Glamour - Elf Wizard

Player Name: _____ **Date:** _____

Attributes		Bonus
Str:	11	___
Dex:	10	___
Con:	12	___
Int:	17	+2
Wis:	9	___
Chr:	8	___

Name: Glamour
Species: Elf
Class: Wizard
Level: 1
AC: 9

Maximum Hit Points	Death Limit .	Damage	Gold	EXP
6	-2			

Max # of Spells

1	2	3	4	5	6
3					

Spells Used

1	2	3	4	5	6
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	○
○	○	○	○	○	
○	○	○	○		
○	○	○			

Weapons

Weapon Name	# of Attack Dice	Total To-hit Bonus		Species Bonus		Class Bonus		Dex Bonus		Weapon Bonus	Damage		Melee Str Bonus
Dagger	2	0	=	0	+	0	+	0	+	0	1d6	+	0
Shortbow	2	0	=	0	+	0	+	0	+	0	1d6	+	0
			=		+		+		+		1d6	+	

Equipment & Notes

Wizard Progress

Wizards cannot use any armor or shields but can wear magical robes. Wizards can use a dagger, magical sword, bow as weapons, but not crossbows. Wizards are the only class that can use magic wands. A magic wand's bonus is added to the spell caster's spell damage, one extra point of damage to each target for each magical plus of the wand. Wizards can use any level scroll of wizard spells. On gaining levels 3, 6, 9, and 12 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.

Species / Class Bonus

+1 AC, max 12

Level	HP	Death Limit	Attack	Spells	EXP
1	6	-2	2 dice	3 – – – – –	
2	1d6 +1	-3	2 dice +1	4 – – – – –	2,500
3	2d6	-4	3 dice	4 2 – – – –	5,000
4	2d6 +1	-5	3 dice +1	5 3 – – – –	10,000
5	3d6	-6	4 dice	5 3 2 – – –	20,000
6	3d6 +1	-7	4 dice +1	6 4 3 – – –	35,000
7	4d6	-8	5 dice	6 4 3 2 – –	70,000
8	4d6 +1	-9	5 dice +1	7 5 4 3 – –	150,000
9	5d6	-10	6 dice	7 5 4 3 2 –	250,000
10	5d6 +1	-11	6 dice +1	8 6 5 4 3 –	350,000
11	5d6	-12	7 dice	8 6 5 4 3 2	450,000
12	6d6 +1	-13	7 dice +1	9 7 6 5 4 3	550,000
13	7d6	-14	7 dice +2	9 8 7 6 5 4	650,000
14	7d6 +1	-15	7 dice +3	9 9 8 7 6 5	750,000
15	8d6	-15	7 dice +4	9 9 9 8 7 6	850,000
16	8d6 +1	-15	7 dice +5	9 9 9 9 8 7	950,000
17	9d6	-15	7 dice +6	9 9 9 9 9 8	1,050,000
18	9d6 +1	-15	7 dice +7	9 9 9 9 9 9	1,150,000

Wizard Spells

Level 1 - Magic Missile: 1d6+1 + Int bonus damage, 1 target. (1d6 +3)
Level 1 - Shield: Caster gains AC 12 for the battle.
Level 2 - Burning Hands: 1d6+1 + Int bonus damage, 3 targets. (1d6 +3)
Level 2 - Strength: +1d6 melee damage for the battle. 1 friendly target.
Level 3 - Fireball: 3d6 +Int bonus damage, 5 targets.
Level 3 - Lightning Bolt: 5d6 +Int bonus damage, 3 targets.
Level 4 - Force Field: Caster gains AC 14 and damage reduction 2 for the battle.
Level 4 - Ice Storm: 7d6 +Int bonus damage, 3 targets.
Level 5 - Cone of Cold: 9d6 +Int bonus damage, 3 targets.
Level 5 - Cloudkill: 1d6 +Int bonus damage every round, all enemy targets. Cannot be cast during the prep round.
Level 6 - Disintegrate: 11d6 +Int bonus damage, 1 target.
Level 6 - Shape Change: The caster gains 20 hp, has AC 12 and attacks as a monster at 15 dice + 5 for the rest of the battle. Cannot cast spells or use weapons while shape changed. The attack dice are adjusted by the caster's Dex and Str modifiers. Bonuses from magical equipment carry over to the new form.

Gaining Levels

- The new hit point total is calculated by rolling the dice indicated on the character progress table. Add any species / class hit point bonuses to the dice total. Add the constitution bonus times the new level for the grand total of hit points. If the newly calculated hit points total is higher than the character's current number of hit points, that becomes the character's new hit points. If the new hit point total is lower or equal to the old hit point total, add one to the old hit point value for the new total.
- The death limit is increased.
- Weapons attack dice are adjusted. Attack bonus = class bonus + species bonus + dex bonus.
- Maximum number of spells are adjusted.