

Aelgifu Female Half-Elf Wiz15

NAME

Wiz15

CLASS

15

TCL

210000

EXPERIENCE

120000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	13	+1	13	+1
CON Constitution	19	+4	19	+4
INT Intelligence	19	+4	19	+4
WIS Wisdom	15	+2	15	+2
CHA Charisma	17	+3	17	+3

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+9

=

+5

+

+4

+

+0

+

+0

+

conditional modifiers

+6

=

+5

+

+1

+

+0

+

+0

+

conditional modifiers

+11

=

+9

+

+2

+

+0

+

+0

+

conditional modifiers

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+8/+3	=	+7/+2	+	+1	+	+0	+	+0	+	
RANGED attack bonus	+8/+3	=	+7/+2	+	+1	+	+0	+	+0	+	
GRAPPLE attack bonus	+8/+3	=	+7/+2	+	+1	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+4/-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	Medium	Heavy
	43.0	86.0	130.0
Lift over head	130.0	Lift off ground	260.0
		Push / Drag	650.0

FEATS

Alertness	See Text
Brew Potion	See Text
Craft Magic Arms and Armor	See Text
Craft Staff	See Text
Enlarge Spell	See Text
Forge Ring	See Text
Heighten Spell	See Text
Quicken Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Silent Spell	See Text

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

4'8"

HEIGHT

92 lbs

WEIGHT

0

AGE

Female

GENDER

HP
hit points

96

WOUNDS/CURRENT HP

AC
armor class

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

INITIATIVE
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+7/+2

DEITY

4'8"

HEIGHT

92 lbs

WEIGHT

0

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

SKILLS

MAX RANKS

18/9

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Pottery)	INT	21	=	4	+ 17.0 +
Craft (Stonemasonry)	INT	12	=	4	+ 8.0 +
Decipher Script	INT	22	=	4	+ 18.0 +
Knowledge (Arcana)	INT	20	=	4	+ 16.0 +
Knowledge (History)	INT	22	=	4	+ 18.0 +
Knowledge (Nobility and Royalty)	INT	20	=	4	+ 16.0 +
Knowledge (Religion)	INT	19	=	4	+ 15.0 +

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Elven Blood

Immunity to sleep spells and similar magical effects.

Summon Familiar

PROFICIENCIES

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

LANGUAGES

Aquan, Celestial, Common, Elven, Gnoll, Halfling

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	5	4	3	2	1	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	14	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	14	None	1 standard action	15 minute [D]	Medium (250 Feet)	V, S	No	Evocation [Light]
□□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	14	Will negates	1 standard action	15 round	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 15 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	15 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	150 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (60 Feet)	V, S	No	Transmutation
□□□□□ 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
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.	14	None	1 standard action	150 minutes	Medium (250 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	15 hour	10 ft.	V, S	No	Universal
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	14	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	150 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	15 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	15 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (60 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□□ Enlarge Person <i>Effect:</i> Creatures size increases to next category	15	Fortitude negates	1 round	15 minutes [D]	Close (60 Feet)	V, S, M	Yes	Transmutation
□□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 15 rounds	Close (60 Feet)	V	Yes (object)	Transmutation
□□□□□ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1500 lbs	15	None	1 standard action	15 hours	Close (60 Feet)	V, S, M	No	Evocation [Force]
□□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	15	Will negates	1 round	2d4 rounds [D]	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	15	Will negates (harmless)	1 standard action	15 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
□□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura.	15	None; see text	1 standard action	15 days [D]	Touch	V, S, F	No	Illusion (Glamour)
□□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (250 Feet)	V, S	Yes	Evocation [Force]
□□□□□ 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	15 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
□□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	15	Will negates	1 round	15 minutes	Medium (250 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ True Strike <i>Effect:</i> +20 on your next attack roll.	15	None	1 standard action	See text	Personal	V, F	No	Divination

