

Humphrey

Khouni

Chaotic Good
ALIGNMENT



NAME: Humphrey
 CLASS: Con5
 CHARACTER LEVEL: 5
 CONSTITUTION: 15000
 EXPERIENCE: 35000
 NEXT LEVEL: 26
 RACE: Human
 SIZE: Medium
 GENDER: Männlich
 DEITY: (blank)
 HEIGHT: 6' 0"
 EYES: Blue
 WEIGHT: 150 lbs.
 HAIR: Brown, Shag
 POINTS: 0

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR <small>Strength</small>	8	-1	8	-1	8	-1
DEX <small>Dexterity</small>	14	+2	14	+2	14	+2
CON <small>Constitution</small>	12	+1	12	+1	12	+1
INT <small>Intelligence</small>	21	+5	21	+5	21	+5
WIS <small>Wisdom</small>	8	-1	8	-1	8	-1
CHA <small>Charisma</small>	14	+2	14	+2	14	+2

HP <small>hit points</small>	29	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC <small>armor class</small>	14	12	12	10	1	0	2	0	1
INITIATIVE <small>modifier</small>		+6		+2		+4		TOTAL	
BASE ATTACK <small>bonus</small>		+2		DEX MODIFIER		MISC MODIFIER		TOTAL	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE <small>(constitution)</small>	+2	+1	+1	+0	+0	+0		
REFLEX <small>(dexterity)</small>	+3	+1	+2	+0	+0	+0		
WILL <small>(wisdom)</small>	+3	+4	-1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE <small>attack bonus</small>	+1	+2	-1	+0	+0	+0	
RANGED <small>attack bonus</small>	+4	+2	+2	+0	+0	+0	
CMB <small>attack bonus</small>	+1	+2	-1	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+1	+1	+1	+1	+1	+1
Defense	13	13	13	13	13	13

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

	*Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
	TOTAL ATTACK BONUS	DAMAGE	Primary	PS	M	19-20/x2	5 ft.
	+1	1d4-1					
TH	+4	+2	+0	-2	-4		
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1		

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
*Amulet of Natural Armor +1		+1	+0	0	
*Bracers of Armor +1		+1	+0	0	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/5
✓ Acrobatics	DEX	10	= 2	+ 5.0	+ 3
✓ Appraise	INT	5	= 5	+ +	
✓ Bluff	CHA	7	= 2	+ 5.0	+ +
✓ Climb	STR	-1	= -1	+ +	
✓ Craft (Calligraphy)	INT	9	= 5	+ 1.0	+ 3
✓ Craft (Untrained)	INT	5	= 5	+ +	
✓ Diplomacy	CHA	7	= 2	+ 5.0	+ +
✓ Disguise	CHA	2	= 2	+ +	
✓ Escape Artist	DEX	7	= 2	+ 5.0	+ +
✓ Fly	DEX	2	= 2	+ +	
✓ Heal	WIS	-1	= -1	+ +	
✓ Intimidate	CHA	3	= 2	+ 1.0	+ +
Knowledge (Arcana)	INT	13	= 5	+ 5.0	+ 3
Knowledge (Engineering)	INT	9	= 5	+ 1.0	+ 3
Knowledge (Planes)	INT	13	= 5	+ 5.0	+ 3
Linguistics (Abyssal, Draconic, Sylvan)	INT	11	= 5	+ 3.0	+ 3
✓ Perception	WIS	1	= -1	+ +	+ 2
✓ Perform (Untrained)	CHA	2	= 2	+ +	
✓ Ride	DEX	2	= 2	+ +	
✓ Sense Motive	WIS	1	= -1	+ +	+ 2
✓ Spellcraft	INT	13	= 5	+ 5.0	+ 3
✓ Stealth	DEX	2	= 2	+ +	
✓ Survival	WIS	-1	= -1	+ +	
✓ Swim	STR	-1	= -1	+ +	
			= +	+ +	
			= +	+ +	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Alchemist's Fire (Flask)	Backpack	3	1.0 (3.0)	20.0 (60.0)	
Amulet of Natural Armor +1	Equipped	1	NaN	2000.0	
Artisan's Tools (Calligraphy)	Backpack	1	5.0	5.0	
Backpack	Equipped	1	2.0	2.0	
17.06 lbs., 2 Oil (1 Pint Flask), 3 Alchemist's Fire (Flask), 1 Flash Powder, 1 Candle, 1 Wand of Magic Missile, 1 Tanglefoot Bag, 1 Mirror (Small/Steel), 1 Manacles (Masterwork/Medium), 1 Artisan's Tools (Calligraphy), 1 Sack, 2 Smoke Pellet, 2 Set of Miniature Items (15 gp)					
Bracers of Armor +1	Equipped	1	1.0	1000.0	
Candle	Backpack	1	0.0	0.01	
Increases light level (5') for 1 hr.					
Dagger	Equipped	1	1.0	2.0	
Earplugs	Carried	1	0.0	0.03	
Flash Powder	Backpack	1	0.0	50.0	
Manacles (Masterwork/Medium)	Backpack	1	2.0	50.0	
Mirror (Small/Steel)	Backpack	1	NaN	10.0	
Oil (1 Pint Flask)	Backpack	2	1.0 (2.0)	0.1 (0.2)	
Scholar's Outfit	Equipped	1	6.0	5.0	
Sack	Backpack	1	NaN	0.1	
0 lbs.					
Set of Miniature Items (15 gp)	Backpack	2	0.0 (0.0)	15.0 (30.0)	
Focus for Mage's Magnificent Mansion					
Signet Ring	Equipped	1	0.0	5.0	
Smoke Pellet	Backpack	2	0.0 (0.0)	25.0 (50.0)	
Tanglefoot Bag	Backpack	1	4.0	50.0	
Traveling Spellbook (Blank)	Equipped	1	1.0	10.0	
Wand of Magic Missile	Backpack	1	NaN	750.0	
TOTAL WEIGHT CARRIED/VALUE					
			22.08 lbs.	4079.34 gp	

