

Himomust Male Elf Wiz8

NAME

Wiz8

CLASS

8

TCL

56000

EXPERIENCE

36000

NEXT LEVEL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

5'3"

HEIGHT

135 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Good

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

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

HP

hit points

56

AC

armor class

13

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

INITIATIVE

modifier

+3

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+4

SPEED

Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

+6

REFLEX

(dexterity)

+5

WILLPOWER

(wisdom)

+7

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+6

RANGED

attack bonus

+7

GRAPPLE

attack bonus

+6

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+2

1d3+2

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	58.0	Medium	116.0	Heavy	175.0
Lift over head	175.0	Lift off ground	350.0	Push / Drag	875.0

FEATS	
Brew Potion	See Text
Point Blank Shot	See Text
Quicken Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Silent Spell	See Text

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Leatherworking)	INT	6	= 4	+ 2.0	+
Craft (Pottery)	INT	8	= 4	+ 4.0	+
Knowledge (Arcana)	INT	12	= 4	+ 8.0	+
Knowledge (Dungeoneering)	INT	9	= 4	+ 5.0	+
Knowledge (Geography)	INT	12	= 4	+ 8.0	+
Knowledge (History)	INT	12	= 4	+ 8.0	+
Knowledge (Nature)	INT	10	= 4	+ 6.0	+
Knowledge (Nobility and Royalty)	INT	10	= 4	+ 6.0	+
Knowledge (Religion)	INT	12	= 4	+ 8.0	+
Knowledge (The Planes)	INT	15	= 4	+ 11.0	+
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Immunity to magic sleep effects.

Summon Familiar

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Longbow, Longsword, Quarterstaff, Rapier, Shortbow

LANGUAGES

Common, Draconic, Elven, Gnoll, 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
☐☐☐☐ 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]
☐☐☐☐ Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
☐☐☐☐ 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]
☐☐☐☐ 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]
☐☐☐☐ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐ 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
☐☐☐☐ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy
☐☐☐☐ 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]
☐☐☐☐ 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)
☐☐☐☐ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	80 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation
☐☐☐☐ 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
☐☐☐☐ 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]
☐☐☐☐ 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
☐☐☐☐ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	8 hour	10 ft.	V, S	No	Universal
☐☐☐☐ 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]
☐☐☐☐ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	80 minutes	Personal	V, S, F	No	Divination
☐☐☐☐ 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
☐☐☐☐ 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
☐☐☐☐ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (45 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
☐☐☐☐ Color Spray <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.	15	Will negates	1 standard action	Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
☐☐☐☐ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	80 minutes	Personal	V, S, M/DF	No	Divination
☐☐☐☐ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 800 lbs	15	None	1 standard action	8 hours	Close (45 Feet)	V, S, M	No	Evocation [Force]
☐☐☐☐ Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	15	See text	1 standard action	8 rounds [D]	Close (45 Feet)	V, S, M	No	Conjuration (Creation)
☐☐☐☐ Identify <i>Effect:</i> Determines properties of magic item.	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
☐☐☐☐ 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]
☐☐☐☐ Protection from Good <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 [Evil]
☐☐☐☐ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	8 minutes [D]	Personal	V, S	No	Abjuration [Force]
☐☐☐☐ 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
☐☐☐☐ 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]
☐☐☐☐ Blindness/Deafness <i>Effect:</i> Makes subject blinded or deafened.	16	Fortitude negates	1 standard action	Permanent [D]	Medium (180 Feet)	V	Yes	Necromancy
☐☐☐☐ Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 8 rounds.	16	Reflex negates	1 standard action	8 rounds	Medium (180 Feet)	V, S, M/DF	Yes	Evocation [Fire]
☐☐☐☐ Invisibility <i>Effect:</i> Subject is invisible for 8 minutes or until it attacks.	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	8 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
☐☐☐☐ 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)
☐☐☐☐ Obscure Object <i>Effect:</i> Masks object against scrying.	16	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration

* =Domain/Specialty Spell

Wizard Spells LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Displacement <i>Effect:</i> Attacks miss subject 50%.	17	Will negates (harmless)	1 standard action	8 rounds [D]	Touch	V, M	Yes (harmless)	Illusion (Glamour)
□□□□ Halt Undead <i>Effect:</i> Immobilizes undead for 8 rounds.	17	Will negates (see text)	1 standard action	8 rounds	Medium (180 Feet)	V, S, M	Yes	Necromancy
□□□□ Magic Weapon, Greater <i>Effect:</i> +1/four levels 5.	17	Will negates (harmless, object)	1 standard action	8 hours	Close (45 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
□□□□ Sepia Snake Sigil <i>Effect:</i> Creates text symbol that immobilizes reader.	17	Reflex negates	10 minutes	<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting] Permanent or until discharged; Touch until released or 1d4 days + one day/level; see text		V, S, M	No	Conjuration (Creation) [Force]
□□□□ Wind Wall <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	17	None; see text	1 standard action	8 rounds	Medium (180 Feet)	V, S, M/DF	Yes	Evocation [Air]
				<i>Target:</i> Wall up to 80 ft. long and 40 ft. high [S]				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Bestow Curse <i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	18	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
□□□□ Contagion <i>Effect:</i> Infects subject with chosen disease.	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
□□□□ Secure Shelter <i>Effect:</i> Creates sturdy cottage.	18	None	10 minutes	16 hours [D]	Close (45 Feet)	V, S, M, F; No see text		Conjuration (Creation)
□□□□ Stoneskin <i>Effect:</i> Ignore 10 points of damage per attack.	18	Will negates (harmless)	1 standard action	80 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration
				<i>Target:</i> Creature touched				

* =Domain/Specialty Spell