

Lu Than do Cordlebane

NAME

Wiz4

CLASS

11983

EXPERIENCE

Elf (Drow)

RACE

Medium

SIZE

4' 6"

HEIGHT

110 lbs.

WEIGHT

Neutral Good

ALIGNMENT

Darkvision (120'), Normal

VISION

4/5

Character LevelECL /

15000

NEXT LEVEL

126

AGE

Male

GENDER

Lt. Blue-violet

EYES

White, Short - getting longer

HAIR

-1

POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1	8	-1
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	20	+5	20	+5	20	+5
WIS Wisdom	9	-1	9	-1	9	-1
CHA Charisma	17	+3	17	+3	17	+3

HP  
hit points

15

WOUNDS/CURRENT HP

AC  
armor class

17

:

14

:

13

=

10

+

4

+

0

+

3

+

0

+

0

+

0

MISS CHANCE

INITIATIVE  
modifier

+7

=

+3

+

+4

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SPEED

Walk 30'

0

+0

15

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE  
(constitution)

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

REFLEX  
(dexterity)

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

WILL  
(wisdom)

+3

=

+4

+

-1

+

+0

+

+0

+

+0

+

MELEE  
attack bonus

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

+1

=

+2

+

-1

+

+0

+

+0

+

+0

+

RANGED  
attack bonus

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE  
attack bonus

+1

=

+2

+

-1

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+5	1d3-1	20/x2

Crossbow, Light		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	P	M	19-20/x2
To Hit	30'	80'	160'	240'	320'
	+5	+5	+3	+1	-1
Dam	1d8	1d8	1d8	1d8	1d8
Special Properties					

Dagger		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	PS	M	19-20/x2
To Hit	Dam	To Hit	Dam	To Hit	Dam
1H-P	+5	1d4-1	2W-P-(OH)	-1	1d4-1
1H-O	+1	1d4-1	2W-P-(OL)	+1	1d4-1
2H	+5	1d4-1	2W-OH	-3	1d4-1
To Hit	10'	20'	30'	40'	50'
	+5	+3	+1	-1	-3
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1
Special Properties					

*Rapier		CURRENT HAND	TYPE	SIZE	CRITICAL
		Primary	P	M	18-20/x2
To Hit	Dam	To Hit	Dam	To Hit	Dam
1H-P	+5	1d6-1	2W-P-(OH)	-1	1d6-1
1H-O	+1	1d6-1	2W-P-(OL)	+1	1d6-1
2H	+5	1d6-1	2W-OH	-5	1d6-1
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
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SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
SKILL NAME					RANKS	MISC MODIFIER
✓ Appraise	INT	5	=	5	+	+
✓ Balance	DEX	3	=	3	+	+
✓ Bluff	CHA	3	=	3	+	+
✓ Climb	STR	-1	=	-1	+	+
✓ Concentration	CON	7	=	0	+	7.0
✓ Craft (Alchemy)	INT	10	=	5	+	5.0
✓ Craft (Untrained)	INT	5	=	5	+	+
✓ Diplomacy	CHA	4	=	3	+	1.0
✓ Disguise	CHA	3	=	3	+	+
✓ Escape Artist	DEX	3	=	3	+	+
✓ Forgery	INT	5	=	5	+	+
✓ Gather Information	CHA	3	=	3	+	+
✓ Heal	WIS	-1	=	-1	+	+
✓ Hide	DEX	3	=	3	+	+
✓ Intimidate	CHA	4	=	3	+	1.0
✓ Jump	STR	-1	=	-1	+	+
Knowledge (Arcana)	INT	12	=	5	+	7.0
Knowledge (History)	INT	6	=	5	+	1.0
Knowledge (Religion)	INT	7	=	5	+	2.0
✓ Listen	WIS	3	=	-1	+	+
Literacy		1	=	0	+	1.0
✓ Move Silently	DEX	3	=	3	+	+
✓ Ride	DEX	3	=	3	+	+
✓ Search	INT	9	=	5	+	2.0
✓ Sense Motive	WIS	-1	=	-1	+	+
Spellcraft	INT	14	=	5	+	7.0
✓ Spot	WIS	5	=	-1	+	2.0
✓ Survival	WIS	-1	=	-1	+	+
✓ Swim	STR	-1	=	-1	+	+
✓ Use Rope	DEX	3	=	3	+	+
			=	+	+	+
			=	+	+	+

