

CHARACTER NAME

Wizard
CLASS7th 7 182 M
LEVEL SIZE AGE GENDER

PLAYER

Mykel
Chaotic Good

ALIGNMENT

DEITY

3'6" 100/lbs
HEIGHT WEIGHT EYES HAIR

CHARACTER RECORD SHEETS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	13	+1		
DEX DEXTERITY	14	+2		
CON CONSTITUTION	13	+1		
INT INTELLIGENCE	16	+3		
WIS WISDOM	14	+2		
CHA CHARISMA	13	+1		

HP HIT POINTS	22	WOUNDS/CURRENT HP	
AC ARMOR CLASS	10 + 5 + 0 + 2 + 1 + 0 + 4 = 22	SUBDUAL DAMAGE	
INITIATIVE MODIFIER	+2	DAMAGE REDUCTION	
BASE ATTACK BONUS	+3	HIT DIE TYPE	d4

SPEED	20' / rd
MISS CHANCE	
ARCANE SPELL FAILURE	
ARMOR CHECK PENALTY	
SPELL RESISTANCE	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+3	+2	+1	0	0		
REFLEX (DEXTERITY)	+4	+2	+2	0	0		
WILL (WISDOM)	+4	+5	+2	0	0		

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
RANGED ATTACK BONUS	+4	+3	+1			
	+5	+3	+2			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Shillelagh +3	+7	1d10 +4	20x2
RANGE	WEIGHT	TYPE	SIZE
5'	2lb	BLUDGEON	SMALL
SPECIAL PROPERTIES			
MAGICAL CLUB			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
LIGHT CROSSBOW	+6	1d8 +1	19-20x2
RANGE	WEIGHT	TYPE	SIZE
80'	5lb	PIERCE	SMALL
SPECIAL PROPERTIES			
MASTERWORK			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Wand of Lightning	N/A	6d6	N/A
RANGE	WEIGHT	TYPE	SIZE
160'	N/A	MAGICAL	TINY
SPECIAL PROPERTIES			
(40) CHARGES LEFT OF (50)			

ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS
RING of Protection		+5	MAX CHAR
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT
0	0	N/A	N/A
SPECIAL PROPERTIES			
CHARGES: 39) +4 MAGE ARMOR			

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

AMMUNITION				
10 BOLTS				

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
ALCHEMY	INT	+7	= 3 + 2 + 2		
APPRAISE	INT		= + +		
BALANCE	DEX*		= + +		
BLUFF	CHA		= + +		
CLIMB	STR*		= + +		
CONCENTRATION	CON	+6	= 1 + 5 +		
CRAFT	INT		= + +		
DIPLOMACY	CHA		= + +		
DISABE DEVICE	INT		= + +		
DISGUISE	CHA		= + +		
ESCAPE ARTIST	DEX*		= + +		
FORGERY	INT		= + +		
GATHER INFORMATION	CHA		= + +		
HANDLE ANIMAL	CHA		= + +		
HEAL	WIS	+7	= 2 + 6 + 3 + 2 + 1		
HIDE	DEX*	+6	= 2 + 5 + 4		
INNUEENDO	WIS		= + +		
INTIMIDATE	CHA		= + +		
INTUIT DIRECTION	WIS		= + +		
JUMP	STR*	+1	= 1 + 9 +		
KNOWLEDGE (ARCAEA)	INT	+5	= 3 + 2 +		
KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT	+5	= 3 + 2 +		
KNOWLEDGE (GEOGRAPHY)	INT		= + +		
KNOWLEDGE (HISTORY)	INT		= + +		
KNOWLEDGE (LOCAL)	INT		= + +		
KNOWLEDGE (NATURE)	INT	+5	= 3 + 2 +		
KNOWLEDGE (NOBILITY & ROYALTY)	INT		= + +		
KNOWLEDGE (THE PLANES)	INT		= + +		
KNOWLEDGE (RELIGION)	INT		= + +		
LISTEN	WIS	+5	= 2 + 2 + 2 + 1		
MOVE SILENTLY	DEX*	+5	= 2 + 2 + 2 + 1		
OPEN LOCK	DEX		= + +		
PERFORM	CHA	+2	= 1 + 1 +		
PICK POCKET	DEX*		= + +		
PROFESSION	WIS		= + +		
RIDE	DEX	+2	= 2 + 0 +		
SCRY	INT	+7	= 3 + 4 +		
SEARCH	INT	+5	= 3 + 4 + 2		
SENSE MOTIVE	WIS		= + +		
SPELLCRAFT	INT	+7	= 3 + 4 +		
SPOT	WIS	+5	= 2 + 6 + 3		
SWIM	STR**	+2	= 1 + 2 + 1		
TUMBLE	DEX*		= + +		
USE ROPE	DEX	+3	= 2 + 2 + 1		
WILDERNESS LORE	WIS		= + +		
SPOKEN LANGUAGE	INT	+7	= 3 + 4 +		