

James Culbreath

NAME	
Wiz6	15000
CLASS	EXPERIENCE
6	21000
Character Level	NEXT LEVEL

PLAYERNAME	
Half-Elf	Medium
RACE	SIZE
20	Male
AGE	GENDER

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

Lawful Good
ALIGNMENT

Low-light
VISION

-1
POINTS

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

		WOUNDS/CURRENT HP				SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED													
HP hit points	35													Walk 30 ft.													
AC armor class	19	:	19	:	13	=	10	+	6	+	0	+	0	+	0	+	3		0	+	0	0					
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL FAIL		ARMOR CHECK PENALTY		SPELL RESIST

INITIATIVE
modifier

+0 = +0 + +0

TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK
bonus

+3

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

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	=	+3	+1	+0	+0	+0	
RANGED attack bonus	+3	=	+3	+0	+0	+0	+0	
GRAPPLE 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	
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*: 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

Skill Name		Skills					Max Ranks		9/4.5
		Key Ability	Skill Modifier	Ability Modifier	Ranks	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	
Bracers of Armor +6	Equipped	1	1.0	36000.0	
Gloves (Lance of Disruption/Wizard/5th)	Equipped	1	0.0	30000.0	
Ki' No Lee's Ring (Ring)	Equipped	1	0.0	0.0	
Quarterstaff +1;-	Equipped	1	4.0	2300.0	
Ring of Protection +3	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
Acid Splash <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
Amanuesis <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
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> 6	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 (40 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 6	SC: Pg.42
Dancing Lights <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
Daze <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
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> 6	PHB: pg.219
Detect Poison <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
Disrupt Undead <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
Electric Jolt <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
Flare <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
Ghost Sound <i>Effect:</i> Fignment sounds.	15	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (40 ft.)	V,S,M	No	Illusion (Fignment) <i>Caster Level:</i> 6	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> 6	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> 6	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> 6	PHB: pg.248
Mage Hand <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
Mending <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
Message <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
Open/Close <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
Prestidigitation <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
Ray of Frost <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
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> 6	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> 6	SC: Pg.173
Resistance <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
Silent Portal <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
Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	15	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
Effect: Sticks one object to another; see text.					Target: Nonmagical, unattended object weighing up to 5lbs				
□□□□□ Touch of Fatigue	15	Fortitude negates	1 standard action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: pg.294
Effect: Touch attack fatigues target.					Target: Creature touched Caster Level: 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
Effect: Wards an area for 2 hours/level.					Target: 20-ft.-radius emanation centered on a point in space Caster Level: 6				
□□□□□ Burning Hands	16	Reflex half	1 standard action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.207
Effect: 1d4/level [max 5d4] fire damage					Target: Cone-shaped burst Caster Level: 6				
□□□□□ 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
Effect: Objects or creatures fall slowly.					Target: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart Caster Level: 6				
□□□□□ Mage Armor	16	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: pg.249
Effect: Gives subject +4 armor bonus.					Target: Creature touched Caster Level: 6				
□□□□□ Magic Missile		None	1 standard action	Instantaneous	Medium (160 ft.)	V,S	Yes	Evocation [Force]	PHB: pg.251
Effect: 1 missile/2 levels [max 5] that do 1d4+1 damage each.					Target: Up to five creatures, no two of which can be more than 15 ft. apart Caster Level: 6				
□□□□□ 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
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					Target: Creature touched Caster Level: 6				
□□□□□ Shocking Grasp		None	1 standard action	Instantaneous	Touch	V,S	Yes	Evocation [Electricity]	PHB: pg.279
Effect: Touch delivers 1d6/level [max 5d6] electricity damage.					Target: Creature or object touched Caster Level: 6				
□□□□□ Tenser's Floating Disk		None	1 standard action	1 hour/level	Close (40 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.294
Effect: Creates 3-ft.-diameter horizontal disk that holds 100lbs/level.					Target: 3-ft.-diameter disk of force Caster Level: 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
Effect: Ranged touch attack; 2d4 damage for 2 rounds.					Target: One arrow of acid Caster Level: 6				
□□□□□ 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
Effect: Subject immune to most ranged attacks.					Target: Creature touched Caster Level: 6				
□□□□□ See Invisibility		None	1 standard action	10 minutes/level [D]	Personal	V,S,M	No	Divination	PHB: pg.275
Effect: Reveals invisible creatures or objects.					Target: You Caster Level: 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
Effect: 1d6/level [max 10d6] fire damage, 20-ft. radius.					Target: 20-ft.-radius spread Caster Level: 6				
□□□□□ Lance of Disruption	18	Fortitude half	1 standard action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Custom: Custom
Effect: Beam of force causes 5d4+12 to all in the area of effect					Target: From caster 5ft wide beam out to 60ft length Caster Level: 6				
□□□□□ Melf's Unicorn Arrow		None	1 standard action	Instantaneous	Medium (160 ft.)	V,S,F	No	Conjuration	PHB II: pg.119
Effect: 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].					Target: One creature or up to five creatures, no two of which are more than 15 ft. apart Caster Level: 6				
□□□□□ Nondetection	18	Will negates (harmless, object)	1 standard action	1 hour/level	Touch	V,S,M	Yes (harmless, object)	Abjuration	PHB: pg.257
Effect: Hides subject from divination, scrying.					Target: Creature or object touched Caster Level: 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
Effect: Creatures attacking you take fire damage; you're protected from heat or cold.					Target: You Caster Level: 6				

* =Domain/Specialty Spell

Notes:

Character Sheet Notes:

Guardian Abilities:

Know when Terran is in danger, Armor of Protection vs. Evil (+2 Divine Bonus to AC), Semi-empathy with superiors and Terran. Spell Resistance 30% against Demons = translates to 11+Level.

Inner Peace: Concentration Bonus +5. Go 3 segments later if casting a spell though.