

Eniaust Male Elf Wiz13

NAME

Wiz13

CLASS

13

TCL

156000

EXPERIENCE

91000

NEXT LEVEL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

4'9"

HEIGHT

109 lbs

WEIGHT

0

AGE

Male

GENDER

Chaotic Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	18	+4	18	+4
CON Constitution	17	+3	17	+3
INT Intelligence	18	+4	18	+4
WIS Wisdom	16	+3	16	+3
CHA Charisma	12	+1	12	+1

HP

hit points

71

AC

armor class

14

WOUNDS/CURRENT HP

10

FLAT

14

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

4

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR

0

MISC MODIFIER

INITIATIVE

modifier

+4

TOTAL

+4

DEX MODIFIER

+4

MISC MODIFIER

+0

BASE ATTACK

bonus

+6/+1

SUBDUAL DAMAGE

DAMAGE REDUCTION

MISS CHANCE

SPEED

Walk 30'

0

+0

0

SAVING THROWS

FORTITUDE

REFLEX

WILLPOWER

constitution

dexterity

wisdom

+7

+8

+11

+4

+4

+8

+3

+4

+3

+0

+0

+0

+0

+0

+0

conditional modifiers

MELEE

attack bonus

+7/+2

+6/+1

+1

+0

+0

RANGED

attack bonus

+10/+5

+6/+1

+4

+0

+0

GRAPPLE

attack bonus

+7/+2

+6/+1

+1

+0

+0

UNARMED

TOTAL ATTACK BONUS

+3/-2

DAMAGE

1d3+1

CRITICAL

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	50.0	Medium	100.0	Heavy	150.0
Lift over head	150.0	Lift off ground	300.0	Push / Drag	750.0

FEATS	
Craft Rod	See Text
Craft Staff	See Text
Forge Ring	See Text
Maximize Spell	See Text
Quicken 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	17	= 3	+ 14.0	+
Craft (Woodworking)	INT	14	= 4	+ 10.0	+
Knowledge (Architecture and Engineering)	INT	16	= 4	+ 12.0	+
Knowledge (Dungeoneering)	INT	19	= 4	+ 15.0	+
Knowledge (Local)	INT	20	= 4	+ 16.0	+
Knowledge (Nature)	INT	20	= 4	+ 16.0	+
Knowledge (Nobility and Royalty)	INT	17	= 4	+ 13.0	+
= + +					
✓ : 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, Elven, Gnoll, Gnome, Goblin, 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	5	5	5	3	2	1	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 (55 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	13 minute [D]	Medium (230 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	13 round	Close (55 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 13 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 (55 Feet)	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (55 Feet)	V	Yes	Evocation [Light]
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	13 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (55 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	130 minutes	Medium (230 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 (55 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	13 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 (55 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	13 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	13 rounds	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Alarm <i>Effect:</i> Wards an area for 26 hours.	15	None	1 standard action	26 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
□□□□ Animate Rope <i>Effect:</i> Makes a rope move at your command.	15	None	1 standard action	13 rounds	Medium (230 Feet)	V, S	No	Transmutation
□□□□ Hold Portal <i>Effect:</i> Holds door shut.	15	None	1 standard action	13 minutes [D]	Medium (230 Feet)	V	No	Abjuration
□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	15	Will negates	1 round	2d4 rounds [D]	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	15	Will negates (harmless)	1 standard action	13 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
□□□□ Mount <i>Effect:</i> Summons riding horse for 26 hours.	15	None	1 round	26 hours [D]	Close (55 Feet)	V, S, M	No	Conjuration (Summoning)
□□□□ Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
□□□□ Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
□□□□ Ventriloquism <i>Effect:</i> Throws voice for 13 minutes.	15	Will disbelief (if interacted with)	1 standard action	13 minutes [D]	Close (55 Feet)	V, F	No	Illusion (Figment)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 5 rounds.	16	None	1 standard action	5 rounds	Long (920 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□ Alter Self <i>Effect:</i> Assume form of a similar creature.	16	None	1 standard action	130 minutes [D]	Personal	V, S	No	Transmutation
□□□□ Continual Flame <i>Effect:</i> Makes a permanent, heatless torch.	16	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
□□□□ Locate Object <i>Effect:</i> Senses direction toward object [specific or type].	16	None	1 standard action	13 minutes	Long (920 Feet)	V, S, F/DF	No	Divination
□□□□ Magic Mouth <i>Effect:</i> Speaks once when triggered.	16	Will negates (object)	1 standard action	Permanent until discharged	Close (55 Feet)	V, S, M	Yes (object)	Illusion (Glamour)
□□□□ Mirror Image <i>Effect:</i> Creates decoy duplicates of you 8.	16	None	1 standard action	13 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
□□□□ Obscure Object <i>Effect:</i> Masks object against scrying.	16	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
□□□□ Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.	16	None	1 round	Concentration + 2 rounds	Close (55 Feet)	V, S, M/DF	No	Conjuration (Summoning)
□□□□ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	16	Reflex negates; see text	1 standard action	130 minutes [D]	Medium (230 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
☐☐☐☐☐ Daylight <i>Effect:</i> 60-ft. radius of bright light.	17	None	1 standard action	130 minutes [D]	Touch	V, S	No	Evocation [Light]
☐☐☐☐☐ Explosive Runes <i>Effect:</i> Deals 6d6 damage when read.	17	See text	1 standard action	Permanent until discharged [D]	Touch	V, S	Yes	Abjuration [Force]
☐☐☐☐☐ Fireball <i>Effect:</i> 1d6 damage per level, 20-ft. radius.	17	Reflex half	1 standard action	Instantaneous	Long (920 Feet)	V, S, M	Yes	Evocation [Fire]
☐☐☐☐☐ Fly <i>Effect:</i> Subject flies at speed of 60 ft.	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
☐☐☐☐☐ Lightning Bolt <i>Effect:</i> Electricity deals 13d6 damage.	17	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
☐☐☐☐☐ Ray of Exhaustion <i>Effect:</i> Ray makes subject exhausted.	17	Fortitude partial; see text	1 standard action	13 minutes	Close (55 Feet)	V, S, M	Yes	Necromancy
☐☐☐☐☐ Slow <i>Effect:</i> 13 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	17	Will negates	1 standard action	13 rounds	Close (55 Feet)	V, S, M	Yes	Transmutation
☐☐☐☐☐ Stinking Cloud <i>Effect:</i> Nauseating vapors, 13 rounds.	17	Fortitude negates; see text	1 standard action	13 rounds	Medium (230 Feet)	V, S, M	No	Conjuration (Creation)
☐☐☐☐☐ Summon Monster III <i>Effect:</i> Calls extraplanar creature to fight for you.	17	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
☐☐☐☐☐ Tiny Hut <i>Effect:</i> Creates shelter for ten creatures.	17	None	1 standard action	26 hours [D]	20 ft.	V, S, M	No	Evocation [Force]

