

NAME		PLAYERNAME		DEITY		ALIGNMENT
Wiz10 Arm2	66000	Elf (Drow)	Medium	5' 2"	112 lbs.	Darkvision (120')
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
12/14	105000	147	Male			0
Character Level/ECL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED																																										
STR Strength	10	+0	10	+0	10	+0	HP hit points	17					Walk 30 ft.																																										
DEX Dexterity	12	+1	12	+1	12	+1	AC armor class	11	10	:	11	=	10	+	0	+	0	+	1	+	0	+	0	+	0		0	+	0	23																									
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST																																		
CON Constitution	8	-1	8	-1	8	-1	INITIATIVE modifier	+1	=	+1	+	+0	SKILLS																																										
								TOTAL	DEX MODIFIER	MISC MODIFIER	<table border="1"> <thead> <tr> <th rowspan="2">SKILL NAME</th> <th rowspan="2">KEY ABILITY</th> <th rowspan="2">SKILL MODIFIER</th> <th rowspan="2">ABILITY MODIFIER</th> <th colspan="2">MAX RANKS</th> </tr> <tr> <th>RANKS</th> <th>MISC MODIFIER</th> </tr> </thead> <tbody> <tr> <td>✓ Appraise</td> <td>INT</td> <td>1</td> <td>= 1</td> <td>+</td> <td>+</td> </tr> <tr> <td>✓ Balance</td> <td>DEX</td> <td>1</td> <td>= 1</td> <td>+</td> <td>+</td> </tr> <tr> <td>✓ Bluff</td> <td>CHA</td> <td>1</td> <td>= 1</td> <td>+</td> <td>+</td> </tr> <tr> <td>✓ Climb</td> <td>STR</td> <td>0</td> <td>= 0</td> <td>+</td> <td>+</td> </tr> </tbody> </table>													SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		RANKS	MISC MODIFIER	✓ Appraise	INT	1	= 1	+	+	✓ Balance	DEX	1	= 1	+	+	✓ Bluff	CHA	1	= 1	+	+	✓ Climb	STR	0	= 0	+	+
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS																																																			
				RANKS	MISC MODIFIER																																																		
✓ Appraise	INT	1	= 1	+	+																																																		
✓ Balance	DEX	1	= 1	+	+																																																		
✓ Bluff	CHA	1	= 1	+	+																																																		
✓ Climb	STR	0	= 0	+	+																																																		
INT Intelligence	12	+1	12	+1	12	+1	BASE ATTACK bonus			+6/+1																																													
WIS Wisdom	10	+0	10	+0	10	+0																																																	
CHA Charisma	12	+1	12	+1	12	+1																																																	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+2	= +3	+ -1	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+4	= +3	+ +1	+ +0	+ +0	+ +0		
WILL (wisdom)	+10	= +10	+ +0	+ +0	+ +0	+ +0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6/+1	=	+6/+1	+0	+0	+0	+0	
RANGED attack bonus	+7/+2	=	+6/+1	+1	+0	+0	+0	
GRAPPLE attack bonus	+6/+1	=	+6/+1	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6/+1	1d3	20/x2	5 ft.

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

[illegible]

Skill Name		Skills					15/7.5
		Key Ability	Skill Modifier	Ability Modifier	Max Ranks	Misc Modifier	
✓	Appraise	INT	1	= 1	+	+	
✓	Balance	DEX	1	= 1	+	+	
✓	Bluff	CHA	1	= 1	+	+	
✓	Climb	STR	0	= 0	+	+	
✓	Concentration	CON	-1	= -1	+	+	
✓	Craft (Untrained)	INT	1	= 1	+	+	
✓	Diplomacy	CHA	1	= 1	+	+	
✓	Disguise	CHA	1	= 1	+	+	
✓	Escape Artist	DEX	1	= 1	+	+	
✓	Forgery	INT	1	= 1	+	+	
✓	Gather Information	CHA	1	= 1	+	+	
✓	Heal	WIS	0	= 0	+	+	
✓	Hide	DEX	1	= 1	+	+	
✓	Intimidate	CHA	1	= 1	+	+	
✓	Jump	STR	0	= 0	+	+	
✓	Listen	WIS	2	= 0	+	+	2
✓	Move Silently	DEX	1	= 1	+	+	
✓	Ride	DEX	1	= 1	+	+	
✓	Search	INT	3	= 1	+	+	2
✓	Sense Motive	WIS	0	= 0	+	+	
✓	Spot	WIS	2	= 0	+	+	2
✓	Survival	WIS	0	= 0	+	+	
✓	Swim	STR	0	= 0	+	+	
✓	Use Rope	DEX	1	= 1	+	+	
				=	+	+	
					+	+	

