

CHARACTER NAME: Wizard
 CLASS: 4
 LEVEL: Medium
 RACE: Human
 TYPE: Humanoid (Human)

PLAYER: Crimson Codex
 GENDER: Male
 AGE: 0
 ALIGNMENT: Lawful Good
 HEIGHT: _____
 WEIGHT: _____
 REGION: Xen'drik
 DEITY: _____
 EYES: _____
 HAIR: _____



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	8	-1		
DEX DEXTERITY	14	+2		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	16	+3		
WIS WISDOM	10	+0		
CHA CHARISMA	10	+0		

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
HP HIT POINTS	21		30 ft/x4
AC ARMOR CLASS	12 = 10 + +0 + +0 + +2 + +0 + +0 + +0 + +0		
TOUCH ARMOR CLASS	12	FLAT-FOOTED ARMOR CLASS	10

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+3	+1	+2	+0	+0		
REFLEX (DEXTERITY)	+3	+1	+2	+0	+0		
WILL (WISDOM)	+4	+4	+0	+0	+0		

BASE ATTACK BONUS	GRAPPLE	MELEE	RANGED
+2	+1 = +2 + -1 + +0 + +0	+1 = +2 + -1 + +0 + +0	+4 = +2 + +2 + +0 + +0

MELEE	RANGED
+1 = +2 + -1 + +0 + +0	+4 = +2 + +2 + +0 + +0

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Ray	+4	*	20/x2
Range: _____ Weight: _____ Type: * Size: Medium Special Properties: Two-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Masterwork light crossbow	+5	1d8	19-20/x2
Range: 80 ft Weight: 4 lb Type: P Size: Medium Special Properties: Two-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Quarterstaff	+1	1d6-1	20/x2
Range: _____ Weight: 4 lb Type: B Size: Medium Special Properties: Two-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Range: _____ Weight: _____ Type: _____ Size: _____ Special Properties: _____			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Range: _____ Weight: _____ Type: _____ Size: _____ Special Properties: _____			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Range: _____ Weight: _____ Type: _____ Size: _____ Special Properties: _____			

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	+3	= 3	+	+
<input checked="" type="checkbox"/> Balance ¹	DEX*	+2	= 2	+	+
<input checked="" type="checkbox"/> Bluff ¹	CHA	+0	= +	+	+
<input checked="" type="checkbox"/> Climb ¹	STR*	-1	= -1	+	+
<input type="checkbox"/> Concentration ¹	CON	+9	= 2	+	7
<input type="checkbox"/> Craft skills... ¹	INT	+3	= 3	+	+
<input type="checkbox"/> Craft (Alchemy) ¹	INT	+6	= 3	+	3
<input type="checkbox"/> Decipher Script	INT	+8	= 3	+	5
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	+0	= +	+	+
<input checked="" type="checkbox"/> Disguise ¹	CHA	+0	= +	+	+
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+2	= 2	+	+
<input checked="" type="checkbox"/> Forgery ¹	INT	+3	= 3	+	+
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+0	= +	+	+
<input checked="" type="checkbox"/> Heal ¹	WIS	+0	= +	+	+
<input checked="" type="checkbox"/> Hide ¹	DEX*	+2	= 2	+	+
<input checked="" type="checkbox"/> Intimidate ¹	CHA	+0	= +	+	+
<input checked="" type="checkbox"/> Jump ¹	STR*	-1	= -1	+	+
<input type="checkbox"/> Knowledge (arcana)	INT	+11	= 3	+	7
<input type="checkbox"/> Knowledge (arch & eng)	INT	+5	= 3	+	1
<input type="checkbox"/> Knowledge (dungeoneering)	INT	+6	= 3	+	2
<input type="checkbox"/> Knowledge (geography)	INT	+5	= 3	+	1
<input type="checkbox"/> Knowledge (history)	INT	+6	= 3	+	2
<input type="checkbox"/> Knowledge (local)	INT	+5	= 3	+	1
<input type="checkbox"/> Knowledge (the planes)	INT	+10	= 3	+	6
<input checked="" type="checkbox"/> Listen ¹	WIS	+2	= +	+	2
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	+2	= 2	+	+
<input checked="" type="checkbox"/> Perform skills ... ¹	CHA	+0	= +	+	+
<input checked="" type="checkbox"/> Ride ¹	DEX	+2	= 2	+	+
<input checked="" type="checkbox"/> Search ¹	INT	+3	= 3	+	+
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+0	= +	+	+
<input type="checkbox"/> Spellcraft	INT	+12	= 3	+	7
<input checked="" type="checkbox"/> Spot ¹	WIS	+2	= +	+	2
<input checked="" type="checkbox"/> Survival ¹	WIS	+0	= +	+	+
<input checked="" type="checkbox"/> Swim ¹	STR**	-1	= -1	+	+
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+2	= 2	+	+

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with☒ are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

SPECIAL ABILITIES/FEATS

ADDITIONAL NOTES

Specialty School : Divination (prohibited school Necromancy)

Save DC	Level	Spells/day	Bonus Spells
13	0	4	-
14	1	3	2*
15	2	2	2*

* One bonus spell must be Divination

Miniature Unlock: Crimson Patron

Miniature: Blood of Vol Cultist

(Bloodwar 29/60)

Your PC begins the session with one 100gp pearl which can be used as cash on hand or as the component for an *Identify* spell. Furthermore you can spend 1 action point to gain a +2 bonus on any knowledge check once per adventure.

Spells Known:

0 Level: *acid splash, detect poison, detect magic, read magic, daze, dancing lights, flare, light, ray of frost, mage hand, prestidigitation*

1st Level: *Charm Person, Comprehend Languages, color spray, enlarge person, featherfall, identify, mage armor, magic missile, magic weapon, repair light damage, silent image, shield, true strike*

2nd Level: *Detect Thoughts, Locate Object, Knock Melf's Acid Arrow, Resist Energy, Scorching Ray, Tasha's hideous laughter,*