

BASE ATTACK BONUS

0

SPELL RESISTANCE

0

CMB

1

=

0

+

1

+

0

TOTAL

BASE ATTACK BONUS

STRENGTH MODIFIER

SIZE MODIFIER

CMD

12

=

0

+

1

+

1

+

0

+

10

TOTAL

BASE ATTACK BONUS

STRENGTH MODIFIER

DEXTERITY MODIFIER

SIZE MODIFIER

DEFAULT

SPEED

0 FT. 0 SQ.

BASE SPEED

0 FT. 0 SQ.

WITH ARMOUR

0 FT. / 0

FLY/MANOEUVRABILITY

FAVOURITE MEAL

Meat

0 FT.

SWIM

0 FT.

CLIMB

0 FT.

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>Nemo</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.					
☑ ACROBATICS				+5 = DEX		1		+		1		+		3	
☐ APPRAISE				+1 = INT		1		+		0		+		0	
☐ BLUFF				+1 = CHA		1		+		0		+		0	
☐ CLIMB				+1 = STR		1		+		0		+		0	
☐ CRAFT (OPTIONAL)				+1 = INT		1		+		0		+		0	
☐ CRAFT (OPTIONAL)				+1 = INT		1		+		0		+		0	
☐ CRAFT (OPTIONAL)				+1 = INT		1		+		0		+		0	
☐ DIPLOMACY				+1 = CHA		1		+		0		+		0	
☐ DISABLE DEVICE*				+1 = DEX		1		+		0		+		0	
☐ DISGUISE				+1 = CHA		1		+		0		+		0	
☐ ESCAPE ARTIST				+1 = DEX		1		+		0		+		0	
☐ FLY				+1 = DEX		1		+		0		+		0	
☐ HANDLE ANIMAL*				+1 = CHA		1		+		0		+		0	
☐ HEAL				+1 = WIS		1		+		0		+		0	
☐ INTIMIDATE				+1 = CHA		1		+		0		+		0	
☐ KNOWLEDGE (ARCANA)*				+1 = INT		1		+		0		+		0	
☐ KNOWLEDGE (DUNGEONEERING)*				+1 = INT		1		+		0		+		0	
☐ KNOWLEDGE (ENGINEERING)*				+1 = INT		1		+		0		+		0	
☐ KNOWLEDGE (GEOGRAPHY)*				+1 = INT		1		+		0		+		0	
☐ KNOWLEDGE (HISTORY)*				+1 = INT		1		+		0		+		0	
☐ KNOWLEDGE (LOCAL)*				+1 = INT		1		+		0		+		0	
☐ KNOWLEDGE (NATURE)*				+1 = INT		1		+		0		+		0	
☐ KNOWLEDGE (NOBILITY)*				+1 = INT		1		+		0		+		0	
☐ KNOWLEDGE (PLANES)*				+1 = INT		1		+		0		+		0	
☐ KNOWLEDGE (RELIGION)*				+1 = INT		1		+		0		+		0	
☐ LINGUISTICS*				+1 = INT		1		+		0		+		0	
☐ PERCEPTION				+1 = WIS		1		+		0		+		0	
☐ PERFORM (OPTIONAL)				+1 = CHA		1		+		0		+		0	
☐ PERFORM (OPTIONAL)				+1 = CHA		1		+		0		+		0	
☐ PROFESSION (OPTIONAL)*				+1 = WIS		1		+		0		+		0	
☐ PROFESSION (OPTIONAL)*				+1 = WIS		1		+		0		+		0	
☐ RIDE				+1 = DEX		1		+		0		+		0	
☐ SENSE MOTIVE				+1 = WIS		1		+		0		+		0	
☐ SLEIGHT OF HAND*				+1 = DEX		1		+		0		+		0	
☐ SPELLCRAFT*				+1 = INT		1		+		0		+		0	
☐ STEALTH				+1 = DEX		1		+		0		+		0	
☐ SURVIVAL				+1 = WIS		1		+		0		+		0	
☐ SWIM				+1 = STR		1		+		0		+		0	
☐ USE MAGIC DEVICE*				+1 = CHA		1		+		0		+		0	
☑ 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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