

Kenneth Male Halfling Wiz12

NAME

Wiz12

CLASS

12

TCL

132000

EXPERIENCE

78000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	11	+0	11	+0
DEX Dexterity	16	+3	16	+3
CON Constitution	18	+4	18	+4
INT Intelligence	21	+5	21	+5
WIS Wisdom	13	+1	13	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+9

=

+4

+

+4

+

+0

+

+1

+

TEMP MODIFIER

conditional modifiers

+8

=

+4

+

+3

+

+0

+

+1

+

+10

=

+8

+

+1

+

+0

+

+1

+

MELEE  
attack bonus

TOTAL

+7/+2

=

+6/+1

+

+0

+

+1

+

+0

+

TEMP MODIFIER

RANGED  
attack bonus

+10/+5

=

+6/+1

+

+3

+

+1

+

+0

+

GRAPPLE  
attack bonus

+7/+2

=

+6/+1

+

+0

+

+1

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+3/-2

1d2

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	28.0	Medium	57.0	Heavy	86.0
Lift over head	86.0	Lift off ground	172.0	Push / Drag	430.0

FEATS	
Craft Wondrous Item	See Text
Extend Spell	See Text
Forge Ring	See Text
Improved Counterspell	See Text
Magical Aptitude	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Still Spell	See Text
Widen Spell	See Text

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

2'10"

HEIGHT

32 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP

hit points

84

WOUNDS/CURRENT HP

AC

armor class

14

TOTAL

11

FLAT

14

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

0

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

Chaotic Good

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 20'

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 (Alchemy)	INT	7	= 5	+ 2.0	+	
Craft (Blacksmithing)	INT	7	= 5	+ 2.0	+	
Craft (Pottery)	INT	15	= 5	+ 10.0	+	
Craft (Shipmaking)	INT	17	= 5	+ 12.0	+	
Knowledge (Arcana)	INT	20	= 5	+ 15.0	+	
Knowledge (Architecture and Engineering)	INT	14	= 5	+ 9.0	+	
Knowledge (Dungeoneering)	INT	20	= 5	+ 15.0	+	
Knowledge (History)	INT	11	= 5	+ 6.0	+	
Knowledge (Nature)	INT	19	= 5	+ 14.0	+	
Spellcraft	INT	19	= 5	+ 10.0	4	
			=	+	+	

SPECIAL ABILITIES

+1 racial bonus on all saving throws

+2 morale bonus on saving throws against fear

Summon Familiar

PROFICIENCIES

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

LANGUAGES

Common, Dwarven, Gnome, Goblin, Halfling, 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	6	5	5	4	4	2	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Acid Splash</b> <i>Effect:</i> Orb deals 1d3 acid damage.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Conjuration (Creation) [Acid]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Arcane Mark</b> <i>Effect:</i> Inscribe a personal rune [visible or invisible].	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	12 minute [D]	Medium (220 Feet)	V, S	No	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Daze</b> <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	12 round	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (55 Feet)	V	Yes	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	12 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Light</b> <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (55 Feet)	V, S	No	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Mending</b> <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
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Message</b> <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	120 minutes	Medium (220 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (55 Feet)	V, S, F	Yes (object)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	12 hour	10 ft.	V, S	No	Universal
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Evocation [Cold]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	12 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Touch of Fatigue</b> <i>Effect:</i> Touch attack fatigues target.	15	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
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Charm Person</b> <i>Effect:</i> Makes one person your friend.	16	Will negates	1 standard action	12 hours	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Protection from Chaos</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	12 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Protection from Evil</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	12 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Protection from Law</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	12 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ray of Enfeeblement</b> <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	16	None	1 standard action	12 minutes	Close (55 Feet)	V, S	Yes	Necromancy
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Shield</b> <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	16	None	1 standard action	12 minutes [D]	Personal	V, S	No	Abjuration [Force]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Shocking Grasp</b> <i>Effect:</i> Touch delivers 5d6 electricity damage.	16	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Summon Monster I</b> <i>Effect:</i> Calls extraplanar creature to fight for you.	16	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Acid Arrow</b> <i>Effect:</i> Ranged touch attack; 2d4 damage for 5 rounds.	17	None	1 standard action	5 rounds	Long (880 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Arcane Lock</b> <i>Effect:</i> Magically locks a portal or chest.	17	None	1 standard action	Permanent	Touch	V, S, M	No	Abjuration
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Bull's Strength</b> <i>Effect:</i> Subject gains +4 to Str for 12 minutes.	17	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Fog Cloud</b> <i>Effect:</i> Fog obscures vision.	17	None	1 standard action	120 minutes	Medium (220 Feet)	V, S	No	Conjuration (Creation)
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Knock</b> <i>Effect:</i> Opens locked or magically sealed door.	17	None	1 standard action	Instantaneous; see text	Medium (220 Feet)	V	No	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Obscure Object</b> <i>Effect:</i> Masks object against scrying.	17	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Scare</b> <i>Effect:</i> Panics creatures of less than 6 HD.	17	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]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>See Invisibility</b> <i>Effect:</i> Reveals invisible creatures or objects.	17	None	1 standard action	120 minutes [D]	Personal	V, S, M	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Summon Monster II</b> <i>Effect:</i> Calls extraplanar creature to fight for you.	17	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Web</b> <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	17	Reflex negates; see text	1 standard action	120 minutes [D]	Medium (220 Feet)	V, S, M	No	Conjuration (Creation)

