

Herdis Female Human Diviner10 NPC

NAME		PLAYERNAME		DEITY		ALIGNMENT
Div10	90000	Human	Medium	5'4"	118 lbs	Normal
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
10	55000	0	Female			0
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION		SPEED					
STR Strength	12	+1	12	+1	HP hit points	36									Walk 30'					
DEX Dexterity	18	+4	18	+4	AC armor class	14	10	14	= 10	+ 0	+ 0	+ 4	+ 0	+ 0		0	+0	0		
CON Constitution	12	+1	12	+1	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE	
INT Intelligence	20	+5	20	+5	INITIATIVE modifier	+4	= +4	+ +0	SKILLS										MAX RANKS	13/6.5
WIS Wisdom	12	+1	12	+1	TOTAL		DEX MODIFIER	MISC MODIFIER	SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS		MISC MODIFIER				
CHA Charisma	13	+1	13	+1	BASE ATTACK bonus	+5			Craft (Blacksmithing)		INT	18	= 5	+ 13.0		+				
									Craft (Sculpting)		INT	13	= 5	+ 8.0		+				
									Knowledge (Dungeoneering)		INT	18	= 5	+ 13.0		+				
									Knowledge (Geography)		INT	17	= 5	+ 12.0		+				

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4	=	+3	+1	+0	+0		
REFLEX (dexterity)	+7	=	+3	+4	+0	+0		
WILLPOWER (wisdom)	+8	=	+7	+1	+0	+0		

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+6	=	+5	+	+1	+	+0	+	+0	+	
RANGED attack bonus	+9	=	+5	+	+4	+	+0	+	+0	+	
GRAPPLE attack bonus	+6	=	+5	+	+1	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+2	1d3+1	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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

Craft Magic Arms and Armor	See Text
Heighten Spell	See Text
Investigator	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Silent Spell	See Text
Spell Mastery (Magic Missile, Hypnotism, True Strike, Comprehend Languages)	See Text
Weapon Finesse	See Text
Widen Spell	See Text

PROHIBITED

Illusion

SKILLS						13/6.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		MISC MODIFIER	
			ABILITY MODIFIER	RANKS		
Craft (Blacksmithing)	INT	18	= 5	+ 13.0	+	
Craft (Sculpting)	INT	13	= 5	+ 8.0	+	
Knowledge (Dungeoneering)	INT	18	= 5	+ 13.0	+	
Knowledge (Geography)	INT	17	= 5	+ 12.0	+	
Knowledge (History)	INT	18	= 5	+ 13.0	+	
Knowledge (Local)	INT	17	= 5	+ 12.0	+	
Knowledge (Nature)	INT	16	= 5	+ 11.0	+	
Knowledge (Nobility and Royalty)	INT	17	= 5	+ 12.0	+	

_____ = _____ + _____ + _____

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES	
+2 bonus to Spellcraft when learning Divination	
Summon Familiar	

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

LANGUAGES
Common, Giant, Infernal, Sylvan, Undercommon

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	6	5	4	4	3	0	0	0	0

DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Conjuration (Creation) [Acid]
	15	None	1 standard action	Target: One missile of acid Permanent	0 ft.	V, S	No	Universal
able or invisible).	15	None	1 standard action	Target: One personal rune or mark, all of which must fit within 10 minute [D]	Medium (200 Feet)	V, S	No	Evocation [Light]
S.	15	Will negates	1 standard action	Target: Up to four lights, all within a 10-ft-radius area 10 round	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
or less loses next action.	15	None	1 standard action	Target: One humanoid creature of 4 HD or less Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination
as within 60 ft.	15	None	1 standard action	Target: Cone-shaped emanation Instantaneous	Close (50 Feet)	V, S	No	Divination
e or small object.	15	None	1 standard action	Target: One creature, one object, or a 5-ft. cube Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
Dead.	15	Fortitude negates	1 standard action	Target: Ray Instantaneous	Close (50 Feet)	V	Yes	Evocation [Light]
ttack rolls).	15	Will disbelief (if interacted with)	1 standard action	Target: Burst of light 10 rounds [D]	Close (50 Feet)	V, S, M	No	Illusion (Figment)
	15	None	1 standard action	Target: Illusory sounds 100 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
	15	None	1 standard action	Target: Object touched Concentration	Close (50 Feet)	V, S	No	Transmutation
	15	Will negates (harmless, object)	1 standard action	Target: One nonmagical, unattended object weighing up to 5 lb. Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
ject.	15	None	1 standard action	Target: One object of up to 1 lb. 100 minutes	Medium (200 Feet)	V, S, F	No	Transmutation [Language-Dependent]
stance.	15	Will negates (object)	1 standard action	Target: 10 creatures Instantaneous	Close (50 Feet)	V, S, F	Yes (object)	Transmutation
things.	15	See text	1 standard action	Target: Object weighing up to 30 lb. or portal that can be opened or closed 10 hour	10 ft.	V, S	No	Universal
	15	None	1 standard action	Target: See text Instantaneous	Close (50 Feet)	V, S	Yes	Evocation [Cold]
	15	None	1 standard action	Target: Ray 100 minutes	Personal	V, S, F	No	Divination
	15	Will negates (harmless)	1 standard action	Target: You 10 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
rows.	15	Fortitude negates	1 standard action	Target: Creature touched 10 rounds	Touch	V, S, M	Yes	Necromancy

