



Enchant - Elf Wizard

Player Name: _____ Date: _____

Attributes Bonus

Str: 10
Dex: 12
Con: 15 +1
Int: 15 +1
Wis: 10
Chr: 9

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

Maximum Hit Points Death Limit Damage Gold EXP
7 -2

Max # of Spells
1 2 3 4 5 6
3

Spells Used
1 2 3 4 5 6
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Weapons

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

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.

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 -	370,000
11	5d6	-12	7 dice	8 6 5 4 3 2	510,000
12*	6d6 +1	-13	7 dice +1	9 7 6 5 4 3	670,000
13	7d6	-14	7 dice +2	9 8 7 6 5 4	850,000
14	7d6 +1	-15	7 dice +3	9 9 8 7 6 5	1,050,000
15*	8d6	-15	7 dice +4	9 9 9 8 7 6	1,270,000
16	8d6 +1	-15	7 dice +5	9 9 9 9 8 7	1,510,000
17	9d6	-15	7 dice +6	9 9 9 9 9 8	1,770,000
18*	9d6 +1	-15	7 dice +7	9 9 9 9 9 9	2,050,000

*On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.

Wizard Spells

- Level 1 - Magic Missile: 1d6+1 + Int bonus damage, 1 target.
- Level 1 - Shield: Caster gains AC 12 for the entire encounter.
- Level 2 - Burning Hands: 1d6+1 + Int bonus damage, 3 targets.
- Level 2 - Strength: +1d6 melee damage for the entire encounter. 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 entire encounter.
- 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 for the entire encounter, all enemy targets.
- 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 entire encounter. 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 points are calculated by re-rolling. 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. When re-rolling hit points sum these totals:
 - New level die rolls as indicated in the table.
 - Plus species bonus.
 - Plus constitution bonus times the character level.
- The death limit is increased.
- Weapons attack dice are adjusted.
- Maximum number of spells are adjusted.