## 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.	18	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
☐☐☐☐☐ Charm Monster <i>Effect:</i> Makes monster believe it is your ally.	18	Will negates	1 standard action	13 days	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐☐ Crushing Despair <i>Effect:</i> Subjects take -2 on attack rolls, damage rolls, saves, and checks.	18	Will negates	1 standard action	13 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐ Detect Scrying <i>Effect:</i> Alerts you of magical eavesdropping.	18	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination
☐☐☐☐☐ Fire Trap <i>Effect:</i> Opened object deals 1d4+13 damage.	18	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
☐☐☐☐☐ Geas, Lesser <i>Effect:</i> Commands subject of 7 HD or less.	18	Will negates	1 round	13 days or until discharged [D]	Close (55 Feet)	V	Yes	Enchantment (Compulsion)
☐☐☐☐☐ Globe of Invulnerability (Lesser) <i>Effect:</i> Stops 1st- through 3rd-level spell effects.	18	None	1 standard action	13 rounds [D]	10 ft.	V, S, M	No	Abjuration
☐☐☐☐☐ 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	26 hours [D]	Long (920 Feet)	V, S, M	No	Illusion (Glamer)
☐☐☐☐☐ Scrying <i>Effect:</i> Spies on subject from a distance.	18	Will negates	1 hour	13 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Animal Growth <i>Effect:</i> One animal/two levels doubles in size.	19	Fortitude negates	1 standard action	13 minutes	Medium (230 Feet)	V, S	Yes	Transmutation
☐☐☐☐☐ Cone of Cold <i>Effect:</i> 13d6 cold damage.	19	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
☐☐☐☐☐ Fabricate <i>Effect:</i> Transforms raw materials into finished items.	19	None	See text	Instantaneous	Close (55 Feet)	V, S, M	No	Transmutation
☐☐☐☐☐ Feeblemind <i>Effect:</i> Subject's Int and Cha drop to 1.	19	Will negates; see text	1 standard action	Instantaneous	Medium (230 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐ Hold Monster <i>Effect:</i> As hold person, but any creature.	19	Will negates; see text	1 standard action	13 rounds [D]; see text	Medium (230 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐ Mind Fog <i>Effect:</i> Subjects in fog get -10 to Wis and Will checks.	19	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (230 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐ Persistent Image <i>Effect:</i> As major image, but no concentration required.	19	Will disbelief (if interacted with)	1 standard action	13 minutes [D]	Long (920 Feet)	V, S, F	No	Illusion (Figment)
☐☐☐☐☐ Planar Binding, Lesser <i>Effect:</i> Traps extraplanar creature of 6 HD or less until it performs a task.	19	Will negates	10 minutes	Instantaneous	Close (55 Feet)	V, S	No and Yes; see text	Conjuration (Calling)

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Disintegrate <i>Effect:</i> Makes one creature or object vanish.	20	Fortitude partial (object)	1 standard action	Instantaneous	Medium (230 Feet)	V, S, M/DF	Yes	Transmutation
☐☐☐☐☐ Forceful Hand <i>Effect:</i> Hand pushes creatures away.	20	None	1 standard action	13 rounds [D]	Medium (230 Feet)	V, S, F	Yes	Evocation [Force]
☐☐☐☐☐ Mislead <i>Effect:</i> Turns you invisible and creates illusory double.	20	None or Will disbelief (if interacted with); see text	1 standard action	13 rounds [D] and concentration + 3 rounds; see text	Close (55 Feet)	S	No	Illusion (Figment)[Glamer]
☐☐☐☐☐ Move Earth <i>Effect:</i> Digs trenches and build hills.	20	None	See text	Instantaneous	Long (920 Feet)	V, S, M	No	Transmutation [Earth]

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Scrying, Greater <i>Effect:</i> As scrying, but faster and longer.	21	Will negates	1 standard action	13 hours	See text	V, S	Yes	Divination (Scrying)
☐☐☐☐☐ Teleport Object <i>Effect:</i> As teleport, but affects a touched object.	21	Will negates (object)	1 standard action	Instantaneous	Touch	V	Yes (object)	Conjuration (Teleportation)

\* =Domain/Specialty Spell