

Iris Female Halfling Wiz8

NAME

Wiz8

CLASS

8

TCL

56000

EXPERIENCE

36000

NEXT LEVEL

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

2'11"

HEIGHT

30 lbs

WEIGHT

0

AGE

Female

GENDER

Chaotic Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	18	+4	18	+4
CON Constitution	18	+4	18	+4
INT Intelligence	20	+5	20	+5
WIS Wisdom	14	+2	14	+2
CHA Charisma	13	+1	13	+1

HP

hit points

57

AC

armor class

15

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+4

SAVING THROWS

FORTITUDE

(constitution)

+7

REFLEX

(dexterity)

+7

WILLPOWER

(wisdom)

+9

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+5

RANGED

attack bonus

+9

GRAPPLE

attack bonus

+5

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+1

1d2

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	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

FEATS	
Craft Wondrous Item	See Text
Leadership	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Widen Spell	See Text

SKILLS

MAX RANKS

11/5.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Weaponsmithing)

INT

15

=

5

+

10.0

+

Knowledge (Arcana)

INT

16

=

5

+

11.0

+

Knowledge (Dungeoneering)

INT

15

=

5

+

10.0

+

Knowledge (Geography)

INT

12

=

5

+

7.0

+

Knowledge (Nature)

INT

16

=

5

+

11.0

+

Knowledge (Nobility and Royalty)

INT

15

=

5

+

10.0

+

Knowledge (Religion)

INT

13

=

5

+

8.0

+

✓ : 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, Gnome, Goblin, Halfling

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	4	4	3	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> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	15	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Conjuration (Creation) [Acid]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	8 minute [D]	Medium (180 Feet)	V, S	No	Evocation [Light]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	8 round	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 8 minutes	60 ft.	V, S	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	8 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	80 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> 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
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	80 minutes	Medium (180 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (45 Feet)	V, S, F	Yes (object)	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	8 hour	10 ft.	V, S	No	Universal
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Evocation [Cold]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	80 minutes	Personal	V, S, F	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	8 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	15	Fortitude negates	1 standard action	8 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> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Animate Rope <i>Effect:</i> Makes a rope move at your command.	16	None	1 standard action	8 rounds	Medium (180 Feet)	V, S	No	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> 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]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Detect Secret Doors <i>Effect:</i> Reveals hidden doors within 60 ft.	16	None	1 standard action	Concentration, up to 8 minutes	60 ft.	V, S	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Enlarge Person <i>Effect:</i> Creatures size increases to next category	16	Fortitude negates	1 round	8 minutes [D]	Close (45 Feet)	V, S, M	Yes	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	16	See text	1 standard action	8 rounds [D]	Close (45 Feet)	V, S, M	No	Conjuration (Creation)
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Magic Missile <i>Effect:</i> 4 missiles that do 1d4+1 damage each.	16	None	1 standard action	Instantaneous	Medium (180 Feet)	V, S	Yes	Evocation [Force]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	8 minutes	Medium (180 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	16	None	1 standard action	8 hours	Close (45 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Alter Self <i>Effect:</i> Assume form of a similar creature.	17	None	1 standard action	80 minutes [D]	Personal	V, S	No	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow.	17	None	1 standard action	80 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Knock <i>Effect:</i> Opens locked or magically sealed door.	17	None	1 standard action	Instantaneous; see text	Medium (180 Feet)	V	No	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Mirror Image <i>Effect:</i> Creates decoy duplicates of you 8.	17	None	1 standard action	8 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Rope Trick <i>Effect:</i> As many as eight creatures hide in extradimensional space.	17	None	1 standard action	8 hours [D]	Touch	V, S, M	No	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	17	None	1 round	Concentration + 2 rounds	Close (45 Feet)	V, S, M/DF	No	Conjuration (Summoning)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Blink <i>Effect:</i> You randomly vanish and reappear for 8 rounds.	18	None	1 standard action	8 rounds [D]	Personal	V, S	No	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div> Fireball <i>Effect:</i> 1d6 damage per level, 20-ft. radius.	18	Reflex half	1 standard action	Instantaneous	Long (720 Feet)	V, S, M	Yes	Evocation [Fire]

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Gentle Repose <i>Effect: Preserves one corpse.</i>	18	Will negates (object)	1 standard action	8 days	Touch	V, S, M/DF	Yes (object)	Necromancy
□□□□□	Illusory Script <i>Effect: Only intended reader can decipher.</i>	18	Will negates; see text	1 minute or longer; see text	8 days [D]	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]
□□□□□	Keen Edge <i>Effect: Doubles normal weapon's threat range.</i>	18	Will negates (harmless, object)	1 standard action	80 minutes	Close (45 Feet)	V, S	Yes (harmless, object)	Transmutation
□□□□□	Magic Weapon, Greater <i>Effect: +1/four levels 5.</i>	18	Will negates (harmless, object)	1 standard action	8 hours	Close (45 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
□□□□□	Rage <i>Effect: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.</i>	18	None	1 standard action	Concentration + 8 rounds [D]	Medium (180 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□	Slow <i>Effect: 8 subjects takes only one action/round, -2 to AC, -2 on attack rolls.</i>	18	Will negates	1 standard action	8 rounds	Close (45 Feet)	V, S, M	Yes	Transmutation

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Animate Dead	19	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
Effect: Creates undead skeletons and zombies.				Target: One or more corpses touched				
☐☐☐☐☐Dimension Door	19	None and Will negates (object)	1 standard action	Instantaneous	Long (720 Feet)	V	No and Yes (object)	Conjuration (Teleportation)
Effect: Teleports you short distance.				Target: You and touched objects or other touched willing creatures				
☐☐☐☐☐Remove Curse	19	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
Effect: Frees object or person from curse.				Target: Creature or item touched				
☐☐☐☐☐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				

* =Domain/Specialty Spell