

Ivellios Male Elf Wiz15

NAME

Wiz15

CLASS

15

TCL

210000

EXPERIENCE

120000

NEXT LEVEL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

5'2"

HEIGHT

103 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	15	+2	15	+2
CON Constitution	17	+3	17	+3
INT Intelligence	19	+4	19	+4
WIS Wisdom	16	+3	16	+3
CHA Charisma	12	+1	12	+1

HP

hit points

86

AC

armor class

12

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

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+7/+2

SPEED

Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

+8

REFLEX

(dexterity)

+7

WILLPOWER

(wisdom)

+12

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+8/+3

RANGED

attack bonus

+9/+4

GRAPPLE

attack bonus

+8/+3

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

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
Craft Wand	See Text
Extend Spell	See Text
Maximize Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Silent Spell	See Text
Still Spell	See Text
Toughness (1x)	See Text
Widen Spell	See Text

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Shipmaking)	INT	14	= 4	+ 10.0	+
Craft (Woodworking)	INT	18	= 4	+ 14.0	+
Knowledge (Arcana)	INT	19	= 4	+ 15.0	+
Knowledge (History)	INT	22	= 4	+ 18.0	+
Knowledge (Nature)	INT	20	= 4	+ 16.0	+
Knowledge (Nobility and Royalty)	INT	21	= 4	+ 17.0	+
Knowledge (Religion)	INT	22	= 4	+ 18.0	+
					= + +

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Immunity to magic sleep effects.

Summon Familiar

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Longbow, Longsword, Quarterstaff, Rapier, Shortbow

LANGUAGES

Common, Elven, Gnoll, Gnome, 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	5	5	5	5	4	3	2	1	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 (60 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	15 minute [D]	Medium (250 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	15 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.	14	None	1 standard action	Concentration, up to 15 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 (60 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	15 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	150 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (60 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	150 minutes	Medium (250 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 (60 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	15 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 (60 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	150 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	15 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	15 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	15 rounds	Medium (250 Feet)	V, S	No	Transmutation
□□□□□ Burning Hands <i>Effect:</i> 5d4 fire damage	15	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
□□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	15	Will negates (harmless)	1 standard action	15 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
□□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura.	15	None; see text	1 standard action	15 days [D]	Touch	V, S, F	No	Illusion (Glamour)
□□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (250 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	15 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.	15	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	15 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	15 minutes	Medium (250 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time.	16	Will negates (harmless)	1 standard action	15 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
□□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	16	None	1 standard action	Instantaneous; see text	Medium (250 Feet)	V	No	Transmutation
□□□□□ Mirror Image <i>Effect:</i> Creates decoy duplicates of you 8.	16	None	1 standard action	15 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
□□□□□ Rope Trick <i>Effect:</i> As many as eight creatures hide in extradimensional space.	16	None	1 standard action	15 hours [D]	Touch	V, S, M	No	Transmutation
□□□□□ See Invisibility <i>Effect:</i> Reveals invisible creatures or objects.	16	None	1 standard action	150 minutes [D]	Personal	V, S, M	No	Divination
□□□□□ Summon Monster II <i>Effect:</i> Calls extraplanar creature to fight for you.	16	None	1 round	15 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)

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 (250 Feet)	V, S	No	Abjuration
□□□□□ Flame Arrow <i>Effect:</i> Arrows deal +1d6 fire damage.	17	None	1 standard action	150 minutes	Close (60 Feet)	V, S, M	No	Transmutation [Fire]

