

Silif

TN

Martín

CHARACTER NAME

Level 1 Sorcerer

ALIGNMENT

PLAYER NAME

None

??

CHARACTER LEVEL

Half-Elf

Medium

m

30

DEITY

7 ft.

140 kg

HOMELAND

Blue

Grey

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ATTRIBUTE	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP	TOTAL	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	8			
DEX DEXTERITY	15	+2	0	0					
CON CONSTITUTION	14	+2	0	0					
INT INTELLIGENCE	15	+2	0	0					
WIS WISDOM	13	+1	0	0	NONLEATHAL DAMAGE				
CHA CHARISMA	20	+5	0	0					
INITIATIVE MODIFIER					6	=	2	+	4
					TOTAL	DEX MODIFIER	MISC MODIFIER		

AC	TOTAL	DEFAULT	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOUR	DEFLECTION MODIFIER	MISC MODIFIER								
ARMOUR CLASS	12	=	10	+	0	+	0	+	2	+	0	+	0	+	0	+	0

TOUCH	FLAT-FOOTED	MODIFIERS	
ARMOUR CLASS	0	0	

FORTITUDE	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER					
(CONSTITUTION)	2	=	0	+	2	+	0	+	0	+	0

REFLEX	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER					
(DEXTERITY)	2	=	0	+	2	+	0	+	0	+	0

WILL	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER					
(WISDOM)	1	=	0	+	1	+	0	+	0	+	0

BASE ATTACK BONUS	SPELL RESISTANCE
0	0

CMB	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	SPEED	
1	=	0	+	1	+	0

CMD	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	DEXTERITY MODIFIER	SIZE MODIFIER	DEFAULT				
13	=	0	+	1	+	2	+	0	+	10

FAVOURITE MEAL	SWIM	CLIMB	BURROW
Meat	0 ft.	0 ft.	0 ft.

Spell List BIACH	Description
Light(0)	Object shines like a torch.
Read Magic(0)	Sarasa

## SKILL NAMES

	TOTAL BONUS	ABILITY MOD.	RANKS	MISC MOD.		
<input type="checkbox"/> ACROBATICS	+2 = DEX	2	+	0	+	0
<input checked="" type="checkbox"/> APPRAISE	+2 = INT	2	+	0	+	0
<input checked="" type="checkbox"/> BLUFF	+5 = CHA	5	+	0	+	0
<input type="checkbox"/> CLIMB	+1 = STR	1	+	0	+	0
<input checked="" type="checkbox"/> CRAFT (OPTIONAL)	+2 = INT	2	+	0	+	0
<input type="checkbox"/> CRAFT (OPTIONAL)	+2 = INT	2	+	0	+	0
<input type="checkbox"/> CRAFT (OPTIONAL)	+2 = INT	2	+	0	+	0
<input type="checkbox"/> DIPLOMACY	+5 = CHA	5	+	0	+	0
<input type="checkbox"/> DISABLE DEVICE*	+2 = DEX	2	+	0	+	0
<input type="checkbox"/> DISGUISE	+5 = CHA	5	+	0	+	0
<input type="checkbox"/> ESCAPE ARTIST	+2 = DEX	2	+	0	+	0
<input checked="" type="checkbox"/> FLY	+2 = DEX	2	+	0	+	0
<input type="checkbox"/> HANDLE ANIMAL*	+5 = CHA	5	+	0	+	0
<input type="checkbox"/> HEAL	+1 = WIS	1	+	0	+	0
<input checked="" type="checkbox"/> INTIMIDATE	+9 = CHA	5	+	1	+	3
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*	+2 = INT	2	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	+2 = INT	2	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	+2 = INT	2	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	+2 = INT	2	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	+2 = INT	2	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	+2 = INT	2	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (NATURE)*	+2 = INT	2	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	+2 = INT	2	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (PLANES)*	+2 = INT	2	+	0	+	0
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	+2 = INT	2	+	0	+	0
<input type="checkbox"/> LINGUISTICS*	+2 = INT	2	+	0	+	0
<input checked="" type="checkbox"/> PERCEPTION	+11 = WIS	1	+	1	+	9
<input type="checkbox"/> PERFORM (OPTIONAL)	+5 = CHA	5	+	0	+	0
<input type="checkbox"/> PERFORM (OPTIONAL)	+5 = CHA	5	+	0	+	0
<input checked="" type="checkbox"/> PROFESSION (OPTIONAL)*	+1 = WIS	1	+	0	+	0
<input type="checkbox"/> PROFESSION (OPTIONAL)*	+1 = WIS	1	+	0	+	0
<input type="checkbox"/> RIDE	+2 = DEX	2	+	0	+	0
<input type="checkbox"/> SENSE MOTIVE	+1 = WIS	1	+	0	+	0
<input type="checkbox"/> SLEIGHT OF HAND*	+2 = DEX	2	+	0	+	0
<input checked="" type="checkbox"/> SPELLCRAFT*	+6 = INT	2	+	1	+	3
<input type="checkbox"/> STEALTH	+2 = DEX	2	+	0	+	0
<input type="checkbox"/> SURVIVAL	+1 = WIS	1	+	0	+	0
<input type="checkbox"/> SWIM	+1 = STR	1	+	0	+	0
<input checked="" type="checkbox"/> USE MAGIC DEVICE*	+9 = CHA	5	+	1	+	3
<input checked="" type="checkbox"/> 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, 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