

Ingald Male Human Wiz15

NAME

Wiz15

CLASS

210000

EXPERIENCE

15

TCL

120000

NEXT LEVEL

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	20	+5	20	+5
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+9

=

+5

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+6

=

+5

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+10

=

+9

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+8/+3

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+8/+3

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+8/+3

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+4/-1

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 Rod	See Text
Craft Staff	See Text
Craft Wand	See Text
Craft Wondrous Item	See Text
Empower Spell	See Text
Extend Spell	See Text
Leadership	See Text
Quicken Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Silent Spell	See Text
Widen Spell	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'8"

HEIGHT

160 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

HP
hit points

105

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

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+7/+2

Lawful Evil

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 30'

0

+0

0

SKILLS					MAX RANKS	18/9
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Bowmaking)	INT	10	=	5	+	5.0 +
Craft (Pottery)	INT	15	=	5	+	10.0 +
Craft (Shipmaking)	INT	19	=	5	+	14.0 +
Craft (Woodworking)	INT	20	=	5	+	15.0 +
Knowledge (Arcana)	INT	22	=	5	+	17.0 +
Knowledge (Geography)	INT	23	=	5	+	18.0 +
Knowledge (Nature)	INT	23	=	5	+	18.0 +
Knowledge (Nobility and Royalty)	INT	22	=	5	+	17.0 +
Knowledge (Religion)	INT	22	=	5	+	17.0 +
Perform (Comedy)	CHA	2	=	1	+	1.5 +
✓ : can be used untrained. X : exclusive skills						

SPECIAL ABILITIES

Summon Familiar

PROFICIENCIES

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

LANGUAGES

Aquan, Common, Dwarven, Gnome, Ignan

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	6	5	5	5	5	3	2	1	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	15 minute [D]	Medium (250 Feet)	V, S	No	Evocation [Light]
□□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	15 round	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 15 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	15 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	150 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (60 Feet)	V, S	No	Transmutation
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	150 minutes	Medium (250 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	Instantaneous	Close (60 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	15 hour	10 ft.	V, S	No	Universal
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	150 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	15 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	15	Fortitude negates	1 standard action	15 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.	16	None	1 standard action	15 rounds	Medium (250 Feet)	V, S	No	Transmutation
□□□□□ Color Spray <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.	16	Will negates	1 standard action	Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 standard action	Concentration, up to 15 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	16	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 15 rounds	Close (60 Feet)	V	Yes (object)	Transmutation
□□□□□ Identify <i>Effect:</i> Determines properties of magic item.	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
□□□□□ Jump <i>Effect:</i> Subject gets bonus on Jump checks.	16	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M	Yes	Transmutation
□□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	16	None	1 standard action	15 minutes	20 ft.	V, S	No	Conjuration (Creation)
□□□□□ Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
□□□□□ Reduce Person <i>Effect:</i> Humanoid creature halves in size.	16	Fortitude negates	1 round	15 minutes [D]	Close (60 Feet)	V, S, M	Yes	Transmutation
□□□□□ Silent Image <i>Effect:</i> Creates minor illusion of your design.	16	Will disbelief (if interacted with)	1 standard action	Concentration	Long (1000 Feet)	V, S, F	No	Illusion (Figment)
□□□□□ Summon Monster I <i>Effect:</i> Calls extraplanar creature to fight for you.	16	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□□ Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	16	None	1 standard action	15 hours	Close (60 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 15 minutes.	17	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes	Transmutation
□□□□□ Blindness/Deafness <i>Effect:</i> Makes subject blinded or deafened.	17	Fortitude negates	1 standard action	Permanent [D]	Medium (250 Feet)	V	Yes	Necromancy
□□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time.	17	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)
□□□□□ Continual Flame <i>Effect:</i> Makes a permanent, heatless torch.	17	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
□□□□□ Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 15 minutes.	17	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□□ Magic Mouth <i>Effect:</i> Speaks once when triggered.	17	Will negates (object)	1 standard action	Permanent until discharged	Close (60 Feet)	V, S, M	Yes (object)	Illusion (Glamer)

