

Silif

CHARACTER NAME

Level 1 Sorcerer

CHARACTER LEVEL

Half-Elf

Medium

m

RACE

SIZE

GENDER

AGE

ATTRIBUTE

ABILITY SCORE

ABILITY MODIFIER

TEMP ADJUSTMENT

TEMP MODIFIER

STR
STRENGTH

12

+1

0

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

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

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

REFLEX

(DEXTERITY)

2

=

0

+

2

+

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

+

1

+

0

TOTAL

BASE ATTACK BONUS

STRENGTH MODIFIER

SIZE MODIFIER

SPEED

0 FT.

0 SQ.

0 FT.

0 SQ.

WITH ARMOUR

0 FT.

0

FLY/MANOEUVRABILITY

FAVOURITE

MEAL

Meat

0 FT.

0 FT.

0 FT.

SWIM

CLIMB

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

TN

ALIGNMENT

Martín

PLAYER NAME

None

DEITY

7 ft.

140 kg

Blue

Grey

HEIGHT

WEIGHT

HAIR

EYES

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

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