

Ulf Male Human Wiz10

NAME

Wiz10

CLASS

10

TCL

90000

EXPERIENCE

55000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'6"

HEIGHT

160 lbs

WEIGHT

0

AGE

Male

GENDER

True Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	15	+2	15	+2
CON Constitution	18	+4	18	+4
INT Intelligence	19	+4	19	+4
WIS Wisdom	14	+2	14	+2
CHA Charisma	12	+1	12	+1

HP
hit points

60

AC
armor class

12

WOUNDS/CURRENT HP

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

0

+0

0

INITIATIVE
modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+5

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	76.0	Medium	153.0	Heavy	230.0
Lift over head	230.0	Lift off ground	460.0	Push / Drag	1150.0

FEATS	
Brew Potion	See Text
Combat Casting	See Text
Craft Rod	See Text
Craft Wand	See Text
Eschew Materials	See Text
Heighten Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Still Spell	See Text

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Armorsmithing)	INT	14	= 4	+ 10.0	+
Craft (Bowmaking)	INT	17	= 4	+ 13.0	+
Craft (Painting)	INT	12	= 4	+ 8.0	+
Craft (Stonemasonry)	INT	15	= 4	+ 11.0	+
Knowledge (Architecture and Engineering)	INT	17	= 4	+ 13.0	+
Knowledge (Local)	INT	16	= 4	+ 12.0	+
Knowledge (Nature)	INT	17	= 4	+ 13.0	+
Knowledge (Religion)	INT	15	= 4	+ 11.0	+
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES

+4 to Concentration to use spll or spelllike ability

Summon Familiar

PROFICIENCIES

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

LANGUAGES

Abyssal, Aquan, Common, Elven, Gnoll

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	4	4	2	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Acid Splash	14	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Conjuration (Creation) [Acid]
Effect: Orb deals 1d3 acid damage.				Target: One missile of acid				
Arcane Mark	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
Effect: Inscribe a personal rune [visible or invisible].				Target: One personal rune or mark, all of which must fit within 1 sq. ft.				
Dancing Lights	14	None	1 standard action	10 minute [D]	Medium (200 Feet)	V, S	No	Evocation [Light]
Effect: Creates torches or other lights.				Target: Up to four lights, all within a 10-ft.-radius area				
Daze	14	Will negates	1 standard action	10 round	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Humanoid creature of 4 HD or less loses next action.				Target: One humanoid creature of 4 HD or less				
Detect Magic	14	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation				
Detect Poison	14	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Divination
Effect: Detects poison in one creature or small object.				Target: One creature, one object, or a 5-ft. cube				
Disrupt Undead	14	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
Effect: Deals 1d6 damage to one undead.				Target: Ray				
Flare	14	Fortitude negates	1 standard action	Instantaneous	Close (50 Feet)	V	Yes	Evocation [Light]
Effect: Dazzles one creature [-1 on attack rolls].				Target: Burst of light				
Ghost Sound	14	Will disbelief (if interacted with)	1 standard action	10 rounds [D]	Close (50 Feet)	V, S, M	No	Illusion (Figment)
Effect: Figment sounds.				Target: Illusory sounds				
Light	14	None	1 standard action	100 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
Effect: Object shines like a torch.				Target: Object touched				
Mage Hand	14	None	1 standard action	Concentration	Close (50 Feet)	V, S	No	Transmutation
Effect: 5-pound telekinesis.				Target: One nonmagical, unattended object weighing up to 5 lb.				
Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
Effect: Makes minor repairs on an object.				Target: One object of up to 1 lb.				
Message	14	None	1 standard action	100 minutes	Medium (200 Feet)	V, S, F	No	Transmutation [Language-Dependent]
Effect: Whispered conversation at distance.				Target: 10 creatures				
Open/Close	14	Will negates (object)	1 standard action	Instantaneous	Close (50 Feet)	V, S, F	Yes (object)	Transmutation
Effect: Opens or closes small or light things.				Target: Object weighing up to 30 lb. or portal that can be opened or closed				
Prestidigitation	14	See text	1 standard action	10 hour	10 ft.	V, S	No	Universal
Effect: Performs minor tricks.				Target: See text				
Ray of Frost	14	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Evocation [Cold]
Effect: Ray deals 1d3 cold damage.				Target: Ray				
Read Magic	14	None	1 standard action	100 minutes	Personal	V, S, F	No	Divination
Effect: Read scrolls and spellbooks.				Target: You				
Resistance	14	Will negates (harmless)	1 standard action	10 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
Effect: Subject gains +1 on saving throws.				Target: Creature touched				
Touch of Fatigue	14	Fortitude negates	1 standard action	10 rounds	Touch	V, S, M	Yes	Necromancy
Effect: Touch attack fatigues target.				Target: Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div><div>☐☐☐☐</div><div>Burning Hands</div><div>Effect: 5d4 fire damage</div></div>	15	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
<div><div>☐☐☐☐</div><div>Charm Person</div><div>Effect: Makes one person your friend.</div></div>	15	Will negates	1 standard action	10 hours	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<div><div>☐☐☐☐</div><div>Hypnotism</div><div>Effect: Fascinates 2d4 HD of creatures.</div></div>	15	Will negates	1 round	2d4 rounds [D]	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div><div>☐☐☐☐</div><div>Mage Armor</div><div>Effect: Gives subject +4 armor bonus.</div></div>	15	Will negates (harmless)	1 standard action	10 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
<div><div>☐☐☐☐</div><div>Magic Missile</div><div>Effect: 5 missiles that do 1d4+1 damage each.</div></div>	15	None	1 standard action	Instantaneous	Medium (200 Feet)	V, S	Yes	Evocation [Force]
<div><div>☐☐☐☐</div><div>Reduce Person</div><div>Effect: Humanoid creature halves in size.</div></div>	15	Fortitude negates	1 round	10 minutes [D]	Close (50 Feet)	V, S, M	Yes	Transmutation
<div><div>☐☐☐☐</div><div>Shield</div><div>Effect: Invisible disc gives +4 to AC, blocks magic missiles.</div></div>	15	None	1 standard action	10 minutes [D]	Personal	V, S	No	Abjuration [Force]
<div><div>☐☐☐☐</div><div>Sleep</div><div>Effect: Puts 4 HD of creatures into magical slumber.</div></div>	15	Will negates	1 round	10 minutes	Medium (200 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div><div></div><div></div><div></div><div></div></div> Bear's Endurance	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 10 minutes.				<i>Target:</i> Creature touched				
<div><div></div><div></div><div></div><div></div></div> Bull's Strength	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 10 minutes.				<i>Target:</i> Creature touched				
<div><div></div><div></div><div></div><div></div></div> Detect Thoughts	16	Will negates; see text	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
<i>Effect:</i> Allows "listening" to surface thoughts.				<i>Target:</i> Cone-shaped emanation				
<div><div></div><div></div><div></div><div></div></div> Eagle's Splendor	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 10 minutes.				<i>Target:</i> Creature touched				
<div><div></div><div></div><div></div><div></div></div> Gust of Wind	16	Fortitude negates	1 standard action	10 round	60 ft.	V, S	Yes	Evocation [Air]
<i>Effect:</i> Blows away or knocks down smaller creatures.				<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range				
<div><div></div><div></div><div></div><div></div></div> Knock	16	None	1 standard action	Instantaneous; see text	Medium (200 Feet)	V	No	Transmutation
<i>Effect:</i> Opens locked or magically sealed door.				<i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level				
<div><div></div><div></div><div></div><div></div></div> Locate Object	16	None	1 standard action	10 minutes	Long (800 Feet)	V, S, F/DF	No	Divination
<i>Effect:</i> Senses direction toward object [specific or type].				<i>Target:</i> Circle, centered on you, with a radius of 800 ft.				
<div><div></div><div></div><div></div><div></div></div> Scare	16	Will partial	1 standard action	10 rounds or 1 round; see text for cause fear	Medium (200 Feet)	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> Panics creatures of less than 6 HD.				<i>Target:</i> 3 living creatures, no two of which can be more than 30 ft. apart				

