

CHARACTER NAME

Wizard

CLASS

4

LEVEL

Medium

Changeling

Humanoid (Shapechanger)

PLAYER

Male

RACE

Neutral

GENDER

0

ALIGNMENT

AGE

HEIGHT

WEIGHT

EYES

HAIR

Xen'drik

REGION

DEITY

EBERRON

CHARACTER RECORD SHEET

ABILITY NAME

STR

STRENGTH

ABILITY SCORE

9

ABILITY MODIFIER

-1

TEMP. SCORE

TEMP. MODIFIER

HP

HIT POINTS

18

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

SPEED

30 ft/x4

DEX

DEXTERITY

ABILITY SCORE

12

ABILITY MODIFIER

+1

TEMP. SCORE

TEMP. MODIFIER

AC

ARMOR CLASS

11

= 10 + +0 + +0 + +1 + +0 + +0 + +0 + +0

ARMOR BONUS

SHIELD BONUS

DEX MODIFIER

SIZE MODIFIER

NATURAL ARMOR

DEFLECT MOD

MISC MOD

ARMOR CHECK PENALTY

DAMAGE REDUCTION

CON

CONSTITUTION

ABILITY SCORE

14

ABILITY MODIFIER

+2

TEMP. SCORE

TEMP. MODIFIER

TOUCH

ARMOR CLASS

11

FLAT-FOOTED

ARMOR CLASS

10

INT

INTELLIGENCE

ABILITY SCORE

18

ABILITY MODIFIER

+4

TEMP. SCORE

TEMP. MODIFIER

INITIATIVE

MODIFIER

+1

= +1 +

DEX MODIFIER

MISC. MODIFIER

WIS

WISDOM

ABILITY SCORE

8

ABILITY MODIFIER

-1

TEMP. SCORE

TEMP. MODIFIER

MELEE

ATTACK BONUS

+1

= +2 + -1 + +0 + +0 +

BASE ATTACK BONUS

STR MODIFIER

SIZE MODIFIER

MISC. MODIFIER

TEMP. MODIFIER

CHA

CHARISMA

ABILITY SCORE

14

ABILITY MODIFIER

+2

TEMP. SCORE

TEMP. MODIFIER

GRAPPLE

MODIFIER

+1

= +2 + -1 + +0 + +0

BASE ATTACK BONUS

STR MODIFIER

SIZE MODIFIER

MISC. MODIFIER

TEMP. MODIFIER

SAVING THROWS

FORTITUDE

(CONSTITUTION)

TOTAL

+3

BASE SAVE

+1

ABILITY MODIFIER

+2

MAGIC MODIFIER

+0

MISC. MODIFIER

+0

TEMP. MODIFIER

REFLEX

(DEXTERITY)

+2

= +1 + +1 + +0 + +0 +

BASE ATTACK BONUS

STR MODIFIER

SIZE MODIFIER

MISC. MODIFIER

TEMP. MODIFIER

WILL

(WISDOM)

+3

= +4 + -1 + +0 + +0 +

BASE ATTACK BONUS

STR MODIFIER

SIZE MODIFIER

MISC. MODIFIER

TEMP. MODIFIER

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Masterwork light crossbow

+4

1d8

19-20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

80 ft

4 lb

P

Medium

Two-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Dagger

+1

1d4-1

19-20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

10 ft

1 lb

P/S

Medium

One-handed

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

AMMUNITION

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC. MODIFIER

Appraise¹

INT

+4

= 4 +

Balance¹

DEX*

+1

= 1 +

Bluff¹

CHA

+9

= 2 + 2 +

5

Climb¹

STR*

-1

= -1 +

Concentration¹

CON

+9

= 2 + 7 +

Craft skills...¹

INT

+4

= 4 +

Diplomacy¹

CHA

+2

= 2 +

Disguise¹

CHA

+9

= 2 + 7 +

Escape Artist¹

DEX*

+1

= 1 +

Forgery¹

INT

+4

= 4 +

Gather Information¹

CHA

+4

= 2 + +

2

Heal¹

WIS

-1

= -1 +

Hide¹

DEX*

+1

= 1 +

Intimidate¹

CHA

+4

= 2 + +

2

Jump¹

STR*

-1

= -1 +

Knowledge (arcana)

INT

+11

= 4 + 7 +

Knowledge (local)

INT

+9

= 4 + 5 +

Listen¹

WIS

+1

= -1 +

2

Move Silently¹

DEX*

+1

= 1 +

Perform skills ...¹

CHA

+2

= 2 +

Ride¹

DEX

+1

= 1 +

Search¹

INT

+6

= 4 + 2 +

Sense Motive¹

WIS

+1

= -1 +

2

Spellcraft

INT

+10

= 4 + 6 +

Spot¹

WIS

+1

= -1 +

2

Survival¹

WIS

-1

= -1 +

Swim¹

STR**

-1

= -1 +

Use Rope¹

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.

If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.

SPECIAL ABILITIES/FEATS	

ADDITIONAL NOTES

Save DC	Level	Spells/day	Bonus Spells
14	0	4	-
15	1	3	1
16	2	2	1
Typical Spells			
Level 0: Acid Splash, Detect Magic, Ray of Frost, Light			
Level 1: Summon Monster I, Mage Armor, Magic Missile, Charm Person			
Miniature Unlock: Flame Affinity			
Miniature: Bonded Fire Summoner (WAR OF THE DRAGON QUEEN 10/60)			
Once per adventure you may spend an action point while casting <i>Summon Monster II</i> to summon a medium fire elemental instead of the normal creature on that spell's list.			
Miniature Unlock II: Fire of the Heart			
Miniature: Medium Fire Elemental (ARCHFIENDS 54/60)			
Any time this creature is summoned, it gains a +5 bonus HP and +1 to Will saves.			