

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_  
 CLASS AND LEVEL \_\_\_\_\_ RACE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ DEITY \_\_\_\_\_  
 SIZE \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_ SKIN \_\_\_\_\_



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HP HIT POINTS	AC ARMOR CLASS	TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS	INITIATIVE MODIFIER	NONLETHAL DAMAGE	SPEED
STR STRENGTH												
DEX DEXTERITY												
CON CONSTITUTION												
INT INTELLIGENCE												
WIS WISDOM												
CHA CHARISMA												

AC TOTAL = 10 + [ARMOR BONUS] + [SHIELD BONUS] + [DEX MODIFIER] + [SIZE MODIFIER] + [NATURAL ARMOR] + [DEFLECTION MODIFIER] + [MISC MODIFIER]

INITIATIVE TOTAL = [DEX MODIFIER] + [MISC MODIFIER]

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS [ ] SPELL RESISTANCE [ ]

GRAPPLE MODIFIER [ ] = [ ] + [ ] + [ ] + [ ]

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MISC MODIFIER

MELEE attack bonus [ ] = [ ] + [ ] + [ ] + [ ]

TOTAL BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC MODIFIER

RANGED attack bonus [ ] = [ ] + [ ] + [ ] + [ ]

TOTAL BASE ATTACK BONUS DEX MODIFIER SIZE MODIFIER MISC MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		

AMMUNITION \_\_\_\_\_

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				ABILITY MODIFIER	RANKS

- APPRAISE ■ INT [ ] = [ ] + [ ] + [ ]
- BALANCE ■ DEX [ ] = [ ] + [ ] + [ ]
- BLUFF ■ CHA [ ] = [ ] + [ ] + [ ]
- CLIMB ■ STR [ ] = [ ] + [ ] + [ ]
- CONCENTRATION ■ CON [ ] = [ ] + [ ] + [ ]
- CRAFT ■ ( ) INT [ ] = [ ] + [ ] + [ ]
- CRAFT ■ ( ) INT [ ] = [ ] + [ ] + [ ]
- CRAFT ■ ( ) INT [ ] = [ ] + [ ] + [ ]
- DECIPHER SCRIPT INT [ ] = [ ] + [ ] + [ ]
- DIPLOMACY ■ CHA [ ] = [ ] + [ ] + [ ]
- DISABLE DEVICE INT [ ] = [ ] + [ ] + [ ]
- DISGUISE ■ CHA [ ] = [ ] + [ ] + [ ]
- ESCAPE ARTIST ■ DEX [ ] = [ ] + [ ] + [ ]
- FORGERY ■ INT [ ] = [ ] + [ ] + [ ]
- GATHER INFORMATION ■ CHA [ ] = [ ] + [ ] + [ ]
- HANDLE ANIMAL CHA [ ] = [ ] + [ ] + [ ]
- HEAL ■ WIS [ ] = [ ] + [ ] + [ ]
- HIDE ■ DEX [ ] = [ ] + [ ] + [ ]
- INTIMIDATE ■ CHA [ ] = [ ] + [ ] + [ ]
- JUMP ■ STR [ ] = [ ] + [ ] + [ ]
- KNOWLEDGE ( ) INT [ ] = [ ] + [ ] + [ ]
- KNOWLEDGE ( ) INT [ ] = [ ] + [ ] + [ ]
- KNOWLEDGE ( ) INT [ ] = [ ] + [ ] + [ ]
- KNOWLEDGE ( ) INT [ ] = [ ] + [ ] + [ ]
- LISTEN ■ WIS [ ] = [ ] + [ ] + [ ]
- MOVE SILENTLY ■ DEX [ ] = [ ] + [ ] + [ ]
- OPEN LOCK DEX [ ] = [ ] + [ ] + [ ]
- PERFORM ( ) CHA [ ] = [ ] + [ ] + [ ]
- PERFORM ( ) CHA [ ] = [ ] + [ ] + [ ]
- PERFORM ( ) CHA [ ] = [ ] + [ ] + [ ]
- PROFESSION ( ) WIS [ ] = [ ] + [ ] + [ ]
- PROFESSION ( ) WIS [ ] = [ ] + [ ] + [ ]
- RIDE ■ DEX [ ] = [ ] + [ ] + [ ]
- SEARCH ■ INT [ ] = [ ] + [ ] + [ ]
- SENSE MOTIVE ■ WIS [ ] = [ ] + [ ] + [ ]
- SLEIGHT OF HAND DEX [ ] = [ ] + [ ] + [ ]
- SPELLCRAFT INT [ ] = [ ] + [ ] + [ ]
- SPOT ■ WIS [ ] = [ ] + [ ] + [ ]
- SURVIVAL ■ WIS [ ] = [ ] + [ ] + [ ]
- SWIM ■ STR [ ] = [ ] + [ ] + [ ]
- TUMBLE DEX [ ] = [ ] + [ ] + [ ]
- USE MAGIC DEVICE CHA [ ] = [ ] + [ ] + [ ]
- USE ROPE ■ DEX [ ] = [ ] + [ ] + [ ]
- \_\_\_\_\_ [ ] = [ ] + [ ] + [ ]
- \_\_\_\_\_ [ ] = [ ] + [ ] + [ ]
- \_\_\_\_\_ [ ] = [ ] + [ ] + [ ]

■ 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 ( ) applies. (Double penalty for Swim.)

