

AMMUNITION

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Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies.
*AC -1 per 5 lb. of gear.

EXPERIENCE POINTS

GEAR

[illegible]

MONEY

CP —

SP —

GP —

pp —

SPECIAL ABILITIES/FEATS

Dark Vision

Orc Blood

Fast Movement

Page (2 / Day)

Persuasion

Trap Sense +2

Improved Uncanny Dodge

Power Attack

Cleave

SPELLS

0: _____

 1ST: _____

 2ND: _____

 3RD: _____

 4TH: _____

 5TH: _____

 6TH: _____







 7TH: _____

 8TH: _____

 9TH: _____

SPELL SAVE

DC MOD

		
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
		
LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 x MAX LOAD	PUSH OR DRAG 5 x MAX LOAD

LANGUAGES

Initial languages = Common + racial languages + Int bonus
Each additional language (Speak Language) = 2 skill points

Common

Orc

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

NUMBER OF SPELLS KNOWN

0 _____ 1ST _____ 2ND _____
3RD _____ 4TH _____ 5TH _____
6TH _____ 7TH _____ 8TH _____
9TH _____