

CHARACTER NAME

PLAYER

Wizard

LEVEL

RACE

ALIGNMENT

DEITY



SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN
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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH								
DEX DEXTERITY								
CON CONSTITUTION								
INT INTELLIGENCE								
WIS WISDOM								
CHA CHARISMA								

HP HIT POINTS	TOTAL			WOUNDS/CURRENT HP			NONLETHAL DAMAGE			SPEED		
AC ARMOR CLASS		= 10 +		ARMOR BONUS	SHIELD BONUS		DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER	DAMAGE REDUCTION
TOUCH ARMOR CLASS		TOTAL										
FLAT-FOOTED ARMOR CLASS												
INITIATIVE MODIFIER		TOTAL		DEX MODIFIER	MISC MODIFIER							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)		=	+ + + + +				
REFLEX (DEXTERITY)		=	+ + + + +				
WILL (WISDOM)		=	+ + + + +				

BASE ATTACK BONUS**SPELL RESISTANCE****GRAPPLE**= + + + TOTAL STRENGTH MODIFIER

SIZE MODIFIER

MISC

MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	Critical	
RANGE	Type	Notes			

AMMUNITION

ATTACK		ATTACK BONUS	DAMAGE	Critical	
RANGE	Type	Notes			

AMMUNITION

ATTACK		ATTACK BONUS	DAMAGE	Critical	
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AMMUNITION

ATTACK		ATTACK BONUS	DAMAGE	Critical	
RANGE	Type	Notes			

AMMUNITION

ATTACK		ATTACK BONUS	DAMAGE	Critical	
RANGE	Type	Notes			

AMMUNITION

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MAX RANKS (CLASS/CROSS-CLASS)	/
<input type="checkbox"/>	APPRAISE ■	INT				= _____ + _____ + _____	
<input type="checkbox"/>	BALANCE ■	DEX*				= _____ + _____ + _____	
<input type="checkbox"/>	BLUFF ■	CHA				= _____ + _____ + _____	
<input type="checkbox"/>	CLIMB ■	STR*				= _____ + _____ + _____	
<input checked="" type="checkbox"/>	CONCENTRATION ■	CON				= _____ + _____ + _____	
<input checked="" type="checkbox"/>	CRAFT ■ (I_____)	INT				= _____ + _____ + _____	
<input checked="" type="checkbox"/>	CRAFT ■ (II_____)	INT				= _____ + _____ + _____	
<input checked="" type="checkbox"/>	CRAFT ■ (III_____)	INT				= _____ + _____ + _____	
<input type="checkbox"/>	DECIPHER SCRIPT	INT				= _____ + _____ + _____	
<input type="checkbox"/>	DIPLOMACY ■	CHA				= _____ + _____ + _____	
<input type="checkbox"/>	DISABLE DEVICE	INT				= _____ + _____ + _____	
<input type="checkbox"/>	DISGUISE ■	CHA				= _____ + _____ + _____	
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*				= _____ + _____ + _____	
<input type="checkbox"/>	FORGERY ■	INT				= _____ + _____ + _____	
<input type="checkbox"/>	GATHER INFORMATION ■	CHA				= _____ + _____ + _____	
<input type="checkbox"/>	HANDLE ANIMAL	CHA				= _____ + _____ + _____	
<input type="checkbox"/>	HEAL ■	WIS				= _____ + _____ + _____	
<input type="checkbox"/>	HIDE ■	DEX*				= _____ + _____ + _____	
<input type="checkbox"/>	INTIMIDATE ■	CHA				= _____ + _____ + _____	
<input type="checkbox"/>	JUMP ■	STR*				= _____ + _____ + _____	
<input checked="" type="checkbox"/>	KNOWLEDGE (I_____)	INT				= _____ + _____ + _____	
<input checked="" type="checkbox"/>	KNOWLEDGE (II_____)	INT				= _____ + _____ + _____	
<input checked="" type="checkbox"/>	KNOWLEDGE (III_____)	INT				= _____ + _____ + _____	
<input checked="" type="checkbox"/>	KNOWLEDGE (IV_____)	INT				= _____ + _____ + _____	
<input checked="" type="checkbox"/>	KNOWLEDGE (V_____)	INT				= _____ + _____ + _____	
<input type="checkbox"/>	LISTEN ■	WIS				= _____ + _____ + _____	
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*				= _____ + _____ + _____	
<input type="checkbox"/>	OPEN LOCK	DEX				= _____ + _____ + _____	
<input type="checkbox"/>	PERFORM (I_____)	CHA				= _____ + _____ + _____	
<input type="checkbox"/>	PERFORM (II_____)	CHA				= _____ + _____ + _____	
<input type="checkbox"/>	PERFORM (III_____)	CHA				= _____ + _____ + _____	
<input checked="" type="checkbox"/>	PROFESSION (I_____)	WIS				= _____ + _____ + _____	
<input checked="" type="checkbox"/>	PROFESSION (II_____)	WIS				= _____ + _____ + _____	
<input type="checkbox"/>	RIDE ■	DEX				= _____ + _____ + _____	
<input type="checkbox"/>	SEARCH ■	INT				= _____ + _____ + _____	
<input type="checkbox"/>	SENSE MOTIVE ■	WIS				= _____ + _____ + _____	
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				= _____ + _____ + _____	
<input checked="" type="checkbox"/>	SPELLCRAFT	INT				= _____ + _____ + _____	
<input type="checkbox"/>	SPOT ■	WIS				= _____ + _____ + _____	
<input type="checkbox"/>	SURVIVAL ■	WIS				= _____ + _____ + _____	
<input type="checkbox"/>	SWIM ■	STR*				= _____ + _____ + _____	
<input type="checkbox"/>	TUMBLE	DEX*				= _____ + _____ + _____	
<input type="checkbox"/>	USE MAGIC DEVICE	CHA				= _____ + _____ + _____	
<input type="checkbox"/>	USE ROPE ■	DEX				= _____ + _____ + _____	
<input type="checkbox"/>						= _____ + _____ + _____	
<input type="checkbox"/>						= _____ + _____ + _____	
<input type="checkbox"/>						= _____ + _____ + _____	

