

The Quintessential Wizard



CHARACTER _____ PLAYER _____
 CLASS _____ LEVEL _____
 CHARACTER CONCEPT _____
 RACE _____ ALIGNMENT _____
 PATRON DIETY / RELIGION _____
 PLACE OF ORIGIN _____ FIGHTING STYLE _____

ABILITY SCORES

	SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

SUB DMG	
HIT DIE	
DAMAGE REDUCTION	

ARMOUR = 10 +
 CLASS

ARMOUR

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC

MAX RANKS = LVL +3 (2)

CROSS CLASS	KEY ABILITY	TOTAL ABILITY RANKS	MODIFIERS

ALCHEMY	Y / N	INT	
ANIMAL EMPATHY	Y / N	CHA	
APPRAISE ✓	Y / N	INT	
BALANCE ✓	Y / N	DEX *	
BLUFF ✓	Y / N	CHA	
CLIMB ✓	Y / N	STR *	
CONCENTRATION ✓	Y / N	CON	
CRAFT ✓ (POISONS)	Y / N	INT	
CRAFT ✓ (TRAPMAKING)	Y / N	INT	
CRAFT ✓ ()	Y / N	INT	
DECIPHER SCRIPT	Y / N	INT	
DIPLOMACY ✓	Y / N	CHA	
DISABLE DEVICE	Y / N	INT	
DISGUISE ✓	Y / N	CHA	
ESCAPE ARTIST ✓	Y / N	DEX *	
FORGERY ✓	Y / N	INT	
GATHER INFORMATION ✓	Y / N	CHA	
HANDLE ANIMAL	Y / N	CHA	
HEAL ✓	Y / N	WIS	
HIDE ✓	Y / N	DEX *	
INNUENDO	Y / N	WIS	
INTIMIDATE ✓	Y / N	CHA	
INTUIT DIRECTION	Y / N	WIS	
JUMP ✓	Y / N	STR *	
KNOWLEDGE ()	Y / N	INT	
KNOWLEDGE ()	Y / N	INT	
KNOWLEDGE ()	Y / N	INT	
KNOWLEDGE ()	Y / N	INT	
KNOWLEDGE ()	Y / N	INT	
LISTEN ✓	Y / N	WIS	
MOVE SILENTLY	Y / N	DEX *	
OPEN LOCK	Y / N	DEX	
PERFORM ()	Y / N	CHA	
PICK POCKET	Y / N	DEX *	
PROFESSION ()	Y / N	WIS	
READ LIPS	Y / N	INT	
RIDE ✓	Y / N	DEX	
SCRY ✓	Y / N	INT	
SEARCH ✓	Y / N	INT	
SENSE MOTIVE ✓	Y / N	WIS	
SPELLCRAFT	Y / N	INT	
SPOT ✓	Y / N	WIS	
SWIM ✓	Y / N	STR *	
TUMBLE	Y / N	DEX *	
USE MAGIC DEVICE	Y / N	CHA	
USE ROPE ✓	Y / N	DEX	
WILDERNESS LORE ✓	Y / N	WIS	
	Y / N		

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							
REFLEX (DEX)							
WILL (WIS)							

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP
INITIATIVE (DEX)						
MELEE (STR)						
RANGED (DEX)						

AC WHEN FLATFOOTED
 AC VERSUS TOUCH ATTACKS
 MISS CHANCE
 MAX DEX BONUS
 ARMOUR CHECK PENALTY
 ARCANESPELL FAILURE
 SPELL RESISTANCE

--	--	--	--	--	--

WEAPON AND ARMOUR PROFICIENCIES

--

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

✓ CAN BE USED WITH 0 RANKS. * ARMOUR CHECK PENALTY APPLIES. ★ -1 PER 5 LBS OF EQUIPMENT

HEAL RATE PER DAY

SPECIALIST SCHOOL:

PROHIBITED SCHOOL(S):

SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	#SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	SPELL SAVE DC MOD			

MAGIC ITEMS

HENCHMEN / ANIMAL COMPANIONS / MERCENARIES

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

PERSONALITY AND CHARACTER

ENEMIES, ALLIES, PAST AQUAINTENCES

BACKGROUND & FURTHER NOTES

GUILD

TYPE:
ALIGNMENT:
REACH:
LOYALTY:
ACTIVITY:
VISIBILITY:
INCOME:

ALLIES

RESOURCES