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

FEATS	
Scribe Scroll	You can create a scroll of any spell that you know.

PROFICIENCIES
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Grapple, Quarterstaff, Rapier, Spells(Ray), Sword (Short), Unarmed Strike

LANGUAGES
Common, Elven, Undercommon

TEMPLATES

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Dancing Lights		None	1 standard action	1 minute/level [D]	Medium (220 ft.)	V,S	No	Evocation [Light]	PHB: pg.216
<i>Effect:</i> Creates torches or other lights.						<i>Target:</i> Up to four lights, all within a 10- ft.-radius area			<i>Caster Level:</i> 12	
☐	Darkness		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: pg.216
<i>Effect:</i> 20-ft. radius of supernatural shadow.						<i>Target:</i> Object touched			<i>Caster Level:</i> 12	
☐	Faerie Fire		None	1 standard action	1 minute/level [D]	Long (880 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: pg.229
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.						<i>Target:</i> Creatures and objects within a 5-ft.-radius burst			<i>Caster Level:</i> 12	
* =Domain/Speciality Spell										

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	3	2	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 10	PHB: pg.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	11	Will negates [object]	1 standard action	10 minute/level	Close (50 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 10	SC: Pg.9
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 10	PHB: pg.201
Caltrops <i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.		None	1 standard action	1 round/level	Close (50 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 10	SC: Pg.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	1 standard action	1 minute/level [D]	Medium (220 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 12	PHB: pg.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	11	Will negates	1 standard action	1 round	Close (50 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 10	PHB: pg.217
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 10	PHB: pg.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Divination <i>Caster Level:</i> 10	PHB: pg.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 10	PHB: pg.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 10	SC: Pg.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	11	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 10	PHB: pg.232
Ghost Sound <i>Effect:</i> Fgment sounds.	11	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (50 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level:</i> 10	PHB: pg.235
Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 10	SC: Pg.130
Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.		None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 10	SC: Pg.130
Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 10	PHB: pg.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (50 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 10	PHB: pg.249
Mending <i>Effect:</i> Makes minor repairs on an object.	11	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 10	PHB: pg.253
Message <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	10 minutes/level	Medium (200 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 10	PHB: pg.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	11	Will negates (object)	1 standard action	Instantaneous	Close (50 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 10	PHB: pg.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	11	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 10	PHB: pg.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 10	PHB: pg.269
Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 10	PHB: pg.269
Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 10	SC: Pg.173
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	11	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 10	PHB: pg.272
Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	11	Will negates [object]	1 standard action	1 minute/level [D]	Close (50 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 10	SC: Pg.190
Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	11	Will partial	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 10	SC: Pg.195

* =Domain/Specialty Spell

Wizard Spells

Stick	11	Will negates [object]	1 standard Instantaneous action	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.206
<i>Effect:</i> Sticks one object to another; see text.								
Touch of Fatigue	11	Fortitude negates	1 standard 1 round/level action	Touch	V,S,M	Yes	Necromancy	PHB: pg.294
<i>Effect:</i> Touch attack fatigues target.								
<i>Target:</i> Nonmagical, unattended object weighing up to 5lbs <i>Caster Level:</i> 10								
<i>Target:</i> Creature touched <i>Caster Level:</i> 10								

* =Domain/Speciality Spell

Innate

- ☐ Dancing Lights (DC:)
- ☐ Darkness (DC:)
- ☐ Faerie Fire (DC:)