

Antone Male Half-orc Evoker6

NAME

Evo6

CLASS

6

TCL

30000

EXPERIENCE

21000

NEXT LEVEL

NPC

PLAYERNAME

DEITY

Half-orc

RACE

Medium

SIZE

5'8"

HEIGHT

180 lbs

WEIGHT

0

Male

GENDER

EYES

HAIR

Lawful Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	14	+2	14	+2
CON Constitution	12	+1	12	+1
INT Intelligence	17	+3	17	+3
WIS Wisdom	18	+4	18	+4
CHA Charisma	13	+1	13	+1

HP hit points	24	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED						
AC armor class	12	10	12	10	0	0	2	0	0	0	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE modifier	+2	=	+2	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+3				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5	
Craft (Alchemy)		INT	7	=	3	+	4.0
Knowledge (Geography)		INT	10	=	3	+	7.0
Knowledge (History)		INT	12	=	3	+	9.0
Knowledge (Local)		INT	10	=	3	+	7.0
Knowledge (Nobility and Royalty)		INT	12	=	3	+	9.0
Knowledge (The Planes)		INT	12	=	3	+	9.0
				=		+	
		✓ : can be used untrained. ✗ : exclusive skills					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+3	=	+2	+	+1	+	+0
REFLEX (dexterity)	+4	=	+2	+	+2	+	+0
WILLPOWER (wisdom)	+9	=	+5	+	+4	+	+0

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
	+5	=	+3	+	+2	+	+0
RANGED attack bonus	+5	=	+3	+	+2	+	+0
GRAPPLE attack bonus	+5	=	+3	+	+2	+	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+1	1d3+2	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	58.0	Medium	116.0
Lift over head	175.0	Lift off ground	350.0
		Heavy	175.0
		Push / Drag	875.0

FEATS	
Extend Spell	See Text
Greater Spell Penetration	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Spell Penetration	See Text
Track	See Text

PROHIBITED

Abjuration,Conjuration

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

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

LANGUAGES	
Common, Gnoll, Goblin, Orc, Undercommon	

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	4	4	3	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	13	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Acid]
<div> <div></div> <div></div> <div></div> <div></div> </div> Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	13	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<div> <div></div> <div></div> <div></div> <div></div> </div> Dancing Lights <i>Effect:</i> Creates torches or other lights.	13	None	1 standard action	6 minute [D]	Medium (160 Feet)	V, S	No	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	13	Will negates	1 standard action	6 round	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	13	None	1 standard action	Concentration, up to 6 minutes	60 ft.	V, S	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	13	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	13	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Necromancy
<div> <div></div> <div></div> <div></div> <div></div> </div> Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	1 standard action	Instantaneous	Close (40 Feet)	V	Yes	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> Ghost Sound <i>Effect:</i> Figment sounds.	13	Will disbelief (if interacted with)	1 standard action	6 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
<div> <div></div> <div></div> <div></div> <div></div> </div> Light <i>Effect:</i> Object shines like a torch.	13	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> Mage Hand <i>Effect:</i> 5-pound telekinesis.	13	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> Message <i>Effect:</i> Whispered conversation at distance.	13	None	1 standard action	60 minutes	Medium (160 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<div> <div></div> <div></div> <div></div> <div></div> </div> Open/Close <i>Effect:</i> Opens or closes small or light things.	13	Will negates (object)	1 standard action	Instantaneous	Close (40 Feet)	V, S, F	Yes (object)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	1 standard action	6 hour	10 ft.	V, S	No	Universal
<div> <div></div> <div></div> <div></div> <div></div> </div> Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	13	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Cold]
<div> <div></div> <div></div> <div></div> <div></div> </div> Read Magic <i>Effect:</i> Read scrolls and spellbooks.	13	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	1 standard action	6 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<div> <div></div> <div></div> <div></div> <div></div> </div> Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	13	Fortitude negates	1 standard action	6 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> Burning Hands <i>Effect:</i> 5d4 fire damage	14	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
<div> <div></div> <div></div> <div></div> <div></div> </div> Charm Person <i>Effect:</i> Makes one person your friend.	14	Will negates	1 standard action	6 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	14	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 6 rounds	Close (40 Feet)	V	Yes (object)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 600 lbs	14	None	1 standard action	6 hours	Close (40 Feet)	V, S, M	No	Evocation [Force]
<div> <div></div> <div></div> <div></div> <div></div> </div> Magic Missile <i>Effect:</i> 3 missiles that do 1d4+1 damage each.	14	None	1 standard action	Instantaneous	Medium (160 Feet)	V, S	Yes	Evocation [Force]
<div> <div></div> <div></div> <div></div> <div></div> </div> Shocking Grasp <i>Effect:</i> Touch delivers 5d6 electricity damage.	14	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> Continual Flame <i>Effect:</i> Makes a permanent, heatless torch.	15	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow.	15	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<div> <div></div> <div></div> <div></div> <div></div> </div> Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 6 rounds.	15	Reflex negates	1 standard action	6 rounds	Medium (160 Feet)	V, S, M/DF	Yes	Evocation [Fire]
<div> <div></div> <div></div> <div></div> <div></div> </div> Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 6 minutes.	15	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	Yes	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	15	Fortitude negates	1 standard action	6 round	60 ft.	V, S	Yes	Evocation [Air]
<div> <div></div> <div></div> <div></div> <div></div> </div> Scorching Ray <i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].	15	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Fire]
<div> <div></div> <div></div> <div></div> <div></div> </div> See Invisibility <i>Effect:</i> Reveals invisible creatures or objects.	15	None	1 standard action	60 minutes [D]	Personal	V, S, M	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> Shatter <i>Effect:</i> Sonic vibration damages objects or crystalline creatures.	15	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]

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> Fireball <i>Effect:</i> 1d6 damage per level, 20-ft. radius.	16	Reflex half	1 standard action	Instantaneous	Long (640 Feet)	V, S, M	Yes	Evocation [Fire]
<div> <div></div> <div></div> <div></div> <div></div> </div> Hold Person <i>Effect:</i> Paralyzes one humanoid for 6 rounds.	16	Will negates; see text	1 standard action	6 rounds [D]; see text	Medium (160 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Tongues	16	Will negates (harmless)	1 standard action	60 minutes	Touch	V, M/DF	No	Divination
	<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched			
□□□□□	Wind Wall	16	None; see text	1 standard action	6 rounds	Medium (160 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 60 ft. long and 30 ft. high [S]			
* =Domain/Speciality Spell									