

Soddil

Wiz1

Elf, Cumasti

Lawful Good

Dealth

CLASS

RACE

ALIGNMENT

DEITY

1

Medium

130

Male

5' 0"

127 lbs.

LEVEL

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

0

1,000

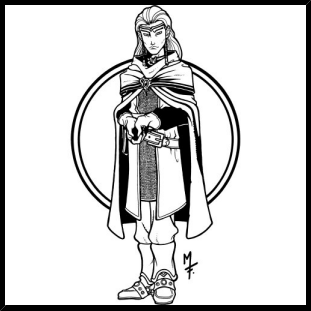
1,000

Current XP

XP for Next Level

XP Remaining

In Game XP Gained



ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

TEMPORARY SCORE

TEMPORARY MODIFIER

STR

10

+0

DEX

12

+1

CON

12

+1

INT

20

+5

WIS

10

+0

CHA

10

+0

TOTAL

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

HIT DIE TYPE

SPEED

HP

5

AC

11

10

11

= 10 +

0

+

0

+

1

+

0

+

0

+

0

0

TOTAL

FLAT FOOTED

TOUCH AC

BASE

ARMOR BONUS

SHIELD BONUS

DEX BONUS

SIZE BONUS

NATURAL ARMOR

MISC BONUS

MISS CHANCE

SPELL FAILURE %

ARMOR CHECK

MAX DEX

SPELL RESIST.

INITIATIVE

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

CONDITIONAL MODIFIERS

Fortitude

Con

1

=

0

+

1

+

0

+

0

+

Reflex

Dex

1

=

0

+

1

+

0

+

0

+

Will

Wis

2

=

2

+

0

+

0

+

0

+

TOTAL

BASE ATTACK BONUS

ABILITY MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

MELEE

ATTACK BONUS

+0

=

0

+

0

+

0

+

0

+

RANGED

ATTACK BONUS

+1

=

0

+

1

+

0

+

0

+

Grapple

MODIFIER

+0

=

0

+

0

+

0

+

0

+

Longbow

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

100 ft.

3 lbs.

Piercing

Medium

100 - 199 ft.

200 - 299 ft.

300 - 399 ft.

400 - 499 ft.

-1

-3

-5

-7

SKILLS

		Max		Ranks		4/ 2	
SKILL NAME	KEY ABILITY	TOTAL	RANKS	ABILITY MOD	MISC MOD		
■ Appraise	Int	5	=	+	5	+	
■ Balance*	Dex	1	=	+	1	+	
■ Bluff	Cha	0	=	+	0	+	
■ Climb*	Str	0	=	+	0	+	
■ Concentration	Con	5	=	4	+	1	+
■ Control Shape	Wis	0	=	+	0	+	
■ Craft (_____)	Int	3	=	+	5	+	-2
■ Decipher Script	Int	9	=	4	+	5	+
■ Diplomacy	Cha	0	=	+	0	+	
■ Disguise	Cha	0	=	+	0	+	
■ Escape Artist*	Dex	1	=	+	1	+	
■ Forgery	Int	5	=	+	5	+	
■ Gather Information	Cha	0	=	+	0	+	
■ Heal	Wis	0	=	+	0	+	
■ Hide*	Dex	1	=	+	1	+	
■ Intimidate	Cha	0	=	+	0	+	
■ Jump*	Str	0	=	+	0	+	
■ Knowledge (Arcana)	Int	9	=	4	+	5	+
■ Knowledge (Dungeoneering)	Int	9	=	4	+	5	+
■ Knowledge (History)	Int	9	=	4	+	5	+
■ Knowledge (The Planes)	Int	9	=	4	+	5	+
■ Listen	Wis	2	=	+	0	+	2
■ Literacy		0	=	+	0	+	
■ Move Silently*	Dex	1	=	+	1	+	
■ Perform (Act)	Cha	0	=	+	0	+	
■ Perform (Comedy)	Cha	0	=	+	0	+	
■ Perform (Dance)	Cha	0	=	+	0	+	
■ Perform (Keyboard Instruments)	Cha	0	=	+	0	+	
■ Perform (Oratory)	Cha	0	=	+	0	+	
■ Perform (Percussion)	Cha	0	=	+	0	+	
■ Perform (Sing)	Cha	0	=	+	0	+	
■ Perform (String Instruments)	Cha	0	=	+	0	+	
■ Perform (Weapon Drill)	Cha	0	=	+	0	+	
■ Perform (Wind Instruments)	Cha	0	=	+	0	+	
■ Ride	Dex	1	=	+	1	+	
■ Search	Int	7	=	+	5	+	2
■ Sense Motive	Wis	0	=	+	0	+	
■ Spellcraft	Int	9	=	4	+	5	+
■ Spot	Wis	2	=	+	0	+	2
■ Survival	Wis	0	=	+	0	+	
■ Swim*	Str	0	=	+	0	+	
■ Use Rope	Dex	1	=	+	1	+	

Skills marked with ■ can be used untrained.  
\* armor check penalty, if any, applies.  
\*\* Double armor penalty



EQUIPMENT							
ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
Arrows (50)	1	2.5 gp	(7.50)	Coin: sp (5)	1	5 sp	(0.10)
Coin: gp (132)	1	132 gp	(2.64)	Longbow	1	75 gp	(3.00)
1 - 33 lbs. LIGHT LOAD	34 - 66 lbs. MEDIUM LOAD	67 - 100 lbs. HEAVY LOAD	TOTAL WEIGHT CARRIED				0.00 lbs.

MONEY			
CP -	SP - 5	GP - 132	PP -
Misc -			

LANGUAGES
Elven (Cumasti), Elven (Westryn), Gnome, Orc, Common, Draconic, Sylvan

FEATS
Spell Focus: Evocation
Scribe Scroll

SPECIAL ABILITIES
Special Qualities
+2 Saves vs. Enchantment Spells and Effects
Immunity: Sleep Effects (Ex)
Low-light Vision (Ex)
Wizard Class Features
Proficiency: Wizard Weapons
Scribe Scroll
Spellbooks
Spells
Summon Familiar

Soddil's Wizard Spells										
(Selected School: ~ Prohibited Schools: )										
Level:	0	1	2	3	4	5	6	7	8	9
Known:	0	8	--	--	--	--	--	--	--	--
Per Day:	3	3	--	--	--	--	--	--	--	--
PREP	SPELL NAME		DC	SAVE	CAST TIME	DURATION		RANGE		
0 LEVEL										
	<b>Acid Splash</b>	15	None	1 Action	Instantaneous		Close (25 ft.+5 ft./2 levels)			
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S				<i>School:</i> Conjuration			
	<i>Desc:</i> You fire a small orb of acid at a target dealing 1d3 points of damage (PH196)									
	<b>Arcane Mark</b>	15	None	1 Action	Permanent		0 ft.			
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S				<i>School:</i> Universal			
	<i>Desc:</i> Visibly or invisibly inscribes your personal rune or mark, consisting of no more than 6 symbols, on any surface (PH201)									
	<b>Breeze</b>	15	None	1 Swift	1 round		Personal			
	<i>Spell Resistance:</i> -		<i>Components:</i> V, S				<i>School:</i> Abjuration			
	<i>Desc:</i> A light wind that provides a +2 deflection bonus to AC against light missile weapons (Bkcmor 83).									
	<b>Dancing Lights</b>	16	None	1 Action	1 minute (D)		Medium (100 ft.+10 ft./level)			
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S				<i>School:</i> Evocation			
	<i>Desc:</i> Create up to four lights that resemble torches or glowing spheres of light, or one faintly glowing humanoid shape(PH216)									
	<b>Daze</b>	15	Will Negates	1 Action	1 round		Close (25 ft.+5 ft./2 levels)			
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M				<i>School:</i> Enchantment			
	<i>Desc:</i> This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions (PH217)									
	<b>Detect Magic</b>	15	None	1 Action	Concentration, up to 1 minute/level (D)		60 ft.			
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S				<i>School:</i> Divination			
	<i>Desc:</i> Detects spells and magic items within 60 ft (PH219)									
	<b>Detect Poison</b>	15	None	1 Action	Instantaneous		Close (25 ft.+5 ft./2 levels)			
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S				<i>School:</i> Divination			
	<i>Desc:</i> You determine whether a creature, object, or area has been poisoned or is poisonous (PH219)									
	<b>Disrupt Undead</b>	15	None	1 Action	Instantaneous		Close (25 ft.+5 ft./2 levels)			