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

Special Attacks	
Acid Dart (Sp)	[Paizo Publishing - Core Rulebook, p.80]
As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack., The acid dart deals 1d6+2 points of acid damage., You can use this ability 8 times per day.	

Special Qualities	
Arcane Bond (Su)	[Paizo Publishing - Core Rulebook, p.78]
You have selected to establish a powerful arcane bond with a creature.	
Bonus Feat	[Paizo Publishing - Core Rulebook]
Humans select one extra feat at 1st level.	
Cantrips	[Paizo Publishing - Core Rulebook, p.79]
You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.	
Conjuration School	[Paizo Publishing - Core Rulebook, p.80]
You have chosen to specialize in conjuration spells.	
Divination Opposition School	[Paizo Publishing - Core Rulebook, p.78]
You have chosen divination spells as an opposition school. Preparing a divination spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has a divination spell as a prerequisite.	
Familiar	[Paizo Publishing - Core Rulebook, p.82]
A familiar grants special abilities to its master. These special abilities apply only when the master and familiar are within 1 mile of each other.	
Necromancy Opposition School	[Paizo Publishing - Core Rulebook, p.78]
You have chosen necromancy spells as an opposition school. Preparing a necromancy spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has a necromancy spell as a prerequisite.	
Skilled	[Paizo Publishing - Core Rulebook]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Summoner's Charm (Su)	[Paizo Publishing - Core Rulebook, p.80]
When casting Conjuration (summoning) spells the duration is increased by 2 rounds.	

Feats	
Bouncing Spell	[Paizo Publishing LLC - Advanced Player's Guide, p.151]
Whenever a bouncing spell targeting a single creature has no effect on its intended target (whether due to spell resistance or a successful saving throw) you may, as a swift action, redirect it to target another eligible creature within range. The redirected spell behaves in all ways as if its new target were the original target for the spell. Spells that affect a target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner. A bouncing spell uses up a spell slot one level higher than the spell's actual level.	
Craft Wondrous Item	[Paizo Publishing - Core Rulebook, p.120]
You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. See the magic item creation rules in Chapter 15 for more information. You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.	
Heighten Spell	[Paizo Publishing - Core Rulebook, p.126]
A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.	
Improved Initiative	[Paizo Publishing - Core Rulebook, p.127]
You get a +4 bonus on initiative checks.	
Spell Focus (Conjuration)	[Paizo Publishing - Core Rulebook, p.134]
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
Scribe Scroll	[Paizo Publishing - Core Rulebook, p.132]
You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.	
Alertness	[Paizo Publishing - Core Rulebook, p.117]
You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff, Spells (Ray), Spells (Touch), Unarmed Strike

