

Katrin Female Human Wiz16

NAME

Wiz16

CLASS

240000

EXPERIENCE

16

TCL

136000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'3"

HEIGHT

125 lbs

WEIGHT

0

AGE

Female

GENDER

Lawful Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	13	+1	13	+1
CON Constitution	14	+2	14	+2
INT Intelligence	22	+6	22	+6
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

HP  
hit points

68

WOUNDS/CURRENT HP

AC  
armor class

11

TOTAL

:

10

FLAT

:

11

TOUCH

=

10

BASE

+

0

ARMOR BONUS

+

0

SHIELD BONUS

+

1

STAT MODIFIER

+

0

SIZE MODIFIER

+

0

NATURAL ARMOR MODIFIER

+

0

MISC MODIFIER

MISS CHANCE

INITIATIVE  
modifier

+1

TOTAL

=

+1

DEX MODIFIER

+

+0

MISC MODIFIER

BASE ATTACK  
bonus

+8/+3

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED  
Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+7

=

+5

BASE SAVE

+

+2

ABILITY MODIFIER

+

+0

MAGIC MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

conditional modifiers

TOTAL

+6

=

+5

BASE SAVE

+

+1

ABILITY MODIFIER

+

+0

MAGIC MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

conditional modifiers

TOTAL

+11

=

+10

BASE SAVE

+

+1

ABILITY MODIFIER

+

+0

MAGIC MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

conditional modifiers

MELEE  
attack bonus

TOTAL

+9/+4

=

+8/+3

BASE ATTACK BONUS

+

+1

STAT MODIFIER

+

+0

SIZE MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

RANGED  
attack bonus

TOTAL

+9/+4

=

+8/+3

BASE ATTACK BONUS

+

+1

STAT MODIFIER

+

+0

SIZE MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

GRAPPLE  
attack bonus

TOTAL

+9/+4

=

+8/+3

BASE ATTACK BONUS

+

+1

STAT MODIFIER

+

+0

SIZE MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+5/+0

DAMAGE

1d3+1

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE					
Light	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Brew Potion	See Text
Craft Rod	See Text
Craft Staff	See Text
Craft Wondrous Item	See Text
Extend Spell	See Text
Maximize Spell	See Text
Quicken Spell	See Text
Rapid Reload (Crossbow (Heavy))	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Silent Spell	See Text
Spell Mastery (Blur, Protection from Law, Shield, Minor Creation, Magic Missile)	See Text

SKILLS		MAX RANKS		19/9.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Alchemy)	INT	24	= 6	+ 18.0	+
Decipher Script	INT	25	= 6	+ 19.0	+
Knowledge (Architecture and Engineering)	INT	22	= 6	+ 16.0	+
Knowledge (Dungeoneering)	INT	25	= 6	+ 19.0	+
Knowledge (Geography)	INT	22	= 6	+ 16.0	+
Knowledge (Local)	INT	25	= 6	+ 19.0	+
Knowledge (Nature)	INT	24	= 6	+ 18.0	+
Knowledge (Nobility and Royalty)	INT	24	= 6	+ 18.0	+

SPECIAL ABILITIES

Summon Familiar

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff

LANGUAGES

Common, Gnome, Goblin, Halfling, Orc

# Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	6	6	5	5	5	4	3	2	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	16	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	16	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	16	None	1 standard action	16 minute [D]	Medium (260 Feet)	V, S	No	Evocation [Light]
□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	16	Will negates	1 standard action	16 round	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	16	None	1 standard action	Concentration, up to 16 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	16	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	16	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	16	Fortitude negates	1 standard action	Instantaneous	Close (65 Feet)	V	Yes	Evocation [Light]
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	16	Will disbelief (if interacted with)	1 standard action	16 rounds [D]	Close (65 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Light <i>Effect:</i> Object shines like a torch.	16	None	1 standard action	160 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	16	None	1 standard action	Concentration	Close (65 Feet)	V, S	No	Transmutation
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	16	None	1 standard action	160 minutes	Medium (260 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	16	Will negates (object)	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	16	See text	1 standard action	16 hour	10 ft.	V, S	No	Universal
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	16	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	16	None	1 standard action	160 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	16	Will negates (harmless)	1 standard action	16 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	16	Fortitude negates	1 standard action	16 rounds	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Alarm <i>Effect:</i> Wards an area for 32 hours.	17	None	1 standard action	32 hours [D]	Close (65 Feet)	V, S, F/DF	No	Abjuration
□□□□ Color Spray <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.	17	Will negates	1 standard action	Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□ Enlarge Person <i>Effect:</i> Creatures size increases to next category	17	Fortitude negates	1 round	16 minutes [D]	Close (65 Feet)	V, S, M	Yes	Transmutation
□□□□ Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	17	None	1 standard action	16 minutes [D]	Personal	V, S	No	Transmutation
□□□□ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1600 lbs	17	None	1 standard action	16 hours	Close (65 Feet)	V, S, M	No	Evocation [Force]
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	17	None	1 standard action	Instantaneous	Medium (260 Feet)	V, S	Yes	Evocation [Force]
□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	17	None	1 standard action	16 minutes	20 ft.	V, S	No	Conjuration (Creation)
□□□□ Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	17	Will negates (harmless)	1 standard action	16 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
□□□□ Protection from Law <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	17	Will negates (harmless)	1 standard action	16 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	17	None	1 standard action	16 minutes [D]	Personal	V, S	No	Abjuration [Force]
□□□□ True Strike <i>Effect:</i> +20 on your next attack roll.	17	None	1 standard action	See text	Personal	V, F	No	Divination