* =Domain/Specialty Spell

Wizard Spells

■■■■■	Misdirection	17	None or Will negates; see text	1 standard action	15 hours	Close (60 Feet)	V, S	No	Illusion (Glamer)
	<i>Effect:</i> Misleads divinations for one creature or object.				<i>Target:</i> One creature or object, up to a 10-ft. cube in size				
■■■■■	Summon Monster II	17	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
■■■■■	Summon Swarm	17	None	1 round	Concentration + 2 rounds	Close (60 Feet)	V, S, M/DF	No	Conjuration (Summoning)
	<i>Effect:</i> Summons swarm of bats, rats, or spiders.				<i>Target:</i> One swarm of bats, rats, or spiders				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Fireball	18	Reflex half	1 standard action	Instantaneous	Long (1000 Feet)	V, S, M	Yes	Evocation [Fire]
Effect: 1d6 damage per level, 20-ft. radius.				Target: 20-ft.-radius spread				
Haste	18	Fortitude negates (harmless)	1 standard action	15 rounds	Close (60 Feet)	V, S, M	Yes (harmless)	Transmutation
Effect: 15 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				Target: 15 creatures, no two of which can be more than 30 ft. apart				
Magic Circle against Evil	18	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF No; see text		Abjuration [Good]
Effect: As protection spells, but 10-ft. radius and 150 minutes.				Target: 10-ft.-radius emanation from touched creature				
Rage	18	None	1 standard action	Concentration + 15 rounds [D]	Medium (250 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.				Target: 5 willing living creatures, no two of which may be more than 30 ft. apart				
Shrink Item	18	Will negates (object)	1 standard action	15 days; see text	Touch	V, S	Yes (object)	Transmutation
Effect: Object shrinks to one-sixteenth size.				Target: One touched object of up to 30 cu. ft				
Tongues	18	Will negates (harmless)	1 standard action	150 minutes	Touch	V, M/DF	No	Divination
Effect: Speak any language.				Target: Creature touched				
Vampiric Touch	18	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.				Target: Living creature touched				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Bestow Curse	19	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.								
■■■■■ Confusion	19	Will negates	1 standard action	15 rounds	Medium (250 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects behave oddly for 15 rounds.				Target: All creatures in a 15-ft. radius burst				
■■■■■ Detect Scrying	19	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination
Effect: Alerts you of magical eavesdropping.				Target: 40-ft.-radius emanation centered on you				
■■■■■ Fire Trap	19	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
Effect: Opened object deals 1d4+15 damage.				Target: Object touched				
■■■■■ Invisibility, Greater	19	Will negates (harmless)	1 standard action	15 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
Effect: As invisibility, but subject can attack and stay invisible.				Target: You or creature touched				
■■■■■ Minor Creation	19	None	1 minute	15 hours [D]	0 ft.	V, S, M	No	Conjuration (Creation)
Effect: Creates one cloth or wood object.				Target: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level				
■■■■■ Polymorph	19	None	1 standard action	15 minutes [D]	Touch	V, S, M	No	Transmutation
Effect: Gives one willing subject a new form.				Target: Willing living creature touched				
■■■■■ Reduce Person, Mass	19	Fortitude negates	1 round	15 minutes [D]	Close (60 Feet)	V, S, M	Yes	Transmutation
Effect: Reduces several creatures.				Target: 15 humanoid creatures, no two of which can be more than 30 ft. apart				
■■■■■ Shout	19	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]
Effect: Deafens all within cone and deals 5d6 sonic damage.				Target: Cone-shaped burst				
■■■■■ Solid Fog	19	None	1 standard action	15 minutes	Medium (250 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Blocks vision and slows movement.				Target: Fog spreads in 20-ft. radius, 20 ft. high				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■Contact Other Plane	20	None	10 minutes	Concentration	Personal	V	No	Divination
Effect: Lets you ask question of extraplanar entity.				Target: You				
■■■■■False Vision	20	None	1 standard action	15 hours [D]	Touch	V, S, M	No	Illusion (Glamer)
Effect: Fools scrying with an illusion.				Target: 40-ft.-radius emanation				
■■■■■Mage's Private Sanctum	20	None	10 minutes	24 hours [D]	Close (60 Feet)	V, S, M	No	Abjuration
Effect: Prevents anyone from viewing or scrying an area for 24 hours.				Target: 450 ft. cube [S]				
■■■■■Mind Fog	20	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (250 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects in fog get -10 to Wis and Will checks.				Target: Fog spreads in 20-ft. radius, 20 ft. high				
■■■■■Passwall	20	None	1 standard action	15 hours [D]	Touch	V, S, M	No	Transmutation
Effect: Creates passage through wood or stone wall.				Target: 5 ft. by 8 ft. opening, 35 ft. deep				
■■■■■Teleport	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
Effect: Instantly transports you as far as 1500 miles.				Target: You and touched objects or other touched willing creatures				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■Analyze Dweomer	21	None or Will negates; see text	1 standard action	15 rounds [D]	Close (60 Feet)	V, S, F	No	Divination
Effect: Reveals magical aspects of subject.				Target: One object or creature per caster level				
■■■■■Cat's Grace, Mass	21	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, M	Yes	Transmutation
Effect: As cat's grace, affects 15 subjects.				Target: 15 creatures, no two of which can be more than 30 ft. apart				
■■■■■Flesh to Stone	21	Fortitude negates	1 standard action	Instantaneous	Medium (250 Feet)	V, S, M	Yes	Transmutation
Effect: Turns subject creature into statue.				Target: One creature				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Control Undead	22	Will negates	1 standard action	15 minutes	Close (60 Feet)	V, S, M	Yes	Necromancy
Effect: Undead don't attack you while under your command.				Target: 30 HD of undead creatures, no two of which can be more than 30 ft. apart				
Forcecage	22	None	1 standard action	30 hours [D]	Close (60 Feet)	V, S, M	No	Evocation [Force]
Effect: Cube or cage of force imprisons all inside.				Target: Barred cage 20 or windowless cell 10				
Invisibility, Mass	22	Will negates (harmless) or Will negates (harmless, object)	1 standard action	15 minutes [D]	Long (1000 Feet)	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
Effect: As invisibility, but affects all in range.				Target: Any number of creatures, no two of which can be more than 180 ft. apart				
Mage's Sword	22	None	1 standard action	15 rounds [D]	Close (60 Feet)	V, S, F	Yes	Evocation [Force]
Effect: Floating magic blade strikes opponents.				Target: One sword				
Statue	22	Will negates (harmless)	1 round	15 hours [D]	Touch	V, S, M	Yes (harmless)	Transmutation
Effect: Subject can become a statue at will.				Target: Creature touched				
Vision	22	None	1 standard action	See text	Personal	V, S, M, XP	No	Divination
Effect: As legend lore, but quicker and strenuous.				Target: You				
Waves of Exhaustion	22	No	1 standard action	Instantaneous	60 ft.	V, S	Yes	Necromancy
Effect: Several targets become exhausted.				Target: Cone-shaped burst				

* =Domain/Specialty Spell

Wizard Spells

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Polymorph Any Object	23	Fortitude negates (object); see text	1 standard action	See text	Close (60 Feet)	V, S, M/DF	Yes (object)	Transmutation
<i>Effect:</i> Changes any subject into anything else.				<i>Target:</i> One creature, or one nonmagical object of up to 1500 cu. ft				

* =Domain/Speciality Spell