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S				<i>School:</i> Necromancy			
	<i>Desc:</i> You direct a ray of positive energy and if the ray hits an undead creature, it deals 1d6 points of damage to it (PH223)									
	<b>Elemental Globe</b>	15	None	1 Action	Instantaneous		Close (25 ft.+5 ft./2 levels)			
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S				<i>School:</i> Conjuration			
	<i>Desc:</i> Fire a globe of one element that deals 1d3 points of the selected element`s damage per level (maximum 4d3) (Bkcmor 88)									
	<b>Flare</b>	16	Fortitude Negates	1 Action	Instantaneous		Close (25 ft.+5 ft./2 levels)			
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V				<i>School:</i> Evocation			
	<i>Desc:</i> Creates a burst of light, that can dazzle one creature for 1 minute unless it makes a successful Fortitude save (PH232)									
	<b>Ghost Sound</b>	15	Will Disbelief (if interacted with)	1 Action	1 round/level (D)		Close (25 ft.+5 ft./2 levels)			
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, M				<i>School:</i> Illusion			
	<i>Desc:</i> Allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place (PH235)									
	<b>Light</b>	16	None	1 Action	10 minutes/level (D)		Touch			
	<i>Spell Resistance:</i> No		<i>Components:</i> V, M/DF				<i>School:</i> Evocation			
	<i>Desc:</i> Object shines like a torch (PH248).									
	<b>Mage Hand</b>	15	None	1 Action	Concentration		Close (25 ft.+5 ft./2 levels)			
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S				<i>School:</i> Transmutation			
	<i>Desc:</i> 5-pound telekinesis (PH249).									
	<b>Mending</b>	15	Will Negates (Harmless, Object)	1 Action	Instantaneous		10 ft.			
	<i>Spell Resistance:</i> Yes (Harmless, Object)		<i>Components:</i> V, S				<i>School:</i> Transmutation			
	<i>Desc:</i> Makes minor repairs on an object (PH253).									
	<b>Message</b>	15	None	1 Action	10 minutes/level		Medium (100 ft.+10 ft./level)			
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, F				<i>School:</i> Transmutation			
	<i>Desc:</i> Whispered conversation at distance (PH253).									
	<b>Open/Close</b>	15	Will Negates (Object)	1 Action	Instantaneous		Close (25 ft.+5 ft./2 levels)			
	<i>Spell Resistance:</i> Yes (object)		<i>Components:</i> V, S, F				<i>School:</i> Transmutation			
	<i>Desc:</i> Opens or closes small or light things (PH258).									
	<b>Prestidigitation</b>	15	Special; See Text	1 Action	1 Hour		10 ft.			
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S				<i>School:</i> Universal			
	<i>Desc:</i> Performs minor tricks (PH264).									
	<b>Puff</b>	16	None	1 Action	Instantaneous		Close (25 ft.+5 ft./2 levels)			
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S				<i>School:</i> Evocation			
	<i>Desc:</i> The ray deals 1d3 points of air damage (bludgeoning) (Bkcmor 92).									
	<b>Ray of Dirt</b>	15	None	1 Action	1 round		Close (25 ft.+5 ft./2 levels)			
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M				<i>School:</i> Enchantment			
	<i>Desc:</i> Dazes creatures with 4 or fewer HD (Bkcmor 92).									
	<b>Ray of Dust</b>	16	None	1 Action	Instantaneous		Close (25 ft.+5 ft./2 levels)			

