

Einic Male Dwarf Wiz9

NAME

Wiz9

CLASS

9

TCL

72000

EXPERIENCE

45000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

4'1"

HEIGHT

174 lbs

WEIGHT

,

HAIR

EYES

Lawful Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	21	+5	21	+5
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	16	+3	16	+3

HP hit points		65	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED													
AC armor class		11	:	10	:	11	=	10	+	0	+	0	+	1	+	0	+	0	+	0	Walk 20'	
TOTAL				FLAT	TOUCH		BASE		ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY	SPELL RESISTANCE		
INITIATIVE modifier		+5		=	+1		+	+4	TOTAL		DEX MODIFIER		MISC MODIFIER									
BASE ATTACK bonus																						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers					
FORTITUDE (constitution)	+8	=	+3	+	+5	+	+0	+	+0	+		
REFLEX (dexterity)	+4	=	+3	+	+1	+	+0	+	+0	+		
WILLPOWER (wisdom)	+7	=	+6	+	+1	+	+0	+	+0	+		

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

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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
Lift over head	130.0	Lift off ground	260.0
		Heavy	130.0
		Push / Drag	650.0

FEATS	
Craft Magic Arms and Armor	See Text
Craft Rod	See Text
Extend Spell	See Text
Improved Initiative	See Text
Quicken Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6
Craft (Painting)	INT	9	=	4	+	5.0 +
Knowledge (Arcana)	INT	15	=	4	+	11.0 +
Knowledge (Architecture and Engineering)	INT	16	=	4	+	12.0 +
Knowledge (Geography)	INT	16	=	4	+	12.0 +
Knowledge (History)	INT	16	=	4	+	12.0 +
Knowledge (Religion)	INT	13	=	4	+	9.0 +
Knowledge (The Planes)	INT	15	=	4	+	11.0 +
			=		+	
✓ : can be used untrained. ✗ : exclusive skills						

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
+2 racial bonus on saving throws against poison.
+2 racial bonus on saving throws against spells and spell-like effects.
+4 Dodge bonus to Armor Class against monsters of the giant type.
Stability
Stonecunning
Summon Familiar

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

LANGUAGES
Common, Dwarven, Giant, Goblin, Orc, 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	5	5	4	3	1	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> Inscribe 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	9 minute [D]	Medium (190 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	9 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 9 minutes	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	9 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	90 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	90 minutes	Medium (190 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	9 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	90 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	9 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	9 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Enlarge Person <i>Effect:</i> Creatures size increases to next category	15	Fortitude negates	1 round	9 minutes [D]	Close (45 Feet)	V, S, M	Yes	Transmutation
□□□□□ Identify <i>Effect:</i> Determines properties of magic item.	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
□□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	15	Will negates (harmless)	1 standard action	9 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
□□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	Yes	Evocation [Force]
□□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□□ Mount <i>Effect:</i> Summons riding horse for 18 hours.	15	None	1 round	18 hours [D]	Close (45 Feet)	V, S, M	No	Conjuration (Summoning)
□□□□□ 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	9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
□□□□□ Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	15	None	1 standard action	9 minutes	Close (45 Feet)	V, S	Yes	Necromancy
□□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	15	Will negates	1 round	9 minutes	Medium (190 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Alter Self <i>Effect:</i> Assume form of a similar creature.	16	None	1 standard action	90 minutes [D]	Personal	V, S	No	Transmutation
□□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time.	16	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
□□□□□ Detect Thoughts <i>Effect:</i> Allows "listening" to surface thoughts.	16	Will negates; see text	1 standard action	Concentration, up to 9 minutes	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
□□□□□ Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 9 minutes.	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□□ Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 9 rounds.	16	Reflex negates	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF	Yes	Evocation [Fire]
□□□□□ Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	16	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M	Yes (harmless)	Transmutation

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	9 rounds [D]	Touch	V, M	Yes (harmless)	Illusion (Glamour)

* =Domain/Specialty Spell

Wizard Spells

Fireball	17	Reflex half	1 standard action	Instantaneous	Long (760 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 1d6 damage per level, 20-ft. radius.				<i>Target:</i> 20-ft.-radius spread				
Haste	17	Fortitude negates (harmless)	1 standard action	9 rounds	Close (45 Feet)	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> 9 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart				
Invisibility Sphere	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	9 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> Makes everyone within 10 ft. invisible.				<i>Target:</i> 10-ft.-radius emanation around the creature or object touched				
Lightning Bolt	17	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
<i>Effect:</i> Electricity deals 9d6 damage.				<i>Target:</i> 120-ft. line				
Tiny Hut	17	None	1 standard action	18 hours [D]	20 ft.	V, S, M	No	Evocation [Force]
<i>Effect:</i> Creates shelter for ten creatures.				<i>Target:</i> 20-ft.-radius sphere centered on your location				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animate Dead	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates undead skeletons and zombies.				<i>Target:</i> One or more corpses touched				
Bestow Curse	18	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				<i>Target:</i> Creature touched				
Illusory Wall	18	Will disbelief (if interacted with)	1 standard action	Permanent	Close (45 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.				
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				
Polymorph	18	None	1 standard action	9 minutes [D]	Touch	V, S, M	No	Transmutation
<i>Effect:</i> Gives one willing subject a new form.				<i>Target:</i> Willing living creature touched				
Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Blight	19	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Withers one plant or deals 9d6 damage to plant creature.				<i>Target:</i> one plant/plant-creature				
False Vision	19	None	1 standard action	9 hours [D]	Touch	V, S, M	No	Illusion (Glamour)
<i>Effect:</i> Fools scrying with an illusion.				<i>Target:</i> 40-ft.-radius emanation				

* =Domain/Specialty Spell