

CHARACTER NAME

Wizard

CLASS

4

LEVEL

Medium

RACE

Human

RACE

Humanoid (Human)

PLAYER

Crimson Codex

GENDER

Male

ALIGNMENT

Lawful Good

REGION

Xen'drik

DEITY

EYES

HAIR

AGE

0

HEIGHT

WEIGHT

CHARACTER RECORD SHEET

ABILITY NAME

STR

STRENGTH

ABILITY SCORE

8

ABILITY MODIFIER

-1

TEMP. SCORE

TEMP. MODIFIER

DEX

DEXTERITY

14

+2

CON

CONSTITUTION

14

+2

INT

INTELLIGENCE

16

+3

WIS

WISDOM

10

+0

CHA

CHARISMA

10

+0

HP

HIT POINTS

21

AC

ARMOR CLASS

12

10

+0

+0

+2

+0

+0

+0

+0

TOUCH

ARMOR CLASS

12

FLAT-FOOTED

10

INITIATIVE

MODIFIER

+2

+2

SAVING THROWS

FORTITUDE

(CONSTITUTION)

+3

+1

+2

+0

+0

REFLEX

(DEXTERITY)

+3

+1

+2

+0

+0

WILL

(WISDOM)

+4

+4

+0

+0

+0

BASE ATTACK BONUS

+2

GRAPPLE

MODIFIER

+1

+2

-1

+0

+0

MELEE

ATTACK BONUS

+1

+2

-1

+0

+0

RANGED

ATTACK BONUS

+4

+2

+2

+0

+0

WEAPON

TOTAL ATTACK BONUS

+4

DAMAGE

*

CRITICAL

20/x2

WEAPON

TOTAL ATTACK BONUS

+5

DAMAGE

1d8

CRITICAL

19-20/x2

WEAPON

TOTAL ATTACK BONUS

+1

DAMAGE

1d6-1

CRITICAL

20/x2

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

SKILLS

APPRaise

INT

+3

=

3

+

+

BALance

DEX*

+2

=

2

+

+

BLUFF

CHA

+0

=

+

+

CLIMB

STR*

-1

=

-1

+

+

CONCENTRATION

CON

+9

=

2

+

7

+

CRAFT SKILLS...

INT

+3

=

3

+

+

CRAFT (ALCHEMY)

INT

+6

=

3

+

3

+

DECIPHER SCRIPT

INT

+8

=

3

+

5

+

DIPLOMACY

CHA

+0

=

+

+

DISGUISE

CHA

+0

=

+

+

ESCAPE ARTIST

DEX*

+2

=

2

+

+

FORGERY

INT

+3

=

3

+

+

GATHER INFORMATION

CHA

+0

=

+

+

HEAL

WIS

+0

=

+

+

HIDE

DEX*

+2

=

2

+

+

INTIMIDATE

CHA

+0

=

+

+

JUMP

STR*

-1

=

-1

+

+

KNOWLEDGE (ARCANAE)

INT

+11

=

3

+

7

+

1

KNOWLEDGE (ARCH & ENG)

INT

+5

=

3

+

1

+

1

KNOWLEDGE (DUNGEONEERING)

INT

+6

=

3

+

2

+

1

KNOWLEDGE (GEOGRAPHY)

INT

+5

=

3

+

1

+

1

KNOWLEDGE (HISTORY)

INT

+6

=

3

+

2

+

1

KNOWLEDGE (LOCAL)

INT

+5

=

3

+

1

+

1

KNOWLEDGE (THE PLANES)

INT

+10

=

3

+

6

+

1

LISTEN

WIS

+2

=

+

+

2

MOVE SILENTLY

DEX*

+2

=

2

+

+

PERFORM SKILLS ...

CHA

+0

=

+

+

RIDE

DEX

+2

=

2

+

+

SEARCH

INT

+3

=

3

+

+

SENSE MOTIVE

WIS

+0

=

+

+

SPELLCRAFT

INT

+12

=

3

+

7

+

2

SPOT

WIS

+2

=

+

+

2

SURVIVAL

WIS

+0

=

+

+

SWIM

STR**

-1

=

-1

+

+

USE ROPE

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*,