<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S			<i>School:</i> Evocation
<i>Desc:</i> The ray deals 1d3 points of bludgeoning damage (B1ckmor 92).					
<b>Ray of Frost</b>	16	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S			<i>School:</i> Evocation
<i>Desc:</i> Ray deals 1d3 cold damage (PH269).					
<b>Read Magic</b>	15		1 Action	10 minutes/level	Personal
<i>Spell Resistance:</i> -		<i>Components:</i> V, S, F			<i>School:</i> Divination
<i>Desc:</i> Read scrolls and spellbooks (PH269).					
<b>Resistance</b>	15	Will Negates (Harmless)	1 Action	1 minute	Touch
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S, M/DF			<i>School:</i> Abjuration
<i>Desc:</i> Subject gains +1 on saving throws (PH272).					
<b>Shrapnel</b>	16	Reflex Half	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M			<i>School:</i> Evocation
<i>Desc:</i> You cause a small burst of metal filings to explode dealing 1d2 points of slashing damage /level (max 4d2) (B1ckmor 93)					
<b>Touch of Fatigue</b>	15	Fortitude Negates	1 Action	1 round/level	Touch
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M			<i>School:</i> Necromancy
<i>Desc:</i> You channel negative energy through your touch, fatiguing your target (PH294)					
<b>1st LEVEL</b>					
<b>Burning Hands</b>	17	Reflex Half	1 Action	Instantaneous	15 ft.
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S			<i>School:</i> Evocation
<i>Desc:</i> A cone of flame shoots from your fingertips; creatures in the area take 1d4 fire damage/caster level (max 5d4) (PG207)					
<b>Comprehend Languages</b>	16	None	1 Action	10 minutes/level	Personal
<i>Spell Resistance:</i> -		<i>Components:</i> V, S, M/DF			<i>School:</i> Divination
<i>Desc:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages (PH212)					
<b>Elemental Bolt</b>	17	None	1 Action	Instantaneous	Medium (100 ft.+10 ft./level)
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S			<i>School:</i> Evocation
<i>Desc:</i> A bolt of a particular element strikes its target, dealing 1d4+1 points of that element`s type of damage (B1ckmor 88).					
<b>Elemental Orb, Lesser</b>	16	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S			<i>School:</i> Conjuration
<i>Desc:</i> You launch one or more elemental orbs each dealing 1d6 points of the appropriate elemental damage (B1ckmor 88).					
<b>Grease</b>	16	Special; See Text	1 Action	1 round/level (D)	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> No		<i>Components:</i> V, S, M			<i>School:</i> Conjuration
<i>Desc:</i> A grease spell covers a solid surface with a layer of slippery grease (PH237)					
<b>Mage Armor</b>	16	Will Negates (Harmless)	1 Action	1 hour/level (D)	Touch
<i>Spell Resistance:</i> No		<i>Components:</i> V, S, F			<i>School:</i> Conjuration
<i>Desc:</i> Gives subject +4 armor bonus (PH249).					
<b>Magic Missile</b>	17	None	1 Action	Instantaneous	Medium (100 ft.+10 ft./level)
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S			<i>School:</i> Evocation
<i>Desc:</i> 1d4+1 damage; +1 missile/two levels above 1st (max +5) (PH251).					
<b>Protection from Evil</b>	16	Will Negates (Harmless)	1 Action	1 minute/level (D)	Touch
<i>Spell Resistance:</i> Special		<i>Components:</i> V, S, M/DF			<i>School:</i> Abjuration
<i>Desc:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).					