

Tralguth

CHARACTER NAME

Level 1 Witch

CHARACTER LEVEL

Half-orc

Medium

m

30

RACE

SIZE

GENDER

AGE

ATTRIBUTE

ABILITY SCORE

ABILITY MODIFIER

TEMP ADJUSTMENT

TEMP MODIFIER

STR
STRENGTH

14

+2

0

0

DEX
DEXTERITY

10

+0

0

0

CON
CONSTITUTION

14

+2

0

0

INT
INTELLIGENCE

17

+3

0

0

WIS
WISDOM

6

-2

0

0

CHA
CHARISMA

10

+0

0

0

HP
HIT POINTS

TOTAL

6

DR

WOUNDS/CURRENT HP

blah blah blah blah blah blah blah blah
blah blah blah blah blah blah blah blah blah
blah blah blah

NONLEATHAL DAMAGE

INITIATIVE
MODIFIER

0

=

0

+

0

AC
ARMOUR CLASS

10

=

10

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOUCH
ARMOUR CLASS

0

FLAT-FOOTED
ARMOUR CLASS

0

MODIFIERS

FORTITUDE
(CONSTITUTION)

2

=

0

+

2

+

0

+

0

+

0

REFLEX
(DEXTERITY)

0

=

0

+

0

+

0

+

0

+

0

WILL
(WISDOM)

-2

=

0

+

-2

+

0

+

0

+

0

BASE ATTACK BONUS

0

SPELL RESISTANCE

0

CMB

2

=

0

+

2

+

0

SPEED

0 FT.

0 SQ.

CMD

12

=

0

+

2

+

0

+

0

+

10

0 FT. / 0

FLY/MANOEUVRABILITY

FAVOURITE
MEAL

Meat

0 FT.

0 FT.

0 FT.

SWIM

CLIMB

BURROW

WEAPON	ATTACK BONUS	CRITICAL
<i>null</i>	<i>null</i>	<i>null</i>

TYPE	RANGE	AMMUNITION	DAMAGE
<i>null</i>	<i>null</i>	<i>null</i>	<i>null</i>

WEAPON	ATTACK BONUS	CRITICAL
<i>null</i>	<i>null</i>	<i>null</i>

TYPE	RANGE	AMMUNITION	DAMAGE
<i>null</i>	<i>null</i>	<i>null</i>	<i>null</i>

WEAPON	ATTACK BONUS	CRITICAL
<i>null</i>	<i>null</i>	<i>null</i>

TYPE	RANGE	AMMUNITION	DAMAGE
<i>null</i>	<i>null</i>	<i>null</i>	<i>null</i>

WEAPON	ATTACK BONUS	CRITICAL
<i>null</i>	<i>null</i>	<i>null</i>

TYPE	RANGE	AMMUNITION	DAMAGE
<i>null</i>	<i>null</i>	<i>null</i>	<i>null</i>

WEAPON	ATTACK BONUS	CRITICAL
<i>null</i>	<i>null</i>	<i>null</i>

TYPE	RANGE	AMMUNITION	DAMAGE
<i>null</i>	<i>null</i>	<i>null</i>	<i>null</i>

TN

ALIGNMENT

Nathanael

PLAYER NAME

None

??

DEITY

7 ft.

140 kg

Blue

Grey

HEIGHT

WEIGHT

HAIR

EYES

SKILL NAMES

TOTAL BONUS

ABILITY MOD.

RANKS

MISC. MOD.

☐ ACROBATICS

+0 = DEX

0

+

0

+

0

☐ APPRAISE

+3 = INT

3

+

0

+

0

☐ BLUFF

+0 = CHA

0

+

0

+

0

☐ CLIMB

+2 = STR

2

+

0

+

0

☐ CRAFT (OPTIONAL)

+3 = INT

3

+

0

+

0

☐ CRAFT (OPTIONAL)

+3 = INT

3

+

0

+

0

☐ CRAFT (OPTIONAL)

+3 = INT

3

+

0

+

0

☐ DIPLOMACY

+0 = CHA

0

+

0

+

0

☐ DISABLE DEVICE*

+0 = DEX

0

+

0

+

0

☐ DISGUISE

+0 = CHA

0

+

0

+

0

☐ ESCAPE ARTIST

+0 = DEX

0

+

0

+

0

☐ FLY

+0 = DEX

0

+

0

+

0

☐ HANDLE ANIMAL*

+0 = CHA

-2

+

0

+

0

☐ HEAL

-2 = WIS

-2

+

0

+

0

☐ INTIMIDATE

+0 = CHA

0

+

0

+

0

☐ KNOWLEDGE (ARCANA)*

+0 = INT

3

+

0

+

0

☐ KNOWLEDGE (DUNGEONEERING)*

+0 = INT

3

+

0

+

0

☐ KNOWLEDGE (ENGINEERING)*

+0 = INT

3

+

0

+

0

☐ KNOWLEDGE (GEOGRAPHY)*

+0 = INT

3

+

0

+

0

☐ KNOWLEDGE (HISTORY)*

+0 = INT

3

+

0

+

0

☐ KNOWLEDGE (LOCAL)*

+0 = INT

3

+

0

+

0

☐ KNOWLEDGE (NATURE)*

+0 = INT

3

+

0

+

0

☐ KNOWLEDGE (NOBILITY)*

+0 = INT

3

+

0

+

0

☐ KNOWLEDGE (PLANES)*

+0 = INT

3

+

0

+

0

☐ KNOWLEDGE (RELIGION)*

+0 = INT

3

+

0

+

0

☐ LINGUISTICS*

+0 = INT

3

+

0

+

0

☐ PERCEPTION

-2 = WIS

-2

+

0

+

0

☐ PERFORM (OPTIONAL)

+0 = CHA

0

+

0

+

0

☐ PERFORM (OPTIONAL)

+0 = CHA

0

+

0

+

0

☐ PROFESSION (OPTIONAL)*

+0 = WIS

-2

+

0

+

0

☐ PROFESSION (OPTIONAL)*

+0 = WIS

-2

+

0

+

0

☐ RIDE

+0 = DEX

0

+

0

+

0

☐ SENSE MOTIVE

-2 = WIS

-2

+

0

+

0

☐ SLEIGHT OF HAND*

+0 = DEX

0

+

0

+

0

☐ SPELLCRAFT*

+0 = INT

3

+

0

+

0

☐ STEALTH

+0 = DEX

0

+

0

+

0

☐ SURVIVAL

-2 = WIS

-2

+

0

+

0

☐ SWIM

+2 = STR

2

+

0

+

0

☐ USE MAGIC DEVICE*

+0 = CHA

0

+

0

+

0

☒ CLASS SKILL

* TRAINED ONLY

CONDITIONAL MODIFIERS:

blah blah blah blah blah blah blah blah
blah blah blah blah

LANGUAGES SPOKEN:

Common, Orc