

BASE ATTACK BONUS		0		SPELL RESISTANCE		0	
CMB	1	=	0	+	1	+	0
TOTAL		BASE ATTACK BONUS		CHARSTR MODIFIER		SIZE MODIFIER	
CMD	12	=	0	+	1	+	0
TOTAL		BASE ATTACK BONUS		CHARSTR MODIFIER		SIZE MODIFIER	
				CHARDEX MODIFIER		SIZE MODIFIER	
						DEFAULT	
						10	
SPEED							
		0 FT.		0 SQ.		BASE SPEED	
		0 FT.		0 SQ.		WITH ARMOUR	
		0 FT.		0		FLY/MANOEUVRABILITY	
FAVOURITE MEAL		Meat		0 FT.		0 FT.	
				SWIM		CLIMB	
						BURROW	

WEAPON			ATTACK BONUS	CRITICAL
null			null	null
TYPE	RANGE	AMMUNITION	DAMAGE	
null	null	null	null	
WEAPON			ATTACK BONUS	CRITICAL
null			null	null
TYPE	RANGE	AMMUNITION	DAMAGE	
null	null	null	null	
WEAPON			ATTACK BONUS	CRITICAL
null			null	null
TYPE	RANGE	AMMUNITION	DAMAGE	
null	null	null	null	
WEAPON			ATTACK BONUS	CRITICAL
null			null	null
TYPE	RANGE	AMMUNITION	DAMAGE	
null	null	null	null	
WEAPON			ATTACK BONUS	CRITICAL
null			null	null
TYPE	RANGE	AMMUNITION	DAMAGE	
null	null	null	null	
WEAPON			ATTACK BONUS	CRITICAL
null			null	null
TYPE	RANGE	AMMUNITION	DAMAGE	
null	null	null	null	

<i>TN</i>		<i>Nathanael</i>					
ALIGNMENT		PLAYER NAME					
		<i>None</i>			<i>??</i>		
DEITY		HOMELAND					
<i>um</i>	<i>m</i>	<i>30</i>	<i>7 ft.</i>	<i>140 kg</i>	<i>Blue</i>	<i>Grey</i>	
GENDER		AGE		HEIGHT		WEIGHT	
				HAIR		EYES	
SKILL NAMES				TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS				+5 = DEX	1 +	1 +	3
<input type="checkbox"/> APPRAISE				+1 = INT	1 +	0 +	0
<input type="checkbox"/> BLUFF				+1 = CHA	1 +	0 +	0
<input type="checkbox"/> CLIMB				+1 = STR	1 +	0 +	0
<input type="checkbox"/> CRAFT (OPTIONAL)				+1 = INT	1 +	0 +	0
<input type="checkbox"/> CRAFT (OPTIONAL)				+1 = INT	1 +	0 +	0
<input type="checkbox"/> CRAFT (OPTIONAL)				+1 = INT	1 +	0 +	0
<input type="checkbox"/> DIPLOMACY				+1 = CHA	1 +	0 +	0
<input type="checkbox"/> DISABLE DEVICE*				+1 = DEX	1 +	0 +	0
<input type="checkbox"/> DISGUISE				+1 = CHA	1 +	0 +	0
<input type="checkbox"/> ESCAPE ARTIST				+1 = DEX	1 +	0 +	0
<input type="checkbox"/> FLY				+1 = DEX	1 +	0 +	0
<input type="checkbox"/> HANDLE ANIMAL*				+1 = CHA	1 +	0 +	0
<input type="checkbox"/> HEAL				+1 = WIS	1 +	0 +	0
<input type="checkbox"/> INTIMIDATE				+1 = CHA	1 +	0 +	0
<input type="checkbox"/> KNOWLEDGE (ARCANA)*				+1 = INT	1 +	0 +	0
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*				+1 = INT	1 +	0 +	0
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*				+1 = INT	1 +	0 +	0
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*				+1 = INT	1 +	0 +	0
<input type="checkbox"/> KNOWLEDGE (HISTORY)*				+1 = INT	1 +	0 +	0
<input type="checkbox"/> KNOWLEDGE (LOCAL)*				+1 = INT	1 +	0 +	0
<input type="checkbox"/> KNOWLEDGE (NATURE)*				+1 = INT	1 +	0 +	0
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*				+1 = INT	1 +	0 +	0
<input type="checkbox"/> KNOWLEDGE (PLANES)*				+1 = INT	1 +	0 +	0
<input type="checkbox"/> KNOWLEDGE (RELIGION)*				+1 = INT	1 +	0 +	0
<input type="checkbox"/> LINGUISTICS*				+1 = INT	1 +	0 +	0
<input type="checkbox"/> PERCEPTION				+1 = WIS	1 +	0 +	0
<input type="checkbox"/> PERFORM (OPTIONAL)				+1 = CHA	1 +	0 +	0
<input type="checkbox"/> PERFORM (OPTIONAL)				+1 = CHA	1 +	0 +	0
<input type="checkbox"/> PROFESSION (OPTIONAL)*				+1 = WIS	1 +	0 +	0
<input type="checkbox"/> PROFESSION (OPTIONAL)*				+1 = WIS	1 +	0 +	0
<input type="checkbox"/> RIDE				+1 = DEX	1 +	0 +	0
<input type="checkbox"/> SENSE MOTIVE				+1 = WIS	1 +	0 +	0
<input type="checkbox"/> SLEIGHT OF HAND*				+1 = DEX	1 +	0 +	0
<input type="checkbox"/> SPELLCRAFT*				+1 = INT	1 +	0 +	0
<input type="checkbox"/> STEALTH				+1 = DEX	1 +	0 +	0
<input type="checkbox"/> SURVIVAL				+1 = WIS	1 +	0 +	0
<input type="checkbox"/> SWIM				+1 = STR	1 +	0 +	0
<input type="checkbox"/> USE MAGIC DEVICE*				+1 = CHA	1 +	0 +	0
<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY							

CONDITIONAL MODIFIERS:
<i>blah blah blah blah blah blah blah blah blah blah blah blah</i> <i>blah blah blah blah blah</i>

<p>LANGUAGES SPOKEN:</p> <p><i>Common, Orc</i></p>
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