

Hosni Male Human Wiz12

NAME

Wiz12

CLASS

12

TCL

132000

EXPERIENCE

78000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	15	+2	15	+2
CON Constitution	20	+5	20	+5
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	13	+1	13	+1

SAVING THROWS

FORTITUDE

REFLEX

WILLPOWER

total

base save

ability modifier

magic modifier

misc modifier

temp modifier

conditional modifiers

MELEE

RANGED

GRAPPLE

total

base attack bonus

stat modifier

size modifier

misc modifier

temp modifier

UNARMED

total attack bonus

damage

critical

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	50.0	Medium	100.0	Heavy	150.0
Lift over head	150.0	Lift off ground	300.0	Push / Drag	750.0

FEATS	
Brew Potion	See Text
Craft Staff	See Text
Empower Spell	See Text
Extend Spell	See Text
Improved Counterspell	See Text
Lightning Reflexes	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Silent Spell	See Text

NPC

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Male

GENDER

HP

91

WOUNDS/CURRENT HP

AC

12

TOTAL

10

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

2

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

+6/+1

bonus

DEITY

5'11"

HEIGHT

172 lbs

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SKILLS					MAX RANKS	15/7.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Carpentry)	INT	13	= 4	+ 9.0	+	
Craft (Weaponsmithing)	INT	9	= 4	+ 5.0	+	
Knowledge (Arcana)	INT	9	= 4	+ 5.0	+	
Knowledge (Architecture and Engineering)	INT	18	= 4	+ 14.0	+	
Knowledge (Dungeoneering)	INT	19	= 4	+ 15.0	+	
Knowledge (Geography)	INT	16	= 4	+ 12.0	+	
Knowledge (Local)	INT	17	= 4	+ 13.0	+	
Knowledge (Nature)	INT	19	= 4	+ 15.0	+	
Knowledge (Nobility and Royalty)	INT	15	= 4	+ 11.0	+	
Knowledge (The Planes)	INT	10	= 4	+ 6.0	+	
					=	+
					+	+
✓ : can be used untrained. ✗ : exclusive skills						

SPECIAL ABILITIES

Summon Familiar

PROFICIENCIES

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

LANGUAGES

Aquan, Common, Gnoll, Halfling, 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	5	4	3	2	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 (55 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□□ Arcane Mark <i>Effect:</i> Inscribes 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	12 minute [D]	Medium (220 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	12 round	Close (55 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 12 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 (55 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (55 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	12 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (55 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	120 minutes	Medium (220 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 (55 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	12 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 (55 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	12 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	12 rounds	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Alarm <i>Effect:</i> Wards an area for 24 hours.	15	None	1 standard action	24 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
□□□□□ Detect Secret Doors <i>Effect:</i> Reveals hidden doors within 60 ft.	15	None	1 standard action	12 minutes [D]	60 ft.	V, S	No	Divination
□□□□□ 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	12 minutes [D]	Touch	V, S, M	Yes	Transmutation
□□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (220 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	12 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
□□□□□ Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	15	None	1 standard action	12 minutes	Close (55 Feet)	V, S	Yes	Necromancy
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	12 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	12 minutes	Medium (220 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 5 rounds.	16	None	1 standard action	5 rounds	Long (880 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□□ Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 12 minutes.	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□□ Fog Cloud <i>Effect:</i> Fog obscures vision.	16	None	1 standard action	120 minutes	Medium (220 Feet)	V, S	No	Conjuration (Creation)
□□□□□ 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
□□□□□ Hideous Laughter <i>Effect:</i> Subject loses actions for 12 rounds.	16	Will negates	1 standard action	12 rounds	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	16	None	1 standard action	Instantaneous; see text	Medium (220 Feet)	V	No	Transmutation
□□□□□ Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 12 minutes.	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□□ Scare <i>Effect:</i> Panics creatures of less than 6 HD.	16	Will partial	1 standard action	12 rounds or 1 round; see text for cause fear	Medium (220 Feet)	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
□□□□□ See Invisibility <i>Effect:</i> Reveals invisible creatures or objects.	16	None	1 standard action	120 minutes [D]	Personal	V, S, M	No	Divination

