| | |
|---|---|
| Tornel | Christian Porter |
| CHARACTER NAME | PLAYER |
| Wise Man Lv. 6 | Neutral Good |
| CLASS AND LEVEL / CAREER LEVEL | RACE / ALIGNMENT / DEITY |
| M | |
| SIZE / AGE / GENDER / HEIGHT | WEIGHT / EYES / HAIR / SKIN |

# DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|---|---|---|---|---|
| STR STRENGTH | 18 | 4 | | |
| DEX DEXTERITY | 12 | 1 | | |
| CON CONSTITUTION | 18 | 4 | | |
| INT INTELLIGENCE | 16 | 3 | | |
| WIS WISDOM | 16 | 3 | | |
| CHA CHARISMA | 14 | 2 | | |

**HP** HIT POINTS — TOTAL: 152 — WOUNDS/CURRENT HP: — NONLETHAL DAMAGE: — **SPEED**: 30

**AC** ARMOR CLASS — TOTAL: 16 = 10 + ARMOR BONUS 1 + SHIELD BONUS 1 + DEX MODIFIER 4 + SIZE MODIFIER 0 + NATURAL ARMOR 0 + DEFLECTION MODIFIER 0 + MISC MODIFIER 0

DAMAGE REDUCTION: 0

**TOUCH** ARMOR CLASS: 14 — **FLAT-FOOTED** ARMOR CLASS: 12

**INITIATIVE** MODIFIER: TOTAL 1 = DEX MODIFIER 1 + MISC MODIFIER 0

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER |
|---|---|---|---|---|---|---|
| FORTITUDE (CONSTITUTION) | 7 | 3 | 4 | 0 | 0 | |
| REFLEX (DEXTERITY) | 4 | 3 | 1 | 0 | 0 | |
| WILL (WISDOM) | 9 | 6 | 3 | 0 | 0 | |

CONDITIONAL MODIFIERS:

**BASE ATTACK BONUS**: 6

**SPELL RESISTANCE**: 0

**GRAPPLE** MODIFIER: TOTAL 10 = BASE ATTACK BONUS 6 + STRENGTH MODIFIER 4 + SIZE MODIFIER 0 + MISC MODIFIER 0

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| Sword of Fire (Lv. 0) | +11/+6 | 1d8+4 | 19-20/x2 |
| **RANGE** | **TYPE** | **NOTES** | |
| - | Stab/Slash | Only melee attack deals non-elemental damage. | |

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| Sword of Fire (Lv. 1) | +11 | 1d8+5 | 19-20/x2 |
| **RANGE** | **TYPE** | **NOTES** | |
| 60 ft. | Line | Spend 1 move action to charge from Lv. 0 to Lv. 1. | |

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| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| Sword of Fire (Lv. 2) | +12 | 2d8+6 | 19-20/x2 |
| **RANGE** | **TYPE** | **NOTES** | |
| 90 ft. | Solid Line | Spend 1 move action to charge from Lv. 1 to Lv. 2. | |

AMMUNITION Melts ice, pushes foes ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| Sword of Fire (Lv. 3): 16 MP | +13 | 4d8+7 | 18-20/x2 |
| **RANGE** | **TYPE** | **NOTES** | |
| 120 ft. | Circle | Spend 1 move action to charge from Lv. 2 to Lv. 3. | |

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| ATTACK | ATTACK BONUS | DAMAGE | CRITICAL |
|---|---|---|---|
| Crystalis | +15 | 4d12+9 | 18-20/x3 |
| **RANGE** | **TYPE** | **NOTES** | |
| 150 ft. | Wider Line | As a full-round action, combine all swords to form Crystalis. | |

