



## MAGUS

CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS		TOTAL	NONLETHAL DAMAGE
WOUNDS/CURRENT HP			
INITIATIVE		=	DEX MOD. + MISC. MOD.
DAMAGE REDUCTION			
SPELL RESIST		ENERGY RESIST	

AC ARMOR CLASS		=10+	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
TOUCH		MODIFIERS							
FLAT FOOTED		MODIFIERS							

FORTITUDE CONSTITUTION		=	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	MODIFIERS
REFLEX DEXTERITY		=	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	MODIFIERS
WILL WISDOM		=	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	MODIFIERS

B.A.B.		ARCANE POOL	
CMB		TOTAL	B.A.B. + STR MODIFIER + SIZE MODIFIER + MODIFIERS
CMD		TOTAL	B.A.B. + STR MODIFIER + DEX MODIFIER + SIZE MODIFIER + 10

SPELLS						TOUCH ATTACK	SAVE DC MOD.
0	1ST	2ND	3RD	4TH	5TH	6TH	MELEE / RANGED
CASTER LEVEL		SPELL FAILURE		SPECIAL PROPERTIES			

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

### MOVEMENT

FT. SQ.	FT. SQ.	FT.
BASE SPEED	ARMOR SPEED	BURROW
FT.	FT.	FT.
FLY	MANUEVERABILITY	SWIM
CLIMB		TEMP. MODIFIERS

### SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS		=DEX		
<input type="checkbox"/> APPRAISE		=INT		
<input type="checkbox"/> BLUFF		=CHA		
<input checked="" type="checkbox"/> CLIMB		=STR		
<input checked="" type="checkbox"/> CRAFT		=INT		
<input checked="" type="checkbox"/> CRAFT		=INT		
<input type="checkbox"/> DIPLOMACY		=CHA		
<input type="checkbox"/> DISABLE DEVICE *		=DEX		
<input type="checkbox"/> DISGUISE		=CHA		
<input type="checkbox"/> ESCAPE ARTIST		=DEX		
<input checked="" type="checkbox"/> FLY		=DEX		
<input type="checkbox"/> HANDLE ANIMAL *		=CHA		
<input type="checkbox"/> HEAL		=WIS		
<input type="checkbox"/> INTIMIDATE		=CHA		
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING) *		=INT		
<input type="checkbox"/> KNOWLEDGE (ENGINEERING) *		=INT		
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) *		=INT		
<input type="checkbox"/> KNOWLEDGE (HISTORY) *		=INT		
<input type="checkbox"/> KNOWLEDGE (LOCAL) *		=INT		
<input type="checkbox"/> KNOWLEDGE (NATURE) *		=INT		
<input type="checkbox"/> KNOWLEDGE (NOBILITY) *		=INT		
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES) *		=INT		
<input type="checkbox"/> KNOWLEDGE (RELIGION) *		=INT		
<input type="checkbox"/> LINGUISTICS *		=INT		
<input type="checkbox"/> PERCEPTION		=WIS		
<input type="checkbox"/> PERFORM		=CHA		
<input type="checkbox"/> PERFORM		=CHA		
<input checked="" type="checkbox"/> PROFESSION *		=WIS		
<input checked="" type="checkbox"/> PROFESSION *		=WIS		
<input checked="" type="checkbox"/> RIDE		=DEX		
<input type="checkbox"/> SENSE MOTIVE		=WIS		
<input type="checkbox"/> SLEIGHT OF HAND *		=DEX		
<input checked="" type="checkbox"/> SPELLCRAFT *		=INT		
<input type="checkbox"/> STEALTH		=DEX		
<input type="checkbox"/> SURVIVAL		=WIS		
<input checked="" type="checkbox"/> SWIM		=STR		
<input checked="" type="checkbox"/> USE MAGIC DEVICE *		=CHA		
<input type="checkbox"/> CONCENTRATION		=INT		C. LVL
<input type="checkbox"/>				

☒ CLASS SKILL \* TRAINED ONLY

### CONDITIONAL MODIFIERS:

### LANGUAGES:

## INVENTORY

STAVES		CL	CHARGES
SPELLS:		DC:	
		DC:	
		DC:	
		DC:	
SPELLS:		DC:	
		DC:	
		DC:	
		DC:	

WANDS	CL	DC	CHARGES

[illegible]

CONTAINER	LBS.
_____	_____
CAPACITY: _____	_____
_____	_____
CAPACITY: _____	_____
_____	_____
CAPACITY: _____	_____

ARMOR				
ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		WEIGHT	AC BONUS	CHECK PENALTY
SPELL FAIL	SPECIAL PROPERTIES			

CARRYING CAPACITY	
LIGHT LOAD	LIFT OVER HEAD
MEDIUM LOAD	LIFT OFF GROUND
HEAVY LOAD	PUSH OR DRAG

WEALTH	
COINS	VALUABLES
CP	
SP	
GP	
PP	

## CHARACTER GEAR

HEAD	REF.

FACE	REF.

THROAT	REF.

SHOULDERS	REF.

BODY	REF.

TORSO	REF.

ARMS	REF.

HANDS	REF.

WAIST	REF.

FEET	REF.

RING	REF.

NOTES

OTHER/NOTES	

## FEATS

[illegible][illegible]

## SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	—
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS

### SPELLBOOKS

NAME:

<input type="text"/> / <input type="text"/>	<input type="text"/>	<input type="text"/> / <input type="text"/>
HIT POINTS	HARDNESS	PAGE COUNT

NAME:

<input type="text"/> / <input type="text"/>	<input type="text"/>	<input type="text"/> / <input type="text"/>
HIT POINTS	HARDNESS	PAGE COUNT

## RACIAL TRAITS

---

---

---

---

---

## CLASS FEATURES

[illegible]

## EXPERIENCE

**EXPERIENCE:**

**NEXT LEVEL:**

## MAGUS ARCANA

[illegible]

## NOTES

Patient Information	
First Name	
Last Name	
Address	
City	
State	
Zip	
Phone	
Age	
Gender	
Occupation	
Referral Source	
History of Present Illness	
Onset of symptoms	
Duration of symptoms	
Frequency of symptoms	
Severity of symptoms	
Associated symptoms	
Previous treatments	
Response to treatment	
Family History	
Social History	
Physical Examination	
Vital Signs	
General Appearance	
Head and Neck	
Chest and Lungs	
Heart and Circulation	
Abdomen and GI	
Genitourinary	
Neurological	
Musculoskeletal	
Skin	
Laboratory Tests	
Imaging Studies	
Pathology	
Microbiology	
Immunology	
Genetics	
Other	
Diagnosis	
Treatment Plan	
Follow-up	
Patient Education	
Referral	
Signature	
Date	