* =Domain/Specialty Spell

Wizard Spells

☐☐☐☐☐	Halt Undead	17	Will negates (see text)	1 standard action	15 rounds	Medium (250 Feet)	V, S, M	Yes	Necromancy
	<i>Effect:</i> Immobilizes undead for 15 rounds.				<i>Target:</i> Up to 45 undead creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Haste	17	Fortitude negates (harmless)	1 standard action	15 rounds	Close (60 Feet)	V, S, M	Yes (harmless)	Transmutation
	<i>Effect:</i> 15 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Hold Person	17	Will negates; see text	1 standard action	15 rounds [D]; see text	Medium (250 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Paralyzes one humanoid for 15 rounds.				<i>Target:</i> One humanoid creature				
☐☐☐☐☐	Illusory Script	17	Will negates; see text	1 minute or longer; see text	15 days [D]	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]
	<i>Effect:</i> Only intended reader can decipher.				<i>Target:</i> One touched object weighing no more than 10 lb.				
☐☐☐☐☐	Lightning Bolt	17	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
	<i>Effect:</i> Electricity deals 15d6 damage.				<i>Target:</i> 120-ft. line				
☐☐☐☐☐	Ray of Exhaustion	17	Fortitude partial; see text	1 standard action	15 minutes	Close (60 Feet)	V, S, M	Yes	Necromancy
	<i>Effect:</i> Ray makes subject exhausted.				<i>Target:</i> Ray				
☐☐☐☐☐	Slow	17	Will negates	1 standard action	15 rounds	Close (60 Feet)	V, S, M	Yes	Transmutation
	<i>Effect:</i> 15 subjects takes only one action/round, -2 to AC, -2 on attack rolls.				<i>Target:</i> 15 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Stinking Cloud	17	Fortitude negates; see text	1 standard action	15 rounds	Medium (250 Feet)	V, S, M	No	Conjuration (Creation)
	<i>Effect:</i> Nauseating vapors, 15 rounds.				<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high				
☐☐☐☐☐	Wind Wall	17	None; see text	1 standard action	15 rounds	Medium (250 Feet)	V, S, M/DF	Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 150 ft. long and 75 ft. high [S]				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐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				
☐☐☐☐☐Geas, Lesser	18	Will negates	1 round	15 days or until discharged [D]	Close (60 Feet)	V	Yes	Enchantment (Compulsion)
Effect: Commands subject of 7 HD or less.				Target: One living creature with 7 HD or less				
☐☐☐☐☐Globe of Invulnerability (Lesser)	18	None	1 standard action	15 rounds [D]	10 ft.	V, S, M	No	Abjuration
Effect: Stops 1st- through 3rd-level spell effects.				Target: 10-ft.-radius spherical emanation, centered on you				
☐☐☐☐☐Ice Storm	18	None	1 standard action	15 full round	Long (1000 Feet)	V, S, M/DF	Yes	Evocation [Cold]
Effect: Hail deals 5d6 damage in cylinder 40 ft. across.				Target: Cylinder 20				
☐☐☐☐☐Invisibility, Greater	18	Will negates (harmless)	1 standard action	15 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
Effect: As invisibility, but subject can attack and stay invisible.				Target: You or creature touched				
☐☐☐☐☐Minor Creation	18	None	1 minute	15 hours [D]	0 ft.	V, S, M	No	Conjuration (Creation)
Effect: Creates one cloth or wood object.				Target: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level				
☐☐☐☐☐Wall of Ice	18	Reflex negates; see text	1 standard action	15 minutes	Medium (250 Feet)	V, S, M	Yes	Evocation [Cold]
Effect: Ice plane creates wall with 30 hp or hemisphere can trap creatures inside.				Target: Anchored plane of ice, up to 15 10-ft. squares, or hemisphere of ice with a radius of up to 18 ft				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Baleful Polymorph	19	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (60 Feet)	V, S	Yes	Transmutation
Effect: Transforms subject into harmless animal.				Target: One creature				
☐☐☐☐☐Break Enchantment	19	See text	1 minute	Instantaneous	Close (60 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.				Target: Up to 15 creatures, all within 30 ft. of each other				
☐☐☐☐☐Cone of Cold	19	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
Effect: 15d6 cold damage.				Target: Cone-shaped burst				
☐☐☐☐☐Fabricate	19	None	See text	Instantaneous	Close (60 Feet)	V, S, M	No	Transmutation
Effect: Transforms raw materials into finished items.				Target: Up to 150 cu. ft; see text				
☐☐☐☐☐Mage's Faithful Hound	19	None	1 standard action	15 hours or until discharged, then 15 rounds; see text	Close (60 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Phantom dog can guard, attack.				Target: Phantom watchdog				
☐☐☐☐☐Permanency	19	None	2 rounds	Permanent; see text	See text	V, S, XP	No	Universal
Effect: Makes certain spells permanent.				Target: See text				
☐☐☐☐☐Sending	19	None	10 minutes	15 round; see text	See text	V, S, M/DF	No	Evocation
Effect: Delivers short message anywhere, instantly.				Target: One creature				
☐☐☐☐☐Teleport	19	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
Effect: Instantly transports you as far as 1500 miles.				Target: You and touched objects or other touched willing creatures				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Acid Fog	20	None	1 standard action	15 rounds	Medium (250 Feet)	V, S, M/DF	No	Conjuration (Creation) [Acid]
Effect: Fog deals acid damage.				Target: Fog spreads in 20-ft. radius, 20 ft. high				
☐☐☐☐☐Cat's Grace, Mass	20	Will negates (harmless)	1 standard action	15 minutes	Close (60 Feet)	V, S, M	Yes	Transmutation
Effect: As cat's grace, affects 15 subjects.				Target: 15 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Chain Lightning	20	Reflex half	1 standard action	Instantaneous	Long (1000 Feet)	V, S, F	Yes	Evocation [Electricity]
Effect: 15d6 damage; 15 secondary bolts each deal half damage.				Target: One primary target, plus 15 secondary targets [each of which must be within 30 ft. of the primary target]				
☐☐☐☐☐Disintegrate	20	Fortitude partial (object)	1 standard action	Instantaneous	Medium (250 Feet)	V, S, M/DF	Yes	Transmutation
Effect: Makes one creature or object vanish.				Target: Ray				
☐☐☐☐☐Eyebite	20	Fortitude negates	1 standard action	15 round per three levels; see text	Close (60 Feet)	V, S	Yes	Necromancy [Evil]
Effect: Target becomes panicked, sickened, and comatose.				Target: One living creature				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Arcane Sight, Greater	21	None	1 standard action	15 minutes [D]	Personal	V, S	No	Divination
Effect: As arcane sight, but also reveals magic effects on creatures and objects.				Target: You				
☐☐☐☐☐Banishment	21	Will negates	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes	Abjuration
Effect: Banishes 30 HD of extraplanar creatures.				Target: One or more extraplanar creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Control Undead	21	Will negates	1 standard action	15 minutes	Close (60 Feet)	V, S, M	Yes	Necromancy
Effect: Undead don't attack you while under your command.				Target: 30 HD of undead creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Limited Wish	21	None; see text	1 standard action	See text	See text	V, S, XP	Yes	Universal
Effect: Alters reality-within spell limits.				Target: See text				
☐☐☐☐☐Teleport, Greater	21	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
Effect: As teleport, but no range limit and no off-target arrival.				Target: You and touched objects or other touched willing creatures				

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Incendiary Cloud	22	Reflex half; see text	1 standard action	15 rounds	Medium (250 Feet)	V, S	No	Conjuration (Creation) [Fire]
Effect: Cloud deals 4d6 fire damage/round.				Target: Cloud spreads in 20-ft. radius, 20 ft. high				

* =Domain/Specialty Spell