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Alchemist's Fire (Flask)	Handy Haversack	4	1.0 (4.0)	20.0 (80.0)
Spellbook (Wizard's/Blank)	Handy Haversack	1	3.0	15.0
<b>Amulet of CON +1</b> <small>(Amulet (CON +1)), Enhancement bonus to ability CON +1</small>	Equipped	1	0.0	1000.0
Bedroll	Handy Haversack	1	5.0	0.1
Bolt, Crossbow	Handy Haversack	20	0.1 (2.0)	0.1 (2.0)
■■■■■ ■■■■■ ■■■■■ ■■■■■				
<b>Bolt (Crossbow/+1 (Enhancement to Weapon or Ammunition)/Masterwork)</b>	Handy Haversack	3	0.1 (0.3)	47.0 (141.0)
■■■				
Caltrops	Pouch (Belt)	1	2.0	1.0
Chalk (1 piece)	Handy Haversack	1	0.0	0.01
Crossbow, Light <small>0 lbs.</small>	Handy Haversack	1	4.0	35.0
Dagger	Carried	1	1.0	2.0
<b>Handy Haversack</b> <small>27.3 lbs., 1 Tome of Dragon Lore, 1 Crossbow (Light), 4 Alchemist's Fire (Flask), 1 Waterskin (Filled), 4 Rations (Trail/Per Day), 1 Potion (Cure Light Wounds), 1 Chalk (1 piece), 3 Bolt (Crossbow/+1 (Enhancement to Weapon or Ammunition)/Masterwork), 1 Bedroll, 20 Bolt (Crossbow), 1 Spellbook (Wizard's/Blank)</small>	Carried	1	5.0	2000.0
Traveler's Outfit	Equipped	1	5.0	0.0
<b>Potion of Cure Light Wounds</b>	Handy Haversack	1	0.0	50.0
■				
Pouch (Belt) <small>2 lbs., 1 Caltrops</small>	Equipped	1	0.5	1.0
Rapier	Equipped	1	2.0	20.0
Rations (Trail/Per Day)	Handy Haversack	4	1.0 (4.0)	0.5 (2.0)
Spell Component Pouch	Carried	1	3.0	5.0
<b>Tome of Dragon Lore</b> <small>+1 to Dragon Lore Knowledge Check</small>	Handy Haversack	1	1.0	150.0
Waterskin (Filled)	Handy Haversack	1	4.0	1.0
TOTAL WEIGHT CARRIED/VALUE			13.5 lbs.	3505.11 gp

WEIGHT ALLOWANCE			
Light	26	Medium	53
Lift over head	80	Lift off ground	160
		Heavy	80
		Push / Drag	400

MONEY	
+1 to Dragon Lore Checks	
Total = 0.0 gp	

MAGIC
(3) Magical x-bow Bolts +1 (1) Cure Lt. Wounds 1d8+1 Handy Haversack (1) Everburning Torch Amulet of Con +1 Kiki - Familiar

SPECIAL ABILITIES
+2 racial bonus on Will saves against spells and spell-like abilities.
+2 racial saving throw bonus against enchantment spells or effects.
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
Immunity to magic sleep effects.
Light Blindness
Summon Familiar

FEATS	
Improved Initiative	You get a +4 bonus on initiative checks.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Scribe Scroll	You can create a scroll of any spell that you know.