* =Domain/Speciality Spell

Wizard Spells LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Fireball	17	Reflex half	1 standard action	Instantaneous	Long (800 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 1d6 damage per level, 20-ft. radius.				<i>Target:</i> 20-ft.-radius spread				
☐☐☐☐☐ Halt Undead	17	Will negates (see text)	1 standard action	10 rounds	Medium (200 Feet)	V, S, M	Yes	Necromancy
<i>Effect:</i> Immobilizes undead for 10 rounds.				<i>Target:</i> Up to 30 undead creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Magic Circle against Evil	17	Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, M/DF No; see text		Abjuration [Good]
<i>Effect:</i> As protection spells, but 10-ft. radius and 100 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
☐☐☐☐☐ Slow	17	Will negates	1 standard action	10 rounds	Close (50 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> 10 subjects takes only one action/round, -2 to AC, -2 on attack rolls.				<i>Target:</i> 10 creatures, no two of which can be more than 30 ft. apart				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Enervation	18	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Subject gains 1d4 negative levels.				<i>Target:</i> Ray of negative energy				
☐☐☐☐☐ Mnemonic Enhancer	18	None	10 minutes	Instantaneous	Personal	V, S, M, F No		Transmutation
<i>Effect:</i> Wizard only. Prepares extra spells or retains one just cast.				<i>Target:</i> You				
☐☐☐☐☐ Rainbow Pattern	18	Will negates	1 standard action	Concentration + 10 rounds [D]	Medium (200 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
<i>Effect:</i> Lights fascinate 24 HD of creatures.				<i>Target:</i> Colorful lights with a 20-ft.-radius spread				
☐☐☐☐☐ Secure Shelter	18	None	10 minutes	20 hours [D]	Close (50 Feet)	V, S, M, F; No see text		Conjuration (Creation)
<i>Effect:</i> Creates sturdy cottage.				<i>Target:</i> 20 ft. square structure				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Baleful Polymorph	19	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (50 Feet)	V, S	Yes	Transmutation
<i>Effect:</i> Transforms subject into harmless animal.				<i>Target:</i> One creature				
☐☐☐☐☐ Mind Fog	19	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (200 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subjects in fog get -10 to Wis and Will checks.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				
☐☐☐☐☐ Permanency	19	None	2 rounds	Permanent; see text	See text	V, S, XP	No	Universal
<i>Effect:</i> Makes certain spells permanent.				<i>Target:</i> See text				
☐☐☐☐☐ Stone Shape	19	None	1 standard action	Instantaneous	Touch	V, S, M/DF No		Transmutation [Earth]
<i>Effect:</i> Sculpts stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 20 cu. ft.				
☐☐☐☐☐ Telepathic Bond	19	None	1 standard action	100 minutes [D]	Close (50 Feet)	V, S, M	No	Divination
<i>Effect:</i> Link lets allies communicate.				<i>Target:</i> You plus 3 willing creatures, no two of which can be more than 30 ft. apart				

* =Domain/Specialty Spell