

Name

CHARACTER NAME

Level 0 Nothing

CHARACTER LEVEL

Half-orc

RACE

TN

ALIGNMENT

30

AGE

Nemo

PLAYER NAME

None

DEITY

7 ft.

HEIGHT

140 kg

WEIGHT

Blue

HAIR

Grey

EYES

ATTRIBUTE

STR

CHARSTR

12

+1

0

0

DEX

CHARDEX

12

+1

0

0

CON

CHARCON

12

+1

0

0

INT

CHARINT

12

+1

0

0

WIS

CHARWIS

12

+1

0

0

CHA

CHARCHA

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

NONLEATHAL DAMAGE

INITIATIVE

MODIFIER

1

=

1

+

0

TOTAL

DEX

MODIFIER

AC

ARMOUR CLASS

10

=

10

+

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

CHARDEX

MODIFIER

SIZE

MODIFIER

DEFAULT

WILL

(WISDOM)

1

=

0

+

1

+

0

+

0

+

0

TOTAL

BASE

MODIFIER

CHARDEX

MODIFIER

SIZE

MODIFIER

DEFAULT

BASE ATTACK BONUS

0

SPELL RESISTANCE

0

CMB

1

=

0

+

1

+

0

BASE

ATTACK

BONUS

CHARSTR

MODIFIER

SIZE

MODIFIER

CMD

12

=

0

+

1

+

1

+

0

+

10

TOTAL

BASE

ATTACK

BONUS

CHARSTR

MODIFIER

CHARDEX

MODIFIER

SIZE

MODIFIER

DEFAULT

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

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
blah blah blah

LANGUAGES SPOKEN:

Common, Orc