

Zephyr Windsong

CHARACTER

Air Genasi

RACE

Sorcerer

CLASS

Storm Sorcery

Neutral Good

ALIGNMENT

DEITY

LEVEL

EXPERIENCE

PENALTY

GENDER

AGE

SIZE

HEIGHT

WEIGHT

COMPLEXION

HAIR

EYES

HANDEDNESS

Sage

BIRTH / PAST / FAMILY

REGION/NATIONALITY / RESIDENCE

APPEARANCE

CLOTHING

PERSONALITY / MANNERISMS

NOTES

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STR	6			
DEX	12			
CON	5			
INT	2			
WIS	9			
CHA	11			

SAVING THROWS

	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD
FORT CONSTITUTION		=		+		+
REF DEXTERITY		=		+		+
WILL WISDOM		=		+		+

SAVE MODIFIERS

+2 racial bonus on saving throws against illusions.

RESISTANCES

HIT POINTS

	TOTAL	CURRENT	NON-LETHAL
LIFT OVER HEAD			
LIFT OFF GROUND			
PUSH or DRAG			

LOAD

SPEED

	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
L					NORM
M					x4
H					x3

ARMOR CLASS

		=	10	+		+		+		+	
	NORMAL	BASE	ARMOR BONUS	SHIELD BONUS	DEX MOD	SIZE MOD	MISC MOD				
FLAT-FOOTED											
SPELL FAILURE											
TOUCH											
CHECK PENALTY											

AC MODIFIERS

ARMOR & PROTECTION

	TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT

PROFICIENT WITH : ☐ LIGHT ARMOR ☐ MEDIUM ARMOR ☐ HEAVY ARMOR ☐ SHIELDS

INITIATIVE

	TOTAL	DEX	MISC

INITIATIVE MODIFIERS

ATTACK BONUSES

	TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD
MELEE STRENGTH		=		+		+
RANGED DEXTERITY		=		+		+
GRAPPLE STRENGTH		=		+		+

BASE ATTACK BONUS

ATTACK MODIFIERS

WEAPONS

	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WGT	NOTES & RELATED FEATS
Quarterstaff								

WEAPON PROFICIENCIES

☐ ALL SIMPLE
☐ ALL MARTIAL

COMBAT FEATS & NOTES

Bows

FORGOTTEN REALMS

■ Can be used untrained * Armor Check Penalty Applies

EQUIPMENT			EQUIPMENT			VALUABLES	
LOCATION	WGT		LOCATION	WGT		AMOUNT	

[illegible]