

Tralguth

CHARACTER NAME

Level 1 Witch

CHARACTER LEVEL

Half-orc

RACE

Medium

SIZE

m

GENDER

30

AGE

TN

ALIGNMENT

PLAYER NAME

None

DEITY

7 ft.

HEIGHT

140 kg

WEIGHT

Blue

HAIR

Grey

EYES

Nathanael

PLAYER NAME

??

DEITY

HEIGHT

WEIGHT

HAIR

EYES

ATTRIBUTE

STR

CHARSTR

0

0

0

0

DEX

CHARDEX

0

0

0

0

CON

CHARCON

0

0

0

0

INT

CHARINT

0

0

0

0

WIS

CHARWIS

0

0

0

0

CHA

CHARCHA

0

0

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

NONLEATHAL DAMAGE

INITIATIVE

MODIFIER

0

=

0

+

0

AC

ARMOUR CLASS

10

=

10

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOUCH

ARMOUR CLASS

0

FLAT-FOOTED

ARMOUR CLASS

0

MODIFIERS

FORTITUDE

(CHARCON)

0

=

0

+

0

+

0

+

0

+

0

REFLEX

(CHARDEX)

0

=

0

+

0

+

0

+

0

+

0

WILL

(CHARWIS)

0

=

0

+

0

+

0

+

0

+

0

BASE ATTACK BONUS

0

SPELL RESISTANCE

0

CMB

0

=

0

+

0

+

0

CMD

10

=

0

+

0

+

0

+

0

+

10

FAVOURITE

MEAL

Meat

0 FT.

0 FT.

0 FT.

SPEED

0 FT.

0 SQ.

0 FT.

0 SQ.

0 FT. / 0

FLY/MANOEUVRABILITY

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
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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

ACROBATICS

0 = DEX

0

+

0

+

0

APPRAISE

0 = INT

0

+

0

+

0

BLUFF

0 = CHA

0

+

0

+

0

CLIMB

0 = STR

0

+

0

+

0

CRAFT (OPTIONAL)

0 = INT

0

+

0

+

0

CRAFT (OPTIONAL)

0 = INT

0

+

0

+

0

CRAFT (OPTIONAL)

0 = INT

0

+

0

+

0

DIPLOMACY

0 = CHA

0

+

0

+

0

DISABLE DEVICE*

0 = DEX

0

+

0

+

0

DISGUISE

0 = CHA

0

+

0

+

0

ESCAPE ARTIST

0 = DEX

0

+

0

+

0

FLY

0 = DEX

0

+

0

+

0

HANDLE ANIMAL*

0 = CHA

0

+

0

+

0

HEAL

0 = WIS

0

+

0

+

0

INTIMIDATE

0 = CHA

0

+

0

+

0

KNOWLEDGE (ARCANA)*

0 = INT

0

+

0

+

0

KNOWLEDGE (DUNGEONEERING)*

0 = INT

0

+

0

+

0

KNOWLEDGE (ENGINEERING)*

0 = INT

0

+

0

+

0

KNOWLEDGE (GEOGRAPHY)*

0 = INT

0

+

0

+

0

KNOWLEDGE (HISTORY)*

0 = INT

0

+

0

+

0

KNOWLEDGE (LOCAL)*

0 = INT

0

+

0

+

0

KNOWLEDGE (NATURE)*

0 = INT

0

+

0

+

0

KNOWLEDGE (NOBILITY)*

0 = INT

0

+

0

+

0

KNOWLEDGE (PLANES)*

0 = INT

0

+

0

+

0

KNOWLEDGE (RELIGION)*

0 = INT

0

+

0

+

0

LINGUISTICS*

0 = INT

0

+

0

+

0

PERCEPTION

0 = WIS

0

+

0

+

0

PERFORM (OPTIONAL)

0 = CHA

0

+

0

+

0

PERFORM (OPTIONAL)

0 = CHA

0

+

0

+

0

PROFESSION (OPTIONAL)*

0 = WIS

0

+

0

+

0

PROFESSION (OPTIONAL)*

0 = WIS

0

+

0

+

0

RIDE

0 = DEX

0

+

0

+

0

SENSE MOTIVE

0 = WIS

0

+

0

+

0

SLEIGHT OF HAND*

0 = DEX

0

+

0

+

0

SPELLCRAFT*

0 = INT

0

+

0

+

0

STEALTH

0 = DEX

0

+

0

+

0

SURVIVAL

0 = WIS

0

+

0

+

0

SWIM

0 = STR

0

+

0

+

0

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