AMMUNITION _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

## SKILLS

MAX RANKS (CLASS/CROSS-CLASS): 3.0/1.5

| CLASS SKILL? | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
|---|---|---|---|---|---|---|
| ☐ | Appraise ■ | INT | 3.0 | 3 | | |
| ☐ | Balance ■ | DEX* | 1.0 | 1 | | |
| ☐ | Bluff ■ | CHA | 2.0 | 2 | | |
| ☐ | Climb ■ | STR* | 4.0 | 4 | | |
| ☐ | Concentration ■ | CON | 13.0 | 4 | 9.0 | |
| ☐ | Craft ■ (_____) | INT | 3.0 | 3 | | |
| ☐ | Craft ■ (_____) | INT | 3.0 | 3 | | |
| ☐ | Craft ■ (_____) | INT | 3.0 | 3 | | |
| ☐ | Decipher Script | INT | 0.0 | 3 | | |
| ☐ | Diplomacy ■ | CHA | 4.0 | 2 | 2.0 | |
| ☐ | Disable Device | INT | 0.0 | 3 | | |
| ☐ | Disguise ■ | CHA | 2.0 | 2 | | |
| ☐ | Escape Artist ■ | DEX* | 1.0 | 1 | | |
| ☐ | Forgery ■ | INT | 3.0 | 3 | | |
| ☐ | Gather Information ■ | CHA | 10.0 | 2 | 5.0 | 3 |
| ☐ | Handle Animal | CHA | 0.0 | 2 | | |
| ☐ | Heal ■ | WIS | 3.0 | 3 | | |
| ☐ | Hide ■ | DEX* | 1.0 | 1 | | |
| ☐ | Intimidate ■ | CHA | 9.0 | 2 | 4.0 | 3 |
| ☐ | Jump ■ | STR* | 4.0 | 4 | | |
| ☐ | Knowledge (Geography) | INT | 11.0 | 3 | 5.0 | 3 |
| ☐ | Knowledge (History) | INT | 11.0 | 3 | 5.0 | 3 |
| ☐ | Knowledge (_____) | INT | 0.0 | 3 | | |
| ☐ | Knowledge (_____) | INT | 0.0 | 3 | | |
| ☐ | Knowledge (_____) | INT | 0.0 | 3 | | |
| ☐ | Listen ■ | WIS | 13.0 | 3 | 5.0 | 5 |
| ☐ | Move Silently ■ | DEX* | 1.0 | 1 | | |
| ☐ | Open Lock | DEX | 0.0 | 1 | | |
| ☐ | Perform (_____) | CHA | 0.0 | 2 | | |
| ☐ | Perform (_____) | CHA | 0.0 | 2 | | |
| ☐ | Perform (_____) | CHA | 0.0 | 2 | | |
| ☐ | Profession (_____) | WIS | 0.0 | 3 | | |
| ☐ | Profession (_____) | WIS | 0.0 | 3 | | |
| ☐ | Ride ■ | DEX | 1.0 | 1 | | |
| ☐ | Search ■ | INT | 3.0 | 3 | | |
| ☐ | Sense Motive ■ | WIS | 3.0 | 3 | | |
| ☐ | Sleight of Hand | DEX* | 0.0 | 1 | | |
| ☐ | Spellcraft | INT | 0.0 | 3 | | |
| ☐ | Spot ■ | WIS | 13.0 | 3 | 5.0 | 5 |
| ☐ | Survival ■ | WIS | 3.0 | 3 | | |
| ☐ | Swim ■ | STR* | 4.0 | 4 | | |
| ☐ | Tumble | DEX* | 0.0 | 1 | | |
| ☐ | Use Magic Device | CHA | 0.0 | 2 | | |
| ☐ | Use Rope ■ | DEX | 1.0 | 1 | | |
| ☐ | _____ | ____ | | | | |
| ☐ | _____ | ____ | | | | |
| ☐ | _____ | ____ | | | | |

■ *Denotes a skill that can be used untrained.*
☐ *Mark this box with an X if the skill is a class skill for the character.*
* *Armor check penalty, if any, applies. (Double penalty for Swim.)*

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CAMPAIGN

Current: 700 Next Level: 1200

EXPERIENCE POINTS

## GEAR

| ARMOR/PROTECTIVE ITEM | TYPE | AC BONUS | MAX DEX |
|---|---|---|---|
| Tanned Hide | | +1 | |

| CHECK PENALTY | SPELL FAILURE | SPEED | WEIGHT | SPECIAL PROPERTIES |
|---|---|---|---|---|
| | | | | |

| SHIELD/PROTECTIVE ITEM | AC BONUS | WEIGHT | CHECK PENALTY |
|---|---|---|---|
| Carapace Shield | +1 | | |

| SPELL FAILURE | SPECIAL PROPERTIES |
|---|---|
| | |

| PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES |
|---|---|---|---|
| | | | |

| PROTECTIVE ITEM | AC BONUS | WEIGHT | SPECIAL PROPERTIES |
|---|---|---|---|
| | | | |

## OTHER POSSESSIONS

| ITEM | PG. | WT. | ITEM | PG. | WT. |
|---|---|---|---|---|---|
| Alarm Flute (wake up!) | | | $70 | | |
| Ball of Fire | | | | | |
| Flame Bracelet | | | | | |
| | | | | | |
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| | | | | | |
| | | | | | |
| | | | TOTAL WEIGHT CARRIED | 0.0 | |

| 0 | 0 | 0 | 0 | 0 | 0 |
|---|---|---|---|---|---|
| LIGHT LOAD | MEDIUM LOAD | HEAVY LOAD | LIFT OVER HEAD (EQUALS MAX LOAD) | LIFT OFF GROUND (2 × MAX LOAD) | PUSH OR DRAG (5 × MAX LOAD) |

## MONEY

CP — 0

SP — 0

GP — 0

PP — 0

## FEATS

| | PG. |
|---|---|
| Power Attack (+dmg, -att) | |
| Cleave (kill foe, hit extra target) | |
| Alertness | |

## SPECIAL ABILITIES

| | PG. |
|---|---|
| Telepathy | |
| - Full-round action; 8 MP | |
| - Communicate with anyone | |
| - Comprehend all languages | |
| - OR mind-control target 24 MP | |
| Teleport | |
| - Move action; 20 MP | |
| - Anywhere you can visualize | |
| - Distant locations more difficult | |
| - 2x cost on target; DC 16 | |

## LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

## SPELLS

DOMAINS/SPECIALTY SCHOOL:

105 MP

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

## SPELL SAVE

DC MOD

## ARCANE SPELL FAILURE

%

CONDITIONAL MODIFIERS

| SPELLS KNOWN | SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
|---|---|---|---|---|
| | | 0 | | 0 |
| | | 1ST | | |
| | | 2ND | | |
| | | 3RD | | |
| | | 4TH | | |
| | | 5TH | | |
| | | 6TH | | |
| | | 7TH | | |
| | | 8TH | | |
| | | 9TH | | |

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