	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Command.	16	None	1 standard action	10 rounds	Medium (200 Feet)	V, S	No	Transmutation
				<i>Target:</i> One ropelike object, length up to 100 ft.; see text				
and written languages.	16	None	1 standard action	100 minutes	Personal	V, S, M/DF	No	Divination
				<i>Target:</i> You				
object slippery.	16	See text	1 standard action	10 rounds [D]	Close (50 Feet)	V, S, M	No	Conjuration (Creation)
				<i>Target:</i> One object or a 10-ft. square				
es.	16	Will negates	1 round	2d4 rounds [D]	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
				<i>Target:</i> Several living creatures, no two of which may be more than 30 ft. apart				
ic item.	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
				<i>Target:</i> One touched object				
age each.	16	None	1 standard action	Instantaneous	Medium (200 Feet)	V, S	Yes	Evocation [Force]
				<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart				
	16	None	1 standard action	See text	Personal	V, F	No	Divination
				<i>Target:</i> You				

	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
en.	17	Fortitude negates	1 standard action	Permanent [D]	Medium (200 Feet)	V	Yes	Necromancy
	17	None	1 standard action	Target: One living creature 100 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
adow.	17	Will negates	1 standard action	Target: Object touched 10 round	Medium (200 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
s loses next action.	17	Will negates; see text	1 standard action	Target: One living creature of 6 HD or less Concentration, up to 10 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
oughts.	17	None	1 standard action	Target: Cone-shaped emanation 10 minutes	Long (800 Feet)	V, S, F/DF	No	Divination
ct (specific or type).	17	None	1 standard action	Target: Circle, centered on you, with a radius of 800 ft. 10 hours [D]	Touch	V, S, M	No	Transmutation
de in extradimensional space.	17	None	1 standard action	Target: One touched piece of rope from 5 ft. to 30 ft. long 100 minutes [D]	Personal	V, S, M	No	Divination
objects.				Target: You				

DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
18	None	1 standard action	100 minutes [D]	Touch	V, S	No	Evocation [Light]
			<i>Target:</i> Object touched				
18	None	1 standard action	Instantaneous	Medium (200 Feet)	V, S	No	Abjuration
			<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				

ffects.

* =Domain/Speciality Spell

Wizard Spells

Protection from Energy	18	Fortitude negates (harmless)	1 standard action	100 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 120 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
Shrink Item	18	Will negates (object)	1 standard action	10 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 20 cu. ft.				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Arcane Eye	19	None	10 minutes	10 minutes [D]	Unlimited	V, S, M	No	Divination (Scrying)
<i>Effect:</i> Invisible floating eye moves 30 ft./round.				<i>Target:</i> Magical sensor				
Globe of Invulnerability (Lesser)	19	None	1 standard action	10 rounds [D]	10 ft.	V, S, M	No	Abjuration
<i>Effect:</i> Stops 1st- through 3rd-level spell effects.				<i>Target:</i> 10-ft.-radius spherical emanation, centered on you				
Ice Storm	19	None	1 standard action	10 full round	Long (800 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				
Locate Creature	19	None	1 standard action	100 minutes	Long (800 Feet)	V, S, M	No	Divination
<i>Effect:</i> Indicates direction to familiar creature.				<i>Target:</i> Circle, centered on you, with a radius of 800 ft.				
Scrying	19	Will negates	1 hour	10 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor				
Solid Fog	19	None	1 standard action	10 minutes	Medium (200 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> Blocks vision and slows movement.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				
Wall of Ice	19	Reflex negates; see text	1 standard action	10 minutes	Medium (200 Feet)	V, S, M	Yes	Evocation [Cold]
<i>Effect:</i> Ice plane creates wall with 25 hp or hemisphere can trap creatures inside.				<i>Target:</i> Anchored plane of ice, up to 10 10-ft. squares, or hemisphere of ice with a radius of up to 13 ft				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Cloudkill	20	Fortitude partial; see text	1 standard action	10 minutes	Medium (200 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.				<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high				
Major Creation	20	None	10 minutes	See text	Close (50 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> As minor creation, plus stone and metal.				<i>Target:</i> Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level				
Mind Fog	20	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (200 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subjects in fog get -10 to Wis and Will checks.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				
Permanency	20	None	2 rounds	Permanent; see text	See text	V, S, XP	No	Universal
<i>Effect:</i> Makes certain spells permanent.				<i>Target:</i> See text				
Telepathic Bond	20	None	1 standard action	100 minutes [D]	Close (50 Feet)	V, S, M	No	Divination
<i>Effect:</i> Link lets allies communicate.				<i>Target:</i> You plus 3 willing creatures, no two of which can be more than 30 ft. apart				
Teleport	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> Instantly transports you as far as 1000 miles.				<i>Target:</i> You and touched objects or other touched willing creatures				
Transmute Rock to Mud	20	See text	1 standard action	Permanent; see text	Medium (200 Feet)	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Transforms two 10-ft. cubes per level.				<i>Target:</i> Up to 20 10 ft. cubes [S]				

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