



CHARACTER RECORD SHEETS

WARMAGE

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		

CONDITIONAL AC MODIFIERS

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

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			

CLASS SKILLS*	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				RANKS	MISC. 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 checked="" type="checkbox"/>	INTIMIDATE ■	CHA			
<input type="checkbox"/>	JUMP ■	STR*			
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCANA)	INT			
<input checked="" type="checkbox"/>	KNOWLEDGE (HISTORY)	INT			
<input type="checkbox"/>	KNOWLEDGE ()	INT			
<input type="checkbox"/>	KNOWLEDGE ()	INT			
<input 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	

SPELLS				
SPELL SAVE	DC MOD	ARCANE SPELL FAILURE	%	
CONDITIONAL MODIFIERS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
		0		0
		1 ST		
		2 ND		
		3 RD		
		4 TH		
		5 TH		
		6 TH		
		7 TH		
		8 TH		
		9 TH		

WARMAGE SPELLS

0-LEVEL (CANTRIPS)

- ☐ **Acid Splash:** Orb deals 1d3 acid damage.
- ☐ **Disrupt Undead:** Deals 1d6 damage to one undead.
- ☐ **Light:** Object shines like a torch.
- ☐ **Ray of Frost:** Ray deals 1d3 cold damage.

1ST-LEVEL

- ☐ **Accuracy*:** Doubles weapon's range increment.
- ☐ **Burning Hands:** 1d4/level fire damage (max 5d4).
- ☐ **Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.
- ☐ **Fist of Stone*:** Gain +6 Str and natural slam attack.
- ☐ **Hail of Stone M*:** Rain of stone deals 1d4/level damage (max 5d4).
- ☐ **Magic Missile:** 1d4+1 damage; +1 missile per two levels above 1st (max 5).
- ☐ **Orb of Acid, Lesser*:** Ranged touch; 1d8 acid + 1d8/two levels beyond 1st (max 5d8).
- ☐ **Orb of Cold, Lesser*:** Ranged touch; 1d8 cold + 1d8/two levels beyond 1st (max 5d8).
- ☐ **Orb of Electricity, Lesser*:** Ranged touch; 1d8 elec. + 1d8/two levels beyond 1st (max 5d8).
- ☐ **Orb of Fire, Lesser*:** Ranged touch; 1d8 fire damage + 1d8/two levels beyond 1st (max 5d8).
- ☐ **Orb of Sound, Lesser*:** Ranged touch; 1d6 damage + 1d6/two levels beyond 1st (max 5d6).
- ☐ **Shocking Grasp:** Touch delivers 1d6/level electricity damage (max 5d6).
- ☐ **True Strike:** +20 on your next attack roll.

2ND-LEVEL

- ☐ **Blades of Fire*:** Your melee weapons deal +1d6 fire damage for 1 round.
- ☐ **Continual Flame M:** Makes a permanent, heatless torch.
- ☐ **Fire Trap M:** Opened object deals 1d4 +1/level fire damage.
- ☐ **Fireburst*:** Adjacent subjects take 1d8/level fire damage.
- ☐ **Flaming Sphere:** Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
- ☐ **Ice Knife*:** Magical shard of ice deals 2d8 cold damage plus 2 Dex damage, or deals 1d8 cold damage in 10-ft. radius burst.
- ☐ **Melf's Acid Arrow:** Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
- ☐ **Pyrotechnics:** Turns fire into blinding light or choking smoke.
- ☐ **Scorching Ray:** Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
- ☐ **Shatter:** Sonic vibration damages objects or crystalline creatures.
- ☐ **Whirling Blade F*:** Hurling slashing weapon magically attacks all foes in 60-ft. line.

3RD-LEVEL

- ☐ **Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.
- ☐ **Fireball:** 1d6 damage per level, 20-ft. radius.
- ☐ **Flame Arrow:** Arrows deal +1d6 fire damage.
- ☐ **Gust of Wind:** Blows away or knocks down smaller creatures.
- ☐ **Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
- ☐ **Lightning Bolt:** Electricity deals 1d6/level damage.
- ☐ **Poison:** Touch deals 1d10 Con damage, repeats in 1 min.
- ☐ **Ring of Blades*:** Blades surround you, damaging other creatures (1d6+1/level damage).
- ☐ **Sleet Storm:** Hampers vision and movement.
- ☐ **Stinking Cloud:** Nauseating vapors, 1 round/level.

4TH-LEVEL

- ☐ **Blast of Flame*:** 60-ft. cone of fire (1d6/level damage).
- ☐ **Contagion:** Infects subject with chosen disease.
- ☐ **Evard's Black Tentacles:** Tentacles grapple all within 20 ft. spread.
- ☐ **Orb of Acid*:** Ranged touch, 1d6/level acid damage and target might be sickened.
- ☐ **Orb of Cold*:** Ranged touch, 1d6/level cold damage and target might be blinded.

