

Neutral Good

ALIGNMENT
Normal
VISION
0
POINTS

SKILLS					MAX RANKS	12/6
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Carpentry)	INT	10	= 5	+ 5.0	+	
Craft (Painting)	INT	14	= 5	+ 9.0	+	
Craft (Pottery)	INT	16	= 5	+ 11.0	+	
Craft (Shipmaking)	INT	17	= 5	+ 12.0	+	
✓ Gather Information	CHA	6	= 1	+ 5.0	+	
Knowledge (Arcana)	INT	16	= 5	+ 11.0	+	
Knowledge (Architecture and Engineering)	INT	13	= 5	+ 8.0	+	
Knowledge (Dungeoneering)	INT	16	= 5	+ 11.0	+	
Knowledge (Nature)	INT	9	= 5	+ 4.0	+	
Knowledge (Nobility and Royalty)	INT	14	= 5	+ 9.0	+	

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+6	=	+4	+2	+0	+0	
RANGED attack bonus	+5	=	+4	+1	+0	+0	
GRAPPLE attack bonus	+6	=	+4	+2	+0	+0	

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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TOTAL WEIGHT CARRIED/VALUE	0.0 lbs	0.0 gp
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FEATS

Abjuration, Enchantment

Summon Familiar

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

Auran, Celestial, Common, Giant, Gnome

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	4	3	2	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.	15	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].	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	9 minute [D]	Medium (190 Feet)	V, S	No	Evocation [Light]
□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	9 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.	15	None	1 standard action	Concentration, up to 9 minutes	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	9 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation
□□□□ Mending <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
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	90 minutes	Medium (190 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (45 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	9 hour	10 ft.	V, S	No	Universal
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	9 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	15	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
□□□□ Chill Touch <i>Effect:</i> 9 touches deal 1d6 damage and possibly 1 Str damage.	16	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
□□□□ Disguise Self <i>Effect:</i> Changes your appearance.	16	None	1 standard action	90 minutes [D]	Personal	V, S	No	Illusion (Glamour)
□□□□ Expeditious Retreat <i>Effect:</i> Your speed increases by 30 ft.	16	None	1 standard action	9 minutes [D]	Personal	V, S	No	Transmutation
□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	16	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 9 rounds	Close (45 Feet)	V	Yes (object)	Transmutation
□□□□ Identify <i>Effect:</i> Determines properties of magic item.	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	16	Will negates (harmless)	1 standard action	9 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	Yes	Evocation [Force]
□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	16	None	1 standard action	9 minutes	20 ft.	V, S	No	Conjuration (Creation)
□□□□ True Strike <i>Effect:</i> +20 on your next attack roll.	16	None	1 standard action	See text	Personal	V, F	No	Divination
□□□□ Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	16	None	1 standard action	9 hours	Close (45 Feet)	V, S, M	No	Conjuration (Creation)
□□□□ Ventriloquism <i>Effect:</i> Throws voice for 9 minutes.	16	Will disbelief (if interacted with)	1 standard action	9 minutes [D]	Close (45 Feet)	V, F	No	Illusion (Figment)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 9 rounds.	17	Reflex negates	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF	Yes	Evocation [Fire]
□□□□ Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 9 minutes.	17	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□ Gust of Wind <i>Effect:</i> Blows away or knocks down smaller creatures.	17	Fortitude negates	1 standard action	9 round	60 ft.	V, S	Yes	Evocation [Air]
□□□□ Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	17	None	1 round	Concentration + 2 rounds	Close (45 Feet)	V, S, M/DF	No	Conjuration (Summoning)
□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	17	Reflex negates; see text	1 standard action	90 minutes [D]	Medium (190 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
☐☐☐☐ Fireball <i>Effect:</i> 1d6 damage per level, 20-ft. radius.	18	Reflex half	1 standard action	Instantaneous	Long (760 Feet)	V, S, M	Yes	Evocation [Fire]
☐☐☐☐ Halt Undead <i>Effect:</i> Immobilizes undead for 9 rounds.	18	Will negates (see text)	1 standard action	9 rounds	Medium (190 Feet)	V, S, M	Yes	Necromancy
☐☐☐☐ Sleet Storm <i>Effect:</i> Hampers vision and movement.	18	None	1 standard action	9 rounds	Long (760 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
☐☐☐☐ Slow <i>Effect:</i> 9 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	18	Will negates	1 standard action	9 rounds	Close (45 Feet)	V, S, M	Yes	Transmutation
☐☐☐☐ Summon Monster III <i>Effect:</i> Calls extraplanar creature to fight for you.	18	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
☐☐☐☐ Wind Wall <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	18	None; see text	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF	Yes	Evocation [Air]

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Detect Scrying <i>Effect:</i> Alerts you of magical eavesdropping.	19	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination
☐☐☐☐ 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 (45 Feet)	V, S	No	Illusion (Figment)
☐☐☐☐ Polymorph <i>Effect:</i> Gives one willing subject a new form.	19	None	1 standard action	9 minutes [D]	Touch	V, S, M	No	Transmutation
☐☐☐☐ Resilient Sphere <i>Effect:</i> Force globe protects but traps one subject.	19	Reflex negates	1 standard action	9 minutes [D]	Close (45 Feet)	V, S, M	Yes	Evocation [Force]
☐☐☐☐ Summon Monster IV <i>Effect:</i> Calls extraplanar creature to fight for you.	19	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Transmute Mud to Rock <i>Effect:</i> Transforms two 10-ft. cubes per level.	20	See text	1 standard action	Permanent	Medium (190 Feet)	V, S, M/DF	No	Transmutation [Earth]

* =Domain/Speciality Spell