Asina	Vangie Ridgaway
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	14	2		
DEX Dexterity	16	3		
CON Constitution	12	1		
INT Intelligence	18	4		
WIS Wisdom	16	3		
CHA Charisma	18	4		

HP Hit Points — TOTAL 134 — Wounds/Current HP: — Nonlethal Damage: — **SPEED** 30

AC Armor Class — TOTAL 17 = 10 + Armor Bonus 0 + Shield Bonus 3 + 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 13

Initiative Modifier — TOTAL 3 = Dex Modifier 3 + Misc Modifier 0

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc. Modifier	Temporary Modifier
Fortitude (Constitution)	6	3	1	0	2	
Reflex (Dexterity)	8	3	3	0	2	
Will (Wisdom)	11	6	3	0	2	

Conditional Modifiers:

Base Attack Bonus 6 — **Spell Resistance** 0

Grapple Modifier — TOTAL 8 = Base Attack Bonus 6 + Strength Modifier 2 + Size Modifier 0 + Misc Modifier 0

Attack	Attack Bonus	Damage	Critical
Sword of Water (Lv. 0)	+9	1d8+2	19-20/x2
Range	**Type**	**Notes**	
-	Stab/Slash	Only melee attack deals non-elemental damage.	

Ammunition: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Attack	Attack Bonus	Damage	Critical
Sword of Wind (Lv. 1)	+9	1d8+3	19-20/x2
Range	**Type**	**Notes**	
60 ft.	Line	Spend 1 move action to charge from Lv. 0 to Lv. 1.	

Ammunition: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Attack	Attack Bonus	Damage	Critical
Sword of Wind (Lv. 2)	+10	2d8+4	19-20/x2
Range	**Type**	**Notes**	
90 ft.	Wide Line	Spend 1 move action to charge from Lv. 1 to Lv. 2.	

Ammunition: Freezes water ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Attack	Attack Bonus	Damage	Critical
Sword of Wind (Lv. 3): 16 MP	+11	4d8+5	18-20/x2
Range	**Type**	**Notes**	
120 ft.	Pulse Circle	Spend 1 move action to charge from Lv. 2 to Lv. 3.	

Ammunition: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Attack	Attack Bonus	Damage	Critical
Crystalis	+13	4d12+13	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	4.0	4		
☐	Balance ■	DEX*	3.0	3		
☐	Bluff ■	CHA	4.0	4		
☐	Climb ■	STR*	2.0	2		
☐	Concentration ■	CON	13.0	1	9.0	3
☐	Craft ■ (_____)	INT	4.0	4		
☐	Craft ■ (_____)	INT	4.0	4		
☐	Craft ■ (_____)	INT	4.0	4		
☐	Decipher Script	INT	0.0	4		
☐	Diplomacy ■	CHA	11.0	4	4.0	3
☐	Disable Device	INT	0.0	4		
☐	Disguise ■	CHA	12.0	4	5.0	3
☐	Escape Artist ■	DEX*	3.0	3		
☐	Forgery ■	INT	4.0	4		
☐	Gather Information ■	CHA	13.0	4	6.0	3
☐	Handle Animal	CHA	8.0	4	1.0	3
☐	Heal ■	WIS	8.0	3	2.0	3
☐	Hide ■	DEX*	3.0	3		
☐	Intimidate ■	CHA	4.0	4		
☐	Jump ■	STR*	10.0	2	5.0	3
☐	Knowledge (Arcana)	INT	12.0	4	5.0	3
☐	Knowledge (Nature)	INT	12.0	4	5.0	3
☐	Knowledge (Nobility)	INT	12.0	4	5.0	3
☐	Knowledge (_____)	INT	0.0	4		
☐	Knowledge (_____)	INT	0.0	4		
☐	Listen ■	WIS	15.0	3	9.0	3
☐	Move Silently ■	DEX*	3.0	3		
☐	Open Lock	DEX	0.0	3		
☐	Perform (_____)	CHA	0.0	4		
☐	Perform (_____)	CHA	0.0	4		
☐	Perform (_____)	CHA	0.0	4		
☐	Profession (_____)	WIS	0.0	3		
☐	Profession (_____)	WIS	0.0	3		
☐	Ride ■	DEX	3.0	3		
☐	Search ■	INT	11.0	4	4.0	3
☐	Sense Motive ■	WIS	3.0	3		
☐	Sleight of Hand	DEX*	0.0	3		
☐	Spellcraft	INT	0.0	4		
☐	Spot ■	WIS	3.0	3		
☐	Survival ■	WIS	3.0	3		
☐	Swim ■	STR*	2.0	2		
☐	Tumble	DEX*	0.0	3		
☐	Use Magic Device	CHA	0.0	4		
☐	Use Rope ■	DEX	3.0	3		
☐	_____	____				
☐	_____	____				
☐	_____	____				

■ *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

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
Bronze Shield	+3		

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.
Warp Boots (teleport)			$70		
Ball of Water					
Blizzard Bracelet					
			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.
Great Fortitude	
Iron Will	
Lightning Reflexes	

SPECIAL ABILITIES

	PG.
Recover	
- Standard action; 24 MP	
- Cure poison, paralysis, petrify	
- 2x cost on target	
Barrier	
- Swift action; 6 MP / round	
- Immune to ranged attacks	
- 2x cost on target	

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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