 + required Rank to cast the spell. Your bonus equals your primary characteristic (Wisdom for Clerics, Intelligence for Mages) plus your spell rank. If you succeed, spend the required Mana. If you fail by less than 5, you waste your action. If you fail by 5 or more, you waste your action *and* the required Mana.
4. You can gain a +5 bonus on a Spell Check by spending an extra Mana.
5. If you memorize a spell in advance, you do not need to make a Spell Check to cast it. To memorize a spell, spend twenty minutes per Spell Level and pre-pay the required Mana.
6. Spell-casters can acquire 2 additional Mana each round by using Extra Effort.

Level 1 Cleric Template

John Doe, Level 1 Cleric – played by ?

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
+1	+3	+5	+0	+2	+4

Life	Life Lost	Heal	
2		<input type="checkbox"/>	Week
		<input type="checkbox"/>	2 Day
		<input type="checkbox"/>	Day
		<input type="checkbox"/>	½ Day

Toughness	Fortitude
+1	+3

Reflex	Will
+0	+2

Attack	Defense	Damage	Initiative
+0	+1	+0	+0

Skills: 3 Class Skills + 4 ranks Free Skills

Feats: 3 Class Feats + 1 Free Feats

Powers: Divine Spells 3

Stuff:

Complications:

Level 1 Fighter Template

John Doe, Level 1 Fighter – played by ?

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
+5	+0	+1	+3	+4	+2

Life	Life Lost	Heal	
3		<input type="checkbox"/>	Week
		<input type="checkbox"/>	2 Day
		<input type="checkbox"/>	Day
		<input type="checkbox"/>	½ Day

Toughness	Fortitude
+3	+2

Reflex	Will
+1	+0

Attack	Defense	Damage	Initiative
+2	+1	+1	+4

Skills: 5 Class Skills + 4 ranks Free Skills

Feats: 5 Class Feats + 1 Free Feat

Powers: None

Stuff:

Complications:

Level 1 Mage Template

John Doe, Level 1 Mage – played by ?

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
+0	+5	+4	+3	+1	+2

Life	Life Lost	Heal	
2		<input type="checkbox"/>	Week
		<input type="checkbox"/>	2 Day
		<input type="checkbox"/>	Day
		<input type="checkbox"/>	½ Day

Toughness	Fortitude
+0	+1

Reflex	Will
+2	+3

Attack	Defense	Damage	Initiative
-1	+0	+0	+0

Skills: 4 Class Skills + 4 ranks Free Skills

Feats: 4 Class Feats + 1 Free Feat

Powers: Magic Spells 3

Stuff:

Complications:

Level 1 Thief Template

John Doe, Level 1 Thief – played by ?

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
+2	+4	+0	+5	+1	+3

Life	Life Lost	Heal
2		<input type="checkbox"/> Week
		<input type="checkbox"/> 2 Day
		<input type="checkbox"/> Day
		<input type="checkbox"/> ½ Day

Toughness	Fortitude
+2	+0

Reflex	Will
+3	+1

Attack	Defense	Damage	Initiative
+1	+2 +1 flat-footed	+0	+6

Skills: 7 Class Skills + 4 ranks Free Skills

Feats: 7 Class Feats + 1 Free Feat

Powers: None

Stuff:

Complications: