

Dungeons and Dragons

ILLUSIONIST CHARACTER RECORD

CHARACTER NAME: _____ PLAYER NAME: _____

LEVEL/TITLE _____ / _____

ALIGNMENT _____

PERMANENT/ADJUSTED

STRENGTH _____ / _____

INTELLIGENCE _____ / _____

WISDOM _____ / _____

DEXTERITY _____ / _____

CONSTITUTION _____ / _____

CHARISMA _____ / _____

BONUSES: DAMAGE _____ DEFENSE _____ CHARISMA _____ TO HIT: MELEE _____ MISSILES _____

ARMOR CLASS _____ HIT POINTS _____

SPELLS READY			
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

WEAPON/DAMAGE	ROLL TO HIT	ARMOR CLASS:
_____ / _____	0	1 2 3 4 5 6 7 8 9
_____ / _____	0	1 2 3 4 5 6 7 8 9
_____ / _____	0	1 2 3 4 5 6 7 8 9

SAVING THROWS	D20 BONUS: _____	RESURRECTION _____ %
D20: POISON/DEATH _____	WAND _____	STONE _____ BREATH _____ STAFF/SPELL _____

SPECIAL SKILLS, ETC _____

EXPERIENCE	Level/Title	XP	HP	Base Hit by AC of Target										Memmed Spells							Hide& Snt	
				2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	1 Trickster	0	8	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	25%
	2 Deluder	3K	+1D4																			30%
	3 Hallucinor	6K	+1D4																			40%
	4 Fallax	12K	+1D4																			50%
	5 Miraginor	25K	+1D4																			60%
	6 Phantasmist	50K	+1D4	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			70%
	7 Apparitionist	75K	+1D4																			75%
	8 Spellbinder	110K	+1D4																			80%
	9 Illusionist	175K	+1D4																			85%
	10	350K	+1D4																			
	11	525K	+1D4	12	11	10	9	8	7	6	5	4	3	2	1	0						
	12	700K	+1pt																			
	13	875K	each																			
	14	1.5M	level																			
	15	double	each																			
	16	level		10	9	8	7	6	5	4	3	2	1	0								

Move Silent and Hide: Elf, Halfling; +10%, Dwarf +5%.
+1 spell for Humans (any level castable.)

