

Jebeddo Male Gnome Wiz12

NAME

Wiz12

CLASS

12

TCL

132000

EXPERIENCE

78000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	11	+0	11	+0
DEX Dexterity	18	+4	18	+4
CON Constitution	17	+3	17	+3
INT Intelligence	17	+3	17	+3
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

SAVING THROWS

FORTITUDE

REFLEX

WILLPOWER

total

base save

ability modifier

magic modifier

misc modifier

temp modifier

conditional modifiers

+7

+4

+3

+0

+0

+8

+4

+4

+0

+0

+9

+8

+1

+0

+0

MELEE

RANGED

GRAPPLE

total

base attack bonus

stat modifier

size modifier

misc modifier

temp modifier

+7/+2

+6/+1

+0

+1

+0

+11/+6

+6/+1

+4

+1

+0

+7/+2

+6/+1

+0

+1

+0

UNARMED

total attack bonus

damage

critical

+3/-2

1d2

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	28.0	Medium	57.0	Heavy	86.0
Lift over head	86.0	Lift off ground	172.0	Push / Drag	430.0

FEATS	
Brew Potion	See Text
Craft Staff	See Text
Craft Wand	See Text
Empower Spell	See Text
Extend Spell	See Text
Forge Ring	See Text
Maximize Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text

NPC

PLAYERNAME

Gnome

RACE

Small

SIZE

3'3"

HEIGHT

43 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

HP

66

AC

15

total

11

flat

15

touch

10

base

0

armor bonus

0

shield bonus

4

stat modifier

1

size modifier

0

natural armor

0

misc modifier

0

miss chance

0

arcane spell failure

armor check penalty

spell resistance

INITIATIVE

modifier

total

+4

dex modifier

+4

misc modifier

+0

BASE ATTACK

bonus

+6/+1

Lawful Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SPEED

Walk 20'

SKILLS					MAX RANKS
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Stonemasonry)	INT	13	= 3	+ 10.0	+
Knowledge (Arcana)	INT	18	= 3	+ 15.0	+
Knowledge (Architecture and Engineering)	INT	18	= 3	+ 15.0	+
Knowledge (Geography)	INT	13	= 3	+ 10.0	+
Knowledge (The Planes)	INT	15	= 3	+ 12.0	+
Spellcraft	INT	18	= 3	+ 13.0	+ 2
					= + +

SPECIAL ABILITIES

+1 racial bonus on attack rolls against kobalds and goblinoids.

+2 racial bonus on saving throws against illusions.

+4 Dodge bonus to Armor Class against monsters of the giant type.

Speak with Animals (burrowing mammal only, duration 1 minute).