PROFICIENCIES
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword (Short), Unarmed Strike

LANGUAGES
Abyssal, Common, Draconic, Elven, Goblin, Undercommon

TEMPLATES
Level Adjustment Buy down 1

## Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Dancing Lights	13	None	1 standard action	4 minute [D]	Medium (140')	V, S	No	Evocation [Light]	Main: SpellsD-E.rtf
	Effect: Creates torches or other lights.					Target: Up to four lights, all within a 10-ft.-radius area				
☐	Darkness	15	None	1 standard action	40 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	Main: SpellsD-E.rtf
	Effect: 20-ft. radius of supernatural shadow.					Target: Object touched				
☐	Faerie Fire	14	None	1 standard action	4 minutes [D]	Long (560')	V, S, DF	Yes	Evocation [Light]	Main: SpellsF-G.rtf
	Effect: Outlines subjects with light, canceling blur, concealment, and the like.					Target: Creatures and objects within a 5-ft.-radius burst				
* =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	3	0	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash	15	None	1 standard action	Instantaneous	Close (35')	V, S	No	Conjuration (Creation) [Acid]	Main: SpellsA-B.rtf
Effect: Orb deals 1d3 acid damage.					Target: One missile of acid				
Arcane Mark	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal	Main: SpellsA-B.rtf
Effect: Inscribe a personal rune [visible or invisible].					Target: One personal rune or mark, all of which must fit within 1 sq. ft.				
Dancing Lights	13	None	1 standard action	4 minute [D]	Medium (140')	V, S	No	Evocation [Light]	Main: SpellsD-E.rtf
Effect: Creates torches or other lights.					Target: Up to four lights, all within a 10-ft.-radius area				
Daze	15	Will negates	1 standard action	1 round	Close (35')	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	Main: SpellsD-E.rtf
Effect: Humanoid creature of 4 HD or less loses next action.					Target: One humanoid creature of 4 HD or less				
Detect Magic	15	None	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	V, S	No	Divination	Main: SpellsD-E.rtf
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation				
Detect Poison	15	None	1 standard action	Instantaneous	Close (35')	V, S	No	Divination	Main: SpellsD-E.rtf
Effect: Detects poison in one creature or small object.					Target: One creature, one object, or a 5-ft. cube				
Disrupt Undead	15	None	1 standard action	Instantaneous	Close (35')	V, S	Yes	Necromancy	Main: SpellsD-E.rtf
Effect: Deals 1d6 damage to one undead.					Target: Ray				
Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (35')	V	Yes	Evocation [Light]	Main: SpellsF-G.rtf
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of light				
Ghost Sound	15	Will disbelief (if interacted with)	1 standard action	4 rounds [D]	Close (35')	V, S, M	No	Illusion (Figment)	Main: SpellsF-G.rtf
Effect: Figment sounds.					Target: Illusory sounds				
Light	15	None	1 standard action	40 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	Main: SpellsH-L.rtf
Effect: Object shines like a torch.					Target: Object touched				
Mage Hand	15	None	1 standard action	Concentration	Close (35')	V, S	No	Transmutation	Main: SpellsM-O.rtf
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.				
Mending	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	Main: SpellsM-O.rtf
Effect: Makes minor repairs on an object.					Target: One object of up to 1 lb.				
Message	15	None	1 standard action	40 minutes	Medium (140')	V, S, F	No	Transmutation [Language-Dependent]	Main: SpellsM-O.rtf
Effect: Whispered conversation at distance.					Target: 4 creatures				
Open/Close	15	Will negates (object)	1 standard action	Instantaneous	Close (35')	V, S, F	Yes (object)	Transmutation	Main: SpellsM-O.rtf
Effect: Opens or closes small or light things.					Target: Object weighing up to 30 lb. or portal that can be opened or closed				
Prestidigitiation	15	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	Main: SpellsP-R.rtf
Effect: Performs minor tricks.					Target: See text				
Ray of Frost	15	None	1 standard action	Instantaneous	Close (35')	V, S	Yes	Evocation [Cold]	Main: SpellsP-R.rtf
Effect: Ray deals 1d3 cold damage.					Target: Ray				
Read Magic	15	None	1 standard action	40 minutes	Personal	V, S, F	No	Divination	Main: SpellsP-R.rtf
Effect: Read scrolls and spellbooks.					Target: You				
Repair Minor Damage	15	None	1 standard action	Instantaneous	Touch	V, S	No	Transmutation	ANDREW'S: Complete Arcane Pg.120
Effect: Repair a construct 1 point of damage.					Target: Construct touched				
Resistance	15	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	Main: SpellsP-R.rtf
Effect: Subject gains +1 on saving throws.					Target: Creature touched				
Touch of Fatigue	15	Fortitude negates	1 standard action	4 rounds	Touch	V, S, M	Yes	Necromancy	Main: SpellsT-Z.rtf
Effect: Touch attack fatigues target.					Target: Creature touched				

