

character name
Wizard 1 (Diviner)
 class and level

player
Grey Elf
 race alignment deity



CHARACTER RECORD SHEET

size age gender height weight eyes hair skin

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR strength	6	-2		
DEX dexterity	14	+2		
CON constitution	14	+2		
INT intelligence	20	+5		
WIS wisdom	8	-1		
CHA charisma	8	-1		

HP hitpoints	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
HP hitpoints	9			30ft.
AC armorclass	12	TOTAL = 10 + [] + [] + 2 + [] + [] + [] + [] <small>ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER</small>		DAMAGE REDUCTION

TOUCH armorclass	FLAT-FOOTED armorclass	INITIATIVE modifier	CLASS SKILL?	SKILLS	MAX RANKS (CLASS/CROSS CLASS)	RANKS	MISC MODIFIER
TOUCH armorclass	12	FLAT-FOOTED armorclass	10		4 / 2	4 / 2	
INITIATIVE modifier	2	2	2				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	conditional modifiers
FORTITUDE (constitution)	2	0	2				
REFLEX (dexterity)	2	0	2				
WILL (wisdom)	1	2	-1				

BASE ATTACK BONUS	+0	SPELL RESISTANCE	
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GRAPPLE modifier	-2	+0	-2	0	
TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC MODIFIER	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Light crossbow	+2	1d8	19-20/x2
RANGE	TYPE	NOTES	
80ft.	piercing		

Ammunition _____ □□□□ □□□□ □□□□ □□□□

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

Ammunition _____ □□□□ □□□□ □□□□ □□□□

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Ammunition _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

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Ammunition _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

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RANGE	TYPE	NOTES	

Ammunition _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

- Appraise ■ int 5 = 5 + _____ + _____
- Balance ■ dex* 2 = 2 + _____ + 0
- Bluff ■ cha -1 = -1 + _____ + _____
- Climb ■ str* -2 = -2 + _____ + 0
- Concentration con 6 = 2 + 4 + _____
- Craft () int 5 = 5 + _____ + _____
- Craft () int 5 = 5 + _____ + _____
- Craft () int 5 = 5 + _____ + _____
- Decipher Script int 9 = 5 + 4 + _____
- Diplomacy ■ cha -1 = -1 + _____ + _____
- Disable Device int - = 5 + _____ + _____
- Disguise ■ cha -1 = -1 + _____ + _____
- Escape Artist ■ dex* 2 = 2 + _____ + 0
- Forgery ■ int 5 = 5 + _____ + _____
- Gather Information ■ cha -1 = -1 + _____ + _____
- Handle Animal cha - = -1 + _____ + _____
- Heal ■ wis -1 = -1 + _____ + _____
- Hide ■ dex* 2 = 2 + _____ + 0
- Intimidate ■ cha -1 = -1 + _____ + _____
- Jump ■ str* -2 = -2 + _____ + 0
- Knowledge (Arcana) int 9 = 5 + 4 + _____
- Knowledge (Architecture and Engineering) int 6 = 5 + 1 + _____
- Knowledge (Dungeoneering) int 6 = 5 + 1 + _____
- Knowledge (Geography) int 6 = 5 + 1 + _____
- Knowledge (History) int 6 = 5 + 1 + _____
- Knowledge (Local) int 6 = 5 + 1 + _____
- Knowledge (Nature) int 6 = 5 + 1 + _____
- Knowledge (Nobility and Royalty) int 6 = 5 + 1 + _____
- Knowledge (Psionics) int 6 = 5 + 1 + _____
- Knowledge (Religion) int 6 = 5 + 1 + _____
- Knowledge (The Planes) int 6 = 5 + 1 + _____
- Listen ■ wis 1 = -1 + _____ + 2
- Move Silently ■ dex* 2 = 2 + _____ + 0
- Open Lock dex - = 2 + _____ + _____
- Perform () cha - = -1 + _____ + _____
- Perform () cha - = -1 + _____ + _____
- Perform () cha - = -1 + _____ + _____
- Profession () wis - = -1 + _____ + _____
- Profession () wis - = -1 + _____ + _____
- Ride ■ dex 2 = 2 + _____ + _____
- Search ■ int 7 = 5 + _____ + 2
- Sense Motive ■ wis -1 = -1 + _____ + _____
- Sleight of Hand dex* - = 2 + _____ + 0
- Spellcraft int 9 = 5 + 4 + _____
- Spot ■ wis 1 = -1 + _____ + 2
- Survival ■ wis -1 = -1 + _____ + _____
- Swim ■ str* -2 = -2 + _____ + 0
- Tumble dex* 3 = 2 + 1 + 0
- Use Magic Device cha -1 = -1 + _____ + _____
- Use Rope ■ dex 2 = 2 + _____ + _____

home region

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	ACBONUS	MAXDEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	ACBONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

SHIELD/PROTECTIVE ITEM	ACBONUS	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	ACBONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG/AR	WT.	ITEM	PG/AR	WT.
Scholar's Outfit	131	1	Bolts (20)	115	2
Light crossbow	115	4			
TOTAL WEIGHT CARRIED					7

20	40	60	60	120	300
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 x MAX LOAD	PUSH OR DRAG 5 x MAX LOAD

MONEY

cp -	
sp -	
gp -	84
pp -	

FEATS **SPELLS**

Toughness

DOMAINS/SPECIALITY SCOOL
Divination

0: Acid Splash: 1d3 acid damage, range 25ft,
Arcane Mark, Dancing Lights, Daze, Detect Magic*,
Detect Poison*, Flare, Light, Mage Hand, Mending,
Message, Open/Close, Prestidigitation, Ghost Sound
Ray of Frost: 1d3 cold damage range 25ft.
*Read Magic, Resistance (+1 resistance bonus to saves)
1st: Charm Person: One person up to 25ft away for 1h
*Comprehend Languages: Understand touched creature
Mage Armor: +4 armor bonus for touched creature (1h)
Magic Missile: 1d4+1 force damage, range 110ft.
Magic Weapon: +1 enhancement bonus for 1 minute
Sleep: 4HD of creatures sleep. Area 10ft. Range 110ft.
Summon Monster I: Summon Monster for 1 round.
*True Strike: +20 to hit for next attack

2nd:

3rd:

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells/effects
An elf who passes within 5ft. Of secret door is entitled to search check
4th:

Immunity to magic sleep effects

Low light vision.

Summon familiar
+2 bonus to spellcraft when learning Evocation

Prohibited schools: Necromancy,

5th:

6th:

7th:

8th:

9th:

SPELL SAVE	+ 5	
	DC MOD	

ARCANE SPELL FAILURE	0	%
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SPELLS KNOWN	SPELL SAVE	LEVEL	SPELLS PER DAY	BONUS SPELLS
15	15	0	3 + 1	0
8	16	1ST	1 + 1	2
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

LANGUAGES

Common, Elven

Bonus Languages: Sylvan,

Draconic, Gnome, Orc