

Lavender Female Halfling Wiz7

NAME

Wiz7

42000

CLASS

EXPERIENCE

7

28000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	17	+3	17	+3
CON Constitution	16	+3	16	+3
INT Intelligence	19	+4	19	+4
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+6

=

+2

+

+3

+

+0

+

+1

+

conditional modifiers

+6

=

+2

+

+3

+

+0

+

+1

+

+10

=

+5

+

+4

+

+0

+

+1

+

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+4	=	+3	+	+0	+	+1	+	+0	+	
RANGED attack bonus	+7	=	+3	+	+3	+	+1	+	+0	+	
GRAPPLE attack bonus	+4	=	+3	+	+0	+	+1	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+0	1d2	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	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

FEATS	
Endurance	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Silent Spell	See Text
Toughness (1x)	See Text

NPC

PLAYERNAME

Halfling

Small

2'11"

30 lbs

DEITY

ALIGNMENT

RACE

SIZE

HEIGHT

WEIGHT

VISION

0

Female

EYES

HAIR

POINTS

AGE

GENDER

HP
hit points

45

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

14

TOTAL

11

FLAT

14

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

INITIATIVE
modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+3

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Sculpting)		INT	8	=	4	+ 4.0 +
Craft (Stonemasonry)		INT	13	=	4	+ 9.0 +
Knowledge (Arcana)		INT	12	=	4	+ 8.0 +
Knowledge (Geography)		INT	12	=	4	+ 8.0 +
Knowledge (Local)		INT	14	=	4	+ 10.0 +
Knowledge (Religion)		INT	11	=	4	+ 7.0 +
Knowledge (The Planes)		INT	14	=	4	+ 10.0 +
Spellcraft		INT	11	=	4	+ 5.0 + 2
				=		+ +

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES
+1 racial bonus on all saving throws
+2 morale bonus on saving throws against fear
Summon Familiar

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

LANGUAGES
Common, Dwarven, Elven, 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	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> Inscribes 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	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	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	Concentration, up to 7 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	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	Instantaneous	Close (40 Feet)	V	Yes	Evocation [Light]
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	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	70 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	14	None	1 standard action	70 minutes	Medium (170 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	Instantaneous	Close (40 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	7 hour	10 ft.	V, S	No	Universal
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	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	7 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 14 hours.	15	None	1 standard action	14 hours [D]	Close (40 Feet)	V, S, F/DF	No	Abjuration
□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	70 minutes	Personal	V, S, M/DF	No	Divination
□□□□ Detect Secret Doors <i>Effect:</i> Reveals hidden doors within 60 ft.	15	None	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	15	Will negates	1 round	2d4 rounds [D]	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Magic Missile <i>Effect:</i> 4 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (170 Feet)	V, S	Yes	Evocation [Force]
□□□□ Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
□□□□ Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	15	None	1 standard action	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	7 minutes	Medium (170 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Arcane Lock <i>Effect:</i> Magically locks a portal or chest.	16	None	1 standard action	Permanent	Touch	V, S, M	No	Abjuration
□□□□ Invisibility <i>Effect:</i> Subject is invisible for 7 minutes or until it attacks.	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	7 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	16	None	1 standard action	Instantaneous; see text	Medium (170 Feet)	V	No	Transmutation
□□□□ Mirror Image <i>Effect:</i> Creates decoy duplicates of you 8.	16	None	1 standard action	7 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
□□□□ Pyrotechnics <i>Effect:</i> Turns fire into blinding light or choking smoke.	16	Will negates or Fortitude negates; see text	1 standard action	1d4+1 rounds, or 1d4+1 rounds Long (680 Feet) after creatures leave the smoke cloud; see text	Medium (170 Feet)	V, S, M	Yes or No; see text	Transmutation
□□□□ Shatter <i>Effect:</i> Sonic vibration damages objects or crystalline creatures.	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (40 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
□□□□ Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	16	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
□□□□ Touch of Idiocy <i>Effect:</i> Subject takes 1d6 points of Int, Wis, and Cha damage.	16	No	1 standard action	70 minutes	Touch	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]

* =Domain/Specialty Spell

Wizard Spells LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Halt Undead <i>Effect:</i> Immobilizes undead for 7 rounds.	17	Will negates (see text)	1 standard action	7 rounds	Medium (170 Feet)	V, S, M	Yes	Necromancy
☐☐☐☐ Invisibility Sphere <i>Effect:</i> Makes everyone within 10 ft. invisible.	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	7 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Yes Illusion (Glamour)
☐☐☐☐ Lightning Bolt <i>Effect:</i> Electricity deals 7d6 damage.	17	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
☐☐☐☐ Vampiric Touch <i>Effect:</i> Touch deals 1d6/two levels damage; caster gains damage as hp.	17	None	1 standard action	Instantaneous/1 hour; see text	Touch	V, S	Yes	Necromancy

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Charm Monster <i>Effect:</i> Makes monster believe it is your ally.	18	Will negates	1 standard action	7 days	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐ Polymorph <i>Effect:</i> Gives one willing subject a new form.	18	None	1 standard action	7 minutes [D]	Touch	V, S, M	No	Transmutation

* =Domain/Speciality Spell