HARACTER NAME				PLAYER	PLAYER			7		<b>GEO</b>	マア	>
Wizard		RACE		ALIGNMEN	NT	DEITY			<b>DR</b> ₄	<b>GON</b>	<b>15</b> °	
				_				CHARA	CTER F	RECORD	SHE	ETS
.EVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR					
ABILITY NAME	ABILITY AB SCORE MOI	ILITY TEMPORAR DIFIER SCORE	MODIFIER	TOTA	L WOUNDS	/CURRENT HP	SUB	BDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEE	D
STR STRENGTH			нп	POINTS	] [					d4		
<b>DEX</b> DEXTERITY			ARM	AC OR CLASS	]= <b>10</b> + [	+ + +		<b></b>	[			
CON		=	ARW	TOTA	L ARI	MOR SHIELD NUS BONUS	DEX SIZ	ZE NATURAL MISC DIFIER ARMOR MODIFIEI	} (	MISS ARCAN	NE ARMOR L CHECK	SPELL RESISTANCE
ONSTITUTION		_		IITIATIVE	_	$\neg$ _	10			FAILU	RE PENALTY	
INT NTELLIGENCE				MODIFIER	TOTAL MOD	EX MISC	CLAS		SKILL		MAX RANKS	
WIS				DACE ATT		DIFIER MODIFIER	SKILL	L NAME	KEY ABILITY	SKILL ABI MODIFIER MOD	LITY RANKS	MISC MODIFIER
CHA				BASE ATT	ACK		□АІСН	IEMY	INT	_		
CHARISMA							⊠ Appr		INT	=_	t	_+
SAVING 1	THROWS	TOTAL BA	SE ABILITY MA	GIC MISC. TEI IFIER MODIFIER M	MPORARY ODIFIER CONDITIO	NAL MODIFIERS	7 ⊠ BALAI		DEX*	=_	+	+
<b>FORT</b>	TUDE	<u> </u>	+ + +	<b></b>			☐ BLUFI		CHA STR*	=_	+	_+
(CONSTI	· · · · · · · · · · · · · · · · · · ·	뻐늗					_	CENTRATION =	CON	= = =	+ +	_+
(DEXT	ERITY)		++				☐ CRAF	Τ■ (	) INT		+	_+
WI (WISE			+ + +	+ +				OMACY   DEVICE	CHA	=_	+	_+
(							ا کا	BLE DEVICE UISE ■	INT CHA	=_	+	_+
		-	OTAL BASE A	S	TR SIZE	MISC TEMPOR	ARY 🗵 ESCAF	PE ARTIST ■	DEX*	=_	+	 +
M	13133	<b>-</b>	DIAL BASE A	TTACK BONUS MOI	DIFIER MODIFIER N	MODIFIER MODIFI	⊠ FORG		INT	=_	+	_+
	ACK BONUS							ier Information ■ dle Animal	I CHA CHA	=_	+	_+
RA	NGED ACK BONUS		=	+	+ +	+	⊠ HEAL		WIS	=_	+	_+
		Т	OTAL BASE A	TTACK BONUS D	DEX SIZE DIFIER MODIFIER M	MISC MODIFIER	⊠ Hidei	-	DEX*	=_	+	
							⊠ Innu		WIS	=_	+	_+
<u> </u>	WEAPON		TOTAL ATTACK	BONUS I	DAMAGE	CRITICAL	⊠ INTIM I ⊠ INTUI	IDATE■ IT DIRECTION	CHA WIS	=_	+	+
									STR*		+	_+
RANGE	WEIGHT	TYPE	SIZE	SPEC	IAL PROPERTIE	s		WLEDGE (ARCANA)	INT	=_	+	+
							1	WLEDGE (ARCHITECTU SINEERING)	RE INT			
					<del></del>			WLEDGE (GEOGRAPHY			+	_+
	WEAPON		TOTAL ATTACK	BONUS	DAMAGE	CRITICAL	□ Киох	WLEDGE (HISTORY)	INT	=_	+	
								WLEDGE (LOCAL)	INT	=	+	_+
RANGE	WEIGHT	TYPE	SIZE	SPEC	IAL PROPERTIE	S	☐ KNOW	WLEDGE (NATURE) WLEDGE	INT	=_	+	+
								LITY & ROYALTY)	INT	=	+	_+
L								WLEDGE (THE PLANES)		=_	+	_+
	WEAPON		TOTAL ATTACK	BONUS	DAMAGE	CRITICAL	☐ Know	WLEDGE (RELIGION)	INT WIS	=_	+	_+
							_	E SILENTLY ■	DEX*	=_	+ +	+
RANGE	WEIGHT	TYPE	SIZE	SPEC	IAL PROPERTIE	S	⊠ Open		DEX		+	_+
							⊠ PERFO	ORM ■ (	)			
									—) ) сна	_		
ARMOR	PROTECTIV	E ITEM	TYPE	ARMOR BO	NIIS MA	C DEX BONUS	N Pick	Роскет	DEX*	=_	 +	
			ITPE	ARMOR BO	MA)	A DEX BONUS	7 ∐ PROFI	ESSION(	) wis	=	+	_+
	ALTY CREATE	AUTURE	DEC				⊠ RIDE	•	) DEX INT	=_	+	_+
CHECK PEN	ALTY SPELL F	AILURE S	PEED WEIGHT	SP	ECIAL PROPER	IIES	☐ SEARC		INT	=_=_	+ +	_+
							SENSI	e Motive ■	WIS		+	_+
SHIELD/F	ROTECTIVE	ITEM AR	MOR BONUS   W	FIGHT CHEC	K PENALTY S	PELL FAILLIRE	SPELL		INT	=_	+	_+
		-111	W SERVICE W					-	WIS		+	+

