

Ursula Farmoure

NAME

Con1

0

CLASS

1

Character Level

PLAYERNAME

Halfing

Small

RACE

28

AGE

Female

GENDER

DEITY

2' 11"

33 lbs.

HEIGHT

WEIGHT

EYES

HAIR

ALIGNMENT

True Neutral

VISION

84

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

8

-1

8

-1

8

-1

DEX

14

+2

14

+2

14

+2

CON

10

+0

10

+0

10

+0

INT

18

+4

18

+4

18

+4

WIS

14

+2

14

+2

14

+2

CHA

10

+0

10

+0

10

+0

HP

4

WOUNDS/CURRENT HP

AC

13

TOTAL

11

FLAT

13

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

2

STAT

1

SIZE

0

NATURAL

0

MISC

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

+0

bonus

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

+1

=

+0

+

+0

+

+0

+

+1

+

+0

+

REFLEX

+3

=

+0

+

+2

+

+0

+

+1

+

+0

+

WILL

+3

=

+0

+

+2

+

+0

+

+1

+

+0

+

MELEE

+0

=

+0

+

-1

+

+1

+

+0

+

+0

+

RANGED

+3

=

+0

+

+2

+

+1

+

+0

+

+0

+

GRAPPLE

-5

=

+0

+

-1

+

-4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

-4

1d2-1

20/x2

5 ft.

*Crossbow, Light

HAND

TYPE

SIZE

CRITICAL

REACH

Both

P

M

19-20/x2

5 ft.

TH

30 ft.

80 ft.

160 ft.

240 ft.

320 ft.

+2

+1

-1

-3

-5

Dam

1d8+1

1d8

1d8

1d8

1d8

Special Properties

Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

19-20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

-2

1d4-1

TH

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

+3

+1

-1

-4

-6

Dam

1d4

1d4

1d4

1d4-1

1d4-1

Special Properties

ABILITY NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

4/2

MISC MODIFIER

✓ Appraise

INT

4

=

4

+

+

✓ Balance

DEX

2

=

2

+

+

✓ Bluff

CHA

1

=

0

+

1.0

+

✓ Climb

STR

1

=

-1

+

+

2

✓ Concentration

CON

3

=

0

+

3.0

+

✓ Craft (Untrained)

INT

4

=

4

+

+

Decipher Script

INT

5

=

4

+

1.0

+

✓ Diplomacy

CHA

1

=

0

+

1.0

+

✓ Disable Device

INT

5

=

4

+

1.0

+

✓ Disguise

CHA

0

=

0

+

+

✓ Escape Artist

DEX

2

=

2

+

+

✓ Forgery

INT

4

=

4

+

+

✓ Gather Information

CHA

1

=

0

+

1.0

+

✓ Heal

WIS

2

=

2

+

+

✓ Hide

DEX

6

=

2

+

+

4

✓ Intimidate

CHA

0

=

0

+

+

✓ Jump

STR

-5

=

-1

+

+

-4

Knowledge (Arcana)

INT

6

=

4

+

2.0

+

Knowledge (The Planes)

INT

5

=

4

+

1.0

+

✓ Listen

WIS

4

=

2

+

+

2

✓ Move Silently

DEX

4

=

2

+

+

2

✓ Ride

DEX

2

=

2

+

+

✓ Search

INT

4

=

4

+

+

✓ Sense Motive

WIS

3

=

2

+

1.0

+

✓ Spellcraft

INT

7

=

4

+

3.0

+

✓ Spot

WIS

2

=

2

+

+

✓ Survival

WIS

2

=

2

+

+

✓ Swim

STR

-1

=

-1

+

+

Use Magic Device

CHA

2

=

0

+

2.0

+

✓ Use Rope

DEX

2

=

2

+

+

=

+

+

=

+

+

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

✓: can be used untrained. ✕: exclusive skills. *: Skill Mastery.

