

Tharivil Male Half-Elf
Illusionist13

NAME	
III13	156000
CLASS	EXPERIENCE
13	91000
TCL	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	14	+2	14	+2
INT Intelligence	20	+5	20	+5
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+6	= +4	+ +2	+ +0	+ +0	+	
REFLEX (dexterity)	+5	= +4	+ +1	+ +0	+ +0	+	
WILLPOWER (wisdom)	+12	= +8	+ +4	+ +0	+ +0	+	

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+7/+2	=	+6/+1	+1	+0	+0	
RANGED attack bonus	+7/+2	=	+6/+1	+1	+0	+0	
GRAPPLE attack bonus	+7/+2	=	+6/+1	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+3/-2	1d3+1	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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 Staff	See Text
Craft Wand	See Text
Forge Ring	See Text
Quicken Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Silent Spell	See Text
Still Spell	See Text
Toughness (1x)	See Text

PROHIBITED
Transmutation,Necromancy

NPC

PLAYERNAME	DEITY
Half-Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER
	EYES
	HAIR

HP hit points	66	WOUNDS/CURRENT HP			SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED								
												Walk 30'								
AC mor class	11	:	10	:	11	=	10	+	0	+	0	+	1	+	0	+	0			
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER	
		</																		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS	16/8
Craft (Blacksmithing)	INT	12	= 5	+ 7.0	+		
Craft (Pottery)	INT	18	= 5	+ 13.0	+		
Knowledge (Arcana)	INT	20	= 5	+ 15.0	+		
Knowledge (Dungeoneering)	INT	17	= 5	+ 12.0	+		
Knowledge (Local)	INT	17	= 5	+ 12.0	+		
Knowledge (Nobility and Royalty)	INT	21	= 5	+ 16.0	+		
Knowledge (Religion)	INT	19	= 5	+ 14.0	+		
Knowledge (The Planes)	INT	19	= 5	+ 14.0	+		
							✓ : can be used untrained. x : exclusive skills

SPECIAL ABILITIES
+2 bonus to Spellcraft when learning Illusion
+2 racial bonus on saving throws against enchantment spells or effects.
Elven Blood
Immunity to sleep spells and similar magical effects.
Summon Familiar

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

LANGUAGES
Common, Draconic, Elven, Halfling, Ignan, Undercommon

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	4	2	1	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.	15	None	1 standard action	Instantaneous	Close (55 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].	15	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.	15	None	1 standard action	13 minute [D]	Medium (230 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.	15	Will negates	1 standard action	13 round	Close (55 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.	15	None	1 standard action	Concentration, up to 13 minutes [D]	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.	15	None	1 standard action	Instantaneous	Close (55 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.	15	None	1 standard action	Instantaneous	Close (55 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].	15	Fortitude negates	1 standard action	Instantaneous	Close (55 Feet)	V	Yes	Evocation [Light]
<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	13 rounds [D]	Close (55 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.	15	None	1 standard action	130 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.	15	None	1 standard action	Concentration	Close (55 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.	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> Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	130 minutes	Medium (230 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.	15	Will negates (object)	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes (object)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	13 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.	15	None	1 standard action	Instantaneous	Close (55 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.	15	None	1 standard action	130 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.	15	Will negates (harmless)	1 standard action	13 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.	15	Fortitude negates	1 standard action	13 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 26 hours.	16	None	1 standard action	26 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
<div> <div></div> <div></div> <div></div> <div></div> </div> Burning Hands <i>Effect:</i> 5d4 fire damage	16	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
<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> Disguise Self <i>Effect:</i> Changes your appearance.	16	None	1 standard action	130 minutes [D]	Personal	V, S	No	Illusion (Glamour)
<div> <div></div> <div></div> <div></div> <div></div> </div> Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	16	Will negates	1 round	2d4 rounds [D]	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> Identify <i>Effect:</i> Determines properties of magic item.	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	16	Will negates (harmless)	1 standard action	13 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
<div> <div></div> <div></div> <div></div> <div></div> </div> Magic Aura <i>Effect:</i> Alters object's magic aura.	16	None; see text	1 standard action	13 days [D]	Touch	V, S, F	No	Illusion (Glamour)
<div> <div></div> <div></div> <div></div> <div></div> </div> 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	13 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<div> <div></div> <div></div> <div></div> <div></div> </div> Silent Image <i>Effect:</i> Creates minor illusion of your design.	16	Will disbelief (if interacted with)	1 standard action	Concentration	Long (920 Feet)	V, S, F	No	Illusion (Figment)
<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	13 minutes	Medium (230 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> Ventriloquism <i>Effect:</i> Throws voice for 13 minutes.	16	Will disbelief (if interacted with)	1 standard action	13 minutes [D]	Close (55 Feet)	V, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> Blur <i>Effect:</i> Attacks miss subject 20% of the time.	17	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
<div> <div></div> <div></div> <div></div> <div></div> </div> Detect Thoughts <i>Effect:</i> Allows 'listening' to surface thoughts.	17	Will negates; see text	1 standard action	13 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> Hypnotic Pattern <i>Effect:</i> Fascinates [2d4 + level] HD of creatures.	17	Will negates	1 standard action	Concentration + 2 rounds	Medium (230 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> Minor Image <i>Effect:</i> As silent image, plus some sound.	17	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (920 Feet)	V, S, F	No	Illusion (Figment)
<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	13 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)

