

# DUNGEONS & DRAGONS

CHARACTER RECORD SHEET

## 8th Level Elf Warlock

CHARACTER NAME

LEVEL & CLASS

### ABILITIES

Strength	7	Armor Class 2 (Plate Armor & Shield)	15 or more
Constitution	9	Armor Class 3 (Plate Armor)	14 or more
Dexterity	12	Armor Class 4 (Chain Mail & Shield)	13 or more
Intelligence	14	Armor Class 5 (Chain Mail)	12 or more
Wisdom	10	Armor Class 6 (Leather & Shield)	11 or more
Charisma	11	Armor Class 7 (Leather Armor)	10 or more

### LANGUAGES

Common		Armor Class 9 (No Armor or Shield)	8 or more
Neutrality			
Elf			
Orc			
Hobgoblin			
Gnoll			

### ALIGNMENT

Neutrality

### EXPERIENCE

75,000			
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### HIT POINTS

18 hit points

### ATTACKING TO HIT

			Roll d20...

### SAVING THROWS

			Roll d20...

### SPELLS


(Note: No spell may be re-used in the same day.)

### SPECIAL ABILITIES

Able to cast spells while wearing armor.  
Gain +2 to note secret and hidden doors.

### EQUIPMENT & TREASURE

Weight

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MAGIC-USER SPELLS

A magic-user may use any available listed spell when needed, but no spell may be re-used in the same day. During a melee round, a spell is cast in place of the magic-user making an attack.

### 1st Level Magic-User Spells (At 8th level, use any 4 per day.)

- \_\_\_ Detect Magic: Sense spells on a person, place or thing.
- \_\_\_ Hold Portal: Prevent a doorway from opening for a short time.
- \_\_\_ Read Magic: Needed to use magic scrolls.
- \_\_\_ Read Languages: Understand foreign writings.
- \_\_\_ Protection From Evil: Individual defense against monsters.
- \_\_\_ Light: Illuminates a 60-foot diameter area.
- \_\_\_ Charm Person: Turn an enemy into a friend.
- \_\_\_ Sleep: Causes several minor or few major enemies to slumber.

### 2nd Level Magic-User Spells (At 8th level, use any 3 per day.)

- \_\_\_ Detect Invisibility: See unseen creatures.
- \_\_\_ Levitate: Float up or down.
- \_\_\_ Phantasmal Forces: Create vivid illusions.
- \_\_\_ Locate Object: Sense direction to a thing within about 100 feet.
- \_\_\_ Invisibility: Make something unseen until it attacks.
- \_\_\_ Wizard Lock: Prevent a doorway from opening for a long time.
- \_\_\_ Detect Evil: Sense harmful intent in people or objects.
- \_\_\_ ESP: Detect thoughts from nearby people or creatures.
- \_\_\_ Continual Light: Illuminate a 240-foot diameter area.
- \_\_\_ Knock: Opens doors hidden or held shut by magic.

### 3rd Level Magic-User Spells (At 8th level, use any 3 per day.)

- \_\_\_ Fly: Travel through the air like a bird.
- \_\_\_ Hold Person: Prevent one enemy from moving.
- \_\_\_ Dispel Magic: End another caster's effect on a person, place or thing.
- \_\_\_ Clairvoyance: See into nearby spaces.
- \_\_\_ Clairaudience: Listen into nearby spaces.
- \_\_\_ Fire Ball: Cause 8 dice of damage in a 40-foot diameter area.
- \_\_\_ Lightning Bolt: Cause 8 dice damage in a 60-foot long narrow area.
- \_\_\_ Protection From Evil, 10-Foot Radius: Area defense against monsters
- \_\_\_ Invisibility, 10-Foot Radius: Make objects in an area unseen until attacks.
- \_\_\_ Infravision: See in total darkness.
- \_\_\_ Slow Spell: Cut 24 creatures' movement and attack rates in half.
- \_\_\_ Haste Spell: Double 24 creatures' movement and attack rates.
- \_\_\_ Protection From Normal Missiles: Ignore arrows and such.
- \_\_\_ Water Breathing: Survive submerged for a couple hours.

### 4th Level Magic-User Spells (At 8th level, use any 2 per day.)

- \_\_\_ Polymorph Self: Change your shape into that of another creature.
- \_\_\_ Polymorph Others: Change another into some sort of creature.
- \_\_\_ Remove Curse: End a harmful effect on a person or magic on an object.
- \_\_\_ Wall Of Fire: Create a burning barrier up to 60 feet long.
- \_\_\_ Wall Of Ice: Create a cold, solid barrier up to 60 feet long.
- \_\_\_ Confusion: Cause enemies to perform random actions.
- \_\_\_ Charm Monster: Turn a creature into a pet.
- \_\_\_ Growth Of Plants: Make a wilderness area impassable.
- \_\_\_ Dimension Door: Teleport 360 feet.
- \_\_\_ Wizard Eye: See things through an invisible sensor up to 240 feet away.
- \_\_\_ Massmorph: Make up to 100 men appear as woodlands.
- \_\_\_ Hallucinatory Terrain: Make illusionary landscapes.