■ Denotes a skill that can be used untrained.

□ Mark this box with an X if the skill is a class skill for the character.

* Armor check penalty, if any, applies. (Double penalty for Swim.)

CLASS FEATURES

BONUS WIZARD FEATS

- BREW POTION
- CRAFT MAGIC ARMS & ARMOR
- CRAFT ROD
- CRAFT STAFF
- CRAFT WAND
- CRAFT WONDEROUS ITEM
- FORGE RING
- SCRIBE SCROLL
- EMPOWER SPELL
- ENLARGE SPELL
- EXTEND SPELL
- HEIGHTEN SPELL
- MAXIMIZE SPELL
- QUICKEN SPELL
- SILENT SPELL
- STILL SPELL
- WIDEN SPELL
- SPELL MASTERY: _____

SPELLS

SPECIALTY SCHOOL:

4TH: _____

0: _____

5TH: _____

1ST: _____

6TH: _____

2ND: _____

7TH: _____

3RD: _____

8TH: _____

9TH: _____

FEATS & SPECIAL ABILITIES

PG.

TOTAL WEIGHT CARRIED

MONEY

CP —

SP —

GP —

PP —

LIGHT LOAD

MEDIUM LOAD

HEAVY LOAD

LIFT OVER
HEAD
EQUALS
MAX LOADLIFT OFF
GROUND
2x
MAX LOADPUSH OR
DRAG
5x
MAX LOAD

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

%

CONDITIONAL MODIFIERS

Initial languages = Common + racial
languages + one per point of Int bonus

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

LEVEL	SPells Known	SPell Save DC	SPells Per Day	Bonus SPells
0	_____	_____	_____	0
1ST	_____	_____	_____	_____
2ND	_____	_____	_____	_____
3RD	_____	_____	_____	_____
4TH	_____	_____	_____	_____
5TH	_____	_____	_____	_____
6TH	_____	_____	_____	_____
7TH	_____	_____	_____	_____
8TH	_____	_____	_____	_____
9TH	_____	_____	_____	_____