LANGUAGES

Abyssal, Common, Draconic, Sylvan

TEMPLATES**Familiar: Herr Mannelig (Monkey)**

HP:	14	AC:	17	INIT:	+2
FORT:	+2	REF:	+4	WILL:	+5
Special:					

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+1	5+1	3+1	2+1	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 (35 ft.)	V, S	No	Conjuration (Creation) [Acid]	PFCR: p.239
<i>Effect:</i> You fire a small orb of acid at the target dealing 1d3 points of acid damage.									
□□□□□Arcane Mark		None	1 standard action	Permanent	Touch	V, S	No	Universal	PFCR: p.244
<i>Effect:</i> This spell allows you to inscribe your personal rune or mark.									
□□□□□Bleed	15	Will negates	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes	Necromancy	PFCR: p.249
<i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.									
□□□□□Dancing Lights		None	1 standard action	1 minute [D]	Medium (150 ft.)	V, S	No	Evocation [Light]	PFCR: p.263
<i>Effect:</i> You create up to four lights that resemble lanterns or torches.									
□□□□□Daze	15	Will negates	1 standard action	1 round	Close (35 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.264
<i>Effect:</i> This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions.									
□□□□□Detect Magic		None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S	No	Divination	PFCR: p.267
<i>Effect:</i> You detect magical auras.									
□□□□□Detect Poison		None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Divination	PFCR: p.268
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.									
□□□□□Disrupt Undead		None	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes	Necromancy	PFCR: p.273
<i>Effect:</i> You direct a ray of positive energy dealing 1d6 points of damage to Undead.									
□□□□□Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (35 ft.)	V	Yes	Evocation [Light]	PFCR: p.284
<i>Effect:</i> This cantrip creates a burst of light.									
□□□□□Ghost Sound	15	Will disbelief	1 standard action	5 rounds [D]	Close (35 ft.)	V, S, M	No	Illusion (Figment)	PFCR: p.289
<i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.									
□□□□□Light		None	1 standard action	50 minutes	Touch	V, M/DF	No	Evocation [Light]	PFCR: p.304
<i>Effect:</i> This spell causes a touched object to glow like a torch.									
□□□□□Mage Hand		None	1 standard action	Concentration	Close (35 ft.)	V, S	No	Transmutation	PFCR: p.306
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.									
□□□□□Mending	15	Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	PFCR: p.312
<i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.									
□□□□□Message		None	1 standard action	50 minutes	Medium (150 ft.)	V, S, F	No	Transmutation [Language-Dependent]	PFCR: p.313
<i>Effect:</i> You can whisper messages and receive whispered replies.									
□□□□□Open/Close	15	Will negates (object)	1 standard action	Instantaneous	Close (35 ft.)	V, S, F	Yes (object)	Transmutation	PFCR: p.317
<i>Effect:</i> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container.									
□□□□□Prestidigitation	15	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	PFCR: p.325
<i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice.									
□□□□□Ray of Frost		None	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes	Evocation [Cold]	PFCR: p.330
<i>Effect:</i> A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage.									
□□□□□Read Magic			1 standard action	50 minutes	Personal	V, S, F		Divination	PFCR: p.330
<i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.									
□□□□□Resistance	15	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.									
□□□□□Spark	15	Fortitude negates (object)	1 standard action	Instantaneous	Close (35 ft.)	V or S	Yes (object)	Evocation [Fire]	PFAPG: p.246
<i>Effect:</i> Ignites flammable objects.									
□□□□□Touch of Fatigue	15	Fortitude negates	1 standard action	5 rounds	Touch	V, S, M	Yes	Necromancy	PFCR: p.360
<i>Effect:</i> You channel negative energy through your touch, fatiguing the target.									

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Charm Person	16	Will negates	1 standard action	5 hours	Close (35 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	PFCR: p.254
<i>Effect:</i> This charm makes a humanoid creature regard you as its trusted friend and ally.									
□□□□□Color Spray	16	Will negates	1 standard action	Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]	PFCR: p.256
<i>Effect:</i> A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious.									
□□□□□Floating Disk		None	1 standard action	5 hours	Close (35 ft.)	V, S, M	No	Evocation [Force]	PFCR: p.284
<i>Effect:</i> You create a slightly concave, circular plane of force that follows you about and carries loads for you.									
□□□□□Identify		None	1 standard action	15 rounds [D]	60 ft.	V, S, M	No	Divination	PFCR: p.299
<i>Effect:</i> This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession.									

