

Laucilol Male Elf Wiz13

NAME	
Wiz13	156000
CLASS	EXPERIENCE
13	91000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	16	+3	16	+3
CON Constitution	16	+3	16	+3
INT Intelligence	21	+5	21	+5
WIS Wisdom	14	+2	14	+2
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	= +4	+ +3	+ +0	+ +0		
REFLEX (dexterity)	+7	= +4	+ +3	+ +0	+ +0		
WILLPOWER (wisdom)	+10	= +8	+ +2	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	
RANGED attack bonus	+9/+4	= +6/+1	+ +3	+ +0	+ +0	
GRAPPLE attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+3/-2	1d3+1	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	
Brew Potion	See Text
Empower Spell	See Text
Heighten Spell	See Text
Improved Initiative	See Text
Quicken Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Spell Mastery (Unseen Servant, Blink, Invisibility, Identify)	See Text
Toughness (1x)	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
74		
AC	armor class	SUBDUAL DAMAGE
13		
TOTAL	FLAT	TOUCH

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+7		= +3		+ +4
BASE ATTACK	bonus	+6/+1		

DEITY	
5'2"	121 lbs
HEIGHT	WEIGHT
EYES	HAIR

DAMAGE REDUCTION	SPEED
	Walk 30'

SKILLS						MAX RANKS	16/8
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
Craft (Bowmaking)	INT	16	= 5	+ 11.0	+		
Craft (Trapmaking)	INT	8	= 5	+ 3.0	+		
Knowledge (Arcana)	INT	20	= 5	+ 15.0	+		
Knowledge (Architecture and Engineering)	INT	21	= 5	+ 16.0	+		
Knowledge (Dungeoneering)	INT	18	= 5	+ 13.0	+		
Knowledge (Geography)	INT	20	= 5	+ 15.0	+		
Knowledge (Nobility and Royalty)	INT	21	= 5	+ 16.0	+		
Knowledge (The Planes)	INT	19	= 5	+ 14.0	+		
						=	+ +
✓ : 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, Elven, Gnome, Goblin, Orc, 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	6	5	5	5	4	2	1	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.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	13 minute [D]	Medium (230 Feet)	V, S	No	Evocation [Light]
□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	13 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.	15	None	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (55 Feet)	V	Yes	Evocation [Light]
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	13 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (55 Feet)	V, S	No	Transmutation
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	130 minutes	Medium (230 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	13 hour	10 ft.	V, S	No	Universal
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	13 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	15	Fortitude negates	1 standard action	13 rounds	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Alarm <i>Effect:</i> Wards an area for 26 hours.	16	None	1 standard action	26 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
□□□□ Enlarge Person <i>Effect:</i> Creatures size increases to next category	16	Fortitude negates	1 round	13 minutes [D]	Close (55 Feet)	V, S, M	Yes	Transmutation
□□□□ Identify <i>Effect:</i> Determines properties of magic item.	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
□□□□ Jump <i>Effect:</i> Subject gets bonus on Jump checks.	16	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V, S, M	Yes	Transmutation
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	Instantaneous	Medium (230 Feet)	V, S	Yes	Evocation [Force]
□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	16	None	1 standard action	13 minutes [D]	Personal	V, S	No	Abjuration [Force]
□□□□ Shocking Grasp <i>Effect:</i> Touch delivers 5d6 electricity damage.	16	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]
□□□□ True Strike <i>Effect:</i> +20 on your next attack roll.	16	None	1 standard action	See text	Personal	V, F	No	Divination
□□□□ Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	16	None	1 standard action	13 hours	Close (55 Feet)	V, S, M	No	Conjuration (Creation)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Continual Flame <i>Effect:</i> Makes a permanent, heatless torch.	17	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
□□□□ Hypnotic Pattern <i>Effect:</i> Fascinates [2d4 + level] HD of creatures.	17	Will negates	1 standard action	Concentration + 2 rounds	Medium (230 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□ Invisibility <i>Effect:</i> Subject is invisible for 13 minutes or until it attacks.	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	13 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□ Minor Image <i>Effect:</i> As silent image, plus some sound.	17	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (920 Feet)	V, S, F	No	Illusion (Figment)
□□□□ Obscure Object <i>Effect:</i> Masks object against scrying.	17	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
□□□□ Protection from Arrows <i>Effect:</i> Subject immune to most ranged attacks.	17	Will negates (harmless)	1 standard action	13 hours or until discharged	Touch	V, S, F	Yes (harmless)	Abjuration
□□□□ Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	17	None	1 round	Concentration + 2 rounds	Close (55 Feet)	V, S, M/DF	No	Conjuration (Summoning)