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 6 rounds.	18	None	1 standard action	6 rounds	Long (1040 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time.	18	Will negates (harmless)	1 standard action	16 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)
□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 16 minutes.	18	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, M	Yes	Transmutation
□□□□ Glitterdust <i>Effect:</i> Blinds creatures, outlines invisible creatures.	18	Will negates (blinding only)	1 standard action	16 rounds	Medium (260 Feet)	V, S, M	No	Conjuration (Creation)
□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	18	None	1 standard action	Instantaneous; see text	Medium (260 Feet)	V	No	Transmutation
□□□□ Levitate <i>Effect:</i> Subject moves up and down at your direction.	18	None	1 standard action	16 minutes [D]	Personal or close	V, S, F	No	Transmutation
□□□□ Misdirection <i>Effect:</i> Misleads divinations for one creature or object.	18	None or Will negates; see text	1 standard action	16 hours	Close (65 Feet)	V, S	No	Illusion (Glamer)

\* =Domain/Specialty Spell

Wizard Spells								
○○○○○Owl's Wisdom	18	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 to Wis for 16 minutes.				Target: Creature touched				
○○○○○Summon Monster II	18	None	1 round	16 rounds [D]	Close (65 Feet)	V, S, F/DF	No	Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				
○○○○○Web	18	Reflex negates; see text	1 standard action	160 minutes [D]	Medium (260 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Fills 20-ft.-radius spread with sticky spiderwebs.				Target: Webs in a 20-ft.-radius spread				

LEVEL 3								
○○○○○Gaseous Form	19	None	1 standard action	32 minutes [D]	Touch	Comp. S, M/DF	No	Transmutation
Effect: Subject becomes insubstantial and can fly slowly.				Target: Willing corporeal creature touched				
○○○○○Halt Undead	19	Will negates (see text)	1 standard action	16 rounds	Medium (260 Feet)	V, S, M	Yes	Necromancy
Effect: Immobilizes undead for 16 rounds.				Target: Up to 48 undead creatures, no two of which can be more than 30 ft. apart				
○○○○○Magic Weapon, Greater	19	Will negates (harmless, object)	1 standard action	16 hours	Close (65 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
Effect: +1/four levels 5.				Target: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
○○○○○Ray of Exhaustion	19	Fortitude partial; see text	1 standard action	16 minutes	Close (65 Feet)	V, S, M	Yes	Necromancy
Effect: Ray makes subject exhausted.				Target: Ray				
○○○○○Slow	19	Will negates	1 standard action	16 rounds	Close (65 Feet)	V, S, M	Yes	Transmutation
Effect: 16 subjects takes only one action/round, -2 to AC, -2 on attack rolls.				Target: 16 creatures, no two of which can be more than 30 ft. apart				

LEVEL 4								
○○○○○Arcane Eye	20	None	10 minutes	16 minutes [D]	Unlimited	V, S, M	No	Divination (Scrying)
Effect: Invisible floating eye moves 30 ft./round.				Target: Magical sensor				
○○○○○Charm Monster	20	Will negates	1 standard action	16 days	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Effect: Makes monster believe it is your ally.				Target: One living creature				
○○○○○Fear	20	Will partial	1 standard action	16 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy (Fear, Mind-Affecting)
Effect: Subjects within cone flee for 16 rounds.				Target: Cone-shaped burst				
○○○○○Minor Creation	20	None	1 minute	16 hours [D]	0 ft.	V, S, M	No	Conjuration (Creation)
Effect: Creates one cloth or wood object.				Target: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level				
○○○○○Polymorph	20	None	1 standard action	16 minutes [D]	Touch	V, S, M	No	Transmutation
Effect: Gives one willing subject a new form.				Target: Willing living creature touched				
○○○○○Rainbow Pattern	20	Will negates	1 standard action	Concentration + 16 rounds [D]	Medium (260 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
Effect: Lights fascinate 24 HD of creatures.				Target: Colorful lights with a 20-ft.-radius spread				

