

DUNGEONS & DRAGONS

CHARACTER RECORD SHEET

8th Level Magic -User

CHARACTER NAME

LEVEL & CLASS

ABILITIES

Strength 7
Constitution 12
Dexterity 10
Intelligence 14
Wisdom 11
Charisma 9

ATTACKING TO HIT

Armor Class 2 (Plate Armor & Shield)
Armor Class 3 (Plate Armor)
Armor Class 4 (Chain Mail & Shield)
Armor Class 5 (Chain Mail)
Armor Class 6 (Leather & Shield)
Armor Class 7 (Leather Armor)
Armor Class 8 (Shield Only)
Armor Class 9 (No Armor or Shield)

Roll d20...

15 or more
14 or more
13 or more
12 or more
11 or more
10 or more
9 or more
8 or more

LANGUAGES

Common
Chaos
Dragon
(all types)

SAVING THROWS

Death Ray or Poison
Wands, Polymorph or Paralyzation
Turn To Stone
Dragon Breath
Staves & Spells

Roll d20...

11 or more
12 or more
11 or more
14 or more
12 or more

ALIGNMENT

Chaos

EXPERIENCE

75,000

SPELLS

First-Level Magic-User Spells 4 per day
Second-Level Magic-User Spells 3 per day
Third-Level Magic-User Spells 3 per day
Fourth-Level Magic-User Spells 2 per day

HIT POINTS

18 hit points

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

Weight

EQUIPMENT & TREASURE

Magic-users may not wear armor and can only use daggers and staves in combat.

DUNGEONS & DRAGONS

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.