

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 STRENGTH	14	+2	0	0	WOUNDS/CURRENT HP blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah blah	NONLEATHAL DAMAGE				
DEX DEXTERITY	10	+0	0	0						
CON CONSTITUTION	14	+2	0	0						
INT INTELLIGENCE	17	+3	0	0						
WIS WISDOM	6	-2	0	0						
CHA CHARISMA	10	+0	0	0	INITIATIVE MODIFIER	0	=	0	+	0

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)	2	=	0	+	2	+	0	+	0	+	0	+	0
	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER		

REFLEX (DEXTERITY)	0	=	0	+	0	+	0	+	0	+	0	+	0
	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER		

WILL (WISDOM)	-2	=	0	+	-2	+	0	+	0	+	0	+	0
	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER		

BASE ATTACK BONUS	0	SPELL RESISTANCE	0
-------------------	---	------------------	---

CMB	2	=	0	+	2	+	0	SPEED	0 FT.	0 SQ.		
	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER		BASE SPEED			
CMD	12	=	0	+	2	+	0		+	0	+	10
	TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		DEXTERITY MODIFIER			SIZE MODIFIER		DEFAULT
FAVOURITE MEAL	Meat								0 FT.	0 FT.	0 FT.	
									SWIM	CLIMB	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

SKILL NAMES

<input type="checkbox"/> ACROBATICS	+0 = DEX	0	+	0	+	0
<input type="checkbox"/> APPRAISE	+3 = INT	3	+	0	+	0
<input type="checkbox"/> BLUFF	+0 = CHA	0	+	0	+	0
<input type="checkbox"/> CLIMB	+2 = STR	2	+	0	+	0
<input type="checkbox"/> CRAFT (OPTIONAL)	+3 = INT	3	+	0	+	0
<input type="checkbox"/> CRAFT (OPTIONAL)	+3 = INT	3	+	0	+	0
<input type="checkbox"/> CRAFT (OPTIONAL)	+3 = INT	3	+	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	-2	+	0	+	0
<input type="checkbox"/> HEAL	-2 = WIS	-2	+	0	+	0
<input type="checkbox"/> INTIMIDATE	+0 = CHA	0	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	+0 = INT	3	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	+0 = INT	3	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	+0 = INT	3	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	+0 = INT	3	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	+0 = INT	3	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	+0 = INT	3	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (NATURE)*	+0 = INT	3	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	+0 = INT	3	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (PLANES)*	+0 = INT	3	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	+0 = INT	3	+	0	+	0
<input type="checkbox"/> LINGUISTICS*	+0 = INT	3	+	0	+	0
<input type="checkbox"/> PERCEPTION	-2 = WIS	-2	+	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	-2	+	0	+	0
<input type="checkbox"/> PROFESSION (OPTIONAL)*	+0 = WIS	-2	+	0	+	0
<input type="checkbox"/> RIDE	+0 = DEX	0	+	0	+	0
<input type="checkbox"/> SENSE MOTIVE	-2 = WIS	-2	+	0	+	0
<input type="checkbox"/> SLEIGHT OF HAND*	+0 = DEX	0	+	0	+	0
<input type="checkbox"/> SPELLCRAFT*	+0 = INT	3	+	0	+	0
<input type="checkbox"/> STEALTH	+0 = DEX	0	+	0	+	0
<input type="checkbox"/> SURVIVAL	-2 = WIS	-2	+	0	+	0
<input type="checkbox"/> SWIM	+2 = STR	2	+	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