

Leilah Female Human Wiz14

NAME

Wiz14

CLASS

14

TCL

182000

EXPERIENCE

105000

NEXT LEVEL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'7"

HEIGHT

169 lbs

WEIGHT

0

AGE

Female

GENDER

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	14	+2	14	+2
CON Constitution	17	+3	17	+3
INT Intelligence	20	+5	20	+5
WIS Wisdom	18	+4	18	+4
CHA Charisma	15	+2	15	+2

HP  
hit points

73

WOUNDS/CURRENT HP

AC  
armor class

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

MISS CHANCE

INITIATIVE  
modifier

+2

TOTAL

=

+2

DEX MODIFIER

+

+0

MISC MODIFIER

BASE ATTACK  
bonus

+7/+2

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED  
Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+7

=

+4

BASE SAVE

+

+3

ABILITY MODIFIER

+

+0

MAGIC MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

conditional modifiers

+6

=

+4

+

+2

+

+0

+

+0

+

+13

=

+9

+

+4

+

+0

+

+0

+

MELEE  
attack bonus

TOTAL

+8/+3

=

+7/+2

BASE ATTACK BONUS

+

+1

STAT MODIFIER

+

+0

SIZE MODIFIER

+

+0

MISC MODIFIER

+

TEMP MODIFIER

RANGED  
attack bonus

+9/+4

=

+7/+2

+

+2

+

+0

+

+0

+

GRAPPLE  
attack bonus

+8/+3

=

+7/+2

+

+1

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+4/-1

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	
Brew Potion	See Text
Combat Casting	See Text
Craft Wondrous Item	See Text
Forge Ring	See Text
Heighten Spell	See Text
Point Blank Shot	See Text
Quicken Spell	See Text
Scribe Scroll	See Text
Silent Spell	See Text

SKILLS					MAX RANKS	17/8.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Armorsmithing)	INT	22	= 5	+ 17.0	+	
Craft (Bowmaking)	INT	21	= 5	+ 16.0	+	
Craft (Sculpting)	INT	19	= 5	+ 14.0	+	
Craft (Weaponsmithing)	INT	17	= 5	+ 12.0	+	
Knowledge (Nature)	INT	20	= 5	+ 15.0	+	
Knowledge (Nobility and Royalty)	INT	20	= 5	+ 15.0	+	
Knowledge (Religion)	INT	22	= 5	+ 17.0	+	
Knowledge (The Planes)	INT	21	= 5	+ 16.0	+	
✓ : 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

Common, Draconic, Giant, Orc, 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	6	5	5	5	4	3	2	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.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Conjuration (Creation) [Acid]
☐☐☐☐ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
☐☐☐☐ Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	14 minute [D]	Medium (240 Feet)	V, S	No	Evocation [Light]
☐☐☐☐ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	14 round	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Divination
☐☐☐☐ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
☐☐☐☐ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]
☐☐☐☐ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	14 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
☐☐☐☐ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (60 Feet)	V, S	No	Transmutation
☐☐☐☐ Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐ Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	140 minutes	Medium (240 Feet)	V, S, F	No	Transmutation [Language-Dependent]
☐☐☐☐ Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes (object)	Transmutation
☐☐☐☐ Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	14 hour	10 ft.	V, S	No	Universal
☐☐☐☐ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Evocation [Cold]
☐☐☐☐ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	140 minutes	Personal	V, S, F	No	Divination
☐☐☐☐ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	14 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	15	Fortitude negates	1 standard action	14 rounds	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Burning Hands <i>Effect:</i> 5d4 fire damage	16	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
☐☐☐☐ Charm Person <i>Effect:</i> Makes one person your friend.	16	Will negates	1 standard action	14 hours	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐ Disguise Self <i>Effect:</i> Changes your appearance.	16	None	1 standard action	140 minutes [D]	Personal	V, S	No	Illusion (Glamour)
☐☐☐☐ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	16	Will negates	1 round	2d4 rounds [D]	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Identify <i>Effect:</i> Determines properties of magic item.	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
☐☐☐☐ Magic Aura <i>Effect:</i> Alters object's magic aura.	16	None; see text	1 standard action	14 days [D]	Touch	V, S, F	No	Illusion (Glamour)
☐☐☐☐ Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
☐☐☐☐ Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
☐☐☐☐ Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
☐☐☐☐ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	14 minutes	Medium (240 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ True Strike <i>Effect:</i> +20 on your next attack roll.	16	None	1 standard action	See text	Personal	V, F	No	Divination

