

CHARACTER NAME

PLAYER



WIZARD CLASS

RACE

ALIGNMENT

DEITY

CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score table with columns for Ability Name (STR, DEX, CON, INT, WIS, CHA), Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier.

HP, AC, Initiative, and Base Attack Bonus calculation boxes.

Damage Reduction, Hit Die Type (d4), and Speed fields.

Saving Throws table for Fortitude, Reflex, and Will, including Base Save, Ability Modifier, Magic Modifier, Misc. Modifier, and Temporary Modifier.

Melee and Ranged Attack Bonus calculation boxes.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Weapon table (duplicate).

Weapon table (duplicate).

Armor/Protective Item table with columns for Item, Type, Armor Bonus, Max Dex Bonus, Check Penalty, Spell Failure, Speed, Weight, and Special Properties.

Shield/Protective Item table with columns for Item, Armor Bonus, Weight, Check Penalty, Spell Failure, and Special Properties.

Ammunition table with columns for Ammunition and quantity.

Skills table header with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier.

- List of skills including Alchemy, Appraise, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Knowledge (Arcana, Architecture & Engineering, Geography, History, Local, Nature, Nobility & Royalty, The Planes, Religion), Listen, Move Silently, Open Lock, Perform, Pick Pocket, Profession, Ride, Scry, Search, Sense Motive, Spellcraft, Spot, Swim, Tumble, Use Rope, Wilderness Lore.

Skills marked with ■ 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. ** -1 per 5 lb. of gear.

