

# Titannis of Zhentil Keep

NAME  
Wiz6 15000  
CLASS EXPERIENCE  
6 21000  
Character Level NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	12	+1	12	+1	12	+1
<b>DEX</b> Dexterity	10	+0	10	+0	10	+0
<b>CON</b> Constitution	16	+3	16	+3	16	+3
<b>INT</b> Intelligence	19	+4	19	+4	19	+4
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2
<b>CHA</b> Charisma	13	+1	13	+1	13	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+5	= +2	+ +3	+ +0	+ +0	+ +0		
<b>REFLEX</b> (dexterity)	+4	= +2	+ +0	+ +0	+ +2	+ +0		
<b>WILL</b> (wisdom)	+7	= +5	+ +2	+ +0	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+4	= +3	+ +1	+ +0	+ +0	+ +0	
<b>RANGED</b> attack bonus	+3	= +3	+ +0	+ +0	+ +0	+ +0	
<b>GRAPPLE</b> attack bonus	+4	= +3	+ +1	+ +0	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3+1	20/x2	5 ft.

*Quarterstaff +1;-	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.

TOTAL ATTACK BONUS	DAMAGE
+5	1d6+2

**Special Properties**

\*: weapon is equipped  
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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Bracers of Armor +6		+6	+0	0	
*Ring of Protection +3		+3	+0	0	

# James Culbreath

PLAYERNAME  
Half-Elf Medium  
RACE SIZE  
20 Male  
AGE GENDER

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>HP</b> hit points			Walk 30 ft.
<b>AC</b> armor class			
TOTAL	FLAT	TOUCH	BASE

INITIATIVE	modifier
+0	= +0 + +0
TOTAL	DEX MODIFIER MISC MODIFIER

BASE ATTACK	bonus
+3	

DEITY  
5' 8" 160 lbs.  
HEIGHT WEIGHT  
Brown Blond,  
EYES HAIR

Lawful Good

ALIGNMENT  
Low-light  
VISION  
-1  
POINTS

ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
6	0	0	0	0	3		0	+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5	MISC MODIFIER
✓ Appraise	INT	4	= 4	+	+	
✓ Balance	DEX	0	= 0	+	+	
✓ Bluff	CHA	1	= 1	+	+	
✓ Climb	STR	1	= 1	+	+	
✓ Concentration	CON	12	= 3	+	9.0	+
✓ Craft (Untrained)	INT	4	= 4	+	+	
✓ Diplomacy	CHA	3	= 1	+	+	2
✓ Disguise	CHA	1	= 1	+	+	
✓ Escape Artist	DEX	0	= 0	+	+	
✓ Forgery	INT	4	= 4	+	+	
✓ Gather Information	CHA	3	= 1	+	+	2
✓ Heal	WIS	2	= 2	+	+	
✓ Hide	DEX	0	= 0	+	+	
✓ Intimidate	CHA	1	= 1	+	+	
✓ Jump	STR	1	= 1	+	+	
Knowledge (Arcana)	INT	14	= 4	+	9.0	+
Knowledge (Magic)	INT	14	= 4	+	9.0	+
Knowledge (Reverie)	INT	9	= 4	+	5.0	+
Knowledge (The Planes)	INT	9	= 4	+	5.0	+
✓ Listen	WIS	9	= 2	+	4.0	+
✓ Move Silently	DEX	0	= 0	+	+	
✓ Ride	DEX	0	= 0	+	+	
✓ Search	INT	5	= 4	+	+	1
✓ Sense Motive	WIS	2	= 2	+	+	
Spellcraft	INT	16	= 4	+	9.0	+
✓ Spot	WIS	9	= 2	+	4.0	+
✓ Survival	WIS	2	= 2	+	+	
✓ Swim	STR	1	= 1	+	+	
Tumble	DEX	4	= 0	+	4.0	+
✓ Use Rope	DEX	0	= 0	+	+	
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
<b>Bracers of Armor +6</b>	Equipped	1	1.0	36000.0	
<b>Gloves (Lance of Disruption/Wizard/5th)</b>	Equipped	1	0.0	30000.0	
Ki' No Lee's Ring (Ring)	Equipped	1	0.0	0.0	
<b>Quarterstaff +1;-</b>	Equipped	1	4.0	2300.0	
<b>Ring of Protection +3</b>	Equipped	1	0.0	18000.0	
TOTAL WEIGHT CARRIED/VALUE			5 lbs.	86300.0 gp	

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

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	

FEATS	
Combat Casting	+4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Eldritch Training	+1 bonus to Spellcraft and Knowledge (magic) checks; eldritch template
Eschew Materials	Cast any spell that has a material component costing 1 gp or less without needing that component.
Improved Unarmed Strike	You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Scribe Scroll	Create a scroll of any spell that you know.
Alertness	+2 bonus on Listen and Spot checks.
Modify Spell ~ Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

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

LANGUAGES
Celestial, Common, Draconic, Elven, Infernal, Sylvan

TEMPLATES
Truename

Familiar: Titannis (Weasel) (Weasel)					
HP:	17	AC:	17	INIT:	+2
FORT:	+2	REF:	+4	WILL:	+6
Special:	Animal Traits, Attach (Ex), Deliver touch spells, Empathic Link, Improved Evasion (Ex), Scent (Ex), Share Spells, Speak with master				

