

Hapweth Male Human Wiz9

NAME

Wiz9

72000

CLASS

EXPERIENCE

9

45000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	17	+3	17	+3
CON Constitution	19	+4	19	+4
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	13	+1	13	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+7

=

+3

+

+4

+

+0

+

+0

+

TEMP MODIFIER

TOTAL

+6

=

+3

+

+3

+

+0

+

+0

+

TEMP MODIFIER

TOTAL

+7

=

+6

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+5

=

BASE ATTACK BONUS

+4

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

+7

=

BASE ATTACK BONUS

+4

+

STAT MODIFIER

+3

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

+5

=

BASE ATTACK BONUS

+4

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+1

DAMAGE

1d3+1

CRITICAL

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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Alertness	See Text
Craft Wand	See Text
Craft Wondrous Item	See Text
Extend Spell	See Text
Heighten Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Still Spell	See Text

NPC

PLAYERNAME

Human

Medium

5'10"

180 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP

hit points

57

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC

armor class

13

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+3

TOTAL

DEX MODIFIER

+3

MISC MODIFIER

+0

BASE ATTACK

bonus

+4

Lawful Good

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 30'

0

+0

0

SKILLS						MAX RANKS	12/6
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
Craft (Alchemy)	INT	12	=	4	+	8.0	+
Craft (Blacksmithing)	INT	6	=	4	+	2.0	+
Craft (Weaponsmithing)	INT	12	=	4	+	8.0	+
Knowledge (Dungeoneering)	INT	14	=	4	+	10.0	+
Knowledge (Geography)	INT	14	=	4	+	10.0	+
Knowledge (History)	INT	14	=	4	+	10.0	+
Knowledge (Local)	INT	14	=	4	+	10.0	+
Knowledge (Nobility and Royalty)	INT	12	=	4	+	8.0	+
Knowledge (Religion)	INT	16	=	4	+	12.0	+
✓ Move Silently	DEX	6	=	3	+	3.0	+
			=		+		+

SPECIAL ABILITIES

Summon Familiar

PROFICIENCIES

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

LANGUAGES

Auran, Common, Dwarven, Infernal, 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> Charm Person <i>Effect:</i> Makes one person your friend.	15	Will negates	1 standard action	9 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<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> Color Spray <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.	15	Will negates	1 standard action	Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> Identify <i>Effect:</i> Determines properties of magic item.	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
<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 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]
<div> <div></div> <div></div> <div></div> <div></div> </div> 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
<div> <div></div> <div></div> <div></div> <div></div> </div> Reduce Person <i>Effect:</i> Humanoid creature halves in size.	15	Fortitude negates	1 round	9 minutes [D]	Close (45 Feet)	V, S, M	Yes	Transmutation

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> Detect Thoughts <i>Effect:</i> Allows "listening" to surface thoughts.	16	Will negates; see text	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> False Life <i>Effect:</i> Gain 1d10+9 temporary hp	16	None	1 standard action	9 hours or until discharged; see Personal text		V, S, M	No	Necromancy
<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
<div> <div></div> <div></div> <div></div> <div></div> </div> Touch of Idiocy <i>Effect:</i> Subject takes 1d6 points of Int, Wis, and Cha damage.	16	No	1 standard action	90 minutes	Touch	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> Daylight <i>Effect:</i> 60-ft. radius of bright light.	17	None	1 standard action	90 minutes [D]	Touch	V, S	No	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> Fireball <i>Effect:</i> 1d6 damage per level, 20-ft. radius.	17	Reflex half	1 standard action	Instantaneous	Long (760 Feet)	V, S, M	Yes	Evocation [Fire]
<div> <div></div> <div></div> <div></div> <div></div> </div> Halt Undead <i>Effect:</i> Immobilizes undead for 9 rounds.	17	Will negates (see text)	1 standard action	9 rounds	Medium (190 Feet)	V, S, M	Yes	Necromancy

* =Domain/Specialty Spell

Wizard Spells

☐☐☐☐☐	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				
☐☐☐☐☐	Phantom Steed	17	None	10 minutes	9 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
<i>Effect:</i> Magic horse appears for 9 hours.					<i>Target:</i> One quasi-real, horselike creature				
☐☐☐☐☐	Slow	17	Will negates	1 standard action	9 rounds	Close (45 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> 9 subjects takes only one action/round, -2 to AC, -2 on attack rolls.					<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ 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				
☐☐☐☐☐ Contagion	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
☐☐☐☐☐ Fire Shield	18	None	1 standard action	9 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.				<i>Target:</i> You				
☐☐☐☐☐ Geas, Lesser	18	Will negates	1 round	9 days or until discharged [D]	Close (45 Feet)	V	Yes	Enchantment (Compulsion)
<i>Effect:</i> Commands subject of 7 HD or less.				<i>Target:</i> One living creature with 7 HD or less				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Contact Other Plane	19	None	10 minutes	Concentration	Personal	V	No	Divination
Effect: Lets you ask question of extraplanar entity.				Target: You				
☐☐☐☐☐Persistent Image	19	Will disbelief (if interacted with)	1 standard action	9 minutes [D]	Long (760 Feet)	V, S, F	No	Illusion (Figment)
Effect: As major image, but no concentration required.				Target: Visual figment that cannot extend beyond 13 10-ft. cubes [S]				

* =Domain/Speciality Spell