* =Domain/Specialty Spell

Wizard Spells

□□□□□ Jump	16	Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V, S, M	Yes	Transmutation	PFCR: p.303
<i>Effect:</i> The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□ *Mage Armor	17	Will negates (harmless)	1 standard action	5 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	PFCR: p.306
<i>Effect:</i> An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□ Magic Missile	None		1 standard action	Instantaneous	Medium (150 ft.)	V, S	Yes	Evocation [Force]	PFCR: p.309
<i>Effect:</i> A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart			<i>Caster Level:</i> 5	
□□□□□ Shield			1 standard action	5 minutes [D]	Personal	V, S		Abjuration [Force]	PFCR: p.342
<i>Effect:</i> Shield creates an invisible shield of force that hovers in front of you.					<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□□ *Summon Monster I	None		1 standard action	5 rounds [D]	Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.350
<i>Effect:</i> This spell summons an extraplanar creature.					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 5	
□□□□□ *Unseen Servant	None		1 standard action	5 hours	Close (35 ft.)	V, S, M	No	Conjuration (Creation)	PFCR: p.364
<i>Effect:</i> An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command.					<i>Target:</i> One invisible, mindless, shapeless servant			<i>Caster Level:</i> 5	
□□□□□ Ventriloquism	16	Will disbelief (if interacted with)	1 standard action	5 minutes [D]	Close (35 ft.)	V, F	No	Illusion (Figment)	PFCR: p.365
<i>Effect:</i> You can make your voice seem to issue from someplace else.					<i>Target:</i> Intelligible sound, usually speech			<i>Caster Level:</i> 5	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ *Acid Arrow		None	1 standard action	2 rounds	Long (600 ft.)	V, S, M, F	No	Conjuration (Creation) [Acid]	PFCR: p.239
<i>Effect:</i> An arrow of acid springs from your hand and speeds to its target dealing 2d4 points of acid damage.					<i>Target:</i> One arrow of acid			<i>Caster Level:</i> 5	
□□□□□ Continual Flame		None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]	PFCR: p.260
<i>Effect:</i> A flame, equivalent in brightness to a torch, springs forth from an object that you touch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 5	
□□□□□ Glitterdust	18	Will negates (blinding only)	1 standard action	5 rounds	Medium (150 ft.)	V, S, M (ground mica)	No	Conjuration (Creation)	PFCR: p.290
<i>Effect:</i> A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisiblespread things for the duration of the spell.					<i>Target:</i> Creatures and objects within 10-ft.-radius			<i>Caster Level:</i> 5	
□□□□□ Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	5 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or yes (harmless, object)	Illusion (Glamour)	PFCR: p.301
<i>Effect:</i> The creature or object touched becomes invisible.					<i>Target:</i> You or a creature or object weighing no more than 500 lbs.			<i>Caster Level:</i> 5	
□□□□□ Phantom Trap		None	1 standard action	Permanent [D]	Touch	V, S, M	No	Illusion (Glamour)	PFCR: p.320
<i>Effect:</i> This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps.					<i>Target:</i> Object touched			<i>Caster Level:</i> 5	
□□□□□ Pyrotechnics	17	Will negates or Fortitude negates; see text; Spell	1 standard action	1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text	Long (600 ft.)	V, S, M	Yes or No; see text	Transmutation	PFCR: p.328
<i>Effect:</i> Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice.					<i>Target:</i> One fire source, up to a 20-ft. cube			<i>Caster Level:</i> 5	
□□□□□ Rope Trick		None	1 standard action	5 hours [D]	Touch	V, S, M	No	Transmutation	PFCR: p.335
<i>Effect:</i> When this spell is cast upon a piece of rope from 5 to 30 feet ,long, one end of the rope rises into the air until the whole rope hangslong perpendicular to the ground, as if affixed at the upper end.					<i>Target:</i> One touched piece of rope from 5 ft. to 30 ft.			<i>Caster Level:</i> 5	
□□□□□ Scorching Ray		None	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes	Evocation [Fire]	PFCR: p.337
<i>Effect:</i> You blast your enemies with up to 2 searing beams of fire dealing 4d6 points of fire damage.					<i>Target:</i> One or more rays			<i>Caster Level:</i> 5	
□□□□□ See Invisibility			1 standard action	50 minutes [D]	Personal	V, S, M		Divination	PFCR: p.339
<i>Effect:</i> You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible.					<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□□ *Web	18	Reflex negates; see text	1 standard action	50 minutes [D]	Medium (150 ft.)	V, S, M	No	Conjuration (Creation)	PFCR: p.368
<i>Effect:</i> Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them.					<i>Target:</i> Webs in a 20-ft.-radius spread			<i>Caster Level:</i> 5	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Dispel Magic		None	1 standard action	Instantaneous	Medium (150 ft.)	V, S	No	Abjuration	PFCR: p.272
<i>Effect:</i> You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell.					<i>Target:</i> One spellcaster, creature, or object			<i>Caster Level:</i> 5	
□□□□□ Explosive Runes	18	See text	1 standard action	Permanent until discharged [D]	Touch	V, S	Yes	Abjuration [Force]	PFCR: p.279
<i>Effect:</i> You trace mystic runes upon a book, map, scroll, or similar object bearing written information which detonate when read, dealing 6d6 points of force damage.					<i>Target:</i> One touched object weighing no more than 10 lbs.			<i>Caster Level:</i> 5	
□□□□□ Fireball	18	Reflex half	1 standard action	Instantaneous	Long (600 ft.)	V, S, M	Yes	Evocation [Fire]	PFCR: p.283
<i>Effect:</i> A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 5d6 points of fire damage to every creature within the area.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 5	
□□□□□ Fly	18	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, F	Yes (harmless)	Transmutation	PFCR: p.284
<i>Effect:</i> The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load].					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□ Gentle Repose	18	Will negates (object)	1 standard action	5 days	Touch	V, S, M/DF	Yes (object)	Necromancy	PFCR: p.289
<i>Effect:</i> You preserve the remains of a dead creature so that they do not decay.					<i>Target:</i> Corpse touched			<i>Caster Level:</i> 5	
□□□□□ Haste	18	Fortitude negates (harmless)	1 standard action	5 rounds	Close (35 ft.)	V, S, M	Yes (harmless)	Transmutation	PFCR: p.293
<i>Effect:</i> The transmuted creatures move and act more quickly than normal.					<i>Target:</i> 5 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 5	
□□□□□ Hold Person	18	Will negates; see text	1 standard action	5 rounds [D]; see text	Medium (150 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.296
<i>Effect:</i> The subject becomes paralyzed and freezes in place.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 5	
□□□□□ *Phantom Steed		None		10 minutes 5 hours [D]	0 ft.	V, S	No	Conjuration (Creation)	PFCR: p.319
<i>Effect:</i> You conjure a Large, quasi-real, horselike creature.					<i>Target:</i> One quasi-real, horselike creature			<i>Caster Level:</i> 5	

