

Name

CHARACTER NAME

Level 0 Nothing

CHARACTER LEVEL

Half-orc

RACE

TN

ALIGNMENT

Medium m

AGE

30

Nemo

PLAYER NAME

None

DEITY

7 ft.

HEIGHT

140 kg

WEIGHT

Blue

HAIR

Grey

EYES

ATTRIBUTE

ABILITY SCORE

ABILITY MODIFIER

TEMP ADJUSTMENT

TEMP MODIFIER

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

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

NONLEATHAL DAMAGE

INITIATIVE

MODIFIER

1

=

1

+

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)

1

=

0

+

1

+

0

+

0

+

0

REFLEX

(DEXTERITY)

1

=

0

+

1

+

0

+

0

+

0

WILL

(WISDOM)

1

=

0

+

1

+

0

+

0

+

0

BASE ATTACK BONUS

0

SPELL RESISTANCE

0

CMB

1

=

0

+

1

+

0

SPEED

0 FT.

0 SQ.

CMD

12

=

0

+

1

+

1

+

0

+

10

0 FT.

0 FT.

0 FT.

FAVOURITE

MEAL

Meat

0 FT.

0 FT.

0 FT.

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

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:

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

LANGUAGES SPOKEN:

Common, Orc

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Padded	2	light	0	5%	10 lbs.	

TOTALS            +2                            0                    5%                    10 lbs.

GEAR	
ITEM	WT.
<i>thing</i>	2 lbs.
<i>thing2</i>	4 lbs.
<i>thing3</i>	24 lbs.
<i>thing2</i>	43 lbs.
— <i>part of thing2</i>	(43 lbs.)
TOTAL	73 lbs.

FEATS
<i>None</i>