- ☐ **Orb of Electricity*:** Ranged touch, 1d6/level electricity damage, target might be entangled.
- ☐ **Orb of Fire*:** Ranged touch, 1d6/level fire damage and target might be dazed.
- ☐ **Orb of Force*:** Globe of force deals 1d6/level damage (max 10d6).
- ☐ **Orb of Sound*:** Ranged touch, 1d4/level sonic damage and target might be deafened.
- ☐ **Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.
- ☐ **Shout:** Deafens all within cone and deals 5d6 sonic damage.
- ☐ **Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

5TH-LEVEL

- ☐ **Arc of Lightning*:** Line of electricity between two creatures (1d6/level damage).
- ☐ **Cloudkill:** Kills 3 HD or less; 4-6 HD save or die; 6+ HD take Con damage.
- ☐ **Cone of Cold:** 1d6/level cold damage.
- ☐ **Fire Shield, Mass*:** Attackers take damage; allies are protected from fire or cold.
- ☐ **Fireburst, Greater*:** Subjects within 10 ft. take 1d8/level fire damage.
- ☐ **Flame Strike:** Smite foes with divine fire (1d6/level damage).
- ☐ **Prismatic Ray*:** Ray of light blinds target, deals random effect.

6TH-LEVEL

- ☐ **Acid Fog:** Fog deals acid damage.
- ☐ **Blade Barrier:** Wall of blades deals 1d6/level damage.
- ☐ **Chain Lightning:** 1d6/level damage; 1 secondary bolt/level each deals half damage.
- ☐ **Circle of Death M:** Kills 1d4/level HD of creatures.
- ☐ **Disintegrate:** Makes one creature or object vanish.
- ☐ **Fire Seeds:** Acorns and berries become grenades and bombs.
- ☐ **Otiluke's Freezing Sphere:** Freezes water or deals cold damage.
- ☐ **Tenser's Transformation M:** You gain combat bonuses.

7TH-LEVEL

- ☐ **Delayed Blast Fireball:** 1d6/level fire damage; you can postpone blast for 5 rounds.
- ☐ **Earthquake:** Intense tremor shakes 80-ft. radius.
- ☐ **Finger of Death:** Kills one subject.
- ☐ **Fire Storm:** Deals 1d6/level fire damage.
- ☐ **Mordenkainen's Sword F:** Floating magic blade strikes opponents.
- ☐ **Prismatic Spray:** Rays hit subjects with variety of effects.
- ☐ **Sunbeam:** Beam blinds and deals 4d6 damage.
- ☐ **Waves of Exhaustion:** Several targets become exhausted.

8TH-LEVEL

- ☐ **Horrid Wilting:** Deals 1d6/level damage within 30 ft.
- ☐ **Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
- ☐ **Polar Ray:** Ranged touch attack deals 1d6/level cold damage.
- ☐ **Prismatic Wall:** Wall's colors have array of effects.
- ☐ **Scintillating Pattern:** Twisting colors make target confused, stunned, or unconscious.
- ☐ **Shout, Greater:** Yell deals 10d6 sonic damage, stuns creatures, damages objects.
- ☐ **Sunburst:** Blinds all within 10 ft., deals 6d6 damage.

9TH-LEVEL

- ☐ **Elemental Swarm:** Summons multiple elementals.
- ☐ **Implosion:** Kills one creature/round.
- ☐ **Meteor Swarm:** Four exploding spheres each deal 6d6 fire damage.
- ☐ **Prismatic Sphere:** Rays hit subjects with variety of effects.
- ☐ **Wall of the Banshee:** Kills one creature/level.
- ☐ **Weird:** As *phantasmal killer*, but affects all within 30 ft.

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

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NOTES

Begin proficient in simple weapons, light armor, and light shields

CLASS FEATURE

Spells

PAGE REF.

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NOTES

Cast arcane spells from the warmage spell list

CLASS FEATURE

Armored Mage (Ex)

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12

NOTES

Ignore spell failure chance when using light armor and light shields

CLASS FEATURE

Warmage Edge (Ex)

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NOTES

Add Intelligence bonus to damage dealt by spells

CLASS FEATURE

Advanced Learning (Ex)

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NOTES

Add a new spell to spell list at 3rd, 6th, 11th, and 16th level

CLASS FEATURE

Sudden Empower

PAGE REF.

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NOTES

Gain Sudden Empower as a bonus feat

CLASS FEATURE

Sudden Enlarge

PAGE REF.

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NOTES

Gain Sudden Enlarge as a bonus feat

CLASS FEATURE

Sudden Widen

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NOTES

Gain Sudden Widen as a bonus feat

CLASS FEATURE

Sudden Maximize

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NOTES

Gain Sudden Maximize as a bonus feat