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Daze Monster <i>Effect:</i> Living creature of 6 HD or less loses next action.	16	Will negates	1 standard action	15 round	Medium (250 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Detect Thoughts <i>Effect:</i> Allows 'listening' to surface thoughts.	16	Will negates; see text	1 standard action	Concentration, up to 15 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
□□□□□ Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 15 rounds.	16	Reflex negates	1 standard action	15 rounds	Medium (250 Feet)	V, S, M/DF	Yes	Evocation [Fire]
□□□□□ Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	16	Fortitude negates	1 standard action	15 round	60 ft.	V, S	Yes	Evocation [Air]
□□□□□ Hideous Laughter <i>Effect:</i> Subject loses actions for 15 rounds.	16	Will negates	1 standard action	15 rounds	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Hypnotic Pattern <i>Effect:</i> Fascinates [2d4 + level] HD of creatures.	16	Will negates	1 standard action	Concentration + 2 rounds	Medium (250 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]

* =Domain/Specialty Spell

Wizard Spells

Levitate	16	None	1 standard action	15 minutes [D]	Personal or close	V, S, F	No	Transmutation
<i>Effect:</i> Subject moves up and down at your direction.				<i>Target:</i> You or one willing creature or one object, total weight up to 1500 lbs				
Magic Mouth	16	Will negates (object)	1 standard action	Permanent until discharged	Close (60 Feet)	V, S, M	Yes (object)	Illusion (Glamer)
<i>Effect:</i> Speaks once when triggered.				<i>Target:</i> One creature or object				
Mirror Image	16	None	1 standard action	15 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
<i>Effect:</i> Creates decoy duplicates of you 8.				<i>Target:</i> You				
Phantom Trap	16	None	1 standard action	Permanent [D]	Touch	V, S, M	No	Illusion (Glamer)
<i>Effect:</i> Makes item seem trapped.				<i>Target:</i> Object touched				
Resist Energy	16	Fortitude negates (harmless)	1 standard action	150 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
Scare	16	Will partial	1 standard action	15 rounds or 1 round; see text for cause fear	Medium (250 Feet)	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> Panics creatures of less than 6 HD.				<i>Target:</i> 5 living creatures, no two of which can be more than 30 ft. apart				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Deep Slumber	17	Will negates	1 round	15 minutes	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Puts 10 HD of creatures to sleep.				<i>Target:</i> One or more living creatures within a 10-ft.-radius burst				
Dispel Magic	17	None	1 standard action	Instantaneous	Medium (250 Feet)	V, S	No	Abjuration
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
Flame Arrow	17	None	1 standard action	150 minutes	Close (60 Feet)	V, S, M	No	Transmutation [Fire]
<i>Effect:</i> Arrows deal +1d6 fire damage.				<i>Target:</i> Fifty projectiles, all of which must be in contact with each other at the time of casting				
Keen Edge	17	Will negates (harmless, object)	1 standard action	150 minutes	Close (60 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Doubles normal weapon's threat range.				<i>Target:</i> One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting				
Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 150 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
Ray of Exhaustion	17	Fortitude partial; see text	1 standard action	15 minutes	Close (60 Feet)	V, S, M	Yes	Necromancy
<i>Effect:</i> Ray makes subject exhausted.				<i>Target:</i> Ray				
Slow	17	Will negates	1 standard action	15 rounds	Close (60 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> 15 subjects takes only one action/round, -2 to AC, -2 on attack rolls.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
Vampiric Touch	17	None	1 standard action	Instantaneous/1 hour; see text	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch deals 1d6/two levels damage; caster gains damage as hp.				<i>Target:</i> Living creature touched				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Rainbow Pattern	18	Will negates	1 standard action	Concentration + 15 rounds [D]	Medium (250 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				
Scrying	18	Will negates	1 hour	15 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor				
Secure Shelter	18	None	10 minutes	30 hours [D]	Close (60 Feet)	V, S, M, F; No see text		Conjuration (Creation)
<i>Effect:</i> Creates sturdy cottage.				<i>Target:</i> 20 ft. square structure				
Shout	18	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Deafens all within cone and deals 5d6 sonic damage.				<i>Target:</i> Cone-shaped burst				
