

Thario Male Half-Elf Wiz7

NAME

Wiz7

42000

CLASS

Wiz7

EXPERIENCE

28000

TCL

7

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	15	+2	15	+2
CON Constitution	15	+2	15	+2
INT Intelligence	18	+4	18	+4
WIS Wisdom	18	+4	18	+4
CHA Charisma	13	+1	13	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4	= +2	+ +2	+ +0	+ +0		
REFLEX (dexterity)	+4	= +2	+ +2	+ +0	+ +0		
WILLPOWER (wisdom)	+9	= +5	+ +4	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+4	= +3	+ +1	+ +0	+ +0	
RANGED attack bonus	+5	= +3	+ +2	+ +0	+ +0	
GRAPPLE attack bonus	+4	= +3	+ +1	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+0	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	
Craft Magic Arms and Armor	See Text
Craft Wand	See Text
Investigator	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Spell Penetration	See Text

NPC

PLAYERNAME

Half-Elf

Medium

RACE

Half-Elf

SIZE

5'4"

HEIGHT

145 lbs

WEIGHT

0

AGE

Male

GENDER

HP	hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION											
31															
AC	armor class	12	10	12	10	0	0	2	0	0	0	0	0	0	
		TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE	modifier	+2	= +2	+ +0
		TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK	bonus	+3		

Neutral Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Sculpting)	INT	11	= 4	+ 7.0	+
Knowledge (Architecture and Engineering)	INT	14	= 4	+ 10.0	+
Knowledge (History)	INT	11	= 4	+ 7.0	+
Knowledge (Local)	INT	13	= 4	+ 9.0	+
Knowledge (Nature)	INT	13	= 4	+ 9.0	+
Knowledge (Religion)	INT	13	= 4	+ 9.0	+
Knowledge (The Planes)	INT	13	= 4	+ 9.0	+
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES				
+2 racial bonus on saving throws against enchantment spells or effects.				
Elven Blood				
Immunity to sleep spells and similar magical effects.				
Summon Familiar				

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

LANGUAGES	
Auran, Common, Elven, Infernal, Sylvan, Undercommon	

# 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	3	2	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 <i>Target:</i> One missile of acid	Close (40 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 <i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.	0 ft.	V, S	No	Universal
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	14	None	1 standard action	7 minute [D] <i>Target:</i> Up to four lights, all within a 10- ft.-radius area	Medium (170 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	7 round <i>Target:</i> One humanoid creature of 4 HD or less	Close (40 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 7 minutes <i>Target:</i> Cone-shaped emanation	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 <i>Target:</i> One creature, one object, or a 5-ft. cube	Close (40 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (40 Feet)	V, S	Yes	Necromancy
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous <i>Target:</i> Burst of light	Close (40 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	7 rounds [D] <i>Target:</i> Illusory sounds	Close (40 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	70 minutes [D] <i>Target:</i> Object touched	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.	Close (40 Feet)	V, S	No	Transmutation
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous <i>Target:</i> One object of up to 1 lb.	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.	14	None	1 standard action	70 minutes <i>Target:</i> 7 creatures	Medium (170 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 <i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed	Close (40 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	7 hour <i>Target:</i> See text	10 ft.	V, S	No	Universal
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	14	None	1 standard action	Instantaneous <i>Target:</i> Ray	Close (40 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	70 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	7 minute <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	7 rounds <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Erase <i>Effect:</i> Mundane or magical writing vanishes.	15	See text	1 standard action	Instantaneous <i>Target:</i> One scroll or two pages	Close (40 Feet)	V, S	No	Transmutation
□□□□□ Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	15	None	1 standard action	7 minutes [D] <i>Target:</i> You	Personal	V, S	No	Transmutation
□□□□□ Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	7 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
□□□□□ Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	15	None	1 standard action	7 minutes <i>Target:</i> Ray	Close (40 Feet)	V, S	Yes	Necromancy
□□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	7 minutes [D] <i>Target:</i> You	Personal	V, S	No	Abjuration [Force]
□□□□□ Summon Monster I <i>Effect:</i> Calls extraplanar creature to fight for you.	15	None	1 round	7 rounds [D] <i>Target:</i> One summoned creature	Close (40 Feet)	V, S, F/DF	No	Conjuration (Summoning)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Alter Self <i>Effect:</i> Assume form of a similar creature.	16	None	1 standard action	70 minutes [D] <i>Target:</i> You	Personal	V, S	No	Transmutation
□□□□□ Arcane Lock <i>Effect:</i> Magically locks a portal or chest.	16	None	1 standard action	Permanent <i>Target:</i> The door, chest, or portal touched, up to 210 sq. ft in size	Touch	V, S, M	No	Abjuration
□□□□□ Darkvision <i>Effect:</i> See 60 ft. in total darkness.	16	Will negates (harmless)	1 standard action	7 hours <i>Target:</i> Creature touched	Touch	V, S, M	Yes (harmless)	Transmutation
□□□□□ Mirror Image <i>Effect:</i> Creates decoy duplicates of you 8.	16	None	1 standard action	7 minutes [D] <i>Target:</i> You	Personal; see text	V, S	No	Illusion (Figment)
□□□□□ Shatter <i>Effect:</i> Sonic vibration damages objects or crystalline creatures.	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous <i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature	Close (40 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Arcane Sight <i>Effect:</i> Magical auras become visible to you.	17	None	1 standard action	7 minutes [D] <i>Target:</i> You	Personal	V, S	No	Divination
□□□□□ Daylight <i>Effect:</i> 60-ft. radius of bright light.	17	None	1 standard action	70 minutes [D] <i>Target:</i> Object touched	Touch	V, S	No	Evocation [Light]
□□□□□ Lightning Bolt <i>Effect:</i> Electricity deals 7d6 damage.	17	Reflex half	1 standard action	Instantaneous <i>Target:</i> 120-ft. line	120 ft.	V, S, M	Yes	Evocation [Electricity]
□□□□□ Sleet Storm <i>Effect:</i> Hampers vision and movement.	17	None	1 standard action	7 rounds <i>Target:</i> Cylinder 40	Long (680 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]

\* =Domain/Specialty Spell

## Wizard Spells LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Illusory Wall	18	Will disbelief (if interacted with)	1 standard action	Permanent	Close (40 Feet)	V, S	No	Illusion (Figment)
<i>Effect:</i> Wall, floor, or ceiling looks real, but anything can pass through.				<i>Target:</i> Image 1 ft. by 10 ft. by 10 ft.				
□□□□ Secure Shelter	18	None	10 minutes	14 hours [D]	Close (40 Feet)	V, S, M, F; No see text		Conjuration (Creation)
<i>Effect:</i> Creates sturdy cottage.				<i>Target:</i> 20 ft. square structure				
□□□□ Stoneskin	18	Will negates (harmless)	1 standard action	70 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Ignore 10 points of damage per attack.				<i>Target:</i> Creature touched				

\* =Domain/Speciality Spell