

Thorir Male Human Evoker7

NAME

Evo7

CLASS

42000

EXPERIENCE

7

TCL

28000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	16	+3	16	+3
CON Constitution	16	+3	16	+3
INT Intelligence	18	+4	18	+4
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+5	= +2	+ +3	+ +0	+ +0	+	
REFLEX (dexterity)	+5	= +2	+ +3	+ +0	+ +0	+	
WILLPOWER (wisdom)	+9	= +5	+ +4	+ +0	+ +0	+	

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+4	=	+3	+ +1	+ +0	+ +0	+
RANGED attack bonus	+6	=	+3	+ +3	+ +0	+ +0	+
GRAPPLE attack bonus	+4	=	+3	+ +1	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+0	1d3+1	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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 Wand	See Text
Heighten Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Spell Focus (Transmutation)	See Text
Still Spell	See Text

PROHIBITED

Transmutation,Conjuration

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'9"

HEIGHT

142 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP hit points	43	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED																			
AC armor class	13	:	10	:	13	:	10	:	0	:	0	:	0	:	0	:	0										
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR MODIFIER		MISC MODIFIER		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESISTANCE

INITIATIVE modifier	+3	=	+3	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+3				

Chaotic Neutral

ALIGNMENT

Normal

VISION

0

POINTS

SKILLS		MAX RANKS		10/5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Blacksmithing)	INT	13	= 4	+ 9.0	+
Craft (Sculpting)	INT	9	= 4	+ 5.0	+
Craft (Shipmaking)	INT	14	= 4	+ 10.0	+
Knowledge (Arcana)	INT	11	= 4	+ 7.0	+
Knowledge (Dungeoneering)	INT	14	= 4	+ 10.0	+
Knowledge (Geography)	INT	10	= 4	+ 6.0	+
Knowledge (Nature)	INT	11	= 4	+ 7.0	+
Knowledge (Religion)	INT	11	= 4	+ 7.0	+
Knowledge (The Planes)	INT	14	= 4	+ 10.0	+
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES
+2 bonus to Spellcraft when learning Evocation
Summon Familiar

