

Tralguth

Level 1 Witch

Half-orc

Medium

m

TN

ALIGNMENT

30

Nathanael

None

??

7 ft.

140 kg

Blue

Grey

ATTRIBUTE	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP HIT POINTS	TOTAL	6	DR							
STR CHARSTR	0	0	0	0	WOUNDS/CURRENT HP blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah										
DEX CHARDEX	0	0	0	0	NONLEATHAL DAMAGE										
CON CHARCON	0	0	0	0											
INT CHARINT	0	0	0	0											
WIS CHARWIS	0	0	0	0											
CHA CHARCHA	0	0	0	0											
					INITIATIVE MODIFIER	0	=	0	+	0					
					TOTAL					DEX MODIFIER	MISC MODIFIER				
AC ARMOUR CLASS	10	=	10	+	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							
					TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER					
FORTITUDE (CHARCON)	0	=	0	+	0	+	0	+	0	+	0	+	0		
REFLEX (CHARDEX)	0	=	0	+	0	+	0	+	0	+	0	+	0		
WILL (CHARWIS)	0	=	0	+	0	+	0	+	0	+	0	+	0		
BASE ATTACK BONUS					0	SPELL RESISTANCE					0				
CMB	0	=	0	+	0	+	0	SPEED		0 FT. 0 SQ. BASE SPEED					
					TOTAL	BASE ATTACK BONUS	CHARSTR MODIFIER	SIZE MODIFIER	0 FT. 0 SQ. WITH ARMOUR						
CMD	10	=	0	+	0	+	0	+	0	+	10	0 FT. / 0 FLY/MANOEUVRABILITY			
					TOTAL	BASE ATTACK BONUS	CHARSTR MODIFIER	CHARDEX MODIFIER	SIZE MODIFIER	DEFAULT	0 FT. 0 FT. 0 FT. SWIM CLIMB BURROW				
FAVOURITE MEAL	Meat											0 FT.	0 FT.	0 FT.	

WEAPON	ATTACK BONUS	CRITICAL
<i>null</i>	<i>null</i>	<i>null</i>

TYPE	RANGE	AMMUNITION	DAMAGE
<i>null</i>	<i>null</i>	<i>null</i>	<i>null</i>

WEAPON	ATTACK BONUS	CRITICAL
<i>null</i>	<i>null</i>	<i>null</i>

TYPE	RANGE	AMMUNITION	DAMAGE
<i>null</i>	<i>null</i>	<i>null</i>	<i>null</i>

WEAPON	ATTACK BONUS	CRITICAL
<i>null</i>	<i>null</i>	<i>null</i>

TYPE	RANGE	AMMUNITION	DAMAGE
<i>null</i>	<i>null</i>	<i>null</i>	<i>null</i>

WEAPON	ATTACK BONUS	CRITICAL
<i>null</i>	<i>null</i>	<i>null</i>

TYPE	RANGE	AMMUNITION	DAMAGE
<i>null</i>	<i>null</i>	<i>null</i>	<i>null</i>

WEAPON	ATTACK BONUS	CRITICAL
<i>null</i>	<i>null</i>	<i>null</i>

TYPE	RANGE	AMMUNITION	DAMAGE
<i>null</i>	<i>null</i>	<i>null</i>	<i>null</i>

SKILL NAMES

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

☒ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

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

LANGUAGES SPOKEN:

Common, Orc