

CHARACTER NAME

## Sorcerer

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CLASS

1

LEVEL

.Sma

SIZE

## Gnome

RACE

50

AGE

Male

**GENDER**

## Catavarie

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PLAYER

Neutral

## ALIGNMENT

3' 6"

45 lbs

WEIGHT

Boccob

DEITY

Blue Grey

White

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HAIR

## CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> STRENGTH	10	+0		
<b>DEX</b> DEXTERITY	16	+3		
<b>CON</b> CONSTITUTION	15	+2		
<b>INT</b> INTELLIGENCE	14	+2		
<b>WIS</b> WISDOM	13	+1		
<b>CHA</b> CHARISMA	18	+4		

  

TOTAL	WOUNDS/CURRENT HP							NONLETHAL DAMAGE			DAMAGE REDUCTION		<b>SPEED</b>			
<b>HP</b> HIT POINTS	7													20		
<b>AC</b> ARMOR CLASS	14 =	10 +			+3		+1									
	TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER	MISS CHANCE			ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE	
<b>TOUCH</b> ARMOR CLASS	14	<b>FLAT-FOOTED</b> ARMOR CLASS	11													
<b>INITIATIVE</b> MODIFIER	+3 =	+3														
	TOTAL		DEX MODIFIER	MISC. MODIFIER												
<b>BASE ATTACK</b> BONUS				+0												

CLASS RACE	<b>SKILLS</b>						MAX RANKS:		
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER			
<input type="checkbox"/> Appraise <sup>1</sup>		INT	+4	=	+4	+		+	
<input type="checkbox"/> Balance <sup>1</sup>		DEX*	+3	=	+3	+		+	
<input checked="" type="checkbox"/> Bluff <sup>1</sup>		CHA	+4	=	+4	+		+	
<input type="checkbox"/> Climb <sup>1</sup>		STR*	-0	=	-0	+		+	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<b>+2</b>	<b>+0</b>	<b>+2</b>				
<b>REFLEX</b> (DEXTERITY)	<b>+3</b>	<b>+0</b>	<b>+3</b>				
<b>WILL</b> (WISDOM)	<b>+3</b>	<b>+2</b>	<b>+1</b>				

	TOTAL		BASE ATTACK BONUS		STR MODIFIER		SIZE MODIFIER		MISC. MODIFIER		TEMPORARY MODIFIER
<b>MELEE</b> ATTACK BONUS	<b>+1</b>	=	<b>+0</b>	+		+	<b>+1</b>	+		+	

$$\text{RANGED ATTACK BONUS} = \text{TOTAL} = \text{BASE ATTACK BONUS} + \text{DEX MODIFIER} + \text{SIZE MODIFIER} + \text{MISC. MODIFIER} + \text{TEMPORARY MODIFIER}$$

$$\text{GRAPPLE MODIFIER} + \text{TOTAL} = \text{BASE ATTACK BONUS} + \text{STRENGTH MODIFIER} + \text{SIZE MODIFIER} + \text{MISC. MODIFIER}$$

ATTACK		TOTAL ATTACK BONUS		DAMAGE	CRITICAL
Shortspear		+1		1d4	x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
20	2	Piercing	Small		

**AMMUNITION:**                      □□□□□    □□□□□    □□□□□    □□□□□    □□□□□    □□□□□

ATTACK		TOTAL ATTACK BONUS		DAMAGE	CRITICAL
Gnome Hooked Hammer		+1		1d6/1d4	x3/x4
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
	3	B & P	Small		

AMMUNITION: \_\_\_\_\_ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK		TOTAL ATTACK BONUS		DAMAGE	CRITICAL
Light Crossbow		+4		1d6	19 - 20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	
80	2	Piercing	Small		

AMMUNITION: 40

ATTACK		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			

**AMMUNITION:** ☐ ☐ ☐ ☐ ☐ ☐

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	SHIELD BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES				

