

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
PRE PRESENCE	12	+1	0	0
MANI MANIPULATION	12	+1	0	0
COMP COMPOSURE	12	+1	0	0
INT INTELLIGENCE	12	+1	0	0
ACU ACUITY	0	0	0	0
SAN SANITY	0	0	0	0

Name

CHARACTER NAME

Level 0 Nothing

CHARACTER LEVEL

Half-orc

TN

ALIGNMENT

30

Nemo

PLAYER NAME

None

DEITY

7 ft.

140 kg

??

HOMELAND

Blue

Grey

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 blah blah

NONLEATHAL DAMAGE

INITIATIVE

MODIFIER

1

=

1

+

0

TOTAL

DEX

MISC

AC

ARMOUR CLASS

11

=

10

+

0

+

0

+

1

+

0

+

0

+

0

+

0

TOTAL

DEFAULT

ARMOR

BONUS

SHIELD

BONUS

DEX

MODIFIER

SIZE

MODIFIER

TOUCH

ARMOUR CLASS

0

FLAT-FOOTED

ARMOUR CLASS

0

MODIFIERS

FORTITUDE

(CONSTITUTION)

1

=

0

+

0

+

1

+

0

+

0

+

0

+

0

1

=

0

+

1

+

0

+

0

+

0

+

0

+

0

WILL

(WISDOM)

0

=

0

+

0

+

0

+

0

+

0

+

0

+

0

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

MODIFIER

STRENGTH

MODIFIER

DEXTERITY

MODIFIER

SIZE

MODIFIER

DEFAULT

FAVOURITE

MEAL

Meat

SPEED

0

FT.

0

SQ.

BASE SPEED

0

FT.

0

SQ.

WITH ARMOUR

0

FT.

/

0

FLY/MANOEUVRABILITY

0

FT.

0

FT.

0

FT.

SWIM

CLIMB

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

CONDITIONAL MODIFIERS:

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