* =Domain/Specialty Spell

Wizard Spells

Phantom Trap	17	None	1 standard action	Permanent [D]	Touch	V, S, M	No	Illusion (Glamer)
<i>Effect:</i> Makes item seem trapped.				<i>Target:</i> Object touched				
Summon Swarm	17	None	1 round	Concentration + 2 rounds	Close (55 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				
Web	17	Reflex negates; see text	1 standard action	130 minutes [D]	Medium (230 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.				<i>Target:</i> Webs in a 20-ft.-radius spread				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Deep Slumber	18	Will negates	1 round	13 minutes	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Puts 10 HD of creatures to sleep.				<i>Target:</i> One or more living creatures within a 10-ft.-radius burst				
Illusory Script	18	Will negates; see text	1 minute or longer; see text	13 days [D]	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]
<i>Effect:</i> Only intended reader can decipher.				<i>Target:</i> One touched object weighing no more than 10 lb.				
Invisibility Sphere	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	13 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
<i>Effect:</i> Makes everyone within 10 ft. invisible.				<i>Target:</i> 10-ft.-radius emanation around the creature or object touched				
Magic Circle against Law	18	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 130 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
Major Image	18	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (920 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As silent image, plus sound, smell and thermal effects.				<i>Target:</i> Visual figment that cannot extend beyond 17 10-ft. cubes[S]				
Rage	18	None	1 standard action	Concentration + 13 rounds [D]	Medium (230 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.				<i>Target:</i> 4 willing living creatures, no two of which may be more than 30 ft. apart				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Arcane Eye	19	None	10 minutes	13 minutes [D]	Unlimited	V, S, M	No	Divination (Scrying)
<i>Effect:</i> Invisible floating eye moves 30 ft./round.				<i>Target:</i> Magical sensor				
Black Tentacles	19	None	1 standard action	13 rounds [D]	Medium (230 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Tentacles grapple all within 15 ft. spread.				<i>Target:</i> 20-ft.-radius spread				
Charm Monster	19	Will negates	1 standard action	13 days	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes monster believe it is your ally.				<i>Target:</i> One living creature				
Fire Shield	19	None	1 standard action	13 rounds [D]	Personal	V, S, M/DF	No	Evocation
<i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold.				<i>Target:</i> You				
Fire Trap	19	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
<i>Effect:</i> Opened object deals 1d4+13 damage.				<i>Target:</i> Object touched				
Illusory Wall	19	Will disbelief (if interacted with)	1 standard action	Permanent	Close (55 Feet)	V, S	No	Illusion (Figment)
<i>Effect:</i> Wall, floor, or ceiling looks real, but anything can pass through.				<i>Target:</i> Image 1 ft. by 10 ft. by 10 ft.				
Locate Creature	19	None	1 standard action	130 minutes	Long (920 Feet)	V, S, M	No	Divination
<i>Effect:</i> Indicates direction to familiar creature.				<i>Target:</i> Circle, centered on you, with a radius of 920 ft.				
Phantasmal Killer	19	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous	Medium (230 Feet)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]
<i>Effect:</i> Fearsome illusion kills subject or deals 3d6 damage.				<i>Target:</i> One living creature				
Wall of Ice	19	Reflex negates; see text	1 standard action	13 minutes	Medium (230 Feet)	V, S, M	Yes	Evocation [Cold]
<i>Effect:</i> Ice plane creates wall with 28 hp or hemisphere can trap creatures inside.				<i>Target:</i> Anchored plane of ice, up to 13 10-ft. squares, or hemisphere of ice with a radius of up to 16 ft				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Mage's Faithful Hound	20	None	1 standard action	13 hours or until discharged, then 13 rounds; see text	Close (55 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Phantom dog can guard, attack.				<i>Target:</i> Phantom watchdog				
Nightmare	20	Will negates; see text	10 minutes	Instantaneous	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting, Evil]
<i>Effect:</i> Sends vision dealing 1d10 damage, fatigue.				<i>Target:</i> One living creature				
Persistent Image	20	Will disbelief (if interacted with)	1 standard action	13 minutes [D]	Long (920 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As major image, but no concentration required.				<i>Target:</i> Visual figment that cannot extend beyond 17 10-ft. cubes [S]				
Secret Chest	20	None	10 minutes	Sixty days or until discharged	See text	V, S, F	No	Conjuration (Summoning)
<i>Effect:</i> Hides expensive chest on Ethereal Plane; you retrieve it at will.				<i>Target:</i> One chest and up to 1 cu. ft. of goods/caster level				
Teleport	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> Instantly transports you as far as 1300 miles.				<i>Target:</i> You and touched objects or other touched willing creatures				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Chain Lightning	21	Reflex half	1 standard action	Instantaneous	Long (920 Feet)	V, S, F	Yes	Evocation [Electricity]
<i>Effect:</i> 13d6 damage; 13 secondary bolts each deal half damage.				<i>Target:</i> One primary target, plus 13 secondary targets [each of which must be within 30 ft. of the primary target]				
Guards and Wards	21	See text	30 minutes	26 hours [D]	Anywhere within the area to be warded	V, S, M, F	See text	Abjuration
<i>Effect:</i> Array of magic effects protect area.				<i>Target:</i> Up to 2600 sq. ft [S]				
Heroism, Greater	21	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion)
<i>Effect:</i> Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.				<i>Target:</i> Creature touched				
Veil	21	Will negates; see text	1 standard action	Concentration + 13 hours [D]	Long (920 Feet)	V, S	Yes; see text	Illusion (Glamer)
<i>Effect:</i> Changes appearance of group of creatures.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Phase Door	22	None	1 standard action	One usage per two levels	0 ft.	V	No	Conjuration (Creation)
<i>Effect:</i> Creates an invisible passage through wood or stone.				<i>Target:</i> Ethereal 5 ft. by 8 ft. opening, 30 ft. deep				
Teleport, Greater	22	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> As teleport, but no range limit and no off-target arrival.				<i>Target:</i> You and touched objects or other touched willing creatures				

* =Domain/Specialty Spell