CAMPAIGN

EXPERIENCE POINTS

**GEAR**

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
<input style="width: 100%; height: 15px;" type="text"/>		<input style="width: 100%; height: 15px;" type="text"/>	<input style="width: 100%; height: 15px;" type="text"/>	<input style="width: 100%; height: 15px;" type="text"/>
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
<input style="width: 100%; height: 15px;" type="text"/>	<input style="width: 100%; height: 15px;" type="text"/>	<input style="width: 100%; height: 15px;" type="text"/>	<input style="width: 100%; height: 15px;" type="text"/>	<input style="width: 100%; height: 15px;" type="text"/>

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
<input style="width: 100%; height: 15px;" type="text"/>		<input style="width: 100%; height: 15px;" type="text"/>	<input style="width: 100%; height: 15px;" type="text"/>	<input style="width: 100%; height: 15px;" type="text"/>
SPELL FAILURE	SPECIAL PROPERTIES			
<input style="width: 100%; height: 15px;" type="text"/>	<input style="width: 100%; height: 15px;" type="text"/>			

PROTECTIVE ITEM		AC BONUS	WEIGHT	SPECIAL PROPERTIES
<input style="width: 100%; height: 15px;" type="text"/>		<input style="width: 100%; height: 15px;" type="text"/>	<input style="width: 100%; height: 15px;" type="text"/>	<input style="width: 100%; height: 15px;" type="text"/>

PROTECTIVE ITEM		AC BONUS	WEIGHT	SPECIAL PROPERTIES
<input style="width: 100%; height: 15px;" type="text"/>		<input style="width: 100%; height: 15px;" type="text"/>	<input style="width: 100%; height: 15px;" type="text"/>	<input style="width: 100%; height: 15px;" type="text"/>

**OTHER POSSESSIONS**

ITEM	PG.	WT.	ITEM	PG.	WT.
TOTAL WEIGHT CARRIED					

LIGHT LOAD

MEDIUM LOAD

HEAVY LOAD

LIFT OVER HEAD  
EQUALS  
MAX LOAD

LIFT OFF GROUND  
2x  
MAX LOAD

PUSH OR DRAG  
5x  
MAX LOAD

**MONEY**

CP —  
 SP —  
 GP —  
 PP —

**FEATS**

PG.

**SPECIAL ABILITIES**

PG.

**SPELLS**

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
<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>	0	<input style="width: 30px; height: 15px;" type="text"/>	0
<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>	1ST	<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>
<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>	2ND	<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>
<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>	3RD	<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>
<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>	4TH	<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>
<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>	5TH	<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>
<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>	6TH	<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>
<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>	7TH	<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>
<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>	8TH	<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>
<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>	9TH	<input style="width: 30px; height: 15px;" type="text"/>	<input style="width: 30px; height: 15px;" type="text"/>

**LANGUAGES**

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

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# BEGUILER

Caster Level

Level Bonus

## SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
0					INT - 4
1					INT - 8
2					INT - 12
3					
4					
5					
6					
7					
8					
9					

### ARCANE SPELL FAILURE THRESHOLD

% Beguilers can wear light armour without risk of spell failure

### CLOAKED CASTING

Spell Save DC = 10 + INT + Spell Level + Cloaked Casting Bonus

#### SPELL DC BONUS

- From Level 8:  +2 to overcome Spell Resistance
- From Level 20:  Always overcome Spell Resistance

## KNOWN SPELLS

<b>0</b>	Dancing Lights	Daze	Detect Magic	Ghost Sound
	Message	Open / Close	Read Magic	
<b>1</b>	Charm Person	Colour Spray	Comprehend Languages	Detect Secret Doors
	Disguise Self	Expeditious Retreat	Hypnotism	Mage Armour
	Obscuring Mist	Rouse	Silent Image	Sleep
	Undetectable Alignment		Whelm	
<b>2</b>	Blinding Colour Surge	Blur	Daze Monster	Detect Thoughts
	Fog Cloud	Glitterdust	Hypnotic Pattern	Invisibility
	Knock	Minor Image	Mirror Image	Misdirection
	See Invisibility	Silence	Spider Climb	Stay the Hand
	Touch of Idiocy	Vertigo	Whelming Blast	
<b>3</b>	Arcane Sight	Clairaudience / Clairvoyance		Crown of Veils
	Deep Slumber	Dispel Magic	Displacement	Glibness
	Halt	Haste	Hesitate	Hold Person
	Inevitable Defeat	Invisibility Sphere	Legion of Sentinals	Major Image
	Nondetection	Slow	Suggestion	Vertigo Field
<b>4</b>	Charm Monster	Confusion	Crushing Despair	Freedom of Movement
	Greater Invisibility	Greater Mirror Image	Locate Creature	Mass Whelm
	Phantom Battle	Rainbow Pattern	Solid Fog	
<b>5</b>	Break Enchantment	Dominate Person	Feeblemind	Friend to Foe
	Hold Monster	Incite Riot	Mind Fog	Rary's Telepathic Bond
	Seeming	Sending	Swift Etherealness	
<b>6</b>	Greater Dispel Magic	Mass Suggestion	Mislead	Overwhelm
	Repulsion	Shadow Walk	True Seeing	Veil
<b>7</b>	Ethereal Jaunt	Greater Arcane Sight	Mass Hold Person	Mass Invisibility
	Phase Door	Power Word Blind	Project Image	Spell Turning
<b>8</b>	Demand	Discern Location	Mind Blank	Moment of Prescience
	Power Word Stun	Scintillating Pattern	Screen	
<b>9</b>	Dominate Monster	Etherealness	Foresight	Mass Hold Monster
	Power Word Kill	Time Stop		

## WANDS

CHARGES #	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHARGES #	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHARGES #	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHARGES #	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHARGES #	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

## SCROLLS

## POTIONS