

Guthorm Male Human Illusionist6

NAME

III6

CLASS

6

TCL

30000

EXPERIENCE

21000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

6'2"

HEIGHT

168 lbs

WEIGHT

EYES

HAIR

Chaotic Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	14	+2	14	+2
CON Constitution	18	+4	18	+4
INT Intelligence	15	+2	15	+2
WIS Wisdom	13	+1	13	+1
CHA Charisma	18	+4	18	+4

HP hit points	39	WOUNDS/CURRENT HP		SUBDUAL DAMAGE					DAMAGE REDUCTION												
AC armor class	12	:	10	:	12	=	10	+	0	+	0	+	2	+	0	+	0	+	0		
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER		MISS CHANCE	

INITIATIVE modifier	+2	=	+2	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+3				

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

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER						
MELEE attack bonus	+4	=	+3	+	+1	+	+0	+	+0	+	
RANGED attack bonus	+5	=	+3	+	+2	+	+0	+	+0	+	
GRAPPLE attack bonus	+4	=	+3	+	+1	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+0	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 Wand	See Text
Dodge	See Text
Extend Spell	See Text
Improved Counterspell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Silent Spell	See Text

PROHIBITED

Conjuration,Necromancy

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
MAX RANKS 9/4.5						
✓ Appraise	INT	3	=	2	+	1.0 +
Craft (Carpentry)	INT	6	=	2	+	4.0 +
Knowledge (Arcana)	INT	3	=	2	+	1.0 +
Knowledge (Architecture and Engineering)	INT	8	=	2	+	6.0 +
Knowledge (Dungeoneering)	INT	11	=	2	+	9.0 +
Knowledge (History)	INT	11	=	2	+	9.0 +
Knowledge (Nobility and Royalty)	INT	10	=	2	+	8.0 +
Knowledge (Religion)	INT	9	=	2	+	7.0 +
= + +						
✓ : can be used untrained. X : exclusive skills						

SPECIAL ABILITIES

+2 bonus to Spellcraft when learning Illusion

Summon Familiar

PROFICIENCIES

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

LANGUAGES

Abyssal, Common, Dwarven

# 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	4	4	2	0	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.	12	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	12	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	12	None	1 standard action	6 minute [D]	Medium (160 Feet)	V, S	No	Evocation [Light]
□□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	12	Will negates	1 standard action	6 round	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	12	None	1 standard action	Concentration, up to 6 minutes	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	12	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	12	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Necromancy
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	12	Fortitude negates	1 standard action	Instantaneous	Close (40 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	12	Will disbelief (if interacted with)	1 standard action	6 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	12	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	12	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	12	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.	12	None	1 standard action	60 minutes	Medium (160 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	12	Will negates (object)	1 standard action	Instantaneous	Close (40 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	12	See text	1 standard action	6 hour	10 ft.	V, S	No	Universal
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	12	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	12	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	12	Will negates (harmless)	1 standard action	6 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	12	Fortitude negates	1 standard action	6 rounds	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Color Spray <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.	13	Will negates	1 standard action	Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	13	None	1 standard action	Concentration, up to 6 minutes	60 ft.	V, S, M/DF	No	Divination
□□□□□ Disguise Self <i>Effect:</i> Changes your appearance.	13	None	1 standard action	60 minutes [D]	Personal	V, S	No	Illusion (Glamour)
□□□□□ Hold Portal <i>Effect:</i> Holds door shut.	13	None	1 standard action	6 minutes [D]	Medium (160 Feet)	V	No	Abjuration
□□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura.	13	None; see text	1 standard action	6 days [D]	Touch	V, S, F	No	Illusion (Glamour)
□□□□□ Magic Missile <i>Effect:</i> 3 missiles that do 1d4+1 damage each.	13	None	1 standard action	Instantaneous	Medium (160 Feet)	V, S	Yes	Evocation [Force]
□□□□□ Silent Image <i>Effect:</i> Creates minor illusion of your design.	13	Will disbelief (if interacted with)	1 standard action	Concentration	Long (640 Feet)	V, S, F	No	Illusion (Figment)
□□□□□ Ventriloquism <i>Effect:</i> Throws voice for 6 minutes.	13	Will disbelief (if interacted with)	1 standard action	6 minutes [D]	Close (40 Feet)	V, F	No	Illusion (Figment)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time.	14	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
□□□□□ Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 6 minutes.	14	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
□□□□□ Continual Flame <i>Effect:</i> Makes a permanent, heatless torch.	14	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
□□□□□ Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow.	14	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
□□□□□ Misdirection <i>Effect:</i> Misleads divinations for one creature or object.	14	None or Will negates; see text	1 standard action	6 hours	Close (40 Feet)	V, S	No	Illusion (Glamour)
□□□□□ Scorching Ray <i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Fire]

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Displacement <i>Effect:</i> Attacks miss subject 50%.	15	Will negates (harmless)	1 standard action	6 rounds [D]	Touch	V, M	Yes (harmless)	Illusion (Glamour)
□□□□□ Explosive Runes <i>Effect:</i> Deals 6d6 damage when read.	15	See text	1 standard action	Permanent until discharged [D]	Touch	V, S	Yes	Abjuration [Force]

\* =Domain/Specialty Spell

## Wizard Spells

□□□□□ Fireball	15	Reflex half	1 standard action	Instantaneous	Long (640 Feet)	V, S, M	Yes	Evocation [Fire]
Effect: 1d6 damage per level, 20-ft. radius.				Target: 20-ft.-radius spread				
□□□□□ Lightning Bolt	15	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
Effect: Electricity deals 6d6 damage.				Target: 120-ft. line				
□□□□□ Magic Circle against Law	15	Will negates (harmless)	1 standard action	60 minutes	Touch	V, S, M/DF No; see text		Abjuration [Chaotic]
Effect: As protection spells, but 10-ft. radius and 60 minutes.				Target: 10-ft.-radius emanation from touched creature				
□□□□□ Slow	15	Will negates	1 standard action	6 rounds	Close (40 Feet)	V, S, M	Yes	Transmutation
Effect: 6 subjects takes only one action/round, -2 to AC, -2 on attack rolls.				Target: 6 creatures, no two of which can be more than 30 ft. apart				
* =Domain/Speciality Spell								