

Rebalanced Mage

NAME						PLAYERNAME						DEITY						ALIGNMENT																							
Wiz5						10000						Human						Medium						5' 8"						190 lbs.						Neutral Good					
CLASS						EXPERIENCE						RACE						SIZE						HEIGHT						WEIGHT						VISION					
5						15000						0						Male						EYES						HAIR						0					
Character Level						NEXT LEVEL						AGE						GENDER						EYES						HAIR						POINTS					

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	19	+4	19	+4	19	+4
WIS Wisdom	15	+2	15	+2	15	+2
CHA Charisma	12	+1	12	+1	12	+1

VP Vitality	44	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		WP Wound Points	14	DAMAGE REDUCTION		SPEED	
AC armor class	15	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC

INITIATIVE modifier	+3	TOTAL	+3	DEX MODIFIER	+0	MISC MODIFIER
BASE ATTACK bonus	+2					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	+1	+2	+0	+0	+0		
REFLEX (dexterity)	+8	+1	+3	+0	+4	+0		
WILL (wisdom)	+6	+4	+2	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+2	+2	+0	+0	+0	+0	
RANGED	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+5	+2	+3	+0	+0	+0	
GRAPPLE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+2	+2	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d3	20/x2	5 ft.

*Mage Staff	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	BS/BS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+3	1d4+5				
Special Properties	Spellpoint Pool =10; +2 to caster level				

*: 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
*Ring of Protection +2		+2		+0	0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4
					RANKS	MISC MODIFIER
✓ Appraise	INT	4	=	4	+	+
✓ Balance	DEX	3	=	3	+	+
✓ Bluff	CHA	1	=	1	+	+
✓ Climb	STR	0	=	0	+	+
✓ Concentration	CON	10	=	2	+	8.0
Concentration (Cast defensively)	CON	14	=	2	+	8.0
✓ Craft (Untrained)	INT	4	=	4	+	+
✓ Decipher Script	INT	9	=	4	+	5.0
✓ Diplomacy	CHA	1	=	1	+	+
✓ Disguise	CHA	1	=	1	+	+
✓ Escape Artist	DEX	3	=	3	+	+
✓ Forgery	INT	4	=	4	+	+
✓ Gather Information	CHA	1	=	1	+	+
✓ Heal	WIS	2	=	2	+	+
✓ Hide	DEX	3	=	3	+	+
✓ Intimidate	CHA	1	=	1	+	+
✓ Jump	STR	0	=	0	+	+
Knowledge (Arcana)	INT	13	=	4	+	8.0
Knowledge (Dungeoneering)	INT	9	=	4	+	5.0
Knowledge (Nature)	INT	9	=	4	+	5.0
Knowledge (Religion)	INT	9	=	4	+	5.0
Knowledge (The Planes)	INT	9	=	4	+	5.0
✓ Listen	WIS	8	=	2	+	4.0
✓ Move Silently	DEX	3	=	3	+	+
✓ x Psychic (Mental Contact)	CHA	9	=	1	+	+
✓ Ride	DEX	3	=	3	+	+
✓ Search	INT	7	=	4	+	3.0
✓ Sense Motive	WIS	2	=	2	+	+
Spellcraft	INT	15	=	4	+	8.0
✓ Spot	WIS	8	=	2	+	4.0
✓ Survival	WIS	2	=	2	+	+
✓ Swim	STR	0	=	0	+	+
✓ Use Rope	DEX	3	=	3	+	+
			=		+	+
			=		+	+

✓: can be used untrained. x: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Mage Staff	Equipped	1	2.0	8000.0	
Spellpoint Pool =10; +2 to caster level					
Ring of Protection +2	Equipped	1	0.0	8000.0	
TOTAL WEIGHT CARRIED/VALUE			2 lbs.	16000.0 gp	

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

SPECIAL ABILITIES	
Summon Familiar	

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
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
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]
Toughen Familiar	Your familiar has twice the normal of hit points (same as master)
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

LANGUAGES
Common, Draconic, Elven, Sylvan, Undercommon

TEMPLATES
Truename

Rebalanced 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	3	2	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.	15	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 5	PHB: pg.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	15	Will negates [object]	1 standard action	10 minute/level	Close (35 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 5	SC: Pg.9
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].	15	None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 5	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.	15	None	1 standard action	1 round/level	Close (35 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 5	SC: Pg.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	1 minute/level [D]	Medium (150 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 5	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 (35 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 5	PHB: pg.217
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 5	PHB: pg.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	No	Divination <i>Caster Level:</i> 5	PHB: pg.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 5	PHB: pg.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.	15	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 5	SC: Pg.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (35 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 5	PHB: pg.232
Ghost Sound <i>Effect:</i> Fgment sounds.	15	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (35 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level:</i> 5	PHB: pg.235
Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.	15	None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 5	SC: Pg.130
Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.	15	None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 5	SC: Pg.130
Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 5	PHB: pg.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (35 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 5	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> 5	PHB: pg.253
Message <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	10 minutes/level	Medium (150 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 5	PHB: pg.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (35 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 5	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> 5	PHB: pg.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 5	PHB: pg.269
Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 5	PHB: pg.269
Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage.	15	None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 5	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> 5	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 (35 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 5	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 (35 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 5	SC: Pg.195
* =Domain/Specialty Spell									

