

Antilaphia Female Elf Wiz9

NAME

Wiz9

72000

CLASS

EXPERIENCE

9

45000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	21	+5	21	+5
CON Constitution	10	+0	10	+0
INT Intelligence	19	+4	19	+4
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+3	= +3	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+8	= +3	+ +5	+ +0	+ +0		
WILLPOWER (wisdom)	+7	= +6	+ +1	+ +0	+ +0		

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+1	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	
Brew Potion	See Text
Craft Magic Arms and Armor	See Text
Investigator	See Text
Maximize Spell	See Text
Quicken Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text

NPC

PLAYERNAME

Elf

Medium

5'2"

98 lbs

DEITY

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

AGE

GENDER

EYES

HAIR

HP	hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
27					Walk 30'
AC	armor class	TOTAL	FLAT	TOUCH	BASE
15		10	15	10	0
		ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
		0	0	5	0
		NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE
		0	0		0
		ARMOR CHECK PENALTY	SPELL RESISTANCE		

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+5		+5		+0
BASE ATTACK	bonus	+4		

SKILLS		MAX RANKS	12/6		
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Trapmaking)	INT	13	= 4	+ 9.0	+
Knowledge (Architecture and Engineering)	INT	15	= 4	+ 11.0	+
Knowledge (Dungeoneering)	INT	14	= 4	+ 10.0	+
Knowledge (Geography)	INT	12	= 4	+ 8.0	+
Knowledge (History)	INT	14	= 4	+ 10.0	+
Knowledge (Local)	INT	16	= 4	+ 12.0	+
Knowledge (Nobility and Royalty)	INT	16	= 4	+ 12.0	+
✓ : can be used untrained. ✕ : 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, Draconic, Elven, 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	4	3	1	0	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> </div> <div> Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage. </div> </div>	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Conjuration (Creation) [Acid]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible]. </div> </div>	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Dancing Lights <i>Effect:</i> Creates torches or other lights. </div> </div>	14	None	1 standard action	9 minute [D]	Medium (190 Feet)	V, S	No	Evocation [Light]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action. </div> </div>	14	Will negates	1 standard action	9 round	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. </div> </div>	14	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Detect Poison <i>Effect:</i> Detects poison in one creature or small object. </div> </div>	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead. </div> </div>	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. </div> </div>	14	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Ghost Sound <i>Effect:</i> Fignment sounds. </div> </div>	14	Will disbelief (if interacted with)	1 standard action	9 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Fignment)
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Light <i>Effect:</i> Object shines like a torch. </div> </div>	14	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Mage Hand <i>Effect:</i> 5-pound telekinesis. </div> </div>	14	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Mending <i>Effect:</i> Makes minor repairs on an object. </div> </div>	14	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> </div> <div> Message <i>Effect:</i> Whispered conversation at distance. </div> </div>	14	None	1 standard action	90 minutes	Medium (190 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Open/Close <i>Effect:</i> Opens or closes small or light things. </div> </div>	14	Will negates (object)	1 standard action	Instantaneous	Close (45 Feet)	V, S, F	Yes (object)	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Prestidigitation <i>Effect:</i> Performs minor tricks. </div> </div>	14	See text	1 standard action	9 hour	10 ft.	V, S	No	Universal
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage. </div> </div>	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Evocation [Cold]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Read Magic <i>Effect:</i> Read scrolls and spellbooks. </div> </div>	14	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Resistance <i>Effect:</i> Subject gains +1 on saving throws. </div> </div>	14	Will negates (harmless)	1 standard action	9 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Touch of Fatigue <i>Effect:</i> Touch attack fatigues target. </div> </div>	14	Fortitude negates	1 standard action	9 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> </div> <div> Animate Rope <i>Effect:</i> Makes a rope move at your command. </div> </div>	15	None	1 standard action	9 rounds	Medium (190 Feet)	V, S	No	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Burning Hands <i>Effect:</i> 5d4 fire damage </div> </div>	15	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds. </div> </div>	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (45 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Charm Person <i>Effect:</i> Makes one person your friend. </div> </div>	15	Will negates	1 standard action	9 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Expedious Retreat <i>Effect:</i> Your speed increases by 30 ft. </div> </div>	15	None	1 standard action	9 minutes [D]	Personal	V, S	No	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Grease <i>Effect:</i> Makes 10-ft. square or one object slippery. </div> </div>	15	See text	1 standard action	9 rounds [D]	Close (45 Feet)	V, S, M	No	Conjuration (Creation)
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Identify <i>Effect:</i> Determines properties of magic item. </div> </div>	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each. </div> </div>	15	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	Yes	Evocation [Force]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles. </div> </div>	15	None	1 standard action	9 minutes [D]	Personal	V, S	No	Abjuration [Force]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Silent Image <i>Effect:</i> Creates minor illusion of your design. </div> </div>	15	Will disbelief (if interacted with)	1 standard action	Concentration	Long (760 Feet)	V, S, F	No	Illusion (Fignment)
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Summon Monster I <i>Effect:</i> Calls extraplanar creature to fight for you. </div> </div>	15	None	1 round	9 rounds [D]	Close (45 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> </div> <div> Continual Flame <i>Effect:</i> Makes a permanent, heatless torch. </div> </div>	16	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Detect Thoughts <i>Effect:</i> Allows "listening" to surface thoughts. </div> </div>	16	Will negates; see text	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 9 rounds. </div> </div>	16	Reflex negates	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF	Yes	Evocation [Fire]
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 9 minutes. </div> </div>	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Minor Image <i>Effect:</i> As silent image, plus some sound. </div> </div>	16	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (760 Feet)	V, S, F	No	Illusion (Fignment)
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Obscure Object <i>Effect:</i> Masks object against scrying. </div> </div>	16	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> </div> <div> Phantom Trap <i>Effect:</i> Makes item seem trapped. </div> </div>	16	None	1 standard action	Permanent [D]	Touch	V, S, M	No	Illusion (Glamer)

