

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

12

ABILITY MODIFIER

+1

TEMP ADJUSTMENT

0

TEMP MODIFIER

0

DEX

DEXTERITY

15

+2

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 blah

NONLEATHAL DAMAGE

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

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

TOTAL

BASE ATTACK BONUS

STRENGTH MODIFIER

SIZE MODIFIER

CMD

13

=

0

+

1

+

2

+

0

+

10

TOTAL

BASE ATTACK BONUS

STRENGTH MODIFIER

DEXTERITY MODIFIER

SIZE MODIFIER

DEFAULT

FAVOURITE

MEAL

Meat

0 ft.

SWIM

0 ft.

CLIMB

0 ft.

BURROW

SPEED

0 ft.

0 sq.

BASE SPEED

0 ft.

0 sq.

WITH ARMOUR

0 ft.

0

FLY/MANOEUVRABILITY

SKILL NAMES

☐ ACROBATICS

☒ APPRAISE

☒ BLUFF

☐ CLIMB

☒ CRAFT (OPTIONAL)

☐ CRAFT (OPTIONAL)

☐ CRAFT (OPTIONAL)

☐ DIPLOMACY

☐ DISABLE DEVICE*

☐ DISGUISE

☐ ESCAPE ARTIST

☒ FLY

☐ HANDLE ANIMAL*

☐ HEAL

☒ INTIMIDATE

☒ KNOWLEDGE (ARCANA)*

☐ KNOWLEDGE (DUNGEONEERING)*

☐ KNOWLEDGE (ENGINEERING)*

☐ KNOWLEDGE (GEOGRAPHY)*

☐ KNOWLEDGE (HISTORY)*

☐ KNOWLEDGE (LOCAL)*

☐ KNOWLEDGE (NATURE)*

☐ KNOWLEDGE (NOBILITY)*

☐ KNOWLEDGE (PLANES)*

☐ KNOWLEDGE (RELIGION)*

☐ LINGUISTICS*

☒ PERCEPTION

☐ PERFORM (OPTIONAL)

☐ PERFORM (OPTIONAL)

☒ PROFESSION (OPTIONAL)*

☐ PROFESSION (OPTIONAL)*

☐ RIDE

☐ SENSE MOTIVE

☐ SLEIGHT OF HAND*

☒ SPELLCRAFT*

☐ STEALTH

☐ SURVIVAL

☐ SWIM

☒ USE MAGIC DEVICE*

☒ CLASS SKILL

* TRAINED ONLY

TOTAL BONUS

ABILITY MOD.

RANKS

MISC MOD.

+2 = DEX

2

+

0

+

0

+2 = INT

2

+

0

+

0

+5 = CHA

5

+

0

+

0

+1 = STR

1

+

0

+

0

+2 = INT

2

+

0

+

0

+2 = INT

2

+

0

+

0

+2 = INT

2

+

0

+

0

+5 = CHA

5

+

0

+

0

+2 = DEX

2

+

0

+

0

+5 = CHA

5

+

0

+

0

+2 = DEX

2

+

0

+

0

+2 = DEX

2

+

0

+

0

+5 = CHA

5

+

0

+

0

+1 = WIS

1

+

0

+

0

+9 = CHA

5

+

1

+

3

+2 = INT

2

+

0

+

0

+2 = INT

2

+

0

+

0

+2 = INT

2

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0

+2 = INT

2

+

0

+

0

+2 = INT

2

+

0

+

0

+11 = WIS

1

+

1

+

9

+5 = CHA

5

+

0

+

0

+5 = CHA

5

+

0

+

0

+1 = WIS

1

+

0

+

0

+1 = WIS

1

+

0

+

0

+2 = DEX

2

+

0

+

0

+1 = WIS

1

+

0

+

0

+2 = DEX

2

+

0

+

0

+6 = INT

2

+

1

+

3

+2 = DEX

2

+

0

+

0

+1 = WIS

1

+

0

+

0

+1 = STR

1

+

0

+

0

+9 = CHA

5

+

1

+

3

Nico Puto

Travesti Halfing

Jorge Playito

Lucio Devolve el pad

CONDITIONAL MODIFIERS:

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