

Franzibald Ralona

CHARACTER NAME

Wizard

14

CLASS AND LEVEL

CAREER LEVEL

James

PLAYER

high elf

RACE

neutral good

ALIGNMENT

Capricorn

DEITY



CHARACTER RECORD SHEET

SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR SKIN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	9	-1			HP HIT POINTS 97			60
DEX DEXTERITY	13	1			AC ARMOR CLASS 14	TOTAL = 10 + 4 + 0 + 0 + 0 + 0 + 0 + 0 + 0	DAMAGE REDUCTION 0	
CON CONSTITUTION	12	1			TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS		
INT INTELLIGENCE	30	10			INITIATIVE MODIFIER 1	TOTAL = 1 + 0		
WIS WISDOM	14	2						
CHA CHARISMA	8	-1						

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

BASE ATTACK BONUS	0	SPELL RESISTANCE	0
GRAPPLE MODIFIER	-1	= 0 + -1 + 0 + 0	
TOTAL			

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
			1d6	20 x2
RANGE	TYPE	NOTES		
	bludgeoning	quarter staff of capricorn		

AMMUNITION

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		
		lightsaber		

AMMUNITION

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
			4d8+13	20 x2
RANGE	TYPE	NOTES		
	tome/free act.	tome of arcane fire		

AMMUNITION

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
			1d6	18-20 x2
RANGE	TYPE	NOTES		
	piercing	rapier		

AMMUNITION

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION

CLASS SKILL?	SKILLS					MAX RANKS
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
	<input type="checkbox"/> APPRAISE	INT	10.0	= 10	+ + +	
	<input type="checkbox"/> BALANCE	DEX*	1.0	= 1	+ + +	
	<input type="checkbox"/> BLUFF	CHA	-1.0	= -1	+ + +	
	<input type="checkbox"/> CLIMB	STR*	-1.0	= -1	+ + +	
	<input checked="" type="checkbox"/> CONCENTRATION	CON	8.0	= 1	+ 7.0 +	
	<input type="checkbox"/> CRAFT ()	INT	10.0	= 10	+ + +	
	<input type="checkbox"/> CRAFT ()	INT	10.0	= 10	+ + +	
	<input type="checkbox"/> CRAFT ()	INT	10.0	= 10	+ + +	
	<input type="checkbox"/> DECIPHER SCRIPT	INT	0.0	= 10	+ + +	
	<input type="checkbox"/> DIPLOMACY	CHA	-1.0	= -1	+ + +	
	<input type="checkbox"/> DISABLE DEVICE	INT	0.0	= 10	+ + +	
	<input type="checkbox"/> DISGUISE	CHA	-1.0	= -1	+ + +	
	<input type="checkbox"/> ESCAPE ARTIST	DEX*	1.0	= 1	+ + +	
	<input type="checkbox"/> FORGERY	INT	10.0	= 10	+ + +	
	<input type="checkbox"/> GATHER INFORMATION	CHA	-1.0	= -1	+ + +	
	<input type="checkbox"/> HANDLE ANIMAL	CHA	0.0	= -1	+ + +	
	<input type="checkbox"/> HEAL	WIS	2.0	= 2	+ + +	
	<input type="checkbox"/> HIDE	DEX*	1.0	= 1	+ + +	
	<input type="checkbox"/> INTIMIDATE	CHA	-1.0	= -1	+ + +	
	<input checked="" type="checkbox"/> JUMP	STR*	4.0	= -1	+ 5.0 +	
	<input checked="" type="checkbox"/> KNOWLEDGE (arcana)	INT	30.0	= 10	+ 20.0 +	
	<input type="checkbox"/> KNOWLEDGE ()	INT	0.0	= 10	+ + +	
	<input type="checkbox"/> KNOWLEDGE ()	INT	0.0	= 10	+ + +	
	<input type="checkbox"/> KNOWLEDGE ()	INT	0.0	= 10	+ + +	
	<input type="checkbox"/> KNOWLEDGE ()	INT	0.0	= 10	+ + +	
	<input type="checkbox"/> LISTEN	WIS	2.0	= 2	+ + +	
	<input type="checkbox"/> MOVE SILENTLY	DEX*	1.0	= 1	+ + +	
	<input type="checkbox"/> OPEN LOCK	DEX	0.0	= 1	+ + +	
	<input type="checkbox"/> PERFORM ()	CHA	0.0	= -1	+ + +	
	<input type="checkbox"/> PERFORM ()	CHA	0.0	= -1	+ + +	
	<input type="checkbox"/> PERFORM ()	CHA	0.0	= -1	+ + +	
	<input checked="" type="checkbox"/> PROFESSION (alchemy)	WIS	0.0	= 2	+ + +	
	<input type="checkbox"/> PROFESSION ()	WIS	0.0	= 2	+ + +	
	<input type="checkbox"/> RIDE	DEX	1.0	= 1	+ + +	
	<input type="checkbox"/> SEARCH	INT	10.0	= 10	+ + +	
	<input type="checkbox"/> SENSE MOTIVE	WIS	2.0	= 2	+ + +	
	<input type="checkbox"/> SLEIGHT OF HAND	DEX*	0.0	= 1	+ + +	
	<input checked="" type="checkbox"/> SPELLCRAFT	INT	50.0	= 10	+ 40.0 +	
	<input checked="" type="checkbox"/> SPOT	WIS	20.0	= 2	+ 18.0 +	
	<input checked="" type="checkbox"/> SURVIVAL	WIS	2.0	= 2	+ + +	
	<input type="checkbox"/> SWIM	STR*	-1.0	= -1	+ + +	
	<input type="checkbox"/> TUMBLE	DEX*	0.0	= 1	+ + +	
	<input type="checkbox"/> USE MAGIC DEVICE	CHA	0.0	= -1	+ + +	
	<input type="checkbox"/> USE ROPE	DEX	1.0	= 1	+ + +	
	<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.)

CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
doofy robes			0	0
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
0	0	0	0	1/2 fire dmg look slick

SHIELD/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

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
staff of greater haste	1/3				
scrolls (blank)	28				
magic quill	2/3				
magic quill	2/3				
book of plot twists	1				
armour of plot	1				
holy hand grenade	1				
cure moderate wounds (pot.)	3				
flute of capricorn	1				
tome of arcane fire					
gold bar	2				
gateway chalk	3				
scary evil mask	1				
medallion of fortify	1				
magnum	1				
energy rifle	1				
disintegrator	1		TOTAL WEIGHT CARRIED	0.0	

0	0	0	0	0	0
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD <small>EQUALS MAX LOAD</small>	LIFT OFF GROUND <small>2 x MAX LOAD</small>	PUSH OR DRAG <small>5 x MAX LOAD</small>

MONEY

CP — 0
SP — 0
GP — 0
PP — 0

FEATS

summon familiar PG.

scribe scroll

charge wands

toughness

empower spell(x1.5dmg||+2lv)

extend spell(x2dur.||+1lv)

SPECIAL ABILITIES

PERMANENTLY hasted PG.

SPELLS

DOMAINS/SPECIALTY SCHOOL:

0: _____

1ST: _____

2ND: _____

3RD: _____

4TH: _____

5TH: _____

6TH: _____

7TH: _____

8TH: _____

9TH: _____

SPELL SAVE

74

DC MOD

ARCANE SPELL FAILURE

%

CONDITIONAL MODIFIERS

LANGUAGES

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

elvish || draconic

common || goblin

dwarvish || sylvan

infernal || undercommon

abyssal

celestial

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0	4	0
		1ST	4	3
		2ND	4	3
		3RD	4	2
		4TH	4	2
		5TH	3	2
		6TH	3	2
		7TH	2	1
		8TH		1
		9TH		1