

Silif

CHARACTER NAME

Level 1 Sorcerer

CHARACTER LEVEL

Half-Elf

Medium

m

RACE

SIZE

GENDER

30

AGE

TN

ALIGNMENT

Martín

PLAYER NAME

None

DEITY

7 ft.

HEIGHT

140 kg

WEIGHT

Blue

HAIR

Grey

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

DEX

DEXTERITY

15

+2

0

0

NONLEATHAL DAMAGE

CON

CONSTITUTION

14

+2

0

0

INITIATIVE

MODIFIER

6

=

2

+

4

INT

INTELLIGENCE

15

+2

0

0

TOTAL

DEX MODIFIER

MISC MODIFIER

WIS

WISDOM

13

+1

0

0

CHA

CHARISMA

20

+5

0

0

AC

ARMOUR CLASS

12

=

10

+

0

+

0

+

2

+

0

+

0

+

0

+

0

+

0

TOUCH

ARMOUR CLASS

0

FLAT-FOOTED

ARMOUR CLASS

0

MODIFIERS

FORTITUDE

(CONSTITUTION)

2

=

0

+

2

+

0

+

0

+

0

REFLEX

(DEXTERITY)

2

=

0

+

2

+

0

+

0

+

0

WILL

(WISDOM)

1

=

0

+

1

+

0

+

0

+

0

BASE ATTACK BONUS

0

SPELL RESISTANCE

0

CMB

1

=

0

+

1

+

0

SPEED

0 FT.

0 SQ.

CMD

13

=

0

+

1

+

2

+

0

+

10

WITH ARMOUR

0 FT.

0 SQ.

FAVOURITE

MEAL

Meat

0 FT.

0 FT.

0 FT.

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
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