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Command Undead <i>Effect:</i> Undead creature obeys your commands.	17	Will negates; see text	1 standard action	14 days	Close (60 Feet)	V, S, M	Yes	Necromancy
☐☐☐☐ False Life <i>Effect:</i> Gain 1d10+10 temporary hp	17	None	1 standard action	14 hours or until discharged; see text	Personal	V, S, M	No	Necromancy
☐☐☐☐ Hideous Laughter <i>Effect:</i> Subject loses actions for 14 rounds.	17	Will negates	1 standard action	14 rounds	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Phantom Trap <i>Effect:</i> Makes item seem trapped.	17	None	1 standard action	Permanent [D]	Touch	V, S, M	No	Illusion (Glamour)
☐☐☐☐ Spectral Hand <i>Effect:</i> Creates disembodied glowing hand to deliver touch attacks.	17	None	1 standard action	14 minutes [D]	Medium (240 Feet)	V, S	No	Necromancy
☐☐☐☐ Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	17	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M	Yes (harmless)	Transmutation
☐☐☐☐ Whispering Wind	17	None	1 standard action	No more than 14 hours or until discharged [destination is	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]

\* = Domain/Specialty Spell

# Wizard Spells

Effect: Sends a short message 14 miles.

reached]  
Target: 10-ft.-radius spread

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Arcane Sight	18	None	1 standard action	14 minutes [D]	Personal	V, S	No	Divination
Effect: Magical auras become visible to you.				Target: You				
□□□□□ Dispel Magic	18	None	1 standard action	Instantaneous	Medium (240 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□ Fireball	18	Reflex half	1 standard action	Instantaneous	Long (960 Feet)	V, S, M	Yes	Evocation [Fire]
Effect: 1d6 damage per level, 20-ft. radius.				Target: 20-ft.-radius spread				
□□□□□ Flame Arrow	18	None	1 standard action	140 minutes	Close (60 Feet)	V, S, M	No	Transmutation [Fire]
Effect: Arrows deal +1d6 fire damage.				Target: Fifty projectiles, all of which must be in contact with each other at the time of casting				
□□□□□ Fly	18	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
Effect: Subject flies at speed of 60 ft.				Target: Creature touched				
□□□□□ Hold Person	18	Will negates; see text	1 standard action	14 rounds [D]; see text	Medium (240 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 14 rounds.				Target: One humanoid creature				
□□□□□ Invisibility Sphere	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	14 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes Illusion (Glamer) (harmless, object)	
Effect: Makes everyone within 10 ft. invisible.				Target: 10-ft.-radius emanation around the creature or object touched				
□□□□□ Magic Weapon, Greater	18	Will negates (harmless, object)	1 standard action	14 hours	Close (60 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
Effect: +1/four levels 5.				Target: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
□□□□□ Phantom Steed	18	None	10 minutes	14 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
Effect: Magic horse appears for 14 hours.				Target: One quasi-real, horselike creature				
□□□□□ Sleet Storm	18	None	1 standard action	14 rounds	Long (960 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
Effect: Hampers vision and movement.				Target: Cylinder 40				
□□□□□ Wind Wall	18	None; see text	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	Yes	Evocation [Air]
Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to 140 ft. long and 70 ft. high [S]				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Bestow Curse	19	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				Target: Creature touched				
□□□□□ Black Tentacles	19	None	1 standard action	14 rounds [D]	Medium (240 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Tentacles grapple all within 15 ft. spread.				Target: 20-ft.-radius spread				
□□□□□ Dimension Door	19	None and Will negates (object)	1 standard action	Instantaneous	Long (960 Feet)	V	No and Yes (object)	Conjuration (Teleportation)