* =Domain/Specialty Spell

Wizard Spells								
Web	16	Reflex negates; see text	1 standard action	90 minutes [D]	Medium (190 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Fills 20-ft.-radius spread with sticky spiderwebs.				Target: Webs in a 20-ft.-radius spread				
LEVEL 3								
Daylight	17	None	1 standard action	90 minutes [D]	Touch	V, S	No	Evocation [Light]
Effect: 60-ft. radius of bright light.				Target: Object touched				
Flame Arrow	17	None	1 standard action	90 minutes	Close (45 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				
Halt Undead	17	Will negates (see text)	1 standard action	9 rounds	Medium (190 Feet)	V, S, M	Yes	Necromancy
Effect: Immobilizes undead for 9 rounds.				Target: Up to 27 undead creatures, no two of which can be more than 30 ft. apart				
Illusory Script	17	Will negates; see text	1 minute or longer; see text	9 days [D]	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]
Effect: Only intended reader can decipher.				Target: One touched object weighing no more than 10 lb.				
Ray of Exhaustion	17	Fortitude partial; see text	1 standard action	9 minutes	Close (45 Feet)	V, S, M	Yes	Necromancy
Effect: Ray makes subject exhausted.				Target: Ray				
Water Breathing	17	Will negates (harmless)	1 standard action	18 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
Effect: Subjects can breathe underwater.				Target: Living creatures touched				
LEVEL 4								
Animate Dead	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
Effect: Creates undead skeletons and zombies.				Target: One or more corpses touched				
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				
Fire Shield	18	None	1 standard action	9 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				
Secure Shelter	18	None	10 minutes	18 hours [D]	Close (45 Feet)	V, S, M, F; No see text		Conjuration (Creation)
Effect: Creates sturdy cottage.				Target: 20 ft. square structure				
LEVEL 5								
Cone of Cold	19	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
Effect: 9d6 cold damage.				Target: Cone-shaped burst				
Passwall	19	None	1 standard action	9 hours [D]	Touch	V, S, M	No	Transmutation
Effect: Creates passage through wood or stone wall.				Target: 5 ft. by 8 ft. opening, 25 ft. deep				
* =Domain/Specialty Spell								