

CHARACTER NAME

PLAYER

Sorcerer
CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS	AC ARMOR CLASS	INITIATIVE MODIFIER	BASE ATTACK BONUS
TOTAL	TOTAL	TOTAL	TOTAL
WOUNDS/CURRENT HP			
SUBDUAL DAMAGE			
DAMAGE REDUCTION			
HIT DIE TYPE			
SPEED			
MISS CHANCE			
ARCANE SPELL FAILURE			
ARMOR CHECK PENALTY			
SPELL RESISTANCE			

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

MELEE ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
RANGED ATTACK BONUS						
TOTAL						

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES					

AMMUNITION	

SKILLS		MAX RANKS			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/> ALCHEMY	INT				
<input checked="" type="checkbox"/> APPRAISE ■	INT				
<input checked="" type="checkbox"/> BALANCE ■	DEX*				
<input checked="" type="checkbox"/> BLUFF ■	CHA				
<input checked="" type="checkbox"/> CLIMB ■	STR*				
<input type="checkbox"/> CONCENTRATION ■	CON				
<input type="checkbox"/> CRAFT ■ ()	INT				
<input checked="" type="checkbox"/> DIPLOMACY ■	CHA				
<input checked="" type="checkbox"/> DISABLE DEVICE	INT				
<input checked="" type="checkbox"/> DISGUISE ■	CHA				
<input checked="" type="checkbox"/> ESCAPE ARTIST ■	DEX*				
<input checked="" type="checkbox"/> FORGERY ■	INT				
<input checked="" type="checkbox"/> GATHER INFORMATION ■	CHA				
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA				
<input checked="" type="checkbox"/> HEAL ■	WIS				
<input checked="" type="checkbox"/> HIDE ■	DEX*				
<input checked="" type="checkbox"/> INNUENDO	WIS				
<input checked="" type="checkbox"/> INTIMIDATE ■	CHA				
<input checked="" type="checkbox"/> INTUIT DIRECTION	WIS				
<input checked="" type="checkbox"/> JUMP ■	STR*				
<input type="checkbox"/> KNOWLEDGE (ARCANA)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY & ROYALTY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (THE PLANES)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)	INT				
<input checked="" type="checkbox"/> LISTEN ■	WIS				
<input checked="" type="checkbox"/> MOVE SILENTLY ■	DEX*				
<input checked="" type="checkbox"/> OPEN LOCK	DEX				
<input checked="" type="checkbox"/> PERFORM ■ ()	CHA				
<input checked="" type="checkbox"/> PICK POCKET	DEX*				
<input type="checkbox"/> PROFESSION ()	WIS				
<input checked="" type="checkbox"/> RIDE ■ ()	DEX				
<input type="checkbox"/> SCRY ■	INT				
<input checked="" type="checkbox"/> SEARCH ■	INT				
<input checked="" type="checkbox"/> SENSE MOTIVE ■	WIS				
<input type="checkbox"/> SPELLCRAFT	INT				
<input checked="" type="checkbox"/> SPOT ■	WIS				
<input checked="" type="checkbox"/> SWIM ■	STR**				
<input checked="" type="checkbox"/> TUMBLE	DEX*				
<input checked="" type="checkbox"/> USE ROPE ■	DEX				
<input checked="" type="checkbox"/> WILDERNESS LORE ■	WIS				

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.
Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies.
** -1 per 5 lb. of gear.

[illegible]

CP —

SP —

GP —

PP —

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11/11/2011



Initial languages = Common + racial languages + Int bonus
Each additional language (Speak Language) = 2 skill points

NUMBER OF SORCERER SPELLS KNOWN

NUMBER OF SORCERER SPELLS CAST

1st: _____

2ND: _____

3RD: _____

4TH:

5TH: _____

6TH: _____

7TH: _____

8TH: _____

9TH. _____

CHA
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
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☐ 0 ☐ 0

☐ 1ST ☐ ☐

☐ 2ND ☐ ☐

☐ 3RD ☐ ☐

☐ 4TH ☐ ☐

5TH

☐ 6TH ☐ ☐

 7TH  

☐ 8TH ☐ ☐

☐ 9TH ☐ ☐

SORCERER AND WIZARD SPELLS

Illusion

- Hallucinatory Terrain
- Illusory Wall
- Improved Invisibility
- Phantasmal Killer
- Rainbow Pattern
- Shadow Conjunction

