

Erika Female Human Wiz8

NAME

Wiz8

CLASS

8

TCL

56000

EXPERIENCE

36000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'3"

HEIGHT

155 lbs

WEIGHT

0

AGE

Female

GENDER

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	16	+3	16	+3
CON Constitution	19	+4	19	+4
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

HP
hit points

53

AC
armor class

13

WOUNDS/CURRENT HP

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

INITIATIVE
modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

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	66.0	Medium	133.0	Heavy	200.0
Lift over head	200.0	Lift off ground	400.0	Push / Drag	1000.0

FEATS	
Craft Wand	See Text
Enlarge Spell	See Text
Leadership	See Text
Maximize Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Painting)	INT	8	=	4	+ 4.0	+
Knowledge (Arcana)	INT	15	=	4	+ 11.0	+
Knowledge (Architecture and Engineering)	INT	14	=	4	+ 10.0	+
Knowledge (Dungeoneering)	INT	15	=	4	+ 11.0	+
Knowledge (Nature)	INT	14	=	4	+ 10.0	+
Knowledge (Nobility and Royalty)	INT	14	=	4	+ 10.0	+
Knowledge (The Planes)	INT	14	=	4	+ 10.0	+
Spellcraft	INT	17	=	4	+ 11.0	+ 2

SPECIAL ABILITIES

Summon Familiar

PROFICIENCIES

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

LANGUAGES

Common, Dwarven, Giant, Gnome, Goblin

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	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> Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	14	None	1 standard action	Instantaneous	Close (45 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].	14	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.	14	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> Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	14	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> Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	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> Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (45 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.	14	None	1 standard action	Instantaneous	Close (45 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].	14	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> Ghost Sound <i>Effect:</i> Figment sounds.	14	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> Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	80 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.	14	None	1 standard action	Concentration	Close (45 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.	14	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.	14	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> Open/Close <i>Effect:</i> Opens or closes small or light things.	14	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> Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	8 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.	14	None	1 standard action	Instantaneous	Close (45 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.	14	None	1 standard action	80 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.	14	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> Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	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> Alarm <i>Effect:</i> Wards an area for 16 hours.	15	None	1 standard action	16 hours [D]	Close (45 Feet)	V, S, F/DF	No	Abjuration
<div> <div></div> <div></div> <div></div> <div></div> </div> Identify <i>Effect:</i> Determines properties of magic item.	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> Magic Missile <i>Effect:</i> 4 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (180 Feet)	V, S	Yes	Evocation [Force]
<div> <div></div> <div></div> <div></div> <div></div> </div> Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	8 minutes	20 ft.	V, S	No	Conjuration (Creation)
<div> <div></div> <div></div> <div></div> <div></div> </div> Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<div> <div></div> <div></div> <div></div> <div></div> </div> Reduce Person <i>Effect:</i> Humanoid creature halves in size.	15	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> Silent Image <i>Effect:</i> Creates minor illusion of your design.	15	Will disbelief (if interacted with)	1 standard action	Concentration	Long (720 Feet)	V, S, F	No	Illusion (Figment)
<div> <div></div> <div></div> <div></div> <div></div> </div> Summon Monster I <i>Effect:</i> Calls extraplanar creature to fight for you.	15	None	1 round	8 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 3 rounds.	16	None	1 standard action	3 rounds	Long (720 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
<div> <div></div> <div></div> <div></div> <div></div> </div> Darkvision <i>Effect:</i> See 60 ft. in total darkness.	16	Will negates (harmless)	1 standard action	8 hours	Touch	V, S, M	Yes (harmless)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> Levitate <i>Effect:</i> Subject moves up and down at your direction.	16	None	1 standard action	8 minutes [D]	Personal or close	V, S, F	No	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> Mirror Image <i>Effect:</i> Creates decoy duplicates of you 8.	16	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> Scorching Ray <i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].	16	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Evocation [Fire]
<div> <div></div> <div></div> <div></div> <div></div> </div> Summon Monster II <i>Effect:</i> Calls extraplanar creature to fight for you.	16	None	1 round	8 rounds [D]	Close (45 Feet)	V, S, F/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> Daylight <i>Effect:</i> 60-ft. radius of bright light.	17	None	1 standard action	80 minutes [D]	Touch	V, S	No	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> Fireball <i>Effect:</i> 1d6 damage per level, 20-ft. radius.	17	Reflex half	1 standard action	Instantaneous	Long (720 Feet)	V, S, M	Yes	Evocation [Fire]

* =Domain/Specialty Spell

Wizard Spells

□□□□□ Illusory Script	17	Will negates; see text	1 minute or longer; see text	8 days [D]	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]
<i>Effect: Only intended reader can decipher.</i>								
□□□□□ Magic Circle against Law	17	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M/DF No; see text		Abjuration [Chaotic]
<i>Effect: As protection spells, but 10-ft. radius and 80 minutes.</i>								
□□□□□ Water Breathing	17	Will negates (harmless)	1 standard action	16 hours; see text	Touch	V, S, M/DF Yes (harmless)		Transmutation
<i>Effect: Subjects can breathe underwater.</i>								
<i>Target: Living creatures touched</i>								

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Charm Monster	18	Will negates	1 standard action	8 days	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect: Makes monster believe it is your ally.</i>								
□□□□□ Geas, Lesser	18	Will negates	1 round	8 days or until discharged [D]	Close (45 Feet)	V	Yes	Enchantment (Compulsion)
<i>Effect: Commands subject of 7 HD or less.</i>								
□□□□□ Rainbow Pattern	18	Will negates	1 standard action	Concentration + 8 rounds [D]	Medium (180 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
<i>Effect: Lights fascinate 24 HD of creatures.</i>								
□□□□□ Resilient Sphere	18	Reflex negates	1 standard action	8 minutes [D]	Close (45 Feet)	V, S, M	Yes	Evocation [Force]
<i>Effect: Force globe protects but traps one subject.</i>								
□□□□□ Solid Fog	18	None	1 standard action	8 minutes	Medium (180 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect: Blocks vision and slows movement.</i>								
<i>Target: Fog spreads in 20-ft. radius, 20 ft. high</i>								

* =Domain/Speciality Spell