## SKILLS

CLASS/CLASS	SKILLS			MAX RANKS:			
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER	
<input type="checkbox"/> Appraise <sup>1</sup>	INT	+4	= +4	+		+	
<input type="checkbox"/> Balance <sup>1</sup>	DEX*	+3	= +3	+		+	
<input checked="" type="checkbox"/> Bluff <sup>1</sup>	CHA	+4	= +4	+		+	
<input type="checkbox"/> Climb <sup>1</sup>	STR*	+0	=	+		+	
<input checked="" type="checkbox"/> Concentration <sup>1</sup>	CON	+6	= +2		4	+	
<input checked="" type="checkbox"/> Craft( <u>Alchemy</u> ) <sup>1</sup>	INT	+8	= +2		4	+2	
<input checked="" type="checkbox"/> Craft( <u>          </u> ) <sup>1</sup>	INT	+2	= +2			+	
<input checked="" type="checkbox"/> Craft( <u>          </u> ) <sup>1</sup>	INT	+2	= +2			+	
<input type="checkbox"/> Decipher Script	INT		= +4	+		+	
<input type="checkbox"/> Diplomacy <sup>1</sup>	CHA	+4	= +4	+		+	
<input type="checkbox"/> Disable Device	INT		= +4	+		+	
<input type="checkbox"/> Disguise <sup>1</sup>	CHA	+4	= +4	+		+	
<input type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	+3	= +3	+		+	
<input type="checkbox"/> Forgery <sup>1</sup>	INT	+2	= +2	+		+	
<input type="checkbox"/> Gather Information <sup>1</sup>	CHA	+4	= +4	+		+	
<input type="checkbox"/> Handle Animal	CHA		= +1			+	
<input type="checkbox"/> Heal <sup>1</sup>	WIS	+1	= +1			+	
<input type="checkbox"/> Hide <sup>1</sup>	DEX*	+7	= +3	+		+4	
<input type="checkbox"/> Intimidate <sup>1</sup>	CHA	+4	= +4	+			
<input type="checkbox"/> Jump <sup>1</sup>	STR*	+0	=	+		+	
<input checked="" type="checkbox"/> Knowledge ( <u>Arcana</u> )	INT	+6	= +2	+	4	+	
<input type="checkbox"/> Knowledge ( <u>          </u> )	INT		= +2			+	
<input type="checkbox"/> Knowledge ( <u>          </u> )	INT		= +2			+	
<input type="checkbox"/> Knowledge ( <u>          </u> )	INT		= +2			+	
<input type="checkbox"/> Knowledge ( <u>          </u> )	INT		= +2			+	
<input type="checkbox"/> Listen <sup>1</sup>	WIS	+3	= +1	+		+2	
<input type="checkbox"/> Move Silently <sup>1</sup>	DEX*	+3	= +3	+		+	
<input type="checkbox"/> Open Lock	DEX		= +3	+		+	
<input type="checkbox"/> Perform ( <u>          </u> ) <sup>1</sup>	CHA	+4	= +4	+		+	
<input type="checkbox"/> Perform ( <u>          </u> ) <sup>1</sup>	CHA	+4	= +4	+		+	
<input type="checkbox"/> Perform ( <u>          </u> ) <sup>1</sup>	CHA	+4	= +4	+		+	
<input checked="" type="checkbox"/> Profession ( <u>          </u> )	WIS		= +2	+		+	
<input checked="" type="checkbox"/> Profession ( <u>          </u> )	WIS		= +2			+	
<input type="checkbox"/> Ride <sup>1</sup>	DEX	+3	= +3	+		+	
<input type="checkbox"/> Search <sup>1</sup>	INT	+2	= +2	+		+	
<input type="checkbox"/> Sense Motive <sup>1</sup>	WIS	+1	= +1			+	
<input type="checkbox"/> Sleight of Hand	DEX*		= +3	+		+	
<input checked="" type="checkbox"/> Spellcraft	INT	+11	= +2		4	+5	
<input type="checkbox"/> Spot <sup>1</sup>	WIS	+1	= +1	+		+	
<input type="checkbox"/> Survival <sup>1</sup>	WIS	+1	= +1	+		+	
<input type="checkbox"/> Swim <sup>1</sup>	STR**	+0	=	+		+	
<input type="checkbox"/> Tumble	DEX*		= +3	+		+	
<input type="checkbox"/> Use Magic Device	CHA		= +1	+		+	
<input type="checkbox"/> Use Rope <sup>1</sup>	DEX	+3	= +3	+		+	
<input type="checkbox"/>			=			+	
<input type="checkbox"/> Ranks used		+16	=	+	16	+	
<input type="checkbox"/> Ranks Available		+16	=	+	16	+	
<input type="checkbox"/>			=	+		+	
<input type="checkbox"/>			=	+		+	
<input type="checkbox"/>			=	+		+	
<input type="checkbox"/>			=	+		+	
<input type="checkbox"/>			=	+		+	

Skills marked with <sup>1</sup> can be used normally even if the character has zero (0) skill ranks.

Skills marked with ☒ are cross-class skills.

\* ARMOR CHECK PENALTY, if any, applies.    \*\* Double Penalty for Swim.