

Wizard 1

LEVEL & CLASS

BACKGROUND

PLAYER NAME

Half Orc

RACE

ALIGNMENT

OTHER

CHARACTER NAME

+0 BASE ATTACK BONUS

+2 CMB

SAVING THROWS

+0 FORTITUDE SAVE

+2 REFLEX SAVE

+3 WILL SAVE

SKILLS

- ☐ -1 Acrobatics
- ☐ +2 Appraise
- ☐ +1 Bluff
- ☐ -3 Climb
- ☐ +1 Diplomacy
- ☐ +1 Disguise
- ☐ -1 Escape Artist
- ☐ +1 Heal
- ☐ +3 Intimidate
- ☐ +4 Knowledge (arcana)
- ☐ +2 Knowledge (history)
- ☐ -7 Knowledge (nature)
- ☐ +1 Perception
- ☐ -7 Ride
- ☐ +2 Sense Motive
- ☐ +6 Spellcraft
- ☐ -1 Stealth
- ☐ +1 Survival
- ☐ -3 Swim

STRENGTH

+0

10

DEXTERITY

+2

14

CONSTITUTION

+0

11

INTELLIGENCE

+2

15

WISDOM

+1

12

CHARISMA

+1

13

+2 PERCEPTION

OTHER PROFICIENCIES & LANGUAGES

12

ARMOR CLASS

+2

INITIATIVE

30 ft.

SPEED

12

CMD

7

MAXIMUM HP

TEMPORARY HP

CURRENT HP

1d6

HIT DIE

RESISTANCES

NAME

ATTACK BONUS

DAMAGE/TYPE

Dagger

+2

1d4+2 (19-20) slashing

EQUIPMENT

- CP Book
- SP Ink, 1 oz bottle
- SP Ink Pen
- GP Parchment, 1 sheet
- GP Backpack
- GP 10 Spellbook
- GP Wand
- PP Little Bag of Sand
- PP Small Knife

Scholar's Robes
A Quill
A Small Penknife
A Borrowed Book

ATTUNEMENT SLOTS

FEATURES, TRAITS & FEATS

Arcane Bond (Wand) (1/day) (Sp)
Darkvision (60 feet)
Hand of the Apprentice (5/day) (Su)
Orc Blood
Orc Ferocity (1/day)

FEATS

Arcane Strike
Scribe Scroll
Wizard Weapon Proficiencies

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

NAME

SYMBOL

[illegible]