Sterling Best ---Test---//Roleplay\\ //Skills\\ Alignment: Nuetral Good (DEX) Acrobatics: 0 (Class Skill: No) (INT) Appraise: 0 (Class Skill: No) Race: Human (CHA) Bluff: 0 (Class Skill: No) Size: Medium Gender: Male (STR) Climb: 0 (Class Skill: No) Age: 34 (INT) Craft: 0 (Class Skill: No) (CHA) Diplomacy: 0 (Class Skill: No) Weight: 156 lbs Hair: Brown (DEX) Disable Device*: 0 (Class Skill: No) Deity: The Dude (CHA) Disguise: 0 (Class Skill: No) (DEX) Escape Artist: 0 (Class Skill: No) Homeland: Canada (DEX) Fly: 0 (Class Skill: No) (CHA) Handle Animal*: 0 (Class Skill: No) //Level / Experience / Class(es)\\ Experience: 0 (WIS) Heal: 0 (Class Skill: No) Level: 1 (CHA) Intimidate: 0 (Class Skill: No) (INT) Knowledge (Arcana)*: 0 (Class Skill: No) (INT) Knowledge (Dungeoneering)*: 0 (Class Skill: No) //Ability Stats\\ Strength: 16 (INT) Knowledge (Engineering)*: 0 (Class Skill: No) (INT) Knowledge (Geography)*: 0 (Class Skill: No) Strength Modifier: +3 (INT) Knowledge (History)*: 0 (Class Skill: No) Dexterity: 15 (INT) Knowledge (Local)*: 0 (Class Skill: No) Dexterity Modifier: +2 Constitution: 14 (INT) Knowledge (Nature)*: 0 (Class Skill: No) (INT) Knowledge (Nobility)*: 0 (Class Skill: No) Constitution Modifier: +2 (INT) Knowledge (Planes)*: 0 (Class Skill: No) Intelligence: 12 (INT) Knowledge (Religion)*: 0 (Class Skill: No) Intelligence Modifier: +1 (INT) Linguistics*: 0 (Class Skill: No) Wisdom: 10 (WIS) Perception: 0 (Class Skill: No) Wisdom Modifier: +0 (CHA) Perform: 0 (Class Skill: No) Charisma: 11 (WIS) Profession*: 0 (Class Skill: No) Charisma Modifier: +0 (DEX) Ride 0 (Class Skill: No) (WIS) Sense Motive: 0 (Class Skill: No) //Combat Stats\\ (DEX) Sleight of Hand*: 0 (Class Skill: No) Initiative: 2 (INT) Spellcraft*: 0 (Class Skill: No) Max Hit-Points: 16 Armor Class: 12 (DEX) Stealth: 0 (Class Skill: No) (WIS) Survival: 0 (Class Skill: No) Touch Armor Class: 12 (STR) Swim: 0 (Class Skill: No) Flat Footed Armor Class: 12 (CHA) Use Magic Device*: 0 (Class Skill: No) Base Attack Bonus: 1 Size Attack Modifier: 0 Melee Attack Bonus: 0 Range Attack Bonus: 0 Spell Resistance: 0 Combat Maneuvering Bonus: 4 Combat Maneuvering Defense: 16 //Saving Throws\\ Fortitude Save (Con): 4 Reflex Save (Dex): 2 Will Save (Wis): 1

//Speed\\
Base Speed: 30