

Jusif Male Human
Bbn4Transmuter7

NAME
Brb4 Tra7
CLASS
11
TCL
54000
EXPERIENCE
66000
NEXT LEVEL

NPC

PLAYERNAME
Human
RACE
Medium
SIZE
5'5"
HEIGHT
134 lbs
WEIGHT
0
Male
GENDER

Chaotic Neutral

ALIGNMENT
Normal
VISION
0
POINTS

Table with 5 columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMP SCORE, TEMP MODIFIER. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

Table with 3 main sections: HP (hit points), AC (armor class), and SPEED. HP shows 62 hit points. AC shows 11 armor class. SPEED shows Walk 40'.

Table for INITIATIVE and BASE ATTACK. INITIATIVE shows a total of +1. BASE ATTACK shows a total of +7/+2.

Table for SAVING THROWS. Rows include FORTITUDE (constitution), REFLEX (dexterity), and WILLPOWER (wisdom) with their respective bonuses and modifiers.

Table for MELEE, RANGED, and GRAPPLE attacks. It shows attack bonuses and modifiers for each type.

Table for UNARMED attack. It shows the total attack bonus, damage, and critical hit range.

Table for ARMOR. It shows the type of armor, AC, max dex, check, and spell failure.

Table for BARBARIAN RAGE. It includes a description of the rage ability and its effects on Strength, Constitution, and Will saves.

Table for EQUIPMENT. It lists items, their locations, quantities, weights, and costs.

Table for WEIGHT ALLOWANCE. It shows weight limits for Light, Medium, and Heavy categories, along with lift and push/drag weights.

Table for FEATS. It lists various feats and their descriptions.

PROHIBITED
Illusion, Enchantment

Table for SKILLS. It lists various skills and their ranks, including Balance, Climb, Craft, Handle Animal, Jump, Knowledge, Listen, Ride, Sense Motive, Swim, and Tumble.

SPECIAL ABILITIES

+2 bonus to Spellcraft when learning Transmutation
Bonuses when enraged (STR +4 CON +4 Morale +2 AC -2 HP 22)
Summon Familiar
Trap Sense (Ex) +1

PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Auran, Common, Dwarven, Ignan, 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	3	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.	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	7 minute [D]	Medium (170 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	7 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 7 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	7 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	70 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	70 minutes	Medium (170 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	7 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	70 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	7 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	7 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Animate Rope <i>Effect:</i> Makes a rope move at your command.	15	None	1 standard action	7 rounds	Medium (170 Feet)	V, S	No	Transmutation
□□□□ Enlarge Person <i>Effect:</i> Creatures size increases to next category	15	Fortitude negates	1 round	7 minutes [D]	Close (40 Feet)	V, S, M	Yes	Transmutation
□□□□ Erase <i>Effect:</i> Mundane or magical writing vanishes.	15	See text	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Transmutation
□□□□ Identify <i>Effect:</i> Determines properties of magic item.	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
□□□□ Jump <i>Effect:</i> Subject gets bonus on Jump checks.	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M	Yes	Transmutation
□□□□ Magic Missile <i>Effect:</i> 4 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (170 Feet)	V, S	Yes	Evocation [Force]
□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	7 minutes	20 ft.	V, S	No	Conjuration (Creation)
□□□□ 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	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
□□□□ Reduce Person <i>Effect:</i> Humanoid creature halves in size.	15	Fortitude negates	1 round	7 minutes [D]	Close (40 Feet)	V, S, M	Yes	Transmutation
□□□□ Shocking Grasp <i>Effect:</i> Touch delivers 5d6 electricity damage.	15	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 7 minutes.	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	Yes	Transmutation
□□□□ Ghoul Touch <i>Effect:</i> Paralyzes one subject, which exudes stench that makes those nearby sickened.	16	Fortitude negates	1 standard action	1d6+2 rounds	Touch	V, S, M	Yes	Necromancy
□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	16	None	1 standard action	Instantaneous; see text	Medium (170 Feet)	V	No	Transmutation
□□□□ Rope Trick <i>Effect:</i> As many as eight creatures hide in extradimensional space.	16	None	1 standard action	7 hours [D]	Touch	V, S, M	No	Transmutation

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Flame Arrow <i>Effect:</i> Arrows deal +1d6 fire damage.	17	None	1 standard action	70 minutes	Close (40 Feet)	V, S, M	No	Transmutation [Fire]
□□□□ Haste <i>Effect:</i> 7 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.	17	Fortitude negates (harmless)	1 standard action	7 rounds	Close (40 Feet)	V, S, M	Yes (harmless)	Transmutation
□□□□ Protection from Energy <i>Effect:</i> Absorb 84 points of damage from one kind of energy.	17	Fortitude negates (harmless)	1 standard action	70 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration

* =Domain/Specialty Spell

Wizard Spells								
☐☐☐☐☐	Shrink Item	17	Will negates (object)	1 standard action	7 days; see text	Touch	V, S	Yes (object) Transmutation
Effect: Object shrinks to one-sixteenth size.				Target: One touched object of up to 14 cu. ft				
LEVEL 4								
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance School
☐☐☐☐☐	Arcane Eye	18	None	10 minutes	7 minutes [D]	Unlimited	V, S, M	No Divination (Scrying)
Effect: Invisible floating eye moves 30 ft./round.				Target: Magical sensor				
* =Domain/Speciality Spell								