\* =Domain/Specialty Spell

## Wizard Spells LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Fly <i>Effect:</i> Subject flies at speed of 60 ft.	18	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
□□□□□ Heroism <i>Effect:</i> Gives +2 bonus on attack rolls, saves, skill checks.	18	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Invisibility Sphere <i>Effect:</i> Makes everyone within 10 ft. invisible.	18	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)
□□□□□ Lightning Bolt <i>Effect:</i> Electricity deals 12d6 damage.	18	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
□□□□□ Phantom Steed <i>Effect:</i> Magic horse appears for 12 hours.	18	None	10 minutes	12 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
□□□□□ Sleet Storm <i>Effect:</i> Hampers vision and movement.	18	None	1 standard action	12 rounds	Long (880 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
□□□□□ Suggestion <i>Effect:</i> Compels subject to follow stated course of action.	18	Will negates	1 standard action	12 hours or until completed	Close (55 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Contagion <i>Effect:</i> Infects subject with chosen disease.	19	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
□□□□□ Fire Shield <i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold.	19	None	1 standard action	12 rounds [D]	Personal	V, S, M/DF	No	Evocation
□□□□□ Fire Trap <i>Effect:</i> Opened object deals 1d4+12 damage.	19	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
□□□□□ Illusory Wall <i>Effect:</i> Wall, floor, or ceiling looks real, but anything can pass through.	19	Will disbelief (if interacted with)	1 standard action	Permanent	Close (55 Feet)	V, S	No	Illusion (Figment)
□□□□□ Invisibility, Greater <i>Effect:</i> As invisibility, but subject can attack and stay invisible.	19	Will negates (harmless)	1 standard action	12 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
□□□□□ Minor Creation <i>Effect:</i> Creates one cloth or wood object.	19	None	1 minute	12 hours [D]	0 ft.	V, S, M	No	Conjuration (Creation)
□□□□□ Secure Shelter <i>Effect:</i> Creates sturdy cottage.	19	None	10 minutes	24 hours [D]	Close (55 Feet)	V, S, M, F; No see text		Conjuration (Creation)

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cloudkill <i>Effect:</i> Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.	20	Fortitude partial; see text	1 standard action	12 minutes	Medium (220 Feet)	V, S	No	Conjuration (Creation)
□□□□□ Passwall <i>Effect:</i> Creates passage through wood or stone wall.	20	None	1 standard action	12 hours [D]	Touch	V, S, M	No	Transmutation
□□□□□ Permanency <i>Effect:</i> Makes certain spells permanent.	20	None	2 rounds	Permanent; see text	See text	V, S, XP	No	Universal
□□□□□ Symbol of Sleep <i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Transmute Mud to Rock <i>Effect:</i> Transforms two 10-ft. cubes per level.	20	See text	1 standard action	Permanent	Medium (220 Feet)	V, S, M/DF	No	Transmutation [Earth]

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cat's Grace, Mass <i>Effect:</i> As cat's grace, affects 12 subjects.	21	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M	Yes	Transmutation
□□□□□ Contingency <i>Effect:</i> Sets trigger condition for another spell.	21	None	At least 10 minutes; see text	12 days [D] or until discharged	Personal	V, S, M, F	No	Evocation
□□□□□ Eagle's Splendor, Mass <i>Effect:</i> As eagle's splendor, affects 12 subjects.	21	Will negates (harmless)	1 standard action	12 minutes	Close (55 Feet)	V, S, M/DF	Yes	Transmutation
□□□□□ Flesh to Stone <i>Effect:</i> Turns subject creature into statue.	21	Fortitude negates	1 standard action	Instantaneous	Medium (220 Feet)	V, S, M	Yes	Transmutation
□□□□□ Permanent Image <i>Effect:</i> Includes sight, sound, and smell.	21	Will disbelief (if interacted with)	1 standard action	Permanent [D]	Long (880 Feet)	V, S, F	No	Illusion (Figment)
□□□□□ True Seeing <i>Effect:</i> Lets you see all things as they really are.	21	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M	Yes (harmless)	Divination

\* =Domain/Specialty Spell