Wizard
Dungeon Crawl Classics

Character's Name _____ Player's Name _____

Title _____ Alignment _____ Speed _____

Occupation _____ XP _____ Level _____

Armor Class — NO AGILITY MODIFIER

Hit Points — CURRENT HP; SUBDUAL DAM; TEMPORARY HP; MAX HP
1D4 HP PER LEVEL

Critical Hits
AND THEIR EFFECTS

Combat

Initiative ____
Action Dice ____
Attack ____
Crit Range ____
Crit Die ____
Crit Table ____

Weapons

Weapon	Damage	Range	Hand	Notes
Unarmed Attack	1d3 + STR	NA	L/R	Unarmed attacks inflict subdual damage.

Armor

Armor	AC Bonus	Check Penalty	Speed	Fumble Die

Equipment

Treasure

Copper ____
Silver ____
Gold ____
Electrum ____
Platinum ____
Gems/Other ____

Strength — TEMP.
Modifier ___/___

Agility — TEMP.
Modifier ___/___

Stamina — TEMP.
Modifier ___/___

Personality — TEMP.
Modifier ___/___

Intelligence — TEMP.
Modifier ___/___

Luck — TEMP.
Modifier ___/___

Ref Save — TEMP.

Fort Save — TEMP.

Will Save — TEMP.

Melee Attack & Damage

Missile Attack & Damage

Portrait or Symbol

Languages

Lucky Roll

Wizard Spells & Abilities

Magic
d20 Spell Check + Caster Level
+ Intelligence Modifier = _____ TOTAL

SPELLBURN NOTES/EFFECTS

Patron
Patron's Name

PATRON TAINT OR CORRUPTION

Familiar
Familiar's Name

FAMILIAR NOTES (TYPE, HP, AC, ETC.)

Spells

Spell Name	Lost	Level	Check	Mercurial Effects	Page
	☐				
	☐				
	☐				
	☐				
	☐				
	☐				
	☐				
	☐				
	☐				
	☐				
	☐				
	☐				
	☐				