Harinart Copperfang	Josh
CHARACTER NAME	PLAYER

Wizard 5	Sun Elf	True Neutral	Shar
CLASS AND LEVEL	RACE	ALIGNMENT	DEITY

Medium	210.0	Male	5'10"	120	Green	Blond	Fair
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	9	-1		
DEX DEXTERITY	9	-1		
CON CONSTITUTION	10	0		
INT INTELLIGENCE	18	4		
WIS WISDOM	11	0		
CHA CHARISMA	13	1		

	TOTAL	BASE HP (BEFORE CON	TEMPORARY HP	WOUNDS	NONLETHAL DAMAGE	SPEED
HP HIT POINTS	15	15				30 feet

AC ARMOR CLASS	TOTAL	= 10 + ARMOR BONUS	+ SHIELD BONUS	+ DEX MODIFIER	+ SIZE MODIFIER	+ NATURAL ARMOR	+ DEFLECTION MODIFIER	+ MISC MODIFIER	DAMAGE REDUCTION
	10	0	0	-1	0		1		

TOUCH ARMOR CLASS	9	FLAT-FOOTED ARMOR CLASS	11

INITIATIVE MODIFIER	TOTAL	= DEX MODIFIER	+ MISC MODIFIER
	-1	-1	

SAVING THROWS	TOTAL	= BASE SAVE	+ ABILITY MODIFIER	+ MAGIC MODIFIER	+ MISC. MODIFIER	+ TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	1	1	0			
REFLEX (DEXTERITY)	0	1	-1			
WILL (WISDOM)	4	4	0			

CONDITIONAL MODIFIERS

BASE ATTACK BONUS	1	SPELL RESISTANCE	

GRAPPLE MODIFIER	TOTAL	= BASE ATTACK BONUS	+ STRENGTH MODIFIER	+ SIZE MODIFIER	+ MISC MODIFIER
	0	1	-1	0	

	TOTAL	= BASE ATTACK BONUS	+ STR MODIFIER	+ SIZE MODIFIER	+ MISC MODIFIER
MELEE attack bonus	0	1	-1	0	0
RANGED attack bonus	0	1	-1	0	0

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Longsword +1	1	1d8 -1	19-20/x2

RANGE	TYPE	NOTES
-	Slashing	Masterwork

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Long Bow	0	1d8	20/x3

RANGE	TYPE	NOTES
60ft	Piercing	

AMMUNITION Arrows (12) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

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SKILLS

MAX RANKS (CLASS/CROSS-CLASS): 8 / 4

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
☐	Appraise ■	INT	4	=	4	+		+	
☐	Balance ■	DEX	-1	=	-1	+		+	
☐	Bluff ■	CHA	1	=	1	+		+	
☐	Climb ■	STR	-1	=	-1	+		+	
■	Concentration ■	CON	8	=	0	+	8	+	
■	Craft ■ (_____)	INT	4	=	4	+		+	
■	Craft ■ (_____)	INT	4	=	4	+		+	
■	Craft ■ (_____)	INT	4	=	4	+		+	
■	Decipher Script	INT	4	=	4	+		+	
☐	Diplomacy ■	CHA	1	=	1	+		+	
☐	Disable Device	INT	4	=	4	+		+	
☐	Disguise ■	CHA	1	=	1	+		+	
☐	Escape Artist ■	DEX	-1	=	-1	+		+	
☐	Forgery ■	INT	4	=	4	+		+	
☐	Gather Information ■	CHA	1	=	1	+		+	
☐	Handle Animal	CHA	1	=	1	+		+	
☐	Heal ■	WIS	0	=	0	+		+	
☐	Hide ■	DEX	-1	=	-1	+		+	
☐	Intimidate ■	CHA	1	=	1	+		+	
☐	Jump ■	STR	-1	=	-1	+		+	
■	Knowledge (Arcana)	INT	12	=	4	+	8	+	
■	Knowledge (The Planes)	INT	9	=	4	+	5	+	
☐	Knowledge (Religion)	INT	9	=	4	+	5	+	
☐	Knowledge (_____)	INT	4	=	4	+		+	
☐	Knowledge (_____)	INT	4	=	4	+		+	
☐	Listen ■	WIS	0	=	0	+		+	
☐	Move Silently ■	DEX	-1	=	-1	+		+	
☐	Open Lock	DEX	-1	=	-1	+		+	
☐	Perform (_____)	CHA	1	=	1	+		+	
☐	Perform (_____)	CHA	1	=	1	+		+	
☐	Perform (_____)	CHA	1	=	1	+		+	
■	Profession (_____)	WIS	0	=	0	+		+	
■	Profession (_____)	WIS	0	=	0	+		+	
☐	Ride ■	DEX	-1	=	-1	+		+	
☐	Search ■	INT	7	=	4	+	3	+	
☐	Sense Motive ■	WIS	0	=	0	+		+	
☐	Sleight of Hand	DEX	-1	=	-1	+		+	
■	Spellcraft	INT	12	=	4	+	8	+	
☐	Spot ■	WIS	0	=	0	+		+	
☐	Survival ■	WIS	0	=	0	+		+	
☐	Swim ■	STR	-1	=	-1	+		+	
☐	Tumble	DEX	-1	=	-1	+		+	
☐	Use Magic Device	CHA	2	=	1	+	1	+	
☐	Use Rope ■	DEX	-1	=	-1	+		+	
☐	_____	CHA	1	=	1	+		+	
☐	_____		0	=	9	+		+	
☐	_____		0	=	9	+		+	

