

Silif

CHARACTER NAME

Level 1 Sorcerer

CHARACTER LEVEL

Half-Elf

Medium

m

RACE

SIZE

GENDER

30

AGE

TN

ALIGNMENT

Martín

PLAYER NAME

None

DEITY

??

HOMELAND

Blue

Grey

HAIR

EYES

ATTRIBUTE

ABILITY SCORE

ABILITY MODIFIER

TEMP ADJUSTMENT

TEMP MODIFIER

HP

TOTAL

8

DR

STR

STRENGTH

12

+1

0

0

WOUNDS/CURRENT HP

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

DEX

DEXTERITY

15

+2

0

0

NONLEATHAL DAMAGE

CON

CONSTITUTION

14

+2

0

0

INT

INTELLIGENCE

15

+2

0

0

WIS

WISDOM

13

+1

0

0

CHA

CHARISMA

20

+5

0

0

INITIATIVE

MODIFIER

6

=

2

+

4

TOTAL

DEX MODIFIER

MISC MODIFIER

AC

ARMOUR CLASS

12

=

10

+

0

+

0

+

2

+

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)

2

=

0

+

2

+

0

+

0

+

0

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

REFLEX

(DEXTERITY)

2

=

0

+

2

+

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

SPEED

0 FT.

0 SQ.

BASE SPEED

CMD

13

=

0

+

1

+

2

+

0

+

10

TOTAL

BASE ATTACK BONUS

STRENGTH MODIFIER

DEXTERITY MODIFIER

SIZE MODIFIER

DEFAULT

SPEED

0 FT.

0 SQ.

WITH ARMOUR

0 FT. / 0

FLY/MANOEUVRABILITY

FAVOURITE

MEAL

Meat

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

SKILL NAMES

TOTAL BONUS

ABILITY MOD.

RANKS

MISC MOD.

☐ ACROBATICS

+2 = DEX

2

+

0

+

0

☒ APPRAISE

+2 = INT

2

+

0

+

0

☒ BLUFF

+5 = CHA

5

+

0

+

0

☐ CLIMB

+1 = STR

1

+

0

+

0

☒ CRAFT (OPTIONAL)

+2 = INT

2

+

0

+

0

☐ CRAFT (OPTIONAL)

+2 = INT

2

+

0

+

0

☐ CRAFT (OPTIONAL)

+2 = INT

2

+

0

+

0

☐ DIPLOMACY

+5 = CHA

5

+

0

+

0

☐ DISABLE DEVICE\*

+2 = DEX

2

+

0

+

0

☐ DISGUISE

+5 = CHA

5

+

0

+

0

☐ ESCAPE ARTIST

+2 = DEX

2

+

0

+

0

☒ FLY

+2 = DEX

2

+

0

+

0

☐ HANDLE ANIMAL\*

+5 = CHA

5

+

0

+

0

☐ HEAL

+1 = WIS

1

+

0

+

0

☒ INTIMIDATE

+9 = CHA

5

+

1

+

3

☒ KNOWLEDGE (ARCANA)\*

+2 = INT

2

+

0

+

0

☐ KNOWLEDGE (DUNGEONEERING)\*

+2 = INT

2

+

0

+

0

☐ KNOWLEDGE (ENGINEERING)\*

+2 = INT

2

+

0

+

0

☐ KNOWLEDGE (GEOGRAPHY)\*

+2 = INT

2

+

0

+

0

☐ KNOWLEDGE (HISTORY)\*

+2 = INT

2

+

0

+

0

☐ KNOWLEDGE (LOCAL)\*

+2 = INT

2

+

0

+

0

☐ KNOWLEDGE (NATURE)\*

+2 = INT

2

+

0

+

0

☐ KNOWLEDGE (NOBILITY)\*

+2 = INT

2

+

0

+

0

☐ KNOWLEDGE (PLANES)\*

+2 = INT

2

+

0

+

0

☐ KNOWLEDGE (RELIGION)\*

+2 = INT

2

+

0

+

0

☐ LINGUISTICS\*

+2 = INT

2

+

0

+

0

☒ PERCEPTION

+11 = WIS

1

+

1

+

9

☐ PERFORM (OPTIONAL)

+5 = CHA

5

+

0

+

0

☐ PERFORM (OPTIONAL)

+5 = CHA

5

+

0

+

0

☒ PROFESSION (OPTIONAL)\*

+1 = WIS

1

+

0

+

0

☐ PROFESSION (OPTIONAL)\*

+1 = WIS

1

+

0

+

0

☐ RIDE

+2 = DEX

2

+

0

+

0

☐ SENSE MOTIVE

+1 = WIS

1

+

0

+

0

☐ SLEIGHT OF HAND\*

+2 = DEX

2

+

0

+

0

☒ SPELLCRAFT\*

+6 = INT

2

+

1

+

3

☐ STEALTH

+2 = DEX

2

+

0

+

0

☐ SURVIVAL

+1 = WIS

1

+

0

+

0

☐ SWIM

+1 = STR

1

+

0

+

0

☒ USE MAGIC DEVICE\*

+9 = CHA

5

+

1

+

3

☒ CLASS SKILL \* TRAINED ONLY

CONDITIONAL MODIFIERS:

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

LANGUAGES SPOKEN:

Common, Elve, Undercommon,  
Aklo

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