LEVEL 5								
○○○○○Fabricate	21	None	See text	Instantaneous	Close (65 Feet)	Comp. V, S, M	No	Transmutation
Effect: Transforms raw materials into finished items.				Target: Up to 160 cu. ft; see text				
○○○○○Hold Monster	21	Will negates; see text	1 standard action	16 rounds [D]; see text	Medium (260 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: As hold person, but any creature.				Target: One living creature				
○○○○○Mirage Arcana	21	Will disbelief (if interacted with)	1 standard action	Concentration +1 hour/ level [D]	Long (1040 Feet)	V, S	No	Illusion (Glamour)
Effect: As hallucinatory terrain, plus structures.				Target: 16 20-ft. cubes [S]				
○○○○○Overland Flight	21	Will negates (harmless)	1 standard action	16 hours	Personal	V, S	Yes (harmless)	Transmutation
Effect: You fly at a speed of 40 ft. and can hustle over long distances.				Target: You				
○○○○○Persistent Image	21	Will disbelief (if interacted with)	1 standard action	16 minutes [D]	Long (1040 Feet)	V, S, F	No	Illusion (Figment)
Effect: As major image, but no concentration required.				Target: Visual figment that cannot extend beyond 20 10-ft. cubes [S]				
○○○○○Sending	21	None	10 minutes	16 round; see text	See text	V, S, M/DF	No	Evocation
Effect: Delivers short message anywhere, instantly.				Target: One creature				
○○○○○Transmute Rock to Mud	21	See text	1 standard action	Permanent; see text	Medium (260 Feet)	V, S, M/DF	No	Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 32 10 ft. cubes [S]				

LEVEL 6								
○○○○○Antimagick Field	22	None	1 standard action	160 minutes [D]	10 ft.	Comp. V, S, M/DF	See text	Abjuration
Effect: Negates magic within 10 ft.				Target: 10-ft.-radius emanation, centered on you				
○○○○○Disintegrate	22	Fortitude partial (object)	1 standard action	Instantaneous	Medium (260 Feet)	V, S, M/DF	Yes	Transmutation
Effect: Makes one creature or object vanish.				Target: Ray				
○○○○○Guards and Wards	22	See text	30 minutes	32 hours [D]	Anywhere within the V, S, M, F area to be warded	See text		Abjuration
Effect: Array of magic effects protect area.				Target: Up to 3200 sq. ft [S]				
○○○○○Programmed Image	22	Will disbelief (if interacted with)	1 standard action	Permanent until triggered, then 16 rounds	Long (1040 Feet)	V, S, F	No	Illusion (Figment)
Effect: As major image, plus triggered by event.				Target: Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level [S]				
○○○○○Repulsion	22	Will negates	1 standard action	16 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration
Effect: Creatures can't approach you.				Target: 160 ft. radius emanation centered on you				

LEVEL 7								
○○○○○Hold Person, Mass	23	Will negates; see text	1 standard action	16 rounds [D]; see text	Medium (260 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion)
Effect: As hold person, but all within 30 ft.				Target: One or more humanoid creatures, no two of which can be more than 30 ft. apart				
○○○○○Instant Summons	23	None	1 standard action	Permanent until discharged	See text	V, S, M	No	Conjuration (Summoning)
Effect: Prepared object appears in your hand.				Target: One object weighing 10 lb. or less whose longest dimension is 6 ft. or less				
○○○○○Mage's Magnificent Mansion	23	None	1 standard action	32 hours [D]	Close (65 Feet)	V, S, F	No	Conjuration (Creation)
Effect: Door leads to extradimensional mansion.				Target: Extradimensional mansion, up to 48 10-ft. cubes [S]				
○○○○○Plane Shift	23	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
Effect: As many as eight subjects travel to another plane.				Target: Creature touched, or up to eight willing creatures joining hands				
○○○○○Power Word Blind	23	None	1 standard action	See text	Close (65 Feet)	V	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Blinds creature with 200 hp or less.				Target: One creature with 200 hp or less				

LEVEL 8								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
○○○○○Binding	24	Will negates; see text	1 minute	See text [D]	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Utilizes an array of techniques to imprison a creature.				Target: One living creature				
○○○○○Create Greater Undead	24	None	1 hour	Instantaneous	Close (65 Feet)	V, S, M	No	Necromancy [Evil]
Effect: Create shadows, wraiths, spectres, or devourers.				Target: One corpse				
○○○○○Discern Location	24	None	10 minutes	Instantaneous	Unlimited	V, S, DF	No	Divination
Effect: Reveals exact location of creature or object.				Target: One creature or object				
* =Domain/Speciality Spell								

## Wizard Spells

☐☐☐☐☐ Incendiary Cloud	24	Reflex half; see text	1 standard action	16 rounds	Medium (260 Feet)	V, S	No	Conjuration (Creation) [Fire]
<i>Effect:</i> Cloud deals 4d6 fire damage/round.				<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high				
☐☐☐☐☐ Polymorph Any Object	24	Fortitude negates (object); see text	1 standard action	See text	Close (65 Feet)	V, S, M/DF	Yes (object)	Transmutation
<i>Effect:</i> Changes any subject into anything else.				<i>Target:</i> One creature, or one nonmagical object of up to 1600 cu. ft				
☐☐☐☐☐ Temporal Stasis	24	Fortitude negates	1 standard action	Permanent	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Puts subject into suspended animation.				<i>Target:</i> Creature touched				
☐☐☐☐☐ Trap the Soul	24	See text	1 standard action or see text	Permanent; see text	Close (65 Feet)	V, S, M, (F); see text	Yes; see text	Conjuration (Summoning)
<i>Effect:</i> Imprisons subject within gem.				<i>Target:</i> One creature				

\* =Domain/Speciality Spell