

Ivellius Male Elf Wiz9

NAME	
Wiz9	72000
CLASS	EXPERIENCE
9	45000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	20	+5	20	+5
CON Constitution	14	+2	14	+2
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	15	+2	15	+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+5	+3	+2	+0	+0		
REFLEX (dexterity)	+8	+3	+5	+0	+0		
WILLPOWER (wisdom)	+7	+6	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+7	+4	+3	+0	+0	
RANGED attack bonus	+9	+4	+5	+0	+0	
GRAPPLE attack bonus	+7	+4	+3	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+3	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
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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	
Craft Rod	See Text
Empower Spell	See Text
Persuasive	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Skill Focus (Craft (Stonemasonry))	See Text
Toughness (1x)	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION									
hit points	44																			
AC	15	:	10	:	15	=	10	+	0	+	0	+	5	+	0	+	0	+	0	
armor class	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR		MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	<div>+5</div>	=	<div>+5</div>	+	<div>+0</div>
	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	<div>+4</div>				

Neutral Good
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SUBDUAL DAMAGE						DAMAGE REDUCTION		SPEED		
								Walk 30'		
+	0	+	0	+	5	+	0	+	0	0
ARMOR BONUS		SHIELD BONUS		STAT MODIFIER	MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER		ARCANE SPELL
										ARMOR CHECK
										SPELL RESISTANCE

Craft (Carpentry)	INT	9	=	4	+ 5.0 +
Craft (Leatherworking)	INT	13	=	4	+ 9.0 +
Craft (Stonemasonry)	INT	13	=	4	+ 6.0 + 3
Knowledge (Arcana)	INT	12	=	4	+ 8.0 +
Knowledge (Architecture and Engineering)	INT	16	=	4	+ 12.0 +
Knowledge (Dungeoneering)	INT	14	=	4	+ 10.0 +
Knowledge (Local)	INT	15	=	4	+ 11.0 +
Knowledge (The Planes)	INT	16	=	4	+ 12.0 +
✓ : 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, Sylvan

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
<div> <div></div> <div></div> <div></div> <div></div> </div> 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]
<div> <div></div> <div></div> <div></div> <div></div> </div> Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<div> <div></div> <div></div> <div></div> <div></div> </div> 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]
<div> <div></div> <div></div> <div></div> <div></div> </div> 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]
<div> <div></div> <div></div> <div></div> <div></div> </div> Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> 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
<div> <div></div> <div></div> <div></div> <div></div> </div> Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy
<div> <div></div> <div></div> <div></div> <div></div> </div> 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]
<div> <div></div> <div></div> <div></div> <div></div> </div> 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)
<div> <div></div> <div></div> <div></div> <div></div> </div> Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> 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
<div> <div></div> <div></div> <div></div> <div></div> </div> 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]
<div> <div></div> <div></div> <div></div> <div></div> </div> 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
<div> <div></div> <div></div> <div></div> <div></div> </div> Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	9 hour	10 ft.	V, S	No	Universal
<div> <div></div> <div></div> <div></div> <div></div> </div> 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]
<div> <div></div> <div></div> <div></div> <div></div> </div> Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> 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
<div> <div></div> <div></div> <div></div> <div></div> </div> 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
<div> <div></div> <div></div> <div></div> <div></div> </div> Chill Touch <i>Effect:</i> 9 touches deal 1d6 damage and possibly 1 Str damage.	15	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<div> <div></div> <div></div> <div></div> <div></div> </div> 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
<div> <div></div> <div></div> <div></div> <div></div> </div> Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	15	See text	1 standard action	9 rounds [D]	Close (45 Feet)	V, S, M	No	Conjuration (Creation)
<div> <div></div> <div></div> <div></div> <div></div> </div> Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	15	Will negates	1 round	2d4 rounds [D]	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> 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]
<div> <div></div> <div></div> <div></div> <div></div> </div> Protection from Chaos <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 [Lawful]
<div> <div></div> <div></div> <div></div> <div></div> </div> Protection from Law <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 [Chaotic]
<div> <div></div> <div></div> <div></div> <div></div> </div> 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
<div> <div></div> <div></div> <div></div> <div></div> </div> Arcane Lock <i>Effect:</i> Magically locks a portal or chest.	16	None	1 standard action	Permanent	Touch	V, S, M	No	Abjuration
<div> <div></div> <div></div> <div></div> <div></div> </div> Blindness/Deafness <i>Effect:</i> Makes subject blinded or deafened.	16	Fortitude negates	1 standard action	Permanent [D]	Medium (190 Feet)	V	Yes	Necromancy
<div> <div></div> <div></div> <div></div> <div></div> </div> Bull's Strength <i>Effect:</i> Subject gains +4 to Str for 9 minutes.	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> Fog Cloud <i>Effect:</i> Fog obscures vision.	16	None	1 standard action	90 minutes	Medium (190 Feet)	V, S	No	Conjuration (Creation)
<div> <div></div> <div></div> <div></div> <div></div> </div> Invisibility <i>Effect:</i> Subject is invisible for 9 minutes or until it attacks.	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	9 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<div> <div></div> <div></div> <div></div> <div></div> </div> Phantom Trap <i>Effect:</i> Makes item seem trapped.	16	None	1 standard action	Permanent [D]	Touch	V, S, M	No	Illusion (Glamour)
<div> <div></div> <div></div> <div></div> <div></div> </div> Shatter <i>Effect:</i> Sonic vibration damages objects or crystalline creatures.	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<div> <div></div> <div></div> <div></div> <div></div> </div> 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