Rebalanced Wizard Spells

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

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Benign Transposition</div> </div> <div> <div>Effect:</div> <div>Two target creatures instantly swap positions.</div> </div>	16	None	1 standard	Instantaneous	Medium (150 ft.)	V	No	Conjuration (Teleportation)	SC: Pg.27
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Color Spray</div> </div> <div> <div>Effect:</div> <div>Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.</div> </div>	16	Will negates	1 standard	Instantaneous; see text	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting]	PHB: pg.210
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Comprehend Languages</div> </div> <div> <div>Effect:</div> <div>You understand all spoken and written languages.</div> </div>	16	None	1 standard	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Distract Assailant</div> </div> <div> <div>Effect:</div> <div>Target is flatfooted till next turn.</div> </div>	16	Will negates	1 swift	1 round	Close (35 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.69
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ebon Eyes</div> </div> <div> <div>Effect:</div> <div>See normally in darkness both magical and natural.</div> </div>	16	None	1 standard	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.77
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Enlarge Person</div> </div> <div> <div>Effect:</div> <div>Creates size increases to next category</div> </div>	16	Fortitude negates	1 round	1 minute/level [D]	Close (35 ft.)	V,S,M	Yes	Transmutation	PHB: pg.226
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Familiar Pocket</div> </div> <div> <div>Effect:</div> <div>Creates an extra-dimensional safe haven for a Tiny or smaller familiar.</div> </div>	16	None	1 standard	1 hour/level [D]	Touch	V,S,M	No	Universal	SC: Pg.88
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Feather Fall</div> </div> <div> <div>Effect:</div> <div>Objects or creatures fall slowly.</div> </div>	16	Will negates (harmless) or Will negates (object)	1 free	Until landing or 1 round/level	Close (35 ft.)	V	Yes (object)	Transmutation	PHB: pg.229
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Identify</div> </div> <div> <div>Effect:</div> <div>Determines properties of magic item.</div> </div>	16	None	1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: pg.243
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mage Armor</div> </div> <div> <div>Effect:</div> <div>Gives subject +4 armor bonus.</div> </div>	16	Will negates (harmless)	1 standard	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: pg.249
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mount</div> </div> <div> <div>Effect:</div> <div>Summons riding horse for 2 hours/level.</div> </div>	16	None	1 round	2 hours/level [D]	Close (35 ft.)	V,S,M	No	Conjuration (Summoning)	PHB: pg.256
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Orb of Electricity, Lesser</div> </div> <div> <div>Effect:</div> <div>Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of electricity damage.</div> </div>	16	None	1 standard	Instantaneous	Close (35 ft.)	V,S	No	Conjuration (Creation) [Electricity]	SC: Pg.151
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shield</div> </div> <div> <div>Effect:</div> <div>Invisible disc gives +4 to AC, blocks magic missiles.</div> </div>	16	None	1 standard	1 minute/level [D]	Personal	V,S	No	Abjuration [Force]	PHB: pg.278
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Tenser's Floating Disk</div> </div> <div> <div>Effect:</div> <div>Creates 3-ft.-diameter horizontal disk that holds 500 lbs</div> </div>	16	None	1 standard	1 hour/level	Close (35 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.294

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Animalistic Power</div> </div> <div> <div>Effect:</div> <div>Subject is imbued with +2 to Strength, Dexterity and Constitution.</div> </div>	17	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mirror Image</div> </div> <div> <div>Effect:</div> <div>Creates decoy duplicates of you [1d4 +1/3 levels, max +8].</div> </div>	17	None	1 standard	1 minute/level [D]	Personal; see text	V,S	No	Illusion (Figment)	PHB: pg.254
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Protection from Arrows</div> </div> <div> <div>Effect:</div> <div>Subject immune to most ranged attacks.</div> </div>	17	Will negates (harmless)	1 standard	1 hour/level or until discharged	Touch	V,S,F	Yes (harmless)	Abjuration	PHB: pg.266
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scorching Ray</div> </div> <div> <div>Effect:</div> <div>1 rays, ranged touch attack deals 4d6 fire damage.</div> </div>	17	None	1 standard	Instantaneous	Close (35 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.274
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Senses of the Wyrmling</div> </div> <div> <div>Effect:</div> <div>Gain blindsense, +5 bonus on Listen, Search, Spot checks.</div> </div>	17	None	1 standard	5 minutes [D]	Personal	V, S		Transmutation	APM: p. 168
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Speak to Allies</div> </div> <div> <div>Effect:</div> <div>As message, but without requiring whispering or mouthing the words.</div> </div>	17	None	1 standard	10 minutes/level	Medium (150 ft.)	V,S,F	No	Transmutation [Language-Dependent]	SC: Pg.197

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Evard's Manacing Tentacles</div> </div> <div> <div>Effect:</div> <div>You create two tentacles with a 10-foot reach. As a free action direct each one to attack an opponent in range using your base attack bonus and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Also gain +4 bonus on Climb checks</div> </div>	18		1 standard	1 round/level	Personal	V,S,M		Transmutation	PHB II: pg.113
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Lance of Disruption</div> </div> <div> <div>Effect:</div> <div>Beam of force causes 5d4+10 to all in the area of effect</div> </div>	18	Fortitude half	1 standard	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	DoomDrea: Custom

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: