

Quarilor Male Half-Elf Wiz14

NAME

Wiz14

182000

CLASS

14

TCL

105000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	13	+1	13	+1
CON Constitution	18	+4	18	+4
INT Intelligence	20	+5	20	+5
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)	+8	= +4	+ +4	+ +0	+ +0		
REFLEX (dexterity)	+5	= +4	+ +1	+ +0	+ +0		
WILLPOWER (wisdom)	+10	= +9	+ +1	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+8/+3	= +7/+2	+ +1	+ +0	+ +0	
RANGED attack bonus	+8/+3	= +7/+2	+ +1	+ +0	+ +0	
GRAPPLE attack bonus	+8/+3	= +7/+2	+ +1	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+4/-1	1d3+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	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 Wondrous Item	See Text
Empower Spell	See Text
Extend Spell	See Text
Improved Counterspell	See Text
Leadership	See Text
Point Blank Shot	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text

NPC

PLAYERNAME

Half-Elf

Medium

5'4"

154 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP	hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION
92				
AC	armor class	TOTAL	FLAT	TOUCH
11		10	11	10

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+1		+1		+0
BASE ATTACK	bonus	+7/+2		

Lawful Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SKILLS		MAX RANKS		17/8.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Concentration	CON	20	= 4	+ 16.0 +
Craft (Blacksmithing)	INT	9	= 5	+ 4.0 +
Craft (Bowmaking)	INT	10	= 5	+ 5.0 +
Craft (Painting)	INT	17	= 5	+ 12.0 +
Knowledge (Arcana)	INT	22	= 5	+ 17.0 +
Knowledge (Architecture and Engineering)	INT	16	= 5	+ 11.0 +
Knowledge (Geography)	INT	19	= 5	+ 14.0 +
Knowledge (History)	INT	22	= 5	+ 17.0 +
Knowledge (Nature)	INT	14	= 5	+ 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
Celestial, Common, Elven, Halfling, Orc, 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	6	5	5	5	4	3	2	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Acid Splash</b> <i>Effect:</i> Orb deals 1d3 acid damage.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Conjuration (Creation) [Acid]
<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
<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	14 minute [D]	Medium (240 Feet)	V, S	No	Evocation [Light]
<b>Daze</b> <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	14 round	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S	No	Divination
<b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Divination
<b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
<b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]
<b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	14 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
<b>Light</b> <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (60 Feet)	V, S	No	Transmutation
<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
<b>Message</b> <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	140 minutes	Medium (240 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes (object)	Transmutation
<b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	14 hour	10 ft.	V, S	No	Universal
<b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Evocation [Cold]
<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	140 minutes	Personal	V, S, F	No	Divination
<b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	14 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<b>Touch of Fatigue</b> <i>Effect:</i> Touch attack fatigues target.	15	Fortitude negates	1 standard action	14 rounds	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Animate Rope</b> <i>Effect:</i> Makes a rope move at your command.	16	None	1 standard action	14 rounds	Medium (240 Feet)	V, S	No	Transmutation
<b>Cause Fear</b> <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (60 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
<b>Grease</b> <i>Effect:</i> Makes 10-ft. square or one object slippery.	16	See text	1 standard action	14 rounds [D]	Close (60 Feet)	V, S, M	No	Conjuration (Creation)
<b>Magic Missile</b> <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	16	None	1 standard action	Instantaneous	Medium (240 Feet)	V, S	Yes	Evocation [Force]
<b>Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	16	None	1 standard action	14 minutes	20 ft.	V, S	No	Conjuration (Creation)
<b>Silent Image</b> <i>Effect:</i> Creates minor illusion of your design.	16	Will disbelief (if interacted with)	1 standard action	Concentration	Long (960 Feet)	V, S, F	No	Illusion (Figment)
<b>Sleep</b> <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	14 minutes	Medium (240 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<b>True Strike</b> <i>Effect:</i> +20 on your next attack roll.	16	None	1 standard action	See text	Personal	V, F	No	Divination

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Acid Arrow</b> <i>Effect:</i> Ranged touch attack; 2d4 damage for 5 rounds.	17	None	1 standard action	5 rounds	Long (960 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
<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
<b>Cat's Grace</b> <i>Effect:</i> Subject gains +4 to Dex for 14 minutes.	17	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M	Yes	Transmutation
<b>Continual Flame</b> <i>Effect:</i> Makes a permanent, heatless torch.	17	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
<b>Eagle's Splendor</b> <i>Effect:</i> Subject gains +4 to Cha for 14 minutes.	17	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S, M/DF	Yes	Transmutation
<b>Magic Mouth</b> <i>Effect:</i> Speaks once when triggered.	17	Will negates (object)	1 standard action	Permanent until discharged	Close (60 Feet)	V, S, M	Yes (object)	Illusion (Glamer)
<b>Phantom Trap</b> <i>Effect:</i> Makes item seem trapped.	17	None	1 standard action	Permanent [D]	Touch	V, S, M	No	Illusion (Glamer)
<b>Shatter</b> <i>Effect:</i> Sonic vibration damages objects or crystalline creatures.	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]

\* =Domain/Specialty Spell

## Wizard Spells LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Arcane Sight <i>Effect:</i> Magical auras become visible to you.	18	None	1 standard action	14 minutes [D]	Personal	V, S	No	Divination
□□□□□ Daylight <i>Effect:</i> 60-ft. radius of bright light.	18	None	1 standard action	140 minutes [D]	Touch	V, S	No	Evocation [Light]
□□□□□ Flame Arrow <i>Effect:</i> Arrows deal +1d6 fire damage.	18	None	1 standard action	140 minutes	Close (60 Feet)	V, S, M	No	Transmutation [Fire]
□□□□□ Invisibility Sphere <i>Effect:</i> Makes everyone within 10 ft. invisible.	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	14 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□□ Secret Page <i>Effect:</i> Changes one page to hide its real content.	18	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation
□□□□□ Wind Wall <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	18	None; see text	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	Yes	Evocation [Air]

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Bestow Curse <i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	19	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
□□□□□ Charm Monster <i>Effect:</i> Makes monster believe it is your ally.	19	Will negates	1 standard action	14 days	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□□ Confusion <i>Effect:</i> Subjects behave oddly for 14 rounds.	19	Will negates	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Crushing Despair <i>Effect:</i> Subjects take -2 on attack rolls, damage rolls, saves, and checks.	19	Will negates	1 standard action	14 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Invisibility, Greater <i>Effect:</i> As invisibility, but subject can attack and stay invisible.	19	Will negates (harmless)	1 standard action	14 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
□□□□□ Minor Creation <i>Effect:</i> Creates one cloth or wood object.	19	None	1 minute	14 hours [D]	0 ft.	V, S, M	No	Conjuration (Creation)
□□□□□ Phantasmal Killer <i>Effect:</i> Fearsome illusion kills subject or deals 3d6 damage.	19	Will disbelief (if interacted with), then Fortitude partial; see text	1 standard action	Instantaneous	Medium (240 Feet)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]
□□□□□ Rainbow Pattern <i>Effect:</i> Lights fascinate 24 HD of creatures.	19	Will negates	1 standard action	Concentration + 14 rounds [D]	Medium (240 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
□□□□□ Scrying <i>Effect:</i> Spies on subject from a distance.	19	Will negates	1 hour	14 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
□□□□□ Shadow Conjuration <i>Effect:</i> Mimics conjuration below 4th level, but only 20% real.	19	Will disbelief (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow)

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dream <i>Effect:</i> Sends message to anyone sleeping.	20	None	1 minute	See text	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]
□□□□□ Prying Eyes <i>Effect:</i> 1d4+14 floating eyes scout for you.	20	None	1 minute	14 hours; see text [D]	One mile	V, S, M	No	Divination
□□□□□ Shadow Evocation <i>Effect:</i> Mimics evocation below 5th level, but only 20% real.	20	Will disbelief (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes	Illusion (Shadow)
□□□□□ Stone Shape <i>Effect:</i> Sculpts stone into any shape.	20	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
□□□□□ Telepathic Bond <i>Effect:</i> Link lets allies communicate.	20	None	1 standard action	140 minutes [D]	Close (60 Feet)	V, S, M	No	Divination
□□□□□ Teleport <i>Effect:</i> Instantly transports you as far as 1400 miles.	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Contingency <i>Effect:</i> Sets trigger condition for another spell.	21	None	At least 10 minutes; see text	14 days [D] or until discharged	Personal	V, S, M, F	No	Evocation
□□□□□ Control Water <i>Effect:</i> Raises or lowers bodies of water.	21	None; see text	1 standard action	140 minutes [D]	Long (960 Feet)	V, S, M/DF	No	Transmutation [Water]
□□□□□ Planar Binding <i>Effect:</i> As lesser planar binding, but up to 12 HD.	21	Will negates	10 minutes	Instantaneous	Close (60 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
□□□□□ Undeath to Death <i>Effect:</i> Destroys 14d4 HD of undead.	21	Will negates	1 standard action	Instantaneous	Medium (240 Feet)	V, S, M/DF	Yes	Necromancy [Death]

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Insanity <i>Effect:</i> Subject suffers continuous confusion.	22	Will negates	1 standard action	Instantaneous	Medium (240 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ Phase Door <i>Effect:</i> Creates an invisible passage through wood or stone.	22	None	1 standard action	One usage per two levels	0 ft.	V	No	Conjuration (Creation)
□□□□□ Scrying, Greater <i>Effect:</i> As scrying, but faster and longer.	22	Will negates	1 standard action	14 hours	See text	V, S	Yes	Divination (Scrying)
□□□□□ Spell Turning <i>Effect:</i> Reflect 1d4+6 spell levels back at caster.	22	None	1 standard action	Until expended or 140 minutes	Personal	V, S, M/DF	No	Abjuration
□□□□□ Teleport, Greater <i>Effect:</i> As teleport, but no range limit and no off-target arrival.	22	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)

\* =Domain/Specialty Spell