

Amundi Male Human Wiz6

NAME

Wiz6

CLASS

6

TCL

30000

EXPERIENCE

21000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

5'8"

HEIGHT

180 lbs

WEIGHT

EYES

HAIR

Lawful Evil

ALIGNMENT

Normal

VISION

0

POINTS

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

HP

hit points

35

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 MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+1

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+3

SPEED

Walk 30'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

+6

REFLEX

(dexterity)

+3

WILLPOWER

(wisdom)

+6

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+4

RANGED

attack bonus

+4

GRAPPLE

attack bonus

+4

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+0

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	
Combat Casting	See Text
Craft Wand	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Spell Mastery (Mage Armor, Charm Person, Protection from Energy, Comprehend Languages)	See Text
Track	See Text
Widen Spell	See Text

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Decipher Script	INT	10	= 4	+ 6.0	+
Knowledge (Arcana)	INT	12	= 4	+ 8.0	+
Knowledge (Architecture and Engineering)	INT	12	= 4	+ 8.0	+
Knowledge (Dungeoneering)	INT	13	= 4	+ 9.0	+
Knowledge (Geography)	INT	12	= 4	+ 8.0	+
Knowledge (History)	INT	13	= 4	+ 9.0	+
Knowledge (Local)	INT	12	= 4	+ 8.0	+
Knowledge (Nature)	INT	11	= 4	+ 7.0	+
					= + +

✓ : 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

Abyssal, Common, Gnoll, Goblin, 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	4	4	3	0	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.	14	None	1 standard action	Instantaneous	Close (40 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	6 minute [D]	Medium (160 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	6 round	Close (40 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 6 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 (40 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Necromancy
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (40 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	6 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (40 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	60 minutes	Medium (160 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 (40 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	6 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 (40 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	6 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	6 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.	15	Will negates	1 standard action	6 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	60 minutes	Personal	V, S, M/DF	No	Divination
□□□□□ Enlarge Person <i>Effect:</i> Creatures size increases to next category	15	Fortitude negates	1 round	6 minutes [D]	Close (40 Feet)	V, S, M	Yes	Transmutation
□□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	15	Will negates (harmless)	1 standard action	6 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
□□□□□ Magic Missile <i>Effect:</i> 3 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (160 Feet)	V, S	Yes	Evocation [Force]
□□□□□ Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	6 minutes [D]	Personal	V, S	No	Abjuration [Force]
□□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	15	Will negates	1 round	6 minutes	Medium (160 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 6 minutes.	16	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□□ Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	16	Fortitude negates	1 standard action	6 round	60 ft.	V, S	Yes	Evocation [Air]
□□□□□ Hideous Laughter <i>Effect:</i> Subject loses actions for 6 rounds.	16	Will negates	1 standard action	6 rounds	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Scorching Ray <i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].	16	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Fire]
□□□□□ Shatter <i>Effect:</i> Sonic vibration damages objects or crystalline creatures.	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (40 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]

*Target:* 5-ft.-radius spread; or one solid object or one crystalline creature

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dispel Magic <i>Effect:</i> Cancels magical spells and effects.	17	None	1 standard action	Instantaneous	Medium (160 Feet)	V, S	No	Abjuration
□□□□□ Displacement <i>Effect:</i> Attacks miss subject 50%.	17	Will negates (harmless)	1 standard action	6 rounds [D]	Touch	V, M	Yes (harmless)	Illusion (Glamer)
□□□□□ Gentle Repose <i>Effect:</i> Preserves one corpse.	17	Will negates (object)	1 standard action	6 days	Touch	V, S, M/DF	Yes (object)	Necromancy

*Target:* Corpse touched

\* =Domain/Specialty Spell

## Wizard Spells

□□□□□	Protection from Energy	17	Fortitude negates (harmless)	1 standard action	60 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 72 points of damage from one kind of energy.				<i>Target:</i> Creature touched					

\* =Domain/Speciality Spell