Necromancy

- Contagion
- Enervation
- Fear

Transmutation

- Bestow Curse
- Dimension Door
- Polymorph Other
- Polymorph Self
- Rary's Mnemonic Enhancer (wizard only)

5TH LEVEL

Abjuration

- Dismissal

Conjuration

- Cloudkill
- Leomund's Secret Chest
- Lesser Planar Binding
- Major Creation
- Mordenkainen's Faithful Hound
- Summon Monster V
- Wall of Iron
- Wall of Stone

Divination

- Contact Other Plane
- Prying Eyes
- Rary's Telepathic Bond

Enchantment

- Dominate Person
- Feeblemind
- Hold Monster
- Mind Fog

Evocation

- Bigby's Interposing Hand
- Cone of Cold
- Sending
- Wall of Force

Illusion

- Dream
- False Vision
- Greater Shadow Conjunction
- Mirage Arcana
- Nightmare
- Persistent Image
- Seeming
- Shadow Evocation

Necromancy

- Animate Dead
- Magic Jar

Transmutation

- Animal Growth

□□□ Fabricate

- Passwall
- Stone Shape
- Telekinesis
- Teleport
- Transmute Mud to Rock
- Transmute Rock to Mud

Universal

- Permanency

6TH LEVEL

Abjuration

- Antimagic Field
- Globe of Invulnerability
- Greater Dispelling
- Guards and Wards
- Repulsion

Conjuration

- Acid Fog
- Planar Binding
- Summon Monster VI

Divination

- Analyze Dweomer
- Legend Lore
- True Seeing

Enchantment

- Geas/Quest
- Mass Suggestion

Evocation

- Bigby's Forceful Hand
- Chain Lightning
- Contingency
- Otiluke's Freezing Sphere

Illusion

- Greater Shadow Evocation
- Mislead
- Permanent Image
- Programmed Image
- Project Image
- Shades
- Veil

Necromancy

- Circle of Death

Transmutation

- Control Water
- Control Weather
- Disintegrate
- Eyebite
- Flesh to Stone
- Mass Haste
- Mordenkainen's Lucubration (wizard only)
- Move Earth
- Stone to Flesh
- Tenser's Transformation

7TH LEVEL

Abjuration

- Banishment
- Sequester

□□□ Spell Turning

Conjuration

- Drawmij's Instant Summons
- Mordenkainen's Magnificent Mansion
- Phase Door
- Power Word, Stun
- Summon Monster VII

Divination

- Greater Scrying
- Vision

Enchantment

- Insanity

Evocation

- Bigby's Grasping Hand
- Delayed Blast Fireball
- Forcecage
- Mordenkainen's Sword
- Prismatic Spray

Illusion

- Mass Invisibility
- Shadow Walk
- Simulacrum

Necromancy

- Control Undead
- Finger of Death

Transmutation

- Ethereal Jaunt
- Plane Shift
- Reverse Gravity
- Statue
- Teleport without Error
- Vanish

Universal

- Limited Wish

8TH LEVEL

Abjuration

- Mind Blank
- Prismatic Wall
- Protection from Spells

Conjuration

- Greater Planar Binding
- Incendiary Cloud
- Maze
- Power Word, Blind
- Summon Monster VIII
- Trap the Soul

Divination

- Discern Location

Enchantment

- Antipathy
- Binding
- Demand
- Mass Charm
- Otto's Irresistible Dance
- Sympathy

SPELL PLANNING SHEETS

Evocation

- Bigby's Clenched Fist
- Otiluke's Telekinetic Sphere
- Sunburst

Illusion

- Screen

Necromancy

- Clone
- Horrid Wilting

Transmutation

- Etherealness
- Iron Body
- Polymorph Any Object

Universal

- Symbol

9TH LEVEL

Abjuration

- Freedom
- Imprisonment
- Mordenkainen's Disjunction
- Prismatic Sphere

Conjuration

- Gate
- Power Word, Kill
- Summon Monster IX

Divination

- Foresight

Enchantment

- Dominate Monster

Evocation

- Bigby's Crushing Hand
- Meteor Swarm

Illusion

- Weird

Necromancy

- Astral Projection
- Energy Drain
- Soul Bind
- Wail of the Banshee

Transmutation

- Refuge
- Shapechange
- Teleportation Circle
- Temporal Stasis
- Time Stop

Universal

- Wish