

Zumurrud Female Human Necromancer13

NAME	
Nec13	156000
CLASS	EXPERIENCE
13	91000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	20	+5	20	+5
INT Intelligence	17	+3	17	+3
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	= +4	+ +5	+ +0	+ +0	+	
REFLEX (dexterity)	+5	= +4	+ +1	+ +0	+ +0	+	
WILLPOWER (wisdom)	+9	= +8	+ +1	+ +0	+ +0	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
	+7/+2	= +6/+1	+ +1	+ +0	+ +0	+
RANGED attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	+
GRAPPLE attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+3/-2	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 Rod	See Text
Improved Counterspell	See Text
Maximize Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Spell Focus (Abjuration, Transmutation)	See Text
Spell Mastery (Halt Undead, Magic Jar, Ghoul Touch, Cause Fear, Summon Monster II, Mind Fog)	See Text

PROHIBITED

Transmutation,Abjuration

NPC

PLAYERNAME	DEITY
Human	Medium
RACE	SIZE
5'5"	157 lbs
HEIGHT	WEIGHT
0	Female
AGE	GENDER
	EYES
	HAIR

HP hit points	93	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
AC armor class	11	10 : 11 = 10	0 + 0 + 1 + 0 + 0 + 0		Walk 30'
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	+1	= +1 + +0
TOTAL		DEX MODIFIER MISC MODIFIER
BASE ATTACK bonus	+6/+1	

SKILLS					MAX RANKS	16/8
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Carpentry)	INT	13	= 3	+ 10.0	+	
Craft (Pottery)	INT	9	= 3	+ 6.0	+	
Decipher Script	INT	19	= 3	+ 16.0	+	
Knowledge (Arcana)	INT	17	= 3	+ 14.0	+	
Knowledge (Dungeoneering)	INT	18	= 3	+ 15.0	+	
Knowledge (Local)	INT	19	= 3	+ 16.0	+	
Knowledge (Religion)	INT	18	= 3	+ 15.0	+	
✓ Ride	DEX	4	= 1	+ 3.0	+	
_____ = _____ + _____						
✓ : can be used untrained. X : exclusive skills						

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

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

LANGUAGES
Common, Dwarven, Ignan, Infernal

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	5	5	4	3	2	1	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.	13	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	13	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	13	None	1 standard action	13 minute [D]	Medium (230 Feet)	V, S	No	Evocation [Light]
□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	13	Will negates	1 standard action	13 round	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	13	None	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	13	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	13	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	1 standard action	Instantaneous	Close (55 Feet)	V	Yes	Evocation [Light]
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	13	Will disbelief (if interacted with)	1 standard action	13 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Light <i>Effect:</i> Object shines like a torch.	13	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (55 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	130 minutes	Medium (230 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 (55 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	1 standard action	13 hour	10 ft.	V, S	No	Universal
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	13	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	13	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	13 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	13	Fortitude negates	1 standard action	13 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	14	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (55 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Charm Person <i>Effect:</i> Makes one person your friend.	14	Will negates	1 standard action	13 hours	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□ Chill Touch <i>Effect:</i> 13 touches deal 1d6 damage and possibly 1 Str damage.	14	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	14	None	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□ Identify <i>Effect:</i> Determines properties of magic item.	14	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	14	Will negates (harmless)	1 standard action	13 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	14	None	1 standard action	Instantaneous	Medium (230 Feet)	V, S	Yes	Evocation [Force]
□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	14	None	1 standard action	13 minutes	20 ft.	V, S	No	Conjuration (Creation)
□□□□ Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	14	None	1 standard action	13 minutes	Close (55 Feet)	V, S	Yes	Necromancy
□□□□ Silent Image <i>Effect:</i> Creates minor illusion of your design.	14	Will disbelief (if interacted with)	1 standard action	Concentration	Long (920 Feet)	V, S, F	No	Illusion (Figment)
□□□□ Summon Monster I <i>Effect:</i> Calls extraplanar creature to fight for you.	14	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□ Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	14	None	1 standard action	13 hours	Close (55 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 5 rounds.	15	None	1 standard action	5 rounds	Long (920 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□ Blindness/Deafness <i>Effect:</i> Makes subject blinded or deafened.	15	Fortitude negates	1 standard action	Permanent [D]	Medium (230 Feet)	V	Yes	Necromancy
□□□□ Command Undead <i>Effect:</i> Undead creature obeys your commands.	15	Will negates; see text	1 standard action	13 days	Close (55 Feet)	V, S, M	Yes	Necromancy
□□□□ Detect Thoughts <i>Effect:</i> Allows 'listening' to surface thoughts.	15	Will negates; see text	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
□□□□ Ghoul Touch <i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.	15	Fortitude negates	1 standard action	1d6+2 rounds	Touch	V, S, M	Yes	Necromancy
□□□□ Invisibility <i>Effect:</i> Will negates (harmless) or Will negates (harmless, object)	15	Will negates (harmless) or Will negates (harmless, object)	1 standard action	13 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)