■ *Denotes a skill that can be used untrained.*
☐ *Mark this box with an ■ if the skill is a class skill for the character.*
Armor check penalty (0) applies. (Double penalty for Swim.)

☐ Show ACP effects (Click to change)

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CAMPAIGN

10,055

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM

Wearing? Yes / No

	TYPE	AC BONUS	MAX DEX
	-		none

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
	0%			

SHIELD/PROTECTIVE ITEM

Using? Yes / No

	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES
0%	

PROTECTIVE ITEM

	AC BONUS	WEIGHT	SPECIAL PROPERTIES
Ring of Protection +1	1		

PROTECTIVE ITEM

	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Scroll: Invisibility			Spell Component Pouch		2.00
Scroll: Label			Trail Rations (10)		3.00
11 Candles			Spellbook		3.00
10 Chalk					
7 Pts Oil		10.00	Scroll of Charm Person x5		
Sack		1.00	Scroll of Enlarge Person x2		
Longbow		3.00	Scroll of Sleep		
Arrows (12)		3.10	Scroll of Magic Weapon		
Map			Scroll of Mage Armor		
Masterwork Longsword		4.00	Scroll of Mirror Image x2		
3 pearls (100gp)			Scroll of Acid Arrow		
			Scribe's Kit		
			TOTAL WEIGHT CARRIED		29.1

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (EQUALS MAX LOAD)	LIFT OFF GROUND (2 x MAX LOAD)	PUSH OR DRAG (5 x MAX LOAD)
30	60	90	90	180	450

MONEY

CP — 10
SP — 20
GP — 1027
PP —

FEATS

PG.

Scribe Scroll
Shadow Weave
Extend Spell

SPECIAL ABILITIES

PG.

Banned: Evocation & Abjuration
PHB2 Specialist - no familiar;
Immediate magic instead:
[INT bouns] times / day, as an immediate action, when an enemy with HD <= Wizard level makes a melee attack, render him dazed (DC16 negates (10 + 1/2 wizard level + INT))

Low Light Vision

Elf Weapon Proficiencies

LANGUAGES

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

Common
Elvish
Draconic
Dwarven
Goblin
Undercommon

SPELLS

PRIMARY SPELLCASTING STATISTIC	DOMAINS/SPECIALTY SCHOOL
INT	Enchantment

0: ALL OF THE CANTRIPS

Memorized: Light x2, Prestidigitation, Detect Magic
Daze

1ST: Grease, Charm Person, Reduce Person, Enlarge Person, Silent Image, Identify, Sleep, Mage Armor, Protection

Memorized: Sleep
Silent Image x2
Grease x2

2ND: Command Undead, Glitterdust, Alter self, Levitate

Memorized: Command Undead x2
Glitterdust
Extended Charm Person

3RD: Deep Slumber, Secret Page

Memorized: Deep Slumber x3

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

0 %

CONDITIONAL MODIFIERS
+1 DC for illusion, necromancy
+2 DC for Enchantment

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	14	0	4+1	0
	15	1ST	3+1	1
	16	2ND	2+1	1
	17	3RD	1+1	1
	18	4TH		1
	19	5TH		0
	20	6TH		0
	21	7TH		0
	22	8TH		0
	23	9TH		0

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