

Brotthild Female Dwarf Wiz9

NAME

Wiz9

CLASS

9

TCL

72000

EXPERIENCE

45000

NEXT LEVEL

NPC

PLAYERNAME

DEITY

Dwarf

Medium

3'11"

124 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Female

HAIR

AGE

GENDER

EYES

Lawful Good

ALIGNMENT

Darkvision (60'), Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	15	+2	15	+2
CON Constitution	20	+5	20	+5
INT Intelligence	20	+5	20	+5
WIS Wisdom	14	+2	14	+2
CHA Charisma	10	+0	10	+0

HP hit points	74	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED						
AC armor class	12	10	12	10	0	0	2	0	0	0	Walk 20'			
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE modifier	+2	=	+2	=	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+4				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6
Craft (Bowmaking)	INT	16	=	5	+ 11.0	+
Craft (Pottery)	INT	14	=	5	+ 9.0	+
Craft (Trapmaking)	INT	14	=	5	+ 9.0	+
Knowledge (Architecture and Engineering)	INT	17	=	5	+ 12.0	+
Knowledge (Dungeoneering)	INT	17	=	5	+ 12.0	+
Knowledge (History)	INT	15	=	5	+ 10.0	+
Knowledge (Nature)	INT	16	=	5	+ 11.0	+
			=		+	+
✓ : can be used untrained. ✗ : exclusive skills						

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

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED attack bonus	+5	= +4	+1	+0	+0	
GRAPPLE attack bonus	+6	= +4	+2	+0	+0	
	+5	= +4	+1	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+1	1d3+1	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	43.0	Medium	86.0
Lift over head	130.0	Lift off ground	260.0
		Heavy	130.0
		Push / Drag	650.0

FEATS	
Combat Casting	See Text
Quicken Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Spell Penetration	See Text
Still Spell	See Text

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.	
+4 to Concentration to use spll or spelllike ability	
Stability	
Stonecunning	
Summon Familiar	

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

LANGUAGES	
Common, Dwarven, Giant, Gnome, Goblin, Orc	

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	4	3	2	0	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.	15	None	1 standard action	Instantaneous	Close (45 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	9 minute [D]	Medium (190 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	9 round	Close (45 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 9 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 (45 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	9 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (45 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	90 minutes	Medium (190 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 (45 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	9 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 (45 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	9 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	9 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	16	Will negates	1 round	2d4 rounds [D]	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Mount <i>Effect:</i> Summons riding horse for 18 hours.	16	None	1 round	18 hours [D]	Close (45 Feet)	V, S, M	No	Conjuration (Summoning)
□□□□□ Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
□□□□□ Shocking Grasp <i>Effect:</i> Touch delivers 5d6 electricity damage.	16	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]
□□□□□ Summon Monster I <i>Effect:</i> Calls extraplanar creature to fight for you.	16	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
□□□□□ Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	16	None	1 standard action	9 hours	Close (45 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time.	17	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
□□□□□ Ghoul Touch <i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.	17	Fortitude negates	1 standard action	1d6+2 rounds	Touch	V, S, M	Yes	Necromancy
□□□□□ Magic Mouth <i>Effect:</i> Speaks once when triggered.	17	Will negates (object)	1 standard action	Permanent until discharged	Close (45 Feet)	V, S, M	Yes (object)	Illusion (Glamour)
□□□□□ Mirror Image <i>Effect:</i> Creates decoy duplicates of you 8.	17	None	1 standard action	9 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
□□□□□ Misdirection <i>Effect:</i> Misleads divinations for one creature or object.	17	None or Will negates; see text	1 standard action	9 hours	Close (45 Feet)	V, S	No	Illusion (Glamour)
□□□□□ Rope Trick <i>Effect:</i> As many as eight creatures hide in extradimensional space.	17	None	1 standard action	9 hours [D]	Touch	V, S, M	No	Transmutation
□□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	17	Reflex negates; see text	1 standard action	90 minutes [D]	Medium (190 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Fly <i>Effect:</i> Subject flies at speed of 60 ft.	18	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
□□□□□ Illusory Script <i>Effect:</i> Only intended reader can decipher.	18	Will negates; see text	1 minute or longer; see text	9 days [D]	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 90 minutes.							
□□□□□	Magic Circle against Good	18	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF No; see text	Abjuration [Evil]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 90 minutes.							
□□□□□	Slow	18	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
□□□□□	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	9 days	Close (45 Feet)	V, S Yes	Enchantment (Charm) [Mind-Affecting]
	<i>Effect:</i> Makes monster believe it is your ally.							
□□□□□	Hallucinatory Terrain	19	Will disbelief (if interacted with)	10 minutes	18 hours [D]	Long (760 Feet)	V, S, M No	Illusion (Glamour)
	<i>Effect:</i> Makes one type of terrain appear like another [field into forest, or the like].							
	<i>Target:</i> 9 30-ft. cubes [S]							
□□□□□	Invisibility, Greater	19	Will negates (harmless)	1 standard action	9 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							
□□□□□	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.							
	<i>Target:</i> Creature or item touched							
□□□□□	Stoneskin	19	Will negates (harmless)	1 standard action	90 minutes or until discharged	Touch	V, S, M Yes (harmless)	Abjuration
	<i>Effect:</i> Ignore 10 points of damage per attack.							
	<i>Target:</i> Creature touched							

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Contact Other Plane	20	None	10 minutes	Concentration	Personal	V No	Divination
	<i>Effect:</i> Lets you ask question of extraplanar entity.							
	<i>Target:</i> You							
□□□□□	Passwall	20	None	1 standard action	9 hours [D]	Touch	V, S, M No	Transmutation
	<i>Effect:</i> Creates passage through wood or stone wall.							
	<i>Target:</i> 5 ft. by 8 ft. opening, 25 ft. deep							
□□□□□	Planar Binding, Lesser	20	Will negates	10 minutes	Instantaneous	Close (45 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.							
	<i>Target:</i> One elemental or outsider with 6 HD or less							

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