

ATTRIBUTE

STR

STRENGTH

12

+1

0

0

DEX

DEXTERITY

12

+1

0

0

CON

CONSTITUTION

12

+1

0

0

INT

INTELLIGENCE

12

+1

0

0

WIS

WISDOM

12

+1

0

0

CHA

CHARISMA

12

+1

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

1

=

1

+

0

TOTAL

DEX

MISC

MODIFIER

AC

ARMOUR CLASS

10

=

10

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

DEFAULT

ARMOR

BONUS

SHIELD

BONUS

DEX

MODIFIER

SIZE

MODIFIER

NATURAL

ARMOUR

DEFLECTION

MODIFIER

MISC

MODIFIER

TOUCH

ARMOUR CLASS

0

FLAT-FOOTED

ARMOUR CLASS

0

MODIFIERS

FORTITUDE

(CONSTITUTION)

1

=

0

+

1

+

0

+

0

+

0

TOTAL

BASE

SAVE

ABILITY

MODIFIER

MAGIC

MODIFIER

MISC

MODIFIER

TEMPORARY

MODIFIER

REFLEX

(DEXTERITY)

1

=

0

+

1

+

0

+

0

+

0

TOTAL

BASE

MODIFIER

DEXTERITY

MODIFIER

SIZE

MODIFIER

DEFAULT

WILL

(WISDOM)

1

=

0

+

1

+

0

+

0

+

0

TOTAL

BASE

MODIFIER

WISDOM

MODIFIER

SIZE

MODIFIER

DEFAULT

BASE ATTACK BONUS

0

SPELL RESISTANCE

0

CMB

1

=

0

+

1

+

0

TOTAL

BASE

MODIFIER

STRENGTH

MODIFIER

SIZE

MODIFIER

CMD

12

=

0

+

1

+

1

+

0

+

10

TOTAL

BASE

MODIFIER

ATTACK

MODIFIER

STRENGTH

MODIFIER

DEXTERITY

MODIFIER

SIZE

MODIFIER

DEFAULT

FAVOURITE

MEAL

Meat

0

FT.

SWIM

0

FT.

CLIMB

0

FT.

BURROW

WEAPON

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

null

null

null

null

WEAPON

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

null

null

null

null

WEAPON

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

null

null

null

null

WEAPON

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

null

null

null

null

WEAPON

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

null

null

null

null

WEAPON

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

null

null

null

null

WEAPON

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

null

null

null

null

WEAPON

ATTACK BONUS

CRITICAL

TYPE

RANGE

AMMUNITION

DAMAGE

null

null

null

null

NAME

TN

Nemo

CHARACTER NAME

Level 0 Nothing

CHARACTER LEVEL

Half-orc

RACE

ALIGNMENT

Medium

GENDER

m

AGE

30

PLAYER NAME

None

DEITY

7 ft.

HEIGHT

140 kg

WEIGHT

Blue

HAIR

Grey

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

☐ 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:

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

LANGUAGES SPOKEN:

Common, Orc

1