Summon Familiar

PROFICIENCIES

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

LANGUAGES

Common, Dwarven, Elven, Gnome, Goblin

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	Speak with Animals <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Up to four lights, all within a 10- ft.-radius area (CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> Illusory sounds (CASTERLEVEL) hour	10 ft.	V, S	No	Universal
* =Domain/Speciality Spell									
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	5	3	3	2	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.	13	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Acid]
☐☐☐☐	Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].	13	None	1 standard action	<i>Target:</i> One missile of acid Permanent	0 ft.	V, S	No	Universal
☐☐☐☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	13	None	1 standard action	<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft. 12 minute [D]	Medium (220 Feet)	V, S	No	Evocation [Light]
☐☐☐☐	Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	13	Will negates	1 standard action	<i>Target:</i> Up to four lights, all within a 10- ft.-radius area 12 round	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐	Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	13	None	1 standard action	<i>Target:</i> One humanoid creature of 4 HD or less Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐	Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	13	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (55 Feet)	V, S	No	Divination
☐☐☐☐	Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	13	None	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
☐☐☐☐	Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	1 standard action	<i>Target:</i> Ray Instantaneous	Close (55 Feet)	V	Yes	Evocation [Light]
☐☐☐☐	Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Burst of light 12 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
☐☐☐☐	Light <i>Effect:</i> Object shines like a torch.	13	None	1 standard action	<i>Target:</i> Illusory sounds 120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐	Mage Hand <i>Effect:</i> 5-pound telekinesis.	13	None	1 standard action	<i>Target:</i> Object touched Concentration	Close (55 Feet)	V, S	No	Transmutation
☐☐☐☐	Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	1 standard action	<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb. Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐	Message <i>Effect:</i> Whispered conversation at distance.	13	None	1 standard action	<i>Target:</i> One object of up to 1 lb. 120 minutes	Medium (220 Feet)	V, S, F	No	Transmutation [Language-Dependent]
☐☐☐☐	Open/Close <i>Effect:</i> Opens or closes small or light things.	13	Will negates (object)	1 standard action	<i>Target:</i> 12 creatures Instantaneous	Close (55 Feet)	V, S, F	Yes (object)	Transmutation
☐☐☐☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	1 standard action	<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed 12 hour	10 ft.	V, S	No	Universal
☐☐☐☐	Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	13	None	1 standard action	<i>Target:</i> See text Instantaneous	Close (55 Feet)	V, S	Yes	Evocation [Cold]
☐☐☐☐	Read Magic <i>Effect:</i> Read scrolls and spellbooks.	13	None	1 standard action	<i>Target:</i> Ray 120 minutes	Personal	V, S, F	No	Divination
☐☐☐☐	Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	1 standard action	<i>Target:</i> You 12 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐	Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	13	Fortitude negates	1 standard action	<i>Target:</i> Creature touched 12 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐	Burning Hands <i>Effect:</i> 5d4 fire damage	14	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
☐☐☐☐	Charm Person <i>Effect:</i> Makes one person your friend.	14	Will negates	1 standard action	<i>Target:</i> Cone-shaped burst 12 hours	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐	Detect Secret Doors <i>Effect:</i> Reveals hidden doors within 60 ft.	14	None	1 standard action	<i>Target:</i> One humanoid creature Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐	Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation 12 minutes [D]	Personal	V, S	No	Transmutation
☐☐☐☐	Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	14	Will negates	1 round	<i>Target:</i> You 2d4 rounds [D]	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐	Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	14	None	1 standard action	<i>Target:</i> Several living creatures, no two of which may be more than 30 ft. apart Instantaneous	Medium (220 Feet)	V, S	Yes	Evocation [Force]
☐☐☐☐	Obscuring Mist <i>Effect:</i> Fog surrounds you.	14	None	1 standard action	<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart 12 minutes	20 ft.	V, S	No	Conjuration (Creation)
☐☐☐☐	Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	14	Will negates (harmless)	1 standard action	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high 12 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
☐☐☐☐	Reduce Person <i>Effect:</i> Humanoid creature halves in size.	14	Fortitude negates	1 round	<i>Target:</i> Creature touched 12 minutes [D]	Close (55 Feet)	V, S, M	Yes	Transmutation
☐☐☐☐	Silent Image <i>Effect:</i> Creates minor illusion of your design.	15	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> One humanoid creature Concentration	Long (880 Feet)	V, S, F	No	Illusion (Figment)
<i>Target:</i> Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]									

LEVEL 2									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐	Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 5 rounds.	15	None	1 standard action	5 rounds	Long (880 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
☐☐☐☐	Blur <i>Effect:</i> Attacks miss subject 20% of the time.	16	Will negates (harmless)	1 standard action	<i>Target:</i> One arrow of acid 12 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)
<i>Target:</i> Creature touched									
* =Domain/Speciality Spell									