\* =Domain/Specialty Spell

## Wizard Spells LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Blink	18	None	1 standard action	13 rounds [D]	Personal	V, S	No	Transmutation
<i>Effect:</i> You randomly vanish and reappear for 13 rounds.				<i>Target:</i> You				
□□□□□Displacement	18	Will negates (harmless)	1 standard action	13 rounds [D]	Touch	V, M	Yes (harmless)	Illusion (Glamour)
<i>Effect:</i> Attacks miss subject 50%.				<i>Target:</i> Creature touched				
□□□□□Heroism	18	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Gives +2 bonus on attack rolls, saves, skill checks.				<i>Target:</i> Creature touched				
□□□□□Invisibility Sphere	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	13 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	18	Reflex half	1 standard action		120 ft.	V, S, M	Yes	Evocation [Electricity]
<i>Effect:</i> Electricity deals 13d6 damage.				<i>Target:</i> 120-ft. line				
□□□□□Slow	18	Will negates	1 standard action	13 rounds	Close (55 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> 13 subjects takes only one action/round, -2 to AC, -2 on attack rolls.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
□□□□□Stinking Cloud	18	Fortitude negates; see text	1 standard action	13 rounds	Medium (230 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Nauseating vapors, 13 rounds.				<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Animate Dead	19	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				
□□□□□Charm Monster	19	Will negates	1 standard action	13 days	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes monster believe it is your ally.				<i>Target:</i> One living creature				
□□□□□Contagion	19	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 Trap	19	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
<i>Effect:</i> Opened object deals 1d4+13 damage.				<i>Target:</i> Object touched				
□□□□□Invisibility, Greater	19	Will negates (harmless)	1 standard action	13 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.				<i>Target:</i> You or creature touched				
□□□□□Locate Creature	19	None	1 standard action	130 minutes	Long (920 Feet)	V, S, M	No	Divination
<i>Effect:</i> Indicates direction to familiar creature.				<i>Target:</i> Circle, centered on you, with a radius of 920 ft.				
□□□□□Polymorph	19	None	1 standard action	13 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				
□□□□□Rainbow Pattern	19	Will negates	1 standard action	Concentration + 13 rounds [D]	Medium (230 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
<i>Effect:</i> Lights fascinate 24 HD of creatures.				<i>Target:</i> Colorful lights with a 20-ft.-radius spread				
□□□□□Resilient Sphere	19	Reflex negates	1 standard action	13 minutes [D]	Close (55 Feet)	V, S, M	Yes	Evocation [Force]
<i>Effect:</i> Force globe protects but traps one subject.				<i>Target:</i> 13 ft. diameter sphere, centered around a creature				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Cloudkill	20	Fortitude partial; see text	1 standard action	13 minutes	Medium (230 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.				<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high				
□□□□□Cone of Cold	20	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
<i>Effect:</i> 13d6 cold damage.				<i>Target:</i> Cone-shaped burst				
□□□□□Hold Monster	20	Will negates; see text	1 standard action	13 rounds [D]; see text	Medium (230 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> As hold person, but any creature.				<i>Target:</i> One living 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 1300 miles.				<i>Target:</i> You and touched objects or other touched willing creatures				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Cat's Grace, Mass	21	Will negates (harmless)	1 standard action	13 minutes	Close (55 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> As cat's grace, affects 13 subjects.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
□□□□□Control Water	21	None; see text	1 standard action	130 minutes [D]	Long (920 Feet)	V, S, M/DF	No	Transmutation [Water]
<i>Effect:</i> Raises or lowers bodies of water.				<i>Target:</i> Water in a volume of 130 ft by 130 ft by 26 ft [S]				
□□□□□Eagle's Splendor, Mass	21	Will negates (harmless)	1 standard action	13 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As eagle's splendor, affects 13 subjects.				<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart				
□□□□□Mage's Lucubration	21	None	1 standard action	Instantaneous	Personal	V, S	No	Transmutation
<i>Effect:</i> Wizard only. Recalls spell of 5th level or lower.				<i>Target:</i> You				
□□□□□Planar Binding	21	Will negates	10 minutes	Instantaneous	Close (55 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
<i>Effect:</i> As lesser planar binding, but up to 12 HD.				<i>Target:</i> Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear				
□□□□□Shadow Walk	21	Will negates	1 standard action	13 hours [D]	Touch	V, S	Yes	Illusion (Shadow)
<i>Effect:</i> Step into shadow to travel rapidly.				<i>Target:</i> Up to 13 touched creatures				

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Vision	22	None	1 standard action	See text	Personal	V, S, M, XP	No	Divination
<i>Effect:</i> As legend lore, but quicker and strenuous.				<i>Target:</i> You				

\* =Domain/Specialty Spell