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AMMUNITION

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.

STR\*\*

DEX\*

DEX

WIS

⊠ Swim ■

▼ TUMBLE

USE ROPE ■

WILDERNESS LORE ■

	SPECIAL ADIENTES/TEATS	DAILI	
CAMPAIGN		_ 0:	5тн:
EXPERIENCE POINTS			
GEAR		_ lsт:	
	WT.	_	
ITEM	W I.	_	
			6тн:
		_	
		_	
		ZND	
			7тн:
		112 111 111 111 111 111 111 111 111 111	
		3rd:	
			8тн:
		_	
	BONUS WIZARD FEATS		
	☐ BREW POTION	4тн:	9тн:
	☐ CRAFT ROD		
	☐ CRAFT STAFF		
	CRAFT WAND		
	CRAFT MAGIC ARMS AND ARMOR		
	CRAFT WONDROUS ITEM		
	☐ EMPOWER SPELL☐ ENLARGE SPELL☐		
	EXTEND SPELL		-
	☐ HEIGHTEN SPELL		_
	☐ MAXIMIZE SPELL		
	☐ QUICKEN SPELL	LANGUAGES	SPELL SAVE
	☐ SILENT SPELL		INT
	STILL SPELL	Initial languages = Common + racial languages + Int bonus	MODIFIER
	SPELL MASTERY:	Each additional language (Speak Language) = 2 skill points	SPELL SPELLS BONUS SAVE DC PER DAY SPELLS
		(Speak Language) = 2 Skiii points	
			0
			· IST
		_	
TOTAL WEIGHT CARRIED		_	2ND
MONEY			
			3RD
CP —			4TH
		<del></del>	-   5TH
SP			
			6TH
GP —	LIGHT LOAD MEDIUM LOAD HEAVY LOA	AU	7TH
	LIFT OVER LIFT OFF PUSH OR		8TH
PP —	HEAD GROUND DRAG		- 9TH
	EQUALS 2 × MAX LOAD 5 × MAX LOAD  MAX LOAD	D	