## Wizard Spells

□□□□□	<b>Detect Thoughts</b>	15	Will negates; see text	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
	<i>Effect:</i> Allows 'listening' to surface thoughts.				<i>Target:</i> Cone-shaped emanation				
□□□□□	<b>Fog Cloud</b>	15	None	1 standard action	120 minutes	Medium (220 Feet)	V, S	No	Conjuration (Creation)
	<i>Effect:</i> Fog obscures vision.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				
□□□□□	<b>Invisibility</b>	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	12 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
	<i>Effect:</i> Subject is invisible for 12 minutes or until it attacks.				<i>Target:</i> You or a creature or object weighing no more than 1200 lbs				
□□□□□	<b>Pyrotechnics</b>	15	Will negates or Fortitude negates; see text	1 standard action	1d4+1 rounds, or 1d4+1 rounds Long (880 Feet) after creatures leave the smoke cloud; see text		V, S, M	Yes or No; see text	Transmutation
	<i>Effect:</i> Turns fire into blinding light or choking smoke.				<i>Target:</i> One fire source, up to a 20-ft. cube				
□□□□□	<b>Scorching Ray</b>	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Evocation [Fire]
	<i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].				<i>Target:</i> One or more rays				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Hold Person	16	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 12 rounds.				Target: One humanoid creature				
Invisibility Sphere	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	12 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
Effect: Makes everyone within 10 ft. invisible.				Target: 10-ft.-radius emanation around the creature or object touched				
Lightning Bolt	16	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
Effect: Electricity deals 12d6 damage.				Target: 120-ft. line				
Magic Circle against Good	16	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
Effect: As protection spells, but 10-ft. radius and 120 minutes.				Target: 10-ft.-radius emanation from touched creature				
Phantom Steed	16	None	10 minutes	12 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
Effect: Magic horse appears for 12 hours.				Target: One quasi-real, horselike creature				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Arcane Eye	17	None	10 minutes	12 minutes [D]	Unlimited	V, S, M	No	Divination (Scrying)
Effect: Invisible floating eye moves 30 ft./round.				Target: Magical sensor				
☐☐☐☐☐ Charm Monster	17	Will negates	1 standard action	12 days	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Effect: Makes monster believe it is your ally.				Target: One living creature				
☐☐☐☐☐ Hallucinatory Terrain	18	Will disbelief (if interacted with)	10 minutes	24 hours [D]	Long (880 Feet)	V, S, M	No	Illusion (Glamour)
Effect: Makes one type of terrain appear like another [field into forest, or the like].				Target: 12 30-ft. cubes [S]				
☐☐☐☐☐ Illusory Wall	18	Will disbelief (if interacted with)	1 standard action	Permanent	Close (55 Feet)	V, S	No	Illusion (Figment)
Effect: Wall, floor, or ceiling looks real, but anything can pass through.				Target: Image 1 ft. by 10 ft. by 10 ft.				
☐☐☐☐☐ Secure Shelter	17	None	10 minutes	24 hours [D]	Close (55 Feet)	V, S, M, F; No see text		Conjuration (Creation)
Effect: Creates sturdy cottage.				Target: 20 ft. square structure				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dominate Person	18	Will negates	1 round	12 days	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Controls humanoid telepathically.				Target: One humanoid				
□□□□□ Dream	19	None	1 minute	See text	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]
Effect: Sends message to anyone sleeping.				Target: One living creature touched				
□□□□□ Mirage Arcana	19	Will disbelief (if interacted with)	1 standard action	Concentration +1 hour/ level [D]Long (880 Feet)		V, S	No	Illusion (Glamour)
Effect: As hallucinatory terrain, plus structures.				Target: 12 20-ft. cubes [S]				
□□□□□ Teleport	18	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
Effect: Instantly transports you as far as 1200 miles.				Target: You and touched objects or other touched willing creatures				
□□□□□ Transmute Rock to Mud	18	See text	1 standard action	Permanent; see text	Medium (220 Feet)	V, S, M/DF	No	Transmutation [Earth]
Effect: Transforms two 10-ft. cubes per level.				Target: Up to 24 10 ft. cubes [S]				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Analyze Dweomer	19	None or Will negates; see text	1 standard action	12 rounds [D]	Close (55 Feet)	V, S, F	No	Divination
Effect: Reveals magical aspects of subject.				Target: One object or creature per caster level				
□□□□□Eagle's Splendor, Mass	19	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
Effect: As eagle's splendor, affects 12 subjects.				Target: 12 creatures, no two of which can be more than 30 ft. apart				
□□□□□Globe of Invulnerability	19	None	1 standard action	12 rounds [D]	10 ft.	V, S, M	No	Abjuration
Effect: As lesser globe of invulnerability, plus 4th-level spell effects.				Target: 10-ft.-radius spherical emanation, centered on you				
□□□□□Transformation	19	None	1 standard action	12 rounds	Personal	V, S, M	No	Transmutation
Effect: You gain combat bonuses.				Target: You				

\* =Domain/Specialty Spell