

Name

Character Name

Level 0 Nothing

Character Level

Half-orc

Race

TN

Alignment

30

Age

Medium

m

Size

Nemo

Player Name

None

Deity

7 ft.

Height

140 kg

Weight

Blue

Hair

Grey

Eyes

Attribute

Ability Score

Ability Modifier

Temp Adjustment

Temp Modifier

STR

Strength

12

+1

0

0

DEX

Dexterity

12

+1

0

0

CON

Constitution

12

+1

0

0

INT

Intelligence

12

+1

0

0

WIS

Wisdom

12

+1

0

0

CHA

Charisma

12

+1

0

0

HP

Total

6

DR

Wounds/Current HP

blah blah blah blah blah blah blah blah
blah blah blah blah blah blah blah blah
blah blah blah

Nonleathal Damage

Initiative

Modifier

1

=

1

+

0

Total

Dex Modifier

Misc Modifier

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)

1

=

0

+

1

+

0

+

0

+

0

Total

Base Save

Ability Modifier

Magic Modifier

Misc Modifier

Temporary Modifier

Reflex

(Dexterity)

1

=

0

+

1

+

0

+

0

+

0

Total

Base Save

Ability Modifier

Magic Modifier

Misc Modifier

Temporary Modifier

Will

(Wisdom)

1

=

0

+

1

+

0

+

0

+

0

Total

Base Save

Ability Modifier

Magic Modifier

Misc Modifier

Temporary Modifier

Base Attack Bonus

0

Spell Resistance

0

CMB

1

=

0

+

1

+

0

Total

Base Attack Bonus

Strength Modifier

Size Modifier

CMD

12

=

0

+

1

+

1

+

0

+

10

Total

Base Attack Bonus

Strength Modifier

Dexterity Modifier

Size Modifier

Default

Favourite

Meal

Meat

0 ft.

Swim

0 ft.

Climb

0 ft.

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

Total Bonus

Ability Mod.

Ranks

Misc. Mod.

☒ Acrobatics

+5 = DEX

1

+

1

+

3

☐ Appraise

+1 = INT

1

+

0

+

0

☐ Bluff

+1 = CHA

1

+

0

+

0

☐ Climb

+1 = STR

1

+

0

+

0

☐ Craft (Optional)

+1 = INT

1

+

0

+

0

☐ Craft (Optional)

+1 = INT

1

+

0

+

0

☐ Craft (Optional)

+1 = INT

1

+

0

+

0

☐ Diplomacy

+1 = CHA

1

+

0

+

0

☐ Disable Device*

+1 = DEX

1

+

0

+

0

☐ Disguise

+1 = CHA

1

+

0

+

0

☐ Escape Artist

+1 = DEX

1

+

0

+

0

☐ Fly

+1 = DEX

1

+

0

+

0

☐ Handle Animal*

+1 = CHA

1

+

0

+

0

☐ Heal

+1 = WIS

1

+

0

+

0

☐ Intimidate

+1 = CHA

1

+

0

+

0

☐ Knowledge (Arcana)*

+1 = INT

1

+

0

+

0

☐ Knowledge (Dungeoneering)*

+1 = INT

1

+

0

+

0

☐ Knowledge (Engineering)*

+1 = INT

1

+

0

+

0

☐ Knowledge (Geography)*

+1 = INT

1

+

0

+

0

☐ Knowledge (History)*

+1 = INT

1

+

0

+

0

☐ Knowledge (Local)*

+1 = INT

1

+

0

+

0

☐ Knowledge (Nature)*

+1 = INT

1

+

0

+

0

☐ Knowledge (nobility)*

+1 = INT

1

+

0

+

0

☐ Knowledge (Planes)*

+1 = INT

1

+

0

+

0

☐ Knowledge (Religion)*

+1 = INT

1

+

0

+

0

☐ Linguistics*

+1 = INT

1

+

0

+

0

☐ Perception

+1 = WIS

1

+

0

+

0

☐ Perform (Optional)

+1 = CHA

1

+

0

+

0

☐ Perform (Optional)

+1 = CHA

1

+

0

+

0

☐ Profession (Optional)*

+1 = WIS

1

+

0

+

0

☐ Profession (Optional)*

+1 = WIS

1

+

0

+

0

☐ Ride

+1 = DEX

1

+

0

+

0

☐ Sense Motive

+1 = WIS

1

+

0

+

0

☐ Sleight of Hand*

+1 = DEX

1

+

0

+

0

☐ Spellcraft*

+1 = INT

1

+

0

+

0

☐ Stealth

+1 = DEX

1

+

0

+

0

☐ Survival

+1 = WIS

1

+

0

+

0

☐ Swim

+1 = STR

1

+

0

+

0

☐ Use Magic Device*

+1 = CHA

1

+

0

+

0

☒ Class Skill

* Trained Only

Conditional Modifiers:

blah blah blah blah blah blah blah blah
blah blah blah blah
blah blah blah blah

Languages Spoken:

Common, Orc

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
Padded	2	light	0	5%	10 lbs.	
Padded	2	light	0	5%	10 lbs.	

SPELLS

This is a very non-ideal solution to the spell problem. This is just a parbox for the user to put whatever they feel best keeps track of their spells. Future versions of this character sheet will include proper spell management

TOTALS +4 0 10% 20 lbs.

GEAR	
ITEM	WT.
<i>thing</i>	2 lbs.
<i>thing2</i>	4 lbs.
<i>thing3</i>	24 lbs.
<i>thing2</i>	43 lbs.
<i>—part of thing2</i>	(43 lbs.)
TOTAL	73 lbs.

FEATS

None

MONEY	PP	GP	SP	CP
	0	0	0	0