

# Dungeons and Dragons

## Magic-User Character Record Sheet

CHARACTER NAME: \_\_\_\_\_ PLAYER NAME: \_\_\_\_\_

RACE \_\_\_\_\_ SEX \_\_\_\_\_ 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
BONUS: _____ %

Level/Title	XP	HP	Base Hit by AC of Target										Memmed Spells@Spell Level								
			2	3	4	5	6	7	8	9	1	2	3	4	5	6	7	8	9		
1 Seeker	0	8	17	16	15	14	13	12	11	10	3										
2 Initiate	2.5K	+1D4									4										
3 Conjuror	5K	+1D4									4	1									
4 Theurgist	10K	+1D4									4	2									
5 Invoker	20K	+1D4									4	2	1								
6 Magician	35K	+1D4	15	14	13	12	11	10	9	8	4	2	2								
7 Cosmist	50K	+1D4									4	3	2	1							
8 Thaumaturge	75K	+1D4									4	3	3	2							
9 Sorceror	100K	+1D4									4	3	3	2	1						
10 Demiurge	200K	+1D4									4	4	3	3	2						
11 Wizard	300K	+1D4	12	11	10	9	8	7	6	5	4	4	4	3	3						
12	+250,000	+1pt									4	4	4	4	4	1					
13	per	each									5	5	5	4	4	2					
14	level	level									5	5	5	4	4	3	1				
15											5	5	5	4	4	4	2				
16			10	9	8	7	6	5	4	3	5	5	5	5	5	2	1				
17											6	6	6	5	5	2	2				
18											6	6	6	6	6	2	2	1			

