

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, Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier. Rows include STR, DEX, CON, INT, WIS, and CHA.

HP, AC, Initiative, and Base Attack Bonus calculation boxes. Includes formulas for AC (10 + armor bonus + shield bonus + dex modifier + size modifier + natural armor + misc modifier) and Initiative (dex modifier + misc modifier).

DAMAGE REDUCTION, HIT DIE TYPE (d4), and SPEED fields.

SAVING THROWS section for FORTITUDE, REFLEX, and WILL. Includes formulas for each: Total = Base Save + Ability Modifier + Magic Modifier + Misc Modifier + Temporary Modifier.

MELEE and RANGED attack bonus calculation boxes. Includes formulas: Total = Base Attack Bonus + Str Modifier + Size Modifier + Misc Modifier + Temporary Modifier.

WEAPON table with columns: WEAPON, TOTAL ATTACK BONUS, DAMAGE, CRITICAL, RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

WEAPON table (duplicate of the one above).

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ARMOR/PROTECTIVE ITEM table with columns: ARMOR/PROTECTIVE ITEM, TYPE, ARMOR BONUS, MAX DEX BONUS, CHECK PENALTY, SPELL FAILURE, SPEED, WEIGHT, SPECIAL PROPERTIES.

SHIELD/PROTECTIVE ITEM table with columns: SHIELD/PROTECTIVE ITEM, ARMOR BONUS, WEIGHT, CHECK PENALTY, SPELL FAILURE, SPECIAL PROPERTIES.

AMMUNITION

Ammunition table with columns for type and quantity (represented by small squares).

SKILLS table header with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, 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.

