

Cannon

CHARACTER NAME: **Warforged**
 CLASS: **Wizard**
 LEVEL: **7**
 SIZE: **Medium**
 RACE: **Warforged**
 TYPE: **Construct (Living Construct)**

PLAYER: **Female**
 GENDER: **Female**
 AGE: **0**
 ALIGNMENT: **Lawful Neutral**
 DEITY: _____
 HEIGHT: _____
 WEIGHT: _____
 EYES: _____
 HAIR: _____



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	8	-1		
DEX DEXTERITY	12	+1		
CON CONSTITUTION	16	+3		
INT INTELLIGENCE	18	+4		
WIS WISDOM	6	-2		
CHA CHARISMA	8	-1		

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE
HP HIT POINTS: 40		
AC ARMOR CLASS: 15	$10 + 2 + 0 + 1 + 0 + 1 + 0 + 1$ <small>ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECT MOD MISC MOD</small>	

SPEED	ARMOR CHECK PENALTY	DAMAGE REDUCTION
30 ft/x4		

TOTAL	FLAT-FOOTED
TOUCH ARMOR CLASS: 12	14
INITIATIVE MODIFIER: +1	$+1 = +1 +$ <small>TOTAL DEX MODIFIER MISC. MODIFIER</small>

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+7	+2	+3	+2	+0		
REFLEX (DEXTERITY)	+5	+2	+1	+2	+0		
WILL (WISDOM)	+5	+5	-2	+2	+0		

BASE ATTACK BONUS	GRAPPLE	MELEE	RANGED
+3	$+2 = +3 + -1 + 0 + 0$ <small>TOTAL BASE ATTACK STR MODIFIER SIZE MODIFIER MISC. MODIFIER</small>	$+2 = +3 + -1 + 0 + 0 +$ <small>TOTAL BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC. MODIFIER TEMP. MODIFIER</small>	$+4 = +3 + 1 + 0 + 0 +$ <small>TOTAL BASE ATTACK BONUS DEX MODIFIER SIZE MODIFIER MISC. MODIFIER TEMP. MODIFIER</small>

SPELL RESISTANCE	ARCANE SPELL FAILURE
	5%

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Ray	+4	*	20/x2
<small>RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES</small>			
			Two-handed

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Light Crossbow +1	5	1d8+1	19-20/x2
<small>RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES</small>			
80 ft 4 lb P Medium			Two-handed

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Dagger	+2	1d4-1	19-20/x2
<small>RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES</small>			
10 ft 1 lb P/S Medium			One-handed

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
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PROFICIENCY	SKILLS		MAX RANKS		10 / 5
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
<input checked="" type="checkbox"/>	Appraise ¹	INT	+4	= 4	+ +
<input checked="" type="checkbox"/>	Balance ¹	DEX*	+1	= 1	+ +
<input checked="" type="checkbox"/>	Bluff ¹	CHA	-1	= -1	+ +
<input checked="" type="checkbox"/>	Climb ¹	STR*	-1	= -1	+ +
<input type="checkbox"/>	Concentration ¹	CON	+13	= 3	+ 10 +
<input type="checkbox"/>	Craft skills... ¹	INT	+4	= 4	+ +
<input type="checkbox"/>	Decipher Script	INT	+11	= 4	+ 7 +
<input checked="" type="checkbox"/>	Diplomacy ¹	CHA	-1	= -1	+ +
<input checked="" type="checkbox"/>	Disguise ¹	CHA	-1	= -1	+ +
<input checked="" type="checkbox"/>	Escape Artist ¹	DEX*	+1	= 1	+ +
<input checked="" type="checkbox"/>	Forgery ¹	INT	+4	= 4	+ +
<input checked="" type="checkbox"/>	Gather Information ¹	CHA	-1	= -1	+ +
<input checked="" type="checkbox"/>	Heal ¹	WIS	-2	= -2	+ +
<input checked="" type="checkbox"/>	Hide ¹	DEX*	+1	= 1	+ +
<input checked="" type="checkbox"/>	Intimidate ¹	CHA	-1	= -1	+ +
<input checked="" type="checkbox"/>	Jump ¹	STR*	-1	= -1	+ +
<input type="checkbox"/>	Knowledge (arcana)	INT	+14	= 4	+ 10 +
<input type="checkbox"/>	Knowledge (arch & eng)	INT	+5	= 4	+ 1 +
<input type="checkbox"/>	Knowledge (dungeoneering)	INT	+9	= 4	+ 5 +
<input type="checkbox"/>	Knowledge (history)	INT	+5	= 4	+ 1 +
<input type="checkbox"/>	Knowledge (the planes)	INT	+10	= 4	+ 6 +
<input checked="" type="checkbox"/>	Listen ¹	WIS	+0	= -2	+ 2
<input checked="" type="checkbox"/>	Move Silently ¹	DEX*	+1	= 1	+ +
<input checked="" type="checkbox"/>	Perform skills ... ¹	CHA	-1	= -1	+ +
<input checked="" type="checkbox"/>	Ride ¹	DEX	+1	= 1	+ +
<input checked="" type="checkbox"/>	Search ¹	INT	+4	= 4	+ +
<input checked="" type="checkbox"/>	Sense Motive ¹	WIS	-2	= -2	+ +
<input type="checkbox"/>	Speak Language	INT		= +	+ 2 +
<input type="checkbox"/>	Spellcraft	INT	+16	= 4	+ 10 + 2
<input checked="" type="checkbox"/>	Spot ¹	WIS	+0	= -2	+ 2
<input checked="" type="checkbox"/>	Survival ¹	WIS	-2	= -2	+ +
<input checked="" type="checkbox"/>	Swim ¹	STR**	-1	= -1	+ +
<input checked="" type="checkbox"/>	Use Rope ¹	DEX	+1	= 1	+ +

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

Save DC	Level	Spells/Day	Bonus Spells
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14	0	4	-
15	1	4	2
16	2	3	2
17	3	2	2
18	4	1	2

Typical Spells

Level 0: Ray of Frost, Light, Acid Splash, Mage Hand

Level 1: *Fell Weaken Magic Missile (3 missiles), Magic Missile (3 missiles) x4, Burning Hands, Ray of Enfeeblement

Level 2: Fell Weaken Magic Missile (3 missiles)
Flaming Sphere, False Life, Scorching Ray,
Fell Weaken Burning Hands

Miniature Unlock: Calculated Strike
(Warforged Wizard, Deathknell 11/60)

Level 3: *Fell Weaken Fireball, Fireball, Fly, Haste

This PC may spend two action points to add her intelligence bonus to the damage bonus of any spell that deals energy damage.

Level 4: *Empowered Fireball, Wall of Fire x2

*Metamagic School Focus