



CHARACTER RECORD SHEETS

WU JEN

CHARACTER NAME

PLAYER

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

CAMPAIGN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC ARMOR CLASS							

TOUCH ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	
WOUNDS/CURRENT HP	FAST HEALING

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE 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 MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER
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SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE NOTES			
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			

CONDITIONAL AC MODIFIERS

CLASS SKILLST	SKILLS		MAX RANKS (CLASS/CROSS-CLASS)		/
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	
<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 ■ ()	INT			
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT			
<input checked="" type="checkbox"/>	CRAFT ■ ()	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 ()	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT			
<input type="checkbox"/>	LISTEN ■	WIS			
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*			
<input type="checkbox"/>	OPEN LOCK	DEX			
<input type="checkbox"/>	PERFORM ()	CHA			
<input type="checkbox"/>	PERFORM ()	CHA			
<input type="checkbox"/>	PERFORM ()	CHA			
<input checked="" type="checkbox"/>	PROFESSION ()	WIS			
<input checked="" type="checkbox"/>	PROFESSION ()	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"/>					

■ Denotes a skill that can be used untrained.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

[illegible]

WANDS AND STAFFS

[illegible]

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD
					

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
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FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	

SPELLS	
SPELL SAVE	DC MOD
ARCANE SPELL FAILURE	
CONDITIONAL MODIFIERS	

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

WU JEN SPELLS

0-LEVEL (CANTRIPS)

- Fire ☐ Dancing Lights
☐ Flare
 Water ☐ Ray of Frost
☐ Arcane Mark
☐ Daze
☐ Detect Magic
☐ Detect Poison
☐ Disrupt Undead
☐ Ghost Sound
☐ Light
☐ Mage Hand
☐ Mending
☐ Message
☐ Open/Close
☐ Prestidigitation
☐ Read Magic
☐ Resistance

1ST-LEVEL

- All ☐ Elemental Burst*
☐ Endure Elements
 Earth ☐ Hail of Stone^{M*}
☐ Melt*
 Fire ☐ Fiery Eyes*
☐ Smoke Ladder^{F*}
 Metal ☐ Iron Scarf*
☐ Magic Weapon
 Water ☐ Animate Water*
☐ Cobra's Breath*
☐ Obscuring Mist
 Wood ☐ Animate Wood*
☐ Backbiter*
☐ Accuracy*
☐ Animate Rope
☐ Charm Person
☐ Comprehend Languages
☐ Detect Chaos/evil/Good/Law
☐ Disguise Self
☐ Ghost Light*
☐ Hold Portal
☐ Hypnotism
☐ Jump
☐ Magic Missile
☐ Protection from Chaos/evil/Good/Law
☐ Scales of the Lizard*
☐ Secret Signs*

- ☐ Shield
☐ Silent Image
☐ Sleep
☐ Summon Monster I
☐ True Strike
☐ Unseen Servant
☐ Ventriloquism

2ND-LEVEL

- All ☐ Resist Energy
 Earth ☐ Bear's Endurance
☐ Bull's Strength
 Fire ☐ Animate Fire*
☐ Cat's Grace
☐ Fire Shuriken*
☐ Pyrotechnics
 Metal ☐ Entangling Scarf*
☐ Pro. from Arrows
☐ Rain of Needles*
 Water ☐ Fog Cloud
☐ Ice Blast*
☐ Ice Knife*
☐ Swim*
 Wood ☐ Warp Wood
☐ Wood Shape

- ☐ Alter Self
☐ Apparition*
☐ Arcane Lock^M
☐ Blur
☐ Chameleon*
☐ Detect Thoughts
☐ Force Whip*
☐ Hold Person
☐ Hypnotic Pattern
☐ Invisibility
☐ Kiss of the Toad*
☐ Knock
☐ Lightning Blade*
☐ Locate Object
☐ Minor Image
☐ Misdirection
☐ Protection from Charm*
☐ Rope Trick
☐ See Invisibility
☐ Spider Climb
☐ Summon Monster II
☐ Wall of Gloom*
☐ Whispering Wind

3RD-LEVEL

- All ☐ Pro. from Energy
 Earth ☐ Earthbolt*
☐ Terra...Warrior^{M*}
 Fire ☐ Fire Wings*
☐ Fireball
 Metal ☐ Keen Edge
☐ Magic Weapon, Greater
☐ Magnetism*
 Water ☐ Gaseous Form
☐ Steam Breath*
☐ Stinking Cloud
 Wood ☐ Water Breathing
☐ Plant Growth
☐ Thornskin*
☐ Commune with Lesser Spirit^{M*}
☐ Corpse Candle*
☐ Discern Shapechanger*
☐ Dispel Magic
☐ Displacement
☐ Haste
☐ Illusory Script^M
☐ Magic Circle against Chaos/evil/Good/Law
☐ Major Image
☐ Remove Curse
☐ Suggestion
☐ Summon Monster III
☐ Tongues

4TH-LEVEL

- All ☐ Elemental Ward*
☐ Scrying*
 Earth ☐ Dimension Door
☐ Stoneskin^M
 Fire ☐ Fire Shield
☐ Fire Trap^M
☐ Wall of Fire
 Metal ☐ Dancing Blade*
☐ Poison Needles*
☐ Rusting Grasp
 Water ☐ Ice Storm
☐ Solid Fog
☐ Wall of Ice
☐ Water to Poison^{M*}
 Wood ☐ Antiplant Shell
☐ Command Plants

