



CAMPAIGN	SESSION #
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	CHARACTER 1	CHARACTER 2	CHARACTER 3	CHARACTER 4	CHARACTER 5	CHARACTER 6
Agility						
Athletics						
Deception						
Defense						
Determination						
Diplomacy						
Endurance						
Insight						
Instinct						
Intimidation						
Logic						
Marksmanship						
Medicine						
One-Handed						
Perception						
Performance						
Sleight of Hand						
Stealth						
Technology						
Two-Handed						
Elemental						
Divine						
Physical						
Psionic						
Spectral						
Temporal						
Inspiration						
Bonus CP						

SESSION NOTES