

# Wizard Character Sheet

Character Name: \_\_\_\_\_ Race: \_\_\_\_\_ Level: \_\_\_\_\_

Deity: \_\_\_\_\_ Starting City: \_\_\_\_\_ Server: \_\_\_\_\_

## Attributes

Strength: \_\_\_\_\_ Agility: \_\_\_\_\_ Wisdom: \_\_\_\_\_ Charisma: \_\_\_\_\_

Stamina: \_\_\_\_\_ Dexterity: \_\_\_\_\_ Intelligence: \_\_\_\_\_

\*Primary attributes underlined

## Skills

	#		#		#
1H Blunt (1)	_____	2H Blunt (1)	_____	Abjuration (1)	_____
Alteration (1)	_____	Bind Wound (1)	_____	Channeling (1)	_____
Conjuration (1)	_____	Defense (1)	_____	Divination (1)	_____
Dodge (22)	_____	Evocation (1)	_____	Fishing (1)	_____
Hand to Hand (1)	_____	Meditate (4)	_____	Offense (1)	_____
Piercing (1)	_____	Research (16)	_____	Sense Heading (1)	_____
Specialization (20)	_____	Swimming	_____		
Throwing (1)	_____				

## Resistances

Poison \_\_\_\_\_

Magic \_\_\_\_\_

Disease \_\_\_\_\_

Heat \_\_\_\_\_

Cold \_\_\_\_\_

## Armor

Tot. Armor Class \_\_\_\_\_

Tot. Armor Wt. \_\_\_\_\_

Description	AC	WT	Description	AC	WT	Description	AC	WT
Arms			Back			Chest		
Face			Feet			Hands		
Head			Legs			Neck		
Shoulders			Waist			Wrists		
Ear			Ear			Wrists		
Finger			Name	AC		Name	AC	
Finger								

Spells



Point	Desc.
0-10	Awful
11-20	Feeble
21-30	Very Bad
31-40	Bad
41-50	Below Avg
51-70	Average
71-80	Good
81-90	Very Good
91-100	Excellent
101-255	Master

## Money

Platinum \_\_\_\_\_

Gold \_\_\_\_\_

Silver \_\_\_\_\_

Copper \_\_\_\_\_

## Weight

Armor \_\_\_\_\_  
 Weaponry \_\_\_\_\_  
 Other \_\_\_\_\_  
 Total Wt. \_\_\_\_\_  
 Wt Allow \_\_\_\_\_

## Wizard Character Sheet

Weaponry \_\_\_\_\_

Weaponry Wt. \_\_\_\_\_

Weapon type & Name			Skill	Weapon type & Name			Skill
Damage	Delay	Range	Weight	Damage	Delay	Range	Weight
Melee (_____)				Melee (_____)			
Range (_____)				Ammo (_____)			
Other (_____)				Other (_____)			

## Spells

[illegible]

Mana Calc.	
Int /5	____ / 5
Add 2	____ + 2
Mult. by lvl	____ X ____
Mana Pts.	_____
Modify +/-	_____
Total Mana	_____

Int /5               / 5

Add 2 + 2

Mult. by lvl        X       

Mana Pts.

Modify +/-

Total Mana

Targets	
S	Self
O	Object
G	Group
N	NPC only
T	PC/NPC
P	Pet
AE	Area effect

S	Self
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O	Object
---	--------

G	Group
---	-------

N	NPC only
---	----------

T	PC/NPC
---	--------

P	Pet
---	-----

AE	Area effect
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## SKILLS

- A Alteration
- B Abjuration
- C Conjuration
- D Divination
- E Evocation

## A Alteration

## B Abjuration

## C Conjunction

## D Divination

## E Evocation