* =Domain/Specialty Spell

Wizard Spells LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Blink <i>Effect:</i> You randomly vanish and reappear for 9 rounds.	17	None	1 standard action	9 rounds [D]	Personal	V, S	No	Transmutation
□□□□□Deep Slumber <i>Effect:</i> Puts 10 HD of creatures to sleep.	17	Will negates	1 round	9 minutes	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□Fly <i>Effect:</i> Subject flies at speed of 60 ft.	17	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
□□□□□Hold Person <i>Effect:</i> Paralyzes one humanoid for 9 rounds.	17	Will negates; see text	1 standard action	9 rounds [D]; see text	Medium (190 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□Sepia Snake Sigil <i>Effect:</i> Creates text symbol that immobilizes reader.	17	Reflex negates	10 minutes	Permanent or until discharged; Touch until released or 1d4 days + one day/level; see text		V, S, M	No	Conjuration (Creation) [Force]
□□□□□Sleet Storm <i>Effect:</i> Hampers vision and movement.	17	None	1 standard action	9 rounds	Long (760 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Animate Dead <i>Effect:</i> Creates undead skeletons and zombies.	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
□□□□□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
□□□□□Confusion <i>Effect:</i> Subjects behave oddly for 9 rounds.	18	Will negates	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□Geas, Lesser <i>Effect:</i> Commands subject of 7 HD or less.	18	Will negates	1 round	9 days or until discharged [D]	Close (45 Feet)	V	Yes	Enchantment (Compulsion)
□□□□□Invisibility, Greater <i>Effect:</i> As invisibility, but subject can attack and stay invisible.	18	Will negates (harmless)	1 standard action	9 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□□Rainbow Pattern <i>Effect:</i> Lights fascinate 24 HD of creatures.	18	Will negates	1 standard action	Concentration + 9 rounds [D]	Medium (190 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Dream <i>Effect:</i> Sends message to anyone sleeping.	19	None	1 minute	See text	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]
□□□□□Persistent Image <i>Effect:</i> As major image, but no concentration required.	19	Will disbelief (if interacted with)	1 standard action	9 minutes [D]	Long (760 Feet)	V, S, F	No	Illusion (Figment)

* =Domain/Speciality Spell