

Egil Male Human Wiz10

NAME

Wiz10

CLASS

10

TCL

90000

EXPERIENCE

55000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'4"

HEIGHT

246 lbs

WEIGHT

0

AGE

Male

GENDER

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	13	+1	13	+1
CON Constitution	14	+2	14	+2
INT Intelligence	19	+4	19	+4
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

HP

hit points

48

AC

armor class

11

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+1

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+5

SPEED

Walk 30'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

+5

REFLEX

(dexterity)

+4

WILLPOWER

(wisdom)

+11

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+6

RANGED

attack bonus

+6

GRAPPLE

attack bonus

+6

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+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	
Alertness	See Text
Brew Potion	See Text
Combat Casting	See Text
Empower Spell	See Text
Endurance	See Text
Maximize Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Widen Spell	See Text

SKILLS						MAX RANKS	13/6.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Concentration	CON	9	=	2	+ 7.0 +	
	Craft (Armorsmithing)	INT	11	=	4	+ 7.0 +	
	Craft (Leatherworking)	INT	14	=	4	+ 10.0 +	
	Craft (Shipmaking)	INT	6	=	4	+ 2.0 +	
	Craft (Stonemasonry)	INT	9	=	4	+ 5.0 +	
	Knowledge (Dungeoneering)	INT	17	=	4	+ 13.0 +	
	Knowledge (Geography)	INT	17	=	4	+ 13.0 +	
	Knowledge (Local)	INT	16	=	4	+ 12.0 +	
	Knowledge (Nature)	INT	13	=	4	+ 9.0 +	
	Knowledge (Religion)	INT	17	=	4	+ 13.0 +	
						= _____ + _____ + _____	
✓ : can be used untrained. x : exclusive skills							

SPECIAL ABILITIES

+4 to Concentration to use spll or spelllike ability

Summon Familiar

PROFICIENCIES

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

LANGUAGES

Auran, Celestial, Common, 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	4	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.	14	None	1 standard action	Instantaneous	Close (50 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	10 minute [D]	Medium (200 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	10 round	Close (50 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 10 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 (50 Feet)	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (50 Feet)	V	Yes	Evocation [Light]
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	10 rounds [D]	Close (50 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	100 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (50 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	100 minutes	Medium (200 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 (50 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	10 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 (50 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	100 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	10 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	10 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 (50 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□ Charm Person <i>Effect:</i> Makes one person your friend.	15	Will negates	1 standard action	10 hours	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 10 rounds	Close (50 Feet)	V	Yes (object)	Transmutation
□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	15	Will negates	1 round	2d4 rounds [D]	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (200 Feet)	V, S	Yes	Evocation [Force]
□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□ Reduce Person <i>Effect:</i> Humanoid creature halves in size.	15	Fortitude negates	1 round	10 minutes [D]	Close (50 Feet)	V, S, M	Yes	Transmutation

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Command Undead <i>Effect:</i> Undead creature obeys your commands.	16	Will negates; see text	1 standard action	10 days	Close (50 Feet)	V, S, M	Yes	Necromancy
□□□□ Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 10 rounds.	16	Reflex negates	1 standard action	10 rounds	Medium (200 Feet)	V, S, M/DF	Yes	Evocation [Fire]
□□□□ Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 10 minutes.	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□ Hypnotic Pattern <i>Effect:</i> Fascinates [2d4 + level] HD of creatures.	16	Will negates	1 standard action	Concentration + 2 rounds	Medium (200 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□ Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	16	Will negates (harmless)	1 standard action	100 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
□□□□ Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	16	None	1 round	Concentration + 2 rounds	Close (50 Feet)	V, S, M/DF	No	Conjuration (Summoning)
□□□□ Touch of Idiocy <i>Effect:</i> Subject takes 1d6 points of Int, Wis, and Cha damage.	16	No	1 standard action	100 minutes	Touch	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]

* =Domain/Specialty Spell

Wizard Spells LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Gentle Repose <i>Effect:</i> Preserves one corpse.	17	Will negates (object)	1 standard action	10 days	Touch	V, S, M/DF	Yes (object)	Necromancy
☐☐☐☐ Illusory Script <i>Effect:</i> Only intended reader can decipher.	17	Will negates; see text	1 minute or longer; see text	10 days [D]	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]
☐☐☐☐ Invisibility Sphere <i>Effect:</i> Makes everyone within 10 ft. invisible.	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	10 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
☐☐☐☐ Major Image <i>Effect:</i> As silent image, plus sound, smell and thermal effects.	17	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (800 Feet)	V, S, F	No	Illusion (Figment)
☐☐☐☐ Shrink Item <i>Effect:</i> Object shrinks to one-sixteenth size.	17	Will negates (object)	1 standard action	10 days; see text	Touch	V, S	Yes (object)	Transmutation
☐☐☐☐ Slow <i>Effect:</i> 10 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	17	Will negates	1 standard action	10 rounds	Close (50 Feet)	V, S, M	Yes	Transmutation

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Charm Monster <i>Effect:</i> Makes monster believe it is your ally.	18	Will negates	1 standard action	10 days	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐ Crushing Despair <i>Effect:</i> Subjects take -2 on attack rolls, damage rolls, saves, and checks.	18	Will negates	1 standard action	10 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Enervation <i>Effect:</i> Subject gains 1d4 negative levels.	18	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
☐☐☐☐ Fire Trap <i>Effect:</i> Opened object deals 1d4+10 damage.	18	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
☐☐☐☐ Scrying <i>Effect:</i> Spies on subject from a distance.	18	Will negates	1 hour	10 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Break Enchantment <i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.	19	See text	1 minute	Instantaneous	Close (50 Feet)	V, S	No	Abjuration
☐☐☐☐ False Vision <i>Effect:</i> Fools scrying with an illusion.	19	None	1 standard action	10 hours [D]	Touch	V, S, M	No	Illusion (Glamour)
☐☐☐☐ Feeblemind <i>Effect:</i> Subject's Int and Cha drop to 1.	19	Will negates; see text	1 standard action	Instantaneous	Medium (200 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Magic Jar <i>Effect:</i> Enables possession of another creature.	19	Will negates; see text	1 standard action	10 hours or until you return to your body	Medium (200 Feet)	V, S, F	Yes	Necromancy
☐☐☐☐ Stone Shape <i>Effect:</i> Sculpt stone into any shape.	19	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]

* =Domain/Speciality Spell