

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	1	2	3	4	5	6	7		
	1 Trickster	0	8	17	16	15	14	13	12	11	10	2								25%	
	2 Deluder	3K	+1D4									3								30%	
	3 Hallucinor	6K	+1D4									4	1							40%	
	4 Fallax	12K	+1D4									4	2							50%	
	5 Miraginor	25K	+1D4									4	3							60%	
	6 Phantasmist	50K	+1D4	15	14	13	12	11	10	9	8	4	4	1						70%	
	7 Apparitionist	75K	+1D4									4	4	2						75%	
	8 Spellbinder	110K	+1D4									5	4	3	1					80%	
	9 Illusionist	175K	+1D4									5	4	4	2	1				85%	
	10	350K	+1D4									5	5	4	3	2					
	11	525K	+1D4	12	11	10	9	8	7	6	5	5	5	4	4	3					
	12	700K	+1pt									6	5	5	4	4	1				
	13	875K	each									6	6	5	5	4	2				
	14	1.5M	level									6	6	6	5	5	3	1			
	15	double	each									7	6	6	5	5	4	2			
	16	level		10	9	8	7	6	5	4	3	7	7	6	6	6	5	3			

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