Effect: Teleports you short distance.				Target: You and touched objects or other touched willing creatures				
□□□□□ Fire Shield	19	None	1 standard action	14 rounds [D]	Personal	V, S, M/DF	No	Evocation
Effect: Creatures attacking you take fire damage; you're protected from heat or cold.				Target: You				
□□□□□ Ice Storm	19	None	1 standard action	14 full round	Long (960 Feet)	V, S, M/DF	Yes	Evocation [Cold]
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.				Target: Cylinder 20				
□□□□□ Mnemonic Enhancer	19	None	10 minutes	Instantaneous	Personal	V, S, M, F	No	Transmutation
Effect: Wizard only. Prepares extra spells or retains one just cast.				Target: You				
□□□□□ Phantasmal Killer	19	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous	Medium (240 Feet)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]
Effect: Fearsome illusion kills subject or deals 3d6 damage.				Target: One living creature				
□□□□□ Reduce Person, Mass	19	Fortitude negates	1 round	14 minutes [D]	Close (60 Feet)	V, S, M	Yes	Transmutation
Effect: Reduces several creatures.				Target: 14 humanoid creatures, no two of which can be more than 30 ft. apart				
□□□□□ Remove Curse	19	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
Effect: Frees object or person from curse.				Target: Creature or item touched				
□□□□□ Scrying	19	Will negates	1 hour	14 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
Effect: Spies on subject from a distance.				Target: Magical sensor				
□□□□□ Wall of Fire	19	None	1 standard action	Concentration + 14 rounds	Medium (240 Feet)	V, S, M/DF	Yes	Evocation [Fire]
Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+14 damage				Target: Opaque sheet of flame up to 280 ft. long or a ring of fire with a radius of up to 35 ft; either form 20 ft. high				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cloudkill	20	Fortitude partial; see text	1 standard action	14 minutes	Medium (240 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				
□□□□□ Fabricate	20	None	See text	Instantaneous	Close (60 Feet)	V, S, M	No	Transmutation
Effect: Transforms raw materials into finished items.				Target: Up to 140 cu. ft; see text				
□□□□□ Sending	20	None	10 minutes	14 round; see text	See text	V, S, M/DF	No	Evocation
Effect: Delivers short message anywhere, instantly.				Target: One creature				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Disintegrate	21	Fortitude partial (object)	1 standard action	Instantaneous	Medium (240 Feet)	V, S, M/DF	Yes	Transmutation
Effect: Makes one creature or object vanish.				Target: Ray				
□□□□□ Shadow Walk	21	Will negates	1 standard action	14 hours [D]	Touch	V, S	Yes	Illusion (Shadow)
Effect: Step into shadow to travel rapidly.				Target: Up to 14 touched creatures				
□□□□□ Suggestion, Mass	21	Will negates	1 standard action	14 hours or until completed	Medium (240 Feet)	V, M	Yes	Enchantment (Compulsion)
Effect: As suggestion, plus 14 subjects.				Target: 14 creatures, no two of which can be more than 30 ft. apart				
□□□□□ True Seeing	21	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M	Yes (harmless)	Divination
Effect: Lets you see all things as they really are.				Target: Creature touched				

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Plane Shift	22	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
Effect: As many as eight subjects travel to another plane.				Target: Creature touched, or up to eight willing creatures joining hands				
□□□□□ Power Word Blind	22	None	1 standard action	See text	Close (60 Feet)	V	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Blinds creature with 200 hp or less.				Target: One creature with 200 hp or less				
□□□□□ Project Image	22	Will disbelief (if interacted with)	1 standard action	14 rounds [D]	Medium (240 Feet)	V, S, M	No	Illusion (Shadow)
Effect: Illusory double can talk and cast spells.				Target: One shadow duplicate				
□□□□□ Scrying, Greater	22	Will negates	1 standard action	14 hours	See text	V, S	Yes	Divination (Scrying)
Effect: As scrying, but faster and longer.				Target: Magical sensor				

\* =Domain/Specialty Spell