

Beau Male Halfling Wiz8

NAME

Wiz8

CLASS

8

TCL

56000

EXPERIENCE

36000

NEXT LEVEL

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

0

AGE

Male

GENDER

DEITY

3'0"

HEIGHT

34 lbs

WEIGHT

EYES

HAIR

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	18	+4	18	+4
CON Constitution	19	+4	19	+4
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

HP

hit points

57

AC

armor class

15

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+4

SPEED

Walk 20'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

+7

REFLEX

(dexterity)

+7

WILLPOWER

(wisdom)

+8

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+6

RANGED

attack bonus

+9

GRAPPLE

attack bonus

+6

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+2

1d2+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	32.0	Medium	64.0	Heavy	97.0
Lift over head	97.0	Lift off ground	194.0	Push / Drag	485.0

FEATS	
Craft Magic Arms and Armor	See Text
Enlarge Spell	See Text
Extend Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Still Spell	See Text

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Concentration	CON	11	= 4	+ 7.0	+
Craft (Sculpting)	INT	15	= 4	+ 11.0	+
Craft (Stonemasonry)	INT	10	= 4	+ 6.0	+
Decipher Script	INT	10	= 4	+ 6.0	+
Knowledge (Arcana)	INT	11	= 4	+ 7.0	+
Knowledge (Architecture and Engineering)	INT	13	= 4	+ 9.0	+
Knowledge (Nature)	INT	14	= 4	+ 10.0	+
Knowledge (Religion)	INT	14	= 4	+ 10.0	+
= + +					
✓ : can be used untrained. X : exclusive skills					

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	5	4	4	3	0	0	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 (45 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	8 minute [D]	Medium (180 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	8 round	Close (45 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 8 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 (45 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	8 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	80 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (45 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	80 minutes	Medium (180 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 (45 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	8 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 (45 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	80 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	8 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	8 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (45 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
□□□□□ Chill Touch <i>Effect:</i> 8 touches deal 1d6 damage and possibly 1 Str damage.	15	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	V, S, M/DF	No	Divination
□□□□□ Erase <i>Effect:</i> Mundane or magical writing vanishes.	15	See text	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Transmutation
□□□□□ Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	15	None	1 standard action	8 minutes [D]	Personal	V, S	No	Transmutation
□□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 8 rounds	Close (45 Feet)	V	Yes (object)	Transmutation
□□□□□ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 800 lbs	15	None	1 standard action	8 hours	Close (45 Feet)	V, S, M	No	Evocation [Force]
□□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	15	Will negates (harmless)	1 standard action	8 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
□□□□□ Magic Missile <i>Effect:</i> 4 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (180 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	8 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
□□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	15	Will negates	1 round	8 minutes	Medium (180 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Ventriloquism <i>Effect:</i> Throws voice for 8 minutes.	15	Will disbelief (if interacted with)	1 standard action	8 minutes [D]	Close (45 Feet)	V, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	16	None	1 standard action	Instantaneous; see text	Medium (180 Feet)	V	No	Transmutation
□□□□□ Mirror Image <i>Effect:</i> Creates decoy duplicates of you 8.	16	None	1 standard action	8 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
□□□□□ Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	16	Fortitude negates (harmless)	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
□□□□□ Rope Trick <i>Effect:</i> As many as eight creatures hide in extradimensional space.	16	None	1 standard action	8 hours [D]	Touch	V, S, M	No	Transmutation
□□□□□ Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	16	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M	Yes (harmless)	Transmutation

* =Domain/Specialty Spell

Wizard Spells LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Gentle Repose <i>Effect:</i> Preserves one corpse.	17	Will negates (object)	1 standard action	8 days	Touch	V, S, M/DF	Yes (object)	Necromancy
☐☐☐☐ Keen Edge <i>Effect:</i> Doubles normal weapon's threat range.	17	Will negates (harmless, object)	1 standard action	80 minutes	Close (45 Feet)	V, S	Yes (harmless, object)	Transmutation
☐☐☐☐ Suggestion <i>Effect:</i> Compels subject to follow stated course of action.	17	Will negates	1 standard action	8 hours or until completed	Close (45 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
☐☐☐☐ Tongues <i>Effect:</i> Speak any language.	17	Will negates (harmless)	1 standard action	80 minutes	Touch	V, M/DF	No	Divination

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Animate Dead <i>Effect:</i> Creates undead skeletons and zombies.	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
☐☐☐☐ Hallucinatory Terrain <i>Effect:</i> Makes one type of terrain appear like another [field into forest, or the like].	18	Will disbelief (if interacted with)	10 minutes	16 hours [D]	Long (720 Feet)	V, S, M	No	Illusion (Glamour)
☐☐☐☐ Locate Creature <i>Effect:</i> Indicates direction to familiar creature.	18	None	1 standard action	80 minutes	Long (720 Feet)	V, S, M	No	Divination
☐☐☐☐ Minor Creation <i>Effect:</i> Creates one cloth or wood object.	18	None	1 minute	8 hours [D]	0 ft.	V, S, M	No	Conjuration (Creation)
☐☐☐☐ Secure Shelter <i>Effect:</i> Creates sturdy cottage.	18	None	10 minutes	16 hours [D]	Close (45 Feet)	V, S, M, F; No see text		Conjuration (Creation)

* =Domain/Speciality Spell