

Ivellimon Male Half-Elf Wiz8

NAME

Wiz8

CLASS

8

TCL

56000

EXPERIENCE

36000

NEXT LEVEL

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

Male

GENDER

0

AGE

DEITY

5'6"

HEIGHT

155 lbs

WEIGHT

EYES

HAIR

Lawful Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	12	+1	12	+1
CON Constitution	12	+1	12	+1
INT Intelligence	17	+3	17	+3
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

HP
hit points

30

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

INITIATIVE
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+3

BASE SAVE

+2

ABILITY MODIFIER

+1

MAGIC MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+8

BASE ATTACK BONUS

+4

STAT MODIFIER

+4

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+5

BASE ATTACK BONUS

+4

STAT MODIFIER

+1

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+8

BASE ATTACK BONUS

+4

STAT MODIFIER

+4

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+4

DAMAGE

1d3+4

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

100.0

Medium

200.0

Heavy

300.0

Lift over head

300.0

Lift off ground

600.0

Push / Drag

1500.0

FEATS

Craft Magic Arms and Armor

See Text

Extend Spell

See Text

Scribe Scroll

See Text

Scribe Scroll

See Text

Silent Spell

See Text

Widen Spell

See Text

SKILLS

MAX RANKS

11/5.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Blacksmithing)

INT

13

=

3

+

10.0

+

Craft (Trapmaking)

INT

12

=

3

+

9.0

+

Knowledge (History)

INT

11

=

3

+

8.0

+

Knowledge (Nature)

INT

14

=

3

+

11.0

+

Knowledge (Nobility and Royalty)

INT

14

=

3

+

11.0

+

SKILLS

MAX RANKS

11/5.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Blacksmithing)

INT

13

=

3

+

10.0

+

Craft (Trapmaking)

INT

12

=

3

+

9.0

+

Knowledge (History)

INT

11

=

3

+

8.0

+

Knowledge (Nature)

INT

14

=

3

+

11.0

+

Knowledge (Nobility and Royalty)

INT

14

=

3

+

11.0

+

✓ : 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

Common, Dwarven, Elven, 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	5	4	4	2	0	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.	13	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].	13	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
☐☐☐☐ Dancing Lights <i>Effect:</i> Creates torches or other lights.	13	None	1 standard action	8 minute [D]	Medium (180 Feet)	V, S	No	Evocation [Light]
☐☐☐☐ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	13	Will negates	1 standard action	8 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.	13	None	1 standard action	Concentration, up to 8 minutes	60 ft.	V, S	No	Divination
☐☐☐☐ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	13	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
☐☐☐☐ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	13	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy
☐☐☐☐ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
☐☐☐☐ Ghost Sound <i>Effect:</i> Figment sounds.	13	Will disbelief (if interacted with)	1 standard action	8 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)
☐☐☐☐ Light <i>Effect:</i> Object shines like a torch.	13	None	1 standard action	80 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐ Mage Hand <i>Effect:</i> 5-pound telekinesis.	13	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation
☐☐☐☐ Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐ Message <i>Effect:</i> Whispered conversation at distance.	13	None	1 standard action	80 minutes	Medium (180 Feet)	V, S, F	No	Transmutation [Language-Dependent]
☐☐☐☐ Open/Close <i>Effect:</i> Opens or closes small or light things.	13	Will negates (object)	1 standard action	Instantaneous	Close (45 Feet)	V, S, F	Yes (object)	Transmutation
☐☐☐☐ Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	1 standard action	8 hour	10 ft.	V, S	No	Universal
☐☐☐☐ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	13	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Evocation [Cold]
☐☐☐☐ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	13	None	1 standard action	80 minutes	Personal	V, S, F	No	Divination
☐☐☐☐ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	1 standard action	8 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	13	Fortitude negates	1 standard action	8 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Charm Person <i>Effect:</i> Makes one person your friend.	14	Will negates	1 standard action	8 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐ Disguise Self <i>Effect:</i> Changes your appearance.	14	None	1 standard action	80 minutes [D]	Personal	V, S	No	Illusion (Glamour)
☐☐☐☐ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	14	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 8 rounds	Close (45 Feet)	V	Yes (object)	Transmutation
☐☐☐☐ Magic Missile <i>Effect:</i> 4 missiles that do 1d4+1 damage each.	14	None	1 standard action	Instantaneous	Medium (180 Feet)	V, S	Yes	Evocation [Force]
☐☐☐☐ Obscuring Mist <i>Effect:</i> Fog surrounds you.	14	None	1 standard action	8 minutes	20 ft.	V, S	No	Conjuration (Creation)
☐☐☐☐ Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	14	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
☐☐☐☐ Reduce Person <i>Effect:</i> Humanoid creature halves in size.	14	Fortitude negates	1 round	8 minutes [D]	Close (45 Feet)	V, S, M	Yes	Transmutation
☐☐☐☐ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	14	Will negates	1 round	8 minutes	Medium (180 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	14	None	1 standard action	8 hours	Close (45 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Blindness/Deafness <i>Effect:</i> Makes subject blinded or deafened.	15	Fortitude negates	1 standard action	Permanent [D]	Medium (180 Feet)	V	Yes	Necromancy
☐☐☐☐ Command Undead <i>Effect:</i> Undead creature obeys your commands.	15	Will negates; see text	1 standard action	8 days	Close (45 Feet)	V, S, M	Yes	Necromancy
☐☐☐☐ Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	15	Fortitude negates	1 standard action	8 round	60 ft.	V, S	Yes	Evocation [Air]
☐☐☐☐ Invisibility <i>Effect:</i> Subject is invisible for 8 minutes or until it attacks.	15	Will negates (harmless) or Will negates (harmless, object)	1 standard action	8 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes Illusion (Glamour) (harmless, object)	
☐☐☐☐ Levitate <i>Effect:</i> Subject moves up and down at your direction.	15	None	1 standard action	8 minutes [D]	Personal or close	V, S, F	No	Transmutation
☐☐☐☐ Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	15	Fortitude negates (harmless)	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
☐☐☐☐ Summon Monster II <i>Effect:</i> Calls extraplanar creature to fight for you.	15	None	1 round	8 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)

* =Domain/Specialty Spell

Wizard Spells LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dispel Magic	16	None	1 standard action	Instantaneous	Medium (180 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				
□□□□□ Secret Page	16	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation
<i>Effect:</i> Changes one page to hide its real content.				<i>Target:</i> Page touched, up to 3 sq. ft. in size				
□□□□□ Shrink Item	16	Will negates (object)	1 standard action	8 days; see text	Touch	V, S	Yes (object)	Transmutation
<i>Effect:</i> Object shrinks to one-sixteenth size.				<i>Target:</i> One touched object of up to 16 cu. ft.				
□□□□□ Summon Monster III	16	None	1 round	8 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□ Tongues	16	Will negates (harmless)	1 standard action	80 minutes	Touch	V, M/DF	No	Divination
<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Fear	17	Will partial	1 standard action	8 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
<i>Effect:</i> Subjects within cone flee for 8 rounds.				<i>Target:</i> Cone-shaped burst				
□□□□□ Fire Trap	17	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
<i>Effect:</i> Opened object deals 1d4+8 damage.				<i>Target:</i> Object touched				
□□□□□ Ice Storm	17	None	1 standard action	8 full round	Long (720 Feet)	V, S, M/DF	Yes	Evocation [Cold]
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.				<i>Target:</i> Cylinder 20				
□□□□□ Polymorph	17	None	1 standard action	8 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	17	Will negates	1 standard action	Concentration + 8 rounds [D]	Medium (180 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				

* =Domain/Speciality Spell