

Silif

CHARACTER NAME

Level 1 Sorcerer

CHARACTER LEVEL

Half-Elf

RACE

TN

ALIGNMENT

30

AGE

Martin

PLAYER NAME

None

DEITY

7 ft.

HEIGHT

140 kg

WEIGHT

Blue

HAIR

Grey

EYES

ATTRIBUTE

STR

STRENGTH

ABILITY SCORE

10

ABILITY MODIFIER

0

TEMP ADJUSTMENT

0

TEMP MODIFIER

0

DEX

DEXTERITY

17

+3

0

0

CON

CONSTITUTION

14

+2

0

0

INT

INTELLIGENCE

15

+2

0

0

WIS

WISDOM

13

+1

0

0

CHA

CHARISMA

20

+5

0

0

HP

TOTAL

8

DR

WOUNDS/CURRENT HP

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

NONLEATHAL DAMAGE

INITIATIVE

MODIFIER

7

=

3

+

4

TOTAL

DEX MODIFIER

MISC MODIFIER

AC

ARMOUR CLASS

14

=

10

+

0

+

0

+

3

+

1

+

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)

3

=

0

+

3

+

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

+

0

+

-1

TOTAL

BASE ATTACK BONUS

STRENGTH MODIFIER

SIZE MODIFIER

CMD

12

=

0

+

0

+

3

+

-1

+

10

TOTAL

BASE ATTACK BONUS

STRENGTH MODIFIER

DEXTERITY MODIFIER

SIZE MODIFIER

DEFAULT

FAVOURITE

MEAL

Meat

0 ft.

SWIM

0 ft.

CLIMB

0 ft.

BURROW

SPELL LIST

BIACH

DESCRIPTION

CANTRIPS

LIGHT

OBJECT SHINES LIKE A TORCH.

READ MAGIC

SARASA

FIRST LEVEL SPELLS

5

SPYCHIC STRIKE

SARASA

GREASE

SARASA

BURNING HANDS

SARASA

FEATS

DESCRIPTION

EARS AND EYES OF THE CITY

PERCEPTION IS ALWAYS A CLASS SKILL AND +2

SKILL NAMES

TOTAL BONUS

ABILITY MOD.

RANKS

MISC MOD.

☐ ACROBATICS

+3 = DEX

3

+

0

+

0

☒ APPRAISE

+2 = INT

2

+

0

+

0

☒ BLUFF

+11 = CHA

5

+

1

+

5

☐ CLIMB

0 = STR

0

+

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\*

+3 = DEX

3

+

0

+

0

☐ DISGUISE

+5 = CHA

5

+

0

+

0

☐ ESCAPE ARTIST

+3 = DEX

3

+

0

+

0

☒ FLY

+3 = DEX

3

+

0

+

0

☐ HANDLE ANIMAL\*

+5 = CHA

5

+

0

+

0

☐ HEAL

+1 = WIS

1

+

0

+

0

☒ INTIMIDATE

+1 = CHA

5

+

0

+

-4

☒ 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

+7 = WIS

1

+

1

+

5

☐ 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

+3 = DEX

3

+

0

+

0

☐ SENSE MOTIVE

+1 = WIS

1

+

0

+

0

☐ SLEIGHT OF HAND\*

+3 = DEX

3

+

0

+

0

☒ SPELLCRAFT\*

+6 = INT

2

+

1

+

3

☒ STEALTH

+12 = DEX

3

+

0

+

9

☐ SURVIVAL

+1 = WIS

1

+

0

+

0

☐ SWIM

0 = STR

0

+

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

LANGUAGES SPOKEN:

Common, 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