# 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	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<b>Acid Splash</b> <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 6	PHB: pg.196
<b>Amanuesis</b> <i>Effect:</i> Copies 250 words per minute.	15	Will negates [object]	1 standard action	10 minute/level	Close (40 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 6	SC: Pg.9
<b>Arcane Mark</b> <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> 6	PHB: pg.201
<b>Caltrops</b> <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 (40 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 6	SC: Pg.42
<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.		None	1 standard action	1 minute/level [D]	Medium (160 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 6	PHB: pg.216
<b>Daze</b> <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	1 round	Close (40 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 6	PHB: pg.217
<b>Detect Magic</b> <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> 6	PHB: pg.219
<b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Divination <i>Caster Level:</i> 6	PHB: pg.219
<b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 6	PHB: pg.223
<b>Electric Jolt</b> <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 6	SC: Pg.78
<b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (40 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 6	PHB: pg.232
<b>Ghost Sound</b> <i>Effect:</i> Fgment sounds.	15	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (40 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level:</i> 6	PHB: pg.235
<b>Launch Bolt</b> <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> 6	SC: Pg.130
<b>Launch Item</b> <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> 6	SC: Pg.130
<b>Light</b> <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> 6	PHB: pg.248
<b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (40 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 6	PHB: pg.249
<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 <i>Caster Level:</i> 6	PHB: pg.253
<b>Message</b> <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	10 minutes/level	Medium (160 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 6	PHB: pg.253
<b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (40 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 6	PHB: pg.258
<b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 6	PHB: pg.264
<b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 6	PHB: pg.269
<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 6	PHB: pg.269
<b>Repair Minor Damage</b> <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 6	SC: Pg.173
<b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 6	PHB: pg.272
<b>Silent Portal</b> <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	15	Will negates [object]	1 standard action	1 minute/level [D]	Close (40 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 6	SC: Pg.190
<b>Sonic Snap</b> <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.		Will partial	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 6	SC: Pg.195

\* =Domain/Specialty Spell

# Wizard Spells

□□□□□ Stick	15	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.206
<i>Effect:</i> Sticks one object to another; see text.									
□□□□□ Touch of Fatigue	15	Fortitude negates	1 standard action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: pg.294
<i>Effect:</i> Touch attack fatigues target.									
<i>Target:</i> Creature touched									
<i>Caster Level:</i> 6									

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alarm		None	1 standard action	2 hours/level [D]	Close (40 ft.)	V,S,F/DF	No	Abjuration	PHB: pg.197
<i>Effect:</i> Wards an area for 2 hours/level.									
□□□□□ Burning Hands	16	Reflex half	1 standard action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.207
<i>Effect:</i> 1d4/level [max 5d4] fire damage									
□□□□□ Feather Fall	16	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	Close (40 ft.)	V	Yes (object)	Transmutation	PHB: pg.229
<i>Effect:</i> Objects or creatures fall slowly.									
□□□□□ Mage Armor	16	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: pg.249
<i>Effect:</i> Gives subject +4 armor bonus.									
□□□□□ Magic Missile		None	1 standard action	Instantaneous	Medium (160 ft.)	V,S	Yes	Evocation [Force]	PHB: pg.251
<i>Effect:</i> 1 missile/2 levels [max 5] that do 1d4+1 damage each.									
□□□□□ Protection from Evil	16	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□ Shocking Grasp		None	1 standard action	Instantaneous	Touch	V,S	Yes	Evocation [Electricity]	PHB: pg.279
<i>Effect:</i> Touch delivers 1d6/level [max 5d6] electricity damage.									
□□□□□ Tenser's Floating Disk		None	1 standard action	1 hour/level	Close (40 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.294
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 100lbs/level.									
<i>Target:</i> 3-ft.-diameter disk of force									
<i>Caster Level:</i> 6									

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Melf's Acid Arrow		None	1 standard action	1 round +1 round/per 3 levels	Long (640 ft.)	V,S,M,F	No	Conjuration (Creation) [Acid]	PHB: pg.253
<i>Effect:</i> Ranged touch attack; 2d4 damage for 2 rounds.									
□□□□□ Protection from Arrows	17	Will negates (harmless)	1 standard action	1 hour/level or until discharged	Touch	V,S,F	Yes (harmless)	Abjuration	PHB: pg.266
<i>Effect:</i> Subject immune to most ranged attacks.									
□□□□□ See Invisibility		None	1 standard action	10 minutes/level [D]	Personal	V,S,M	No	Divination	PHB: pg.275
<i>Effect:</i> Reveals invisible creatures or objects.									
<i>Target:</i> You									
<i>Caster Level:</i> 6									

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Fireball	18	Reflex half	1 standard action	Instantaneous	Long (640 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: pg.231
<i>Effect:</i> 1d6/level [max 10d6] fire damage, 20-ft. radius.									
□□□□□ Lance of Disruption	18	Fortitude half	1 standard action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Custom: Custom
<i>Effect:</i> Beam of force causes 5d4+12 to all in the area of effect									
□□□□□ Melf's Unicorn Arrow		None	1 standard action	Instantaneous	Medium (160 ft.)	V,S,F	No	Conjuration	PHB II: pg.119
<i>Effect:</i> Ranged touch attack deals 1d8+8 damage, plus target is subject to a bull rush; conjure one arrow per three caster levels after 5th [max 5 at 17th].									
□□□□□ Nondetection	18	Will negates (harmless, object)	1 standard action	1 hour/level	Touch	V,S,M	Yes (harmless, object)	Abjuration	PHB: pg.257
<i>Effect:</i> Hides subject from divination, scrying.									
<i>Target:</i> Creature or object touched									
<i>Caster Level:</i> 6									

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Fire Shield		None	1 standard action	1 round/level [D]	Personal	V,S,M/DF	No	Evocation [Fire or Cold]	PHB: pg.230
<i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold.									
<i>Target:</i> You									
<i>Caster Level:</i> 6									

\* =Domain/Specialty Spell

## Notes:

Character Sheet Notes: