Zenith El'druin	Sage	65,620	85,000	ForgedAnvil
CHARACTER NAME	BACKGROUND	EXPERIENCE	NEXT LEVEL	PLAYER NAME

Wizard 10	Evocation	Neutral	Oghma (N)
CLASS	SUBCLASS	ALIGNMENT	RELIGION / PATRON / DEITY

10	Elf (High)	Medium	Male	138	5' 10"	172 lb	Pale	Blue	White
LEVEL	RACE (SUBRACE)	SIZE	GENDER	AGE	HEIGHT	WEIGHT	SKIN	EYES	HAIR

ABILITIES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	10	+0		
DEX DEXTERITY	18	+4		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	22	+6		
WIS WISDOM	12	+1		
CHA CHARISMA	10	+0		

SAVING THROWS

SAVING THROW	= ABILITY MODIFIER	+ PROFICIENCY BONUS	+ OTHER MODIFIER
+1	= 0	+	+ 1
+5	= 4	+	+ 1
+3	= 2	+	+ 1
+11	= 6	+ 4	+ 1
+6	= 1	+ 4	+ 1
+1	= 0	+	+ 1

SKILLS

SKILL NAME	KEY ABILITY	PROFICIENT	SKILL MODIFIER	= ABILITY MODIFIER	+ PROFICIENCY BONUS	+ OTHER MODIFIER
ACROBATICS	DEX	○	+4	= 4	+	+
ANIMAL HANDLING	WIS	○	+1	= 1	+	+
ARCANA	INT	●	+11	= 6	+ 4	+ 1
ATHLETICS	STR	○	+0	= 0	+	+
DECEPTION	CHA	○	+0	= 0	+	+
HISTORY	INT	●	+11	= 6	+ 4	+ 1
INSIGHT	WIS	●	+5	= 1	+ 4	+
INTIMIDATION	CHA	○	+0	= 0	+	+
INVESTIGATION	INT	●	+10	= 6	+ 4	+
MEDICINE	WIS	○	+1	= 1	+	+
NATURE	INT	○	+6	= 6	+	+
PERCEPTION Darkvision 60ft	WIS	●	+5	= 1	+ 4	+
PERFORMANCE	CHA	○	+0	= 0	+	+
PERSUASION	CHA	○	+0	= 0	+	+
RELIGION	INT	○	+6	= 6	+	+
SLEIGHT OF HAND	DEX	○	+4	= 4	+	+
STEALTH	DEX	○	+4	= 4	+	+
SURVIVAL	WIS	○	+1	= 1	+	+

HEALTH & ARMOR

HP HIT POINTS	MAX	TEMPORARY	REMAINING	HD HIT DICE	TOTAL	USED HIT DICE	DEATH ROLLS
	62		52		10	10d6 1	PASS ☐☐☐ FAIL ☐☐☐

AC ARMOR CLASS	= TOTAL	ARMOR	+ SHIELD	+ DEXTERITY MODIFIER	+ OTHER	DAMAGE RESISTANCE	DAMAGE REDUCTION
	14	10		4			

ARMOR

ARMOR	ARMOR	WEIGHT	DEX MOD	STRENGTH	STEALTH
Robes of the Seeker +1	10	3 lb	+4	-	-

ARMOR TYPE	PROPERTIES
-	proficient, +1 AC, +1 Saves, +1 Arcana and History

SHIELD

SHIELD	ARMOR	WEIGHT	PROPERTIES
none	+0	-	

ACTIONS

INITIATIVE MODIFIER	= TOTAL	DEXTERITY MODIFIER	+ OTHER	SPEED NORMAL	INSPIRATION
	+4	= 4	+	30 ft	1

ATTACKS PER ATTACK ACTION	= TOTAL	STANDARD	+ EXTRA ATTACKS	PERCEPTION PASSIVE	= TOTAL	WISDOM MODIFIER	+ PERCEPTION PROFICIENCY	+ OTHER
	1	= 1	+		15	1	+ 4	+

ATTACK 1

ATTACK 1	ATTACK BONUS	DAMAGE	TYPE
Wand of the War Mage +1	+11	+6	see spell

RANGE	PROPERTIES
see spell	proficient, arcane focus, +1 spell attack, ignores half cover

AMMUNITION Charges (20) ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

ATTACK 2

ATTACK 2	ATTACK BONUS	DAMAGE	TYPE
Sword of Keith Strombard	+9	1d6+5	piercing

RANGE	PROPERTIES
-	proficient, finesse, light, +3 damage to evil, glows when evil within 20ft

AMMUNITION ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

ATTACK 3

ATTACK 3	ATTACK BONUS	DAMAGE	TYPE
Flaming Dagger +1	+9	1d4+5 (+1d6 fire)	piercing

RANGE	PROPERTIES
20/60	proficient, finesse, light, thrown

AMMUNITION ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

ATTACK 4

ATTACK 4	ATTACK BONUS	DAMAGE	TYPE

RANGE	PROPERTIES

AMMUNITION ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

ATTACK 5

ATTACK 5	ATTACK BONUS	DAMAGE	TYPE

RANGE	PROPERTIES

AMMUNITION ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

ATTACK 6

ATTACK 6	ATTACK BONUS	DAMAGE	TYPE

RANGE	PROPERTIES

AMMUNITION ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PROFICIENCIES

PROFICIENCY BONUS +4

WEAPONS

Dagger
Quarterstaff
Light crossbow
Dart
Shortbow
Sling
Long sword
Short sword
Longbow

ARMOR

none

TOOLS

none

LANGUAGES

Common
Elvish
Dwarvish
Celestial
Draconic
Deep Speech
Primordial

EQUIPMENT WORN

HEAD
HEADBAND, HAT, HELMET, OR PHYLACTERY

HANDS
GLOVES OR GAUNTLETS

EYES
EYE LENSES OR GOGGLES

ARMS / WRISTS
BRACERS OR BRACELETS

NECK
AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB

BODY
ROBE OR SUIT OF ARMOR
Robes of the Seeker

SHOULDERS
CLOAK, CAPE OR MANTLE
Cloak of Displacement

TORSO
VEST, VESTMENT, OR SHIRT

RINGS
RIGHT HAND

WAIST
BELT OR GIRDLE

RINGS
LEFT HAND

FEET
BOOTS, SHOES, OR SLIPPERS

CARRYING CAPACITY

CURRENT UNENCUMBERED, SPEED 30 FEET	47.2 lb
ENCUMBERED SPEED -10 FEET	51 - 100 lb
ENCUMBERED HEAVILY SPEED -20 FEET DISADVANTAGE ON STR, DEX, CON CHECKS, ATTACKS & SAVES	101 - 150 lb
PUSH, DRAG, LIFT PUSHING OR DRAGGING ABOVE 150 LBS. SPEED DROPS TO 5 FEET	0 - 300 lb

COINAGE

	CARRYING	TOTAL
PLATINUM (PP) 1 PLATINUM = 10 GOLD	10	904
GOLD (GP) 1 GOLD = 2 ELECTRUM	20	80
ELECTRUM (EP) 1 ELECTRUM = 5 SILVER	10	60
SILVER (SP) 1 SILVER = 10 COPPER	20	23
COPPER (CP)	20	26