* =Domain/Specialty Spell

Wizard Spells									
object)									
Effect: Subject is invisible for 13 minutes or until it attacks.									
See Invisibility	15	None	1 standard action	130 minutes [D]	Personal	V, S, M	No	Divination	
Effect: Reveals invisible creatures or objects.									
Summon Monster II	15	None	1 round	13 rounds [D]	Close (55 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									
LEVEL 3									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
Arcane Sight	16	None	1 standard action	13 minutes [D]	Personal	V, S	No	Divination	
Effect: Magical auras become visible to you.									
Halt Undead	16	Will negates (see text)	1 standard action	13 rounds	Medium (230 Feet)	V, S, M	Yes	Necromancy	
Effect: Immobilizes undead for 13 rounds.									
Heroism	16	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	
Effect: Gives +2 bonus on attack rolls, saves, skill checks.									
Hold Person	16	Will negates; see text	1 standard action	13 rounds [D]; see text	Medium (230 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	
Effect: Paralyzes one humanoid for 13 rounds.									
Lightning Bolt	16	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	
Effect: Electricity deals 13d6 damage.									
Ray of Exhaustion	16	Fortitude partial; see text	1 standard action	13 minutes	Close (55 Feet)	V, S, M	Yes	Necromancy	
Effect: Ray makes subject exhausted.									
Vampiric Touch	16	None	1 standard action	Instantaneous/1 hour; see text	Touch	V, S	Yes	Necromancy	
Effect: Touch deals 1d6/two levels damage; caster gains damage as hp.									
Wind Wall	16	None; see text	1 standard action	13 rounds	Medium (230 Feet)	V, S, M/DF	Yes	Evocation [Air]	
Effect: Deflects arrows, smaller creatures, and gases.									
Target: Wall up to 130 ft. long and 65 ft. high [S]									
LEVEL 4									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
Bestow Curse	17	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.									
Black Tentacles	17	None	1 standard action	13 rounds [D]	Medium (230 Feet)	V, S, M	No	Conjuration (Creation)	
Effect: Tentacles grapple all within 15 ft. spread.									
Contagion	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	
Effect: Infects subject with chosen disease.									
Crushing Despair	17	Will negates	1 standard action	13 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	
Effect: Subjects take -2 on attack rolls, damage rolls, saves, and checks.									
Enervation	17	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy	
Effect: Subject gains 1d4 negative levels.									
Secure Shelter	17	None	10 minutes	26 hours [D]	Close (55 Feet)	V, S, M, F; No see text		Conjuration (Creation)	
Effect: Creates sturdy cottage.									
Target: 20 ft. square structure									
LEVEL 5									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
Cloudkill	18	Fortitude partial; see text	1 standard action	13 minutes	Medium (230 Feet)	V, S	No	Conjuration (Creation)	
Effect: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.									
Magic Jar	18	Will negates; see text	1 standard action	13 hours or until you return to your body	Medium (230 Feet)	V, S, F	Yes	Necromancy	
Effect: Enables possession of another creature.									
Mind Fog	18	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (230 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	
Effect: Subjects in fog get -10 to Wis and Will checks.									
Symbol of Pain	18	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]	
Effect: Triggered rune wracks nearby creatures with pain.									
Symbol of Sleep	18	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	
Effect: Triggered rune puts nearby creatures into catatonic slumber.									
Target: One symbol									
LEVEL 6									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
Acid Fog	19	None	1 standard action	13 rounds	Medium (230 Feet)	V, S, M/DF	No	Conjuration (Creation) [Acid]	
Effect: Fog deals acid damage.									
Analyze Dweomer	19	None or Will negates; see text	1 standard action	13 rounds [D]	Close (55 Feet)	V, S, F	No	Divination	
Effect: Reveals magical aspects of subject.									
Chain Lightning	19	Reflex half	1 standard action	Instantaneous	Long (920 Feet)	V, S, F	Yes	Evocation [Electricity]	
Effect: 13d6 damage; 13 secondary bolts each deal half damage.									
Eyebite	19	Fortitude negates	1 standard action	13 round per three levels; see text	Close (55 Feet)	V, S	Yes	Necromancy [Evil]	
Effect: Target becomes panicked, sickened, and comatose.									
Permanent Image	19	Will disbelief (if interacted with)	1 standard action	Permanent [D]	Long (920 Feet)	V, S, F	No	Illusion (Figment)	
Effect: Includes sight, sound, and smell.									
Target: Figment that cannot extend beyond a 20-ft. cube + 13 10-ft. cubes [S]									
LEVEL 7									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
Plane Shift	20	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)	
Effect: As many as eight subjects travel to another plane.									
Symbol of Weakness	20	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]	
Effect: Triggered rune weakens nearby creatures.									
Teleport, Greater	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	
Effect: As teleport, but no range limit and no off-target arrival.									
Target: You and touched objects or other touched willing creatures									
* =Domain/Specialty Spell									