\* = Domain/Specialty Spell

Wizard Spells								
Web	16	Reflex negates; see text	1 standard action	120 minutes [D]	Medium (220 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Fills 20-ft.-radius spread with sticky spiderwebs.				Target: Webs in a 20-ft.-radius spread				
LEVEL 3								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Clairaudience/Clairvoyance	17	None	10 minutes	12 minutes [D]	Long (880 Feet)	V, S, F/DF	No	Divination (Scrying)
Effect: Hear or see at a distance for 12 minutes.				Target: Magical sensor				
Invisibility Sphere	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	12 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
Effect: Makes everyone within 10 ft. invisible.				Target: 10-ft.-radius emanation around the creature or object touched				
Lightning Bolt	17	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
Effect: Electricity deals 12d6 damage.				Target: 120-ft. line				
Slow	17	Will negates	1 standard action	12 rounds	Close (55 Feet)	V, S, M	Yes	Transmutation
Effect: 12 subjects takes only one action/round, -2 to AC, -2 on attack rolls.				Target: 12 creatures, no two of which can be more than 30 ft. apart				
Suggestion	17	Will negates	1 standard action	12 hours or until completed	Close (55 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Effect: Compels subject to follow stated course of action.				Target: One living creature				
Tiny Hut	17	None	1 standard action	24 hours [D]	20 ft.	V, S, M	No	Evocation [Force]
Effect: Creates shelter for ten creatures.				Target: 20-ft.-radius sphere centered on your location				
Wind Wall	17	None; see text	1 standard action	12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Air]
Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to 120 ft. long and 60 ft. high [S]				
LEVEL 4								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Confusion	18	Will negates	1 standard action	12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects behave oddly for 12 rounds.				Target: All creatures in a 15-ft. radius burst				
Detect Scrying	18	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination
Effect: Alerts you of magical eavesdropping.				Target: 40-ft.-radius emanation centered on you				
Fire Trap	18	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
Effect: Opened object deals 1d4+12 damage.				Target: Object touched				
Mnemonic Enhancer	18	None	10 minutes	Instantaneous	Personal	V, S, M, F	No	Transmutation
Effect: Wizard only. Prepares extra spells or retains one just cast.				Target: You				
Reduce Person, Mass	18	Fortitude negates	1 round	12 minutes [D]	Close (55 Feet)	V, S, M	Yes	Transmutation
Effect: Reduces several creatures.				Target: 12 humanoid creatures, no two of which can be more than 30 ft. apart				
LEVEL 5								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Growth	19	Fortitude negates	1 standard action	12 minutes	Medium (220 Feet)	V, S	Yes	Transmutation
Effect: One animal/two levels doubles in size.				Target: Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart				
Cloudkill	19	Fortitude partial; see text	1 standard action	12 minutes	Medium (220 Feet)	V, S	No	Conjuration (Creation)
Effect: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.				Target: Cloud spreads in 20-ft. radius, 20 ft. high				
Feeblemind	19	Will negates; see text	1 standard action	Instantaneous	Medium (220 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject's Int and Cha drop to 1.				Target: One creature				
Magic Jar	19	Will negates; see text	1 standard action	12 hours or until you return to your body	Medium (220 Feet)	V, S, F	Yes	Necromancy
Effect: Enables possession of another creature.				Target: One creature				
Major Creation	19	None	10 minutes	See text	Close (55 Feet)	V, S, M	No	Conjuration (Creation)
Effect: As minor creation, plus stone and metal.				Target: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level				
LEVEL 6								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Create Undead	20	None	1 hour	Instantaneous	Close (55 Feet)	V, S, M	No	Necromancy [Evil]
Effect: Creates ghouls, ghosts, mummies, or mohrgs.				Target: One corpse				
Eagle's Splendor, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
Effect: As eagle's splendor, affects 12 subjects.				Target: 12 creatures, no two of which can be more than 30 ft. apart				
Mislead	20	None or Will disbelief (if interacted with); see text	1 standard action	12 rounds [D] and concentration + 3 rounds; see text	Close (55 Feet)	S	No	Illusion (Figment)[Glamer]
Effect: Turns you invisible and creates illusory double.				Target: You/one illusory double				
Owl's Wisdom, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
Effect: As owl's wisdom, affects one subject/ level.				Target: 12 creatures, no two of which can be more than 30 ft. apart				
* =Domain/Speciality Spell								