Solid Fog	18	None	1 standard action	15 minutes	Medium (250 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Blocks vision and slows movement.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Magic Jar	19	Will negates; see text	1 standard action	15 hours or until you return to your body	Medium (250 Feet)	V, S, F	Yes	Necromancy
<i>Effect:</i> Enables possession of another creature.				<i>Target:</i> One creature				
Mind Fog	19	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (250 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subjects in fog get -10 to Wis and Will checks.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				
Nightmare	19	Will negates; see text	10 minutes	Instantaneous	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting, Evil]
<i>Effect:</i> Sends vision dealing 1d10 damage, fatigue.				<i>Target:</i> One living creature				
Prying Eyes	19	None	1 minute	15 hours; see text [D]	One mile	V, S, M	No	Divination
<i>Effect:</i> 1d4+15 floating eyes scout for you.				<i>Target:</i> Ten or more levitating eyes				
Secret Chest	19	None	10 minutes	Sixty days or until discharged	See text	V, S, F	No	Conjuration (Summoning)
<i>Effect:</i> Hides expensive chest on Ethereal Plane; you retrieve it at will.				<i>Target:</i> One chest and up to 1 cu. ft. of goods/caster level				
Sending	19	None	10 minutes	15 round; see text	See text	V, S, M/DF	No	Evocation
<i>Effect:</i> Delivers short message anywhere, instantly.				<i>Target:</i> One creature				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Antimagic Field	20	None	1 standard action	150 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration
<i>Effect:</i> Negates magic within 10 ft.				<i>Target:</i> 10-ft.-radius emanation, centered on you				
Bear's Endurance, Mass	20	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> As bear's endurance, affects 15 subjects.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
Eyebite	20	Fortitude negates	1 standard action	15 round per three levels; see text	Close (60 Feet)	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> Target becomes panicked, sickened, and comatose.				<i>Target:</i> One living creature				
Fox's Cunning, Mass	20	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As fox's cunning, affects one subject/ level.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
Globe of Invulnerability	20	None	1 standard action	15 rounds [D]	10 ft.	V, S, M	No	Abjuration
<i>Effect:</i> As lesser globe of invulnerability, plus 4th-level spell effects.				<i>Target:</i> 10-ft.-radius spherical emanation, centered on you				
Legend Lore	20	None	See text	See text	Personal	V, S, M, F	No	Divination
<i>Effect:</i> Lets you learn tales about a person, place, or thing.				<i>Target:</i> You				
Wall of Iron	20	See text	1 standard action	Instantaneous	Medium (250 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> 30 hp/four levels; can topple onto foes.				<i>Target:</i> Iron wall whose area is up to 15 5-ft. squares; see text				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Arcane Sight, Greater	21	None	1 standard action	15 minutes [D]	Personal	V, S	No	Divination
<i>Effect:</i> As arcane sight, but also reveals magic effects on creatures and objects.				<i>Target:</i> You				
Control Undead	21	Will negates	1 standard action	15 minutes	Close (60 Feet)	V, S, M	Yes	Necromancy
<i>Effect:</i> Undead don't attack you while under your command.				<i>Target:</i> 30 HD of undead creatures, no two of which can be more than 30 ft. apart				
Delayed Blast Fireball	21	Reflex half	1 standard action	5 rounds or less; see text	Long (1000 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 15d6 fire damage; you can postpone blast for 5 rounds.				<i>Target:</i> 20-ft.-radius spread				

* =Domain/Specialty Spell

Wizard Spells									
☐☐☐☐☐	Mage's Magnificent Mansion	21	None	1 standard action	30 hours [D]	Close (60 Feet)	V, S, F	No	Conjuration (Creation)
Effect: Door leads to extradimensional mansion.					Target: Extradimensional mansion, up to 45 10-ft. cubes [S]				
☐☐☐☐☐	Spell Turning	21	None	1 standard action	Until expended or 150 minutes	Personal	V, S, M/DF	No	Abjuration
Effect: Reflect 1d4+6 spell levels back at caster.					Target: You				
LEVEL 8									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
☐☐☐☐☐	Horrid Wilting	22	Fortitude half	1 standard action	Instantaneous	Long (1000 Feet)	V, S, M/DF	Yes	Necromancy
Effect: Deals 15d6 damage within 30 ft.					Target: Living creatures, no two of which can be more than 60 ft. apart				
☐☐☐☐☐	Symbol of Insanity	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Triggered rune renders nearby creatures insane.					Target: One symbol				
* =Domain/Specialty Spell									