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

LANGUAGES
Abyssal, Common, Dwarven, Gnome, Halfling

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	5	4	3	2	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Acid]
☐☐☐☐ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
☐☐☐☐ Dancing Lights <i>Effect:</i> Creates torches or other lights.	14	None	1 standard action	<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft. 7 minute [D]	Medium (170 Feet)	V, S	No	Evocation [Light]
☐☐☐☐ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	14	Will negates	1 standard action	<i>Target:</i> Up to four lights, all within a 10- ft.-radius area 7 round	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> One humanoid creature of 4 HD or less Concentration, up to 7 minutes	60 ft.	V, S	No	Divination
☐☐☐☐ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (40 Feet)	V, S	No	Divination
☐☐☐☐ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Instantaneous	Close (40 Feet)	V, S	Yes	Necromancy
☐☐☐☐ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	<i>Target:</i> Ray Instantaneous	Close (40 Feet)	V	Yes	Evocation [Light]
☐☐☐☐ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Burst of light 7 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
☐☐☐☐ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> Illusory sounds 70 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	<i>Target:</i> Object touched Concentration	Close (40 Feet)	V, S	No	Transmutation
☐☐☐☐ Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb. Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐ Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	<i>Target:</i> One object of up to 1 lb. 70 minutes	Medium (170 Feet)	V, S, F	No	Transmutation [Language-Dependent]
☐☐☐☐ Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	<i>Target:</i> 7 creatures Instantaneous	Close (40 Feet)	V, S, F	Yes (object)	Transmutation
☐☐☐☐ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed 7 hour	10 ft.	V, S	No	Universal
☐☐☐☐ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	14	None	1 standard action	<i>Target:</i> See text Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Cold]
☐☐☐☐ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> Ray 70 minutes	Personal	V, S, F	No	Divination
☐☐☐☐ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 7 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	<i>Target:</i> Creature touched 7 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Charm Person <i>Effect:</i> Makes one person your friend.	15	Will negates	1 standard action	7 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐ Detect Secret Doors <i>Effect:</i> Reveals hidden doors within 60 ft.	15	None	1 standard action	<i>Target:</i> One humanoid creature Concentration, up to 7 minutes	60 ft.	V, S	No	Divination
☐☐☐☐ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Cone-shaped emanation 24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 700 lbs	15	None	1 standard action	<i>Target:</i> Creature touched 7 hours	Close (40 Feet)	V, S, M	No	Evocation [Force]
☐☐☐☐ Magic Missile <i>Effect:</i> 4 missiles that do 1d4+1 damage each.	15	None	1 standard action	<i>Target:</i> 3-ft.-diameter disk of force Instantaneous	Medium (170 Feet)	V, S	Yes	Evocation [Force]
☐☐☐☐ Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	15	None	1 standard action	<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart 7 minutes	Close (40 Feet)	V, S	Yes	Necromancy
☐☐☐☐ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	15	Will negates	1 round	<i>Target:</i> Ray 7 minutes	Medium (170 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Ventriloquism <i>Effect:</i> Throws voice for 7 minutes.	15	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> One or more living creatures within a 10-ft.-radius burst 7 minutes [D]	Close (40 Feet)	V, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Command Undead <i>Effect:</i> Undead creature obeys your commands.	16	Will negates; see text	1 standard action	7 days	Close (40 Feet)	V, S, M	Yes	Necromancy
☐☐☐☐ Detect Thoughts <i>Effect:</i> Allows 'listening' to surface thoughts.	16	Will negates; see text	1 standard action	<i>Target:</i> One undead creature Concentration, up to 7 minutes	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
☐☐☐☐ Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 7 rounds.	16	Reflex negates	1 standard action	<i>Target:</i> Cone-shaped emanation 7 rounds	Medium (170 Feet)	V, S, M/DF	Yes	Evocation [Fire]
☐☐☐☐ Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	16	Fortitude negates	1 standard action	<i>Target:</i> 5-ft.-diameter sphere 7 round	60 ft.	V, S	Yes	Evocation [Air]
☐☐☐☐ Locate Object <i>Effect:</i> Senses direction toward object [specific or type].	16	None	1 standard action	<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range 7 minutes	Long (680 Feet)	V, S, F/DF	No	Divination

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Fireball <i>Effect:</i> 1d6 damage per level, 20-ft. radius.	17	Reflex half	1 standard action	Instantaneous	Long (680 Feet)	V, S, M	Yes	Evocation [Fire]
☐☐☐☐ Hold Person <i>Effect:</i> Paralyzes one humanoid for 7 rounds.	17	Will negates; see text	1 standard action	<i>Target:</i> 20-ft.-radius spread 7 rounds [D]; see text	Medium (170 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Magic Circle against Law <i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.	18	Will negates (harmless)	1 standard action	<i>Target:</i> One humanoid creature 70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]

* =Domain/Specialty Spell

Wizard Spells

Ray of Exhaustion	17	Fortitude partial; see text	1 standard action	7 minutes	Close (40 Feet)	V, S, M	Yes	Necromancy
<i>Effect:</i> Ray makes subject exhausted.		<i>Target:</i> Ray						

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐Ice Storm	18	None	1 standard action	7 full round	Long (680 Feet)	V, S, M/DF	Yes	Evocation [Cold]
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.				Target: Cylinder 20				
☐☐☐☐Wall of Fire	18	None	1 standard action	Concentration + 7 rounds	Medium (170 Feet)	V, S, M/DF	Yes	Evocation [Fire]
Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+7 damage				Target: Opaque sheet of flame up to 140 ft. long or a ring of fire with a radius of up to 15 ft; either form 20 ft. high				
* =Domain/Speciality Spell								