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	3+1	2+1	0	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□*Acid Splash		None	1 standard action	Instantaneous	Close (25 ft.)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Orb deals 1d3 acid damage.					<i>Target:</i> One missile of acid		<i>Caster Level:</i> 1		
□□□□□Arcane Mark		None	1 standard action	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
<i>Effect:</i> Inscribes a personal rune [visible or invisible].					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.		<i>Caster Level:</i> 1		
□□□□□Caltrops		None	1 standard action	1 round/level	Close (25 ft.)	V,S	No	Conjuration (Creation)	SC: p.42
<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.					<i>Target:</i> See text		<i>Caster Level:</i> 1		
□□□□□Dancing Lights		None	1 standard action	1 minute [D]	Medium (110 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<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> 1		
□□□□□Daze	14	Will negates	1 standard action	1 round	Close (25 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.					<i>Target:</i> One humanoid creature of 4 HD or less		<i>Caster Level:</i> 1		
□□□□□Detect Magic		None	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 1		
□□□□□Detect Poison		None	1 standard action	Instantaneous	Close (25 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube		<i>Caster Level:</i> 1		
□□□□□Electric Jolt		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Electricity]	SC: p.78
<i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.					<i>Target:</i> Ray		<i>Caster Level:</i> 1		
□□□□□Flare	14	Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light		<i>Caster Level:</i> 1		
□□□□□Ghost Sound	14	Will disbelief (if interacted with)	1 standard action	1 rounds [D]	Close (25 ft.)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds		<i>Caster Level:</i> 1		
□□□□□Light		None	1 standard action	10 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched		<i>Caster Level:</i> 1		
□□□□□Prestidigitation	14	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
<i>Effect:</i> Performs minor tricks.					<i>Target:</i> See text		<i>Caster Level:</i> 1		
□□□□□Ray of Frost		None	1 standard action	Instantaneous	Close (25 ft.)	V, S	Yes	Evocation [Cold]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ray deals 1d3 cold damage.					<i>Target:</i> Ray		<i>Caster Level:</i> 1		
□□□□□Read Magic		None	1 standard action	10 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□Resistance	14	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□Silent Portal	14	Will negates [object]	1 standard action	1 minute/level [D]	Close (25 ft.)	S	Yes [object]	Illusion (Glamour)	SC: p.190
<i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].					<i>Target:</i> One portal		<i>Caster Level:</i> 1		
□□□□□Sonic Snap	14	Will partial	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Sonic]	SC: p.195
<i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 1		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Light of Lunia		None	1 standard action	10 minutes/level [D]	Medium (110 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text					<i>Target:</i> You and up to two rays; see text		<i>Caster Level:</i> 1		
□□□□□*Mage Armor	15	Will negates (harmless)	1 standard action	1 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□Magic Missile		None	1 standard action	Instantaneous	Medium (110 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> 1 missiles that do 1d4+1 damage each.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart		<i>Caster Level:</i> 1		
□□□□□*Obscuring Mist		None	1 standard action	1 minutes	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high		<i>Caster Level:</i> 1		
□□□□□*Orb of Sound, Lesser		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Sonic]	SC: p.151
<i>Effect:</i> Ranged Touch attack deals 1d6/two caster level [max 10d6] points of sonic damage.					<i>Target:</i> One orb of sonic		<i>Caster Level:</i> 1		
□□□□□Protection from Evil	15	Will negates (harmless)	1 standard action	1 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□Spontaneous Search	15	Will negates [harmless]	1 round	1 round	Touch	V,S,M	Yes [harmless]	Divination	SC: p.204
<i>Effect:</i> Subject knows the contents of a 20-foot-radius burst, as if it had taken 10 on a Search check for each object and space in the burst radius, including noting the location of traps [rogues only for dc 20 higher though].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□*Summon Monster I		None	1 round	1 rounds [D]	Close (25 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 1		

* =Domain/Specialty Spell

Wizard Spells

True Strike

None

1 standard See text
action

Personal

V, F

No

Divination

RSRD: SpellsT-Z.rtf

Effect:
+20 on your next attack roll.

Target: You

Caster Level: 1

* =Domain/Specialty Spell