

Belferk Male Dwarf Rog3Wiz11

NAME

Rog3 Wiz11

CLASS

14

TCL

116000

EXPERIENCE

105000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	16	+3	16	+3
<b>DEX</b> Dexterity	18	+4	18	+4
<b>CON</b> Constitution	15	+2	15	+2
<b>INT</b> Intelligence	20	+5	20	+5
<b>WIS</b> Wisdom	15	+2	15	+2
<b>CHA</b> Charisma	10	+0	10	+0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+6	= +4	+2	+0	+0		
<b>REFLEX</b> (dexterity)	+10	= +6	+4	+0	+0		
<b>WILLPOWER</b> (wisdom)	+10	= +8	+2	+0	+0		

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+10/+5	= +7/+2	+3	+0	+0
<b>RANGED</b> attack bonus	+11/+6	= +7/+2	+4	+0	+0
<b>GRAPPLE</b> attack bonus	+10/+5	= +7/+2	+3	+0	+0

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d3+3	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	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
Dodge	See Text
Empower Spell	See Text
Extend Spell	See Text
Improved Initiative	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Still Spell	See Text
Widen Spell	See Text

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

4'3"

HEIGHT

EYES

190 lbs

WEIGHT

,

HAIR

Lawful Evil

ALIGNMENT

Darkvision (60'),  
Normal

VISION

0

POINTS

HP hit points	75	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION		SPEED								
												Walk 20'								
AC armor class	14	:	10	:	14	=	10	+	0	+	0	+	4	+	0	+	0			
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER	
																			</	

INITIATIVE modifier	+8	= +4	+ +4
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+7/+2		

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	17/8.5
✓ Appraise		INT	11	= 5	+ 6.0	+
✓ Balance		DEX	10	= 4	+ 6.0	+
✓ Bluff		CHA	6	= 0	+ 6.0	+
✓ Climb		STR	10	= 3	+ 7.0	+
Craft (Painting)		INT	14	= 5	+ 9.0	+
Disable Device		INT	10	= 5	+ 5.0	+
✓ Escape Artist		DEX	10	= 4	+ 6.0	+
✓ Hide		DEX	10	= 4	+ 6.5	+
✓ Intimidate		CHA	7	= 0	+ 5.5	+ 2
✓ Jump		STR	9	= 3	+ 6.0	+
Knowledge (Dungeoneering)		INT	18	= 5	+ 13.0	+
Knowledge (Nobility and Royalty)		INT	19	= 5	+ 14.0	+
Knowledge (The Planes)		INT	18	= 5	+ 13.0	+
✓ Listen		WIS	8	= 2	+ 6.0	+
✓ Move Silently		DEX	10	= 4	+ 6.0	+
Open Lock		DEX	8	= 4	+ 4.5	+
✓ Swim		STR	9	= 3	+ 6.0	+
Use Magic Device		CHA	6	= 0	+ 6.5	+
			= _____ + _____ + _____			
			✓ : 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.	
Evasion (Ex)	
Sneak Attack +2d6	
Stability	
Stonecunning	
Summon Familiar	
Trap Sense (Ex) +1	
Trapfinding	
PROFICIENCIES	
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Sword (Short), Unarmed Strike	

LANGUAGES	
Common, Dwarven, Gnome, Orc, Terran, Undercommon	

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	4	3	1	0	0	0

DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Conjuration (Creation) [Acid]
	15	None	1 standard action	Target: One missile of acid Permanent	0 ft.	V, S	No	Universal
able or invisible].	15	None	1 standard action	Target: One personal rune or mark, all of which must fit within 1 sq. ft. 11 minute [D]	Medium (210 Feet)	V, S	No	Evocation [Light]
S.	15	Will negates	1 standard action	Target: Up to four lights, all within a 10- ft.-radius area 11 round	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
r less loses next action.	15	None	1 standard action	Target: One humanoid creature of 4 HD or less Concentration, up to 11 minutes [D]	60 ft.	V, S	No	Divination
s within 60 ft.	15	None	1 standard action	Target: Cone-shaped emanation Instantaneous	Close (50 Feet)	V, S	No	Divination
e or small object.	15	None	1 standard action	Target: One creature, one object, or a 5-ft. cube Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
dead.	15	Fortitude negates	1 standard action	Target: Ray Instantaneous	Close (50 Feet)	V	Yes	Evocation [Light]
ttack rolls].	15	Will disbelief (if interacted with)	1 standard action	Target: Burst of light 11 rounds [D]	Close (50 Feet)	V, S, M	No	Illusion (Figment)
	15	None	1 standard action	Target: Illusory sounds 110 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
	15	None	1 standard action	Target: Object touched Concentration	Close (50 Feet)	V, S	No	Transmutation
	15	Will negates (harmless, object)	1 standard action	Target: One nonmagical, unattended object weighing up to 5 lb. Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
ject.	15	None	1 standard action	Target: One object of up to 1 lb. 110 minutes	Medium (210 Feet)	V, S, F	No	Transmutation [Language-Dependent]
stance.	15	Will negates (object)	1 standard action	Target: 11 creatures Instantaneous	Close (50 Feet)	V, S, F	Yes (object)	Transmutation
things.	15	See text	1 standard action	Target: Object weighing up to 30 lb. or portal that can be opened or closed 11 hour	10 ft.	V, S	No	Universal
	15	None	1 standard action	Target: See text Instantaneous	Close (50 Feet)	V, S	Yes	Evocation [Cold]
	15	None	1 standard action	Target: Ray 110 minutes	Personal	V, S, F	No	Divination
	15	Will negates (harmless)	1 standard action	Target: You 11 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
rows.	15	Fortitude negates	1 standard action	Target: Creature touched 11 rounds	Touch	V, S, M	Yes	Necromancy

	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
	16	Will negates	1 standard action	11 hours	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
	16	Will negates	1 standard action	Target: One humanoid creature Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
and/or stuns 1d6 weak creatures.	16	None	1 standard action	Target: Cone-shaped burst Concentration, up to 11 minutes [D]	60 ft.	V, S	No	Divination
60 ft.	16	None	1 standard action	Target: Cone-shaped emanation 11 hours	Close (50 Feet)	V, S, M	No	Evocation [Force]
tantal disk that holds 1100 lbs	16	Will negates (harmless)	1 standard action	Target: 3-ft.-diameter disk of force 11 minutes [D]	Touch	V, S, M	Yes	Transmutation
checks.	16	Will negates (harmless)	1 standard action	Target: Creature touched 11 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
s.	16	None	1 standard action	Target: Creature touched Instantaneous	Medium (210 Feet)	V, S	Yes	Evocation [Force]
age each.	16	None	1 standard action	Target: Up to five creatures, no two of which can be more than 15 ft. apart 11 minutes [D]	Personal	V, S	No	Abjuration [Force]
blocks magic missiles.				Target: You				

	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Damage for 4 rounds.	17	None	1 standard action	4 rounds	Long (840 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
	17	Will negates (harmless)	1 standard action	<i>Target:</i> One arrow of acid 11 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
The time.	17	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 11 minutes	Touch	V, S, M/DF	Yes	Transmutation
	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 11 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
utes or until it attacks.	17	Will negates (object)	1 standard action	<i>Target:</i> You or a creature or object weighing no more than 1100 lbs Permanent until discharged	Close (50 Feet)	V, S, M	Yes (object)	Illusion (Glamour)
	17	Will negates (object)	1 standard action	<i>Target:</i> One creature or object 8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
16 fire damage, +1 ray/four levels [max 3].	17	None	1 standard action	<i>Target:</i> One object touched of up to 1100 lbs Instantaneous	Close (50 Feet)	V, S	Yes	Evocation [Fire]
				<i>Target:</i> One or more rays				

DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
18	None	1 standard action	Instantaneous	Medium (210 Feet)	V, S	No	Abjuration
<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst							
* =Domain/Specialty Spell							

## Wizard Spells

Flame Arrow	18	None	1 standard action	110 minutes	Close (50 Feet)	V, S, M	No	Transmutation [Fire]
<i>Effect:</i> Arrows deal +1d6 fire damage.								
Fly	18	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject flies at speed of 60 ft.								
Halt Undead	18	Will negates (see text)	1 standard action	11 rounds	Medium (210 Feet)	V, S, M	Yes	Necromancy
<i>Effect:</i> Immobilizes undead for 11 rounds.								
Illusory Script	18	Will negates; see text	1 minute or longer; see text	11 days [D]	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]
<i>Effect:</i> Only intended reader can decipher.								
Rage	18	None	1 standard action	Concentration + 11 rounds [D]	Medium (210 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.								
Tongues	18	Will negates (harmless)	1 standard action	110 minutes	Touch	V, M/DF	No	Divination
<i>Effect:</i> Speak any language.								
<i>Target:</i> Creature touched								

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Dimensional Anchor	19	None	1 standard action	11 minutes	Medium (210 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Bars extradimensional movement.								
Enlarge Person, Mass	19	Fortitude negates	1 round	11 minutes [D]	Close (50 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> Enlarges several creatures.								
Fire Shield	19	None	1 standard action	11 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.								
Illusory Wall	19	Will disbelief (if interacted with)	1 standard action	Permanent	Close (50 Feet)	V, S	No	Illusion (Figment)
<i>Effect:</i> Wall, floor, or ceiling looks real, but anything can pass through.								
Locate Creature	19	None	1 standard action	110 minutes	Long (840 Feet)	V, S, M	No	Divination
<i>Effect:</i> Indicates direction to familiar creature.								
Remove Curse	19	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Frees object or person from curse.								
Secure Shelter	19	None	10 minutes	22 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
Break Enchantment	20	See text	1 minute	Instantaneous	Close (50 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.								
Mage's Private Sanctum	20	None	10 minutes	24 hours [D]	Close (50 Feet)	V, S, M	No	Abjuration
<i>Effect:</i> Prevents anyone from viewing or scrying an area for 24 hours.								
Planar Binding, Lesser	20	Will negates	10 minutes	Instantaneous	Close (50 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
<i>Effect:</i> Traps extraplanar creature of 6 HD or less until it performs a task.								
Telekinesis	20	Will negates (object) or None; see text	1 standard action	Concentration of up to 11 rounds or instantaneous; see text	Long (840 Feet)	V, S	Yes (object); see text	Transmutation
<i>Effect:</i> Moves object, attacks creature, or hurls object or creature.								
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 1100 miles.								
Wall of Stone	20	See text	1 standard action	Instantaneous	Medium (210 Feet)	V, S, M/DF	No	Conjuration (Creation) [Earth]
<i>Effect:</i> Creates a stone wall that can be shaped.								
<i>Target:</i> Stone wall whose area is up to 11 5-ft. squares [S]								

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Guards and Wards	21	See text	30 minutes	22 hours [D]	Anywhere within the V, S, M, F area to be warded	V, S, M, F	See text	Abjuration
<i>Effect:</i> Array of magic effects protect area.								
Symbol of Fear	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> Triggered rune panics nearby creatures.								
<i>Target:</i> One symbol								

\* =Domain/Speciality Spell