

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	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	NONLEATHAL DAMAGE											
DEX DEXTERITY	15	+2	0	0													
CON CONSTITUTION	14	+2	0	0													
INT INTELLIGENCE	15	+2	0	0	INITIATIVE MODIFIER			6	=	2	+	4					
WIS WISDOM	13	+1	0	0				TOTAL	DEX MODIFIER	MISC MODIFIER							
CHA CHARISMA	20	+5	0	0													
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												
TOTAL		BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER											
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									
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.	0 FT.	0 FT.									
		SWIM		CLIMB		BURROW											

## SKILL NAMES

<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