

Sigvaldi Male Human Wiz7

NAME

Wiz7

CLASS

42000

EXPERIENCE

7

28000

NEXT LEVEL

TCL

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

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+6

=

+2

+

+4

+

+0

+

+0

+

conditional modifiers

+3

=

+2

+

+1

+

+0

+

+0

+

+9

=

+5

+

+4

+

+0

+

+0

+

TOTAL

MELEE
attack bonus

+4

=

BASE ATTACK BONUS

+3

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED
attack bonus

+4

=

+3

+

+1

+

+0

+

+0

+

GRAPPLE
attack bonus

+4

=

+3

+

+1

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+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	
Craft Wondrous Item	See Text
Improved Counterspell	See Text
Improved Unarmed Strike	See Text
Maximize Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Silent Spell	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'7"

HEIGHT

174 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

HP
hit points

47

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

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

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

INITIATIVE
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+3

Lawful Evil

ALIGNMENT

Normal

VISION

0

SPEED

Walk 30'

SKILLS					MAX RANKS	10/5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Leatherworking)	INT	3	=	1	+ 2.0 +	
Craft (Stonemasonry)	INT	7	=	1	+ 6.0 +	
✓ Heal	WIS	8	=	4	+ 4.0 +	
Knowledge (Dungeoneering)	INT	10	=	1	+ 9.0 +	
Knowledge (Local)	INT	8	=	1	+ 7.0 +	
Knowledge (The Planes)	INT	11	=	1	+ 10.0 +	
					=	+ +
✓ : can be used untrained. ✗ : exclusive skills						

SPECIAL ABILITIES	
Summon Familiar	
PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff	
LANGUAGES	
Common, 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	3	2	0	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.	11	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].	11	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	11	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.	11	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.	11	None	1 standard action	Concentration, up to 7 minutes	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	11	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	11	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Necromancy
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	11	Fortitude negates	1 standard action	Instantaneous	Close (40 Feet)	V	Yes	Evocation [Light]
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	11	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.	11	None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	11	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	11	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	11	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.	11	Will negates (object)	1 standard action	Instantaneous	Close (40 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	11	See text	1 standard action	7 hour	10 ft.	V, S	No	Universal
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	11	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	11	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	11	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.	11	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
□□□□ Animate Rope <i>Effect:</i> Makes a rope move at your command.	12	None	1 standard action	7 rounds	Medium (170 Feet)	V, S	No	Transmutation
□□□□ Hold Portal <i>Effect:</i> Holds door shut.	12	None	1 standard action	7 minutes [D]	Medium (170 Feet)	V	No	Abjuration
□□□□ Identify <i>Effect:</i> Determines properties of magic item.	12	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
□□□□ Protection from Law <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	12	Will negates (harmless)	1 standard action	7 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.	12	None	1 standard action	7 minutes [D]	Personal	V, S	No	Abjuration [Force]
□□□□ Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	12	None	1 standard action	7 hours	Close (40 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Alter Self <i>Effect:</i> Assume form of a similar creature.	13	None	1 standard action	70 minutes [D]	Personal	V, S	No	Transmutation
□□□□ Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 7 minutes.	13	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□ Hideous Laughter <i>Effect:</i> Subject loses actions for 7 rounds.	13	Will negates	1 standard action	7 rounds	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Mirror Image <i>Effect:</i> Creates decoy duplicates of you 8.	13	None	1 standard action	7 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
□□□□ Scorching Ray <i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].	13	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Fire]
□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	13	Reflex negates; see text	1 standard action	70 minutes [D]	Medium (170 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Daylight <i>Effect:</i> 60-ft. radius of bright light.	14	None	1 standard action	70 minutes [D]	Touch	V, S	No	Evocation [Light]
□□□□ Fly <i>Effect:</i> Subject flies at speed of 60 ft.	14	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
□□□□ Hold Person <i>Effect:</i> Paralyzes one humanoid for 7 rounds.	14	Will negates; see text	1 standard action	7 rounds [D]; see text	Medium (170 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Lightning Bolt <i>Effect:</i> Electricity deals 7d6 damage.	14	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
□□□□ Secret Page <i>Effect:</i> Changes one page to hide its real content.	14	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Slow	14	Will negates	1 standard action	7 rounds	Close (40 Feet)	V, S, M	Yes	Transmutation
Effect: 7 subjects takes only one action/round, -2 to AC, -2 on attack rolls.					Target: 7 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Summon Monster III	14	None	1 round	7 rounds [D]	Close (40 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				
* =Domain/Speciality Spell									