Zebu	Alex Jedrasczak
CHARACTER NAME	PLAYER
Wise Man Lv. 6	
CLASS AND LEVEL / CAREER LEVEL	RACE
M	
SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN

Neutral Good — ALIGNMENT | DEITY

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

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

HP HIT POINTS — TOTAL 140 — WOUNDS/CURRENT HP — NONLETHAL DAMAGE

SPEED 30

AC ARMOR CLASS — TOTAL 17 = 10 + ARMOR BONUS 3 + SHIELD BONUS 0 + 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 4 = DEX MODIFIER 4 + MISC MODIFIER 0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	5	3	2	0	0	
REFLEX (DEXTERITY)	7	3	4	0	0	
WILL (WISDOM)	10	6	4	0	0	

CONDITIONAL MODIFIERS

BASE ATTACK BONUS 6 — **SPELL RESISTANCE** 0

GRAPPLE MODIFIER — TOTAL 7 = BASE ATTACK BONUS 6 + STRENGTH MODIFIER 1 + SIZE MODIFIER 0 + MISC MODIFIER 0

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Sword of Wind (Lv. 0)	+8/+3	1d8+1	19-20/x2
RANGE	**TYPE**	**NOTES**	
-	Stab/Slash	Only melee attack deals non-elemental damage.	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Sword of Wind (Lv. 1)	+8	1d8+2	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 Wind (Lv. 2)	+9	2d8+3	19-20/x2
RANGE	**TYPE**	**NOTES**	
90 ft.	Wide Line	Spend 1 move action to charge from Lv. 1 to Lv. 2.	

AMMUNITION Destroys rock walls ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Sword of Wind (Lv. 3): 8 MP	+10	3d8+4	19-20/x2
RANGE	**TYPE**	**NOTES**	
120 ft.	Wall	Spend 1 move action to charge from Lv. 2 to Lv. 3.	

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Crystalis	+12	4d12+6	18-20/x3
RANGE	**TYPE**	**NOTES**	
150 ft.	Wider Line	As a full-round action, combine all swords to form Crystalis.	

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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*	9.0	4	2.0	3
☐	Bluff ■	CHA	3.0	3		
☐	Climb ■	STR*	1.0	1		
☐	Concentration ■	CON	14.0	2	9.0	3
☐	Craft ■ (_____)	INT	3.0	3		
☐	Craft ■ (_____)	INT	3.0	3		
☐	Craft ■ (_____)	INT	3.0	3		
☐	Decipher Script	INT	0.0	3		
☐	Diplomacy ■	CHA	15.0	3	9.0	3
☐	Disable Device	INT	0.0	3		
☐	Disguise ■	CHA	3.0	3		
☐	Escape Artist ■	DEX*	4.0	4		
☐	Forgery ■	INT	3.0	3		
☐	Gather Information ■	CHA	9.0	3	3.0	3
☐	Handle Animal	CHA	0.0	3		
☐	Heal ■	WIS	16.0	4	9.0	3
☐	Hide ■	DEX*	4.0	4		
☐	Intimidate ■	CHA	3.0	3		
☐	Jump ■	STR*	11.0	1		10
☐	Knowledge (Arcana)	INT	11.0	3	5.0	3
☐	Knowledge (Local)	INT	11.0	3	5.0	3
☐	Knowledge (_____)	INT	0.0	3		
☐	Knowledge (_____)	INT	0.0	3		
☐	Knowledge (_____)	INT	0.0	3		
☐	Listen ■	WIS	4.0	4		
☐	Move Silently ■	DEX*	4.0	4		
☐	Open Lock	DEX	0.0	4		
☐	Perform (_____)	CHA	0.0	3		
☐	Perform (_____)	CHA	0.0	3		
☐	Perform (_____)	CHA	0.0	3		
☐	Profession (_____)	WIS	0.0	4		
☐	Profession (_____)	WIS	0.0	4		
☐	Ride ■	DEX	4.0	4		
☐	Search ■	INT	3.0	3		
☐	Sense Motive ■	WIS	4.0	4		
☐	Sleight of Hand	DEX*	0.0	4		
☐	Spellcraft	INT	0.0	3		
☐	Spot ■	WIS	4.0	4		
☐	Survival ■	WIS	4.0	4		
☐	Swim ■	STR*	1.0	1		
☐	Tumble	DEX*	0.0	4		
☐	Use Magic Device	CHA	0.0	3		
☐	Use Rope ■	DEX	4.0	4		
☐	_____	____				
☐	_____	____				
☐	_____	____				

■ *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
Leather Armor		+3	

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

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.
Medical Herb (40 HP)			140 GP		
Rabbit Boots (Jump +10)					
Ball of Wind					
Tornado 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.
Improved Unarmed Strike	
Deflect Arrows	
Snatch Arrows (1/round)	

SPECIAL ABILITIES

	PG.
Refresh (2 MP recovers 4 HP)	
- Swift action; 2x cost on target	
Paralysis	
- Standard action; 4 MP, DC 17	

LANGUAGES

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

SPELLS

DOMAINS/SPECIALTY SCHOOL:

106 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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