- ☐ Animate Dead^M
☐ Charm Monster
☐ Confusion
☐ Creeping Darkness*
☐ Crushing Despair
☐ Dismissal
☐ Globe of Invulnerability, Lesser
☐ Good Hope
☐ Heart Ripper*
☐ Invisibility, Greater
☐ Locate Creature
☐ Minor Creation
☐ Pain*
☐ Polymorph
☐ Resist Energy, Mass*
☐ Shout
☐ Snake Darts*
☐ Spirit Binding, Lesser*
☐ Summon Monster IV
☐ Wall of Bones*

5TH-LEVEL

- Earth ☐ Stone Shape
☐ Terra...Lion^{M*}
☐ Wall of Stone
 Fire ☐ Fire Breath*
 Metal ☐ Metal Skin*
 Water ☐ Cone of Cold
 Wood ☐ Wood Rot*
☐ Aiming at the Target*
☐ Animal Growth
☐ Arc of Lightning*
☐ Baleful Polymorph
☐ Dominate Person
☐ Dream
☐ Fabricate
☐ Feeblemind
☐ Hold Monster
☐ Major Creation
☐ Nightmare
☐ Passwall
☐ Permanency^x
☐ Persistent Image
☐ Servant Horde*
☐ Spirit Self*
☐ Summon Monster V
☐ Summoning Wind*
☐ Sword of Deception*

- ☐ Symbol of Pain^M
☐ Symbol of Sleep^M
☐ Telekinesis
☐ Teleport
☐ Vitriolic Sphere*
☐ Wall of Force

6TH-LEVEL

- Earth ☐ Flesh to Stone:
☐ Move Earth
☐ Stone to Flesh
 Fire ☐ Fire Seeds
 Metal ☐ Spirit Needle*
☐ Wall of Iron^M
 Water ☐ Control Water
 Wood ☐ Ironwood
☐ Repel Wood
☐ Control Weather
☐ Dispel Magic, Greater
☐ Geas/Quest
☐ Globe of Invulnerability
☐ Permanent Image
☐ Programmed Image^M
☐ Repulsion
☐ Speak with Dead
☐ Spirit Binding*
☐ Suggestion, Mass
☐ Summon Monster VI
☐ Symbol of Fear^M
☐ Symbol of Persuasion^M
☐ Transfix*
☐ True Seeing^M
☐ Veil

7TH-LEVEL

- All ☐ Scrying, Greater
 Earth ☐ Statue
 Fire ☐ Delayed Blast
☐ Fireball
 Metal ☐ Decapitating Scarf*
 Wood ☐ Transmute Metal to Wood
☐ Body Outside Body*
☐ Commune with Greater Spirit^{M*}
☐ Disintegrate
☐ Energy Immunity*
☐ Ethereal Jaunt
☐ Giant Size*

- ☐ Limited Wish^x
☐ Power Word Blind
☐ Reanimation*:
☐ Summon Monster VII
☐ Sword of Darkness^{M*}
☐ Symbol of Stunning^M
☐ Symbol of Weakness^M
☐ Teleport, Greater
☐ Teleport Object
☐ Withering Palm*

8TH-LEVEL

- Earth ☐ Earthquake
 Fire ☐ Incendiary Cloud
 Metal ☐ Repel Metal/Stone
 Water ☐ Cloud Chariot*
☐ Horrid Wilting
 Wood ☐ Control Plants
☐ Antipathy
☐ Finding the Center*
☐ Mind Blank
☐ Minute Form*
☐ Polymorph Any Object
☐ Power Word Stun
☐ Spirit Binding, Greater*
☐ Summon Monster VIII
☐ Symbol of Death^M
☐ Symbol of Insanity^M
☐ Sympathy^M
☐ Whirlwind

9TH-LEVEL

- Fire ☐ Internal Fire^{F*}
☐ Absorption*
☐ Astral Projection^M
☐ Dominate Monster
☐ Etherealness
☐ Freedom
☐ Gate^x
☐ Imprisonment
☐ Power Word Kill
☐ Shapechange^f
☐ Summon Elemental Monolith^{M*}
☐ Summon Monster IX
☐ Teleportation Circle^M
☐ Time Stop
☐ Transmute Rock to Lava*
☐ Wish^x

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

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

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

RACIAL TRAITS

CLASS FEATURES

CLASS FEATURE

Weapon and Armor Proficiency

PAGE REF.

15

NOTES

Proficient in simple weapons, not with armor or shields

CLASS FEATURE

Spells

PAGE REF.

15

NOTES

Cast arcane spells from the wu jen spell list

CLASS FEATURE

Bonus Languages

PAGE REF.

15

NOTES

Substitut Draconic or Giant for a bonus languages due to race

CLASS FEATURE

Watchful Spirit

PAGE REF.

15

NOTES

Re-roll initiative before knowing place in initiative order once/day

CLASS FEATURE

Bonus Feat

PAGE REF.

15

NOTES

Begin play with a bonus metamagic feat

CLASS FEATURE

Spell Secret

PAGE REF.

15

NOTES

Choose one spell known to be permanently modified

CLASS FEATURE

Elemental Mastery

PAGE REF.

16

NOTES

Caster level treated as +2 with spells using a mastered element

CLASS FEATURE

Spellbooks

PAGE REF.

16

NOTES

Additional spells in spellbook according to Intelligence modifier

CLASS FEATURE

Taboos

PAGE REF.

16

NOTES

Abide by taboos to maintain supernatural power