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Burning Hands	16	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]	Main: SpellsA-B.rtf
Effect: 4d4 fire damage					Target: Cone-shaped burst				
Comprehend Languages	16	None	1 standard action	40 minutes	Personal	V, S, M/DF	No	Divination	Main: SpellsC.rtf
Effect: You understand all spoken and written languages.					Target: You				
Identify	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination	Main: SpellsH-L.rtf
Effect: Determines properties of magic item.					Target: One touched object				
Mage Armor	16	Will negates (harmless)	1 standard action	4 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	Main: SpellsM-O.rtf
Effect: Gives subject +4 armor bonus.					Target: Creature touched				
Magic Missile	16	None	1 standard action	Instantaneous	Medium (140')	V, S	Yes	Evocation [Force]	Main: SpellsM-O.rtf
Effect: 2 missiles that do 1d4+1 damage each.					Target: Up to five creatures, no two of which can be more than 15 ft. apart				
Mount	16	None	1 round	8 hours [D]	Close (35')	V, S, M	No	Conjuration (Summoning)	Main: SpellsM-O.rtf
Effect: Summons riding horse for 8 hours.					Target: One mount				

\* =Domain/Specialty Spell

## Wizard Spells

Orb of Fire, Lesser	16	None	1 standard action	Instantaneous	Close (35')	V, S	No	Conjuration (Creation) [Fire]	ANDREW'S: Complete Arcane Pg.116
<i>Effect:</i> Ranged Touch attack deals 1d8 points of fire damage.					<i>Target:</i> Effect:One orb of fire				
Shield	16	None	1 standard action	4 minutes [D]	Personal	V, S	No	Abjuration [Force]	Main: SpellsS.rtf
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.					<i>Target:</i> You				
Shocking Grasp	16	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]	Main: SpellsS.rtf
<i>Effect:</i> Touch delivers 4d6 electricity damage.					<i>Target:</i> Creature or object touched				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Aganazzar's Scorcher	17	Reflex half	1 standard action	Instantaneous	Close (35')	V,S,F	Yes	Evocation [Fire]	ANDREW'S: Faerun Campaign Pg.
<i>Effect:</i> Deal 2d8 to all in the area of affect.					<i>Target:</i> 5-ft.-wide path to close range				
Familiar Pocket	17	None	1 standard action	4 hours [D]	Touch	V,S,M	No	Universal	ANDREW'S: Complete Arcane Pg.106
<i>Effect:</i> Creates an extra-dimensional safe haven for a Tiny or smaller familiar.					<i>Target:</i> One container or garment with a pocket touched				
Fireburst	17	Reflex half	1 standard action	Instantaneous	5 ft.	V,S,M	Yes	Evocation [Fire]	ANDREW'S: Complete Arcane Pg.107
<i>Effect:</i> All creatures within range take 4d8 of fire damage.					<i>Target:</i> Effect:Burst of fire extending 5 ft. from you				
Knock	17	None	1 standard action	Instantaneous; see text	Medium (140')	V	No	Transmutation	Main: SpellsH-L.rtf
<i>Effect:</i> Opens locked or magically sealed door.					<i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level				
Scorching Ray	17	None	1 standard action	Instantaneous	Close (35')	V, S	Yes	Evocation [Fire]	Main: SpellsS.rtf
<i>Effect:</i> 1 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 1 rays				
Wraithstrike	17	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	ANDREW'S: Complete Adventurer Pg.158
<i>Effect:</i> Makes your melee attacks become touch attacks.					<i>Target:</i> You				

\* =Domain/Speciality Spell

## Innate

- ☐ Dancing Lights (DC:13)
- ☐ Darkness (DC:15)
- ☐ Faerie Fire (DC:14)

## Notes:

### Character Sheet Notes:

As a wizard you gain 2 spells of your choice per level to add to your spellbook