* =Domain/Specialty Spell

Wizard Spells

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> *Spiked Pit	19	Reflex negates	1 standard 6 rounds action	Medium (150 ft.)	V, S, F (miniature shovel costing 10 gp)	No	Conjuration (Creation)	PFAPG: p.246
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Effect:

This spell functions as create pit, except that the pit is lined with wickedly sharp spikes along its bottom and walls and has a maximum depth of 50 feet. Creatures who fall into the pit take falling damage as normal, plus 2d6 points of piercing damage from the spikes. Any creature or object coming into contact with the spikes along the walls, such as a creature trying to climb out, or rope or other typical aids to climbing, takes 1d6 points of piercing damage each round they are in contact with the walls. For those willing to accept the damage incurred while climbing, the pit's walls have a Climb DC of 20.

Target: 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels

Caster Level: 5

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> *Stinking Cloud	19	Fortitude negates; see text	1 standard 5 rounds action	Medium (150 ft.)	V, S, M	No	Conjuration (Creation)	PFCR: p.349
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Effect:

Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating.

Target: Cloud spreads in 20-ft. radius, 20 ft. high

Caster Level: 5

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Suggestion	18	Will negates	1 standard 5 hours or until completed action	Close (35 ft.)	V, M	Yes	Enchantment (Compulsion [Language-Dependent, Mind-Affecting])	PFCR: p.350
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Effect:

You influence the actions of the target creature by suggesting a course of activity.

Target: One living creature

Caster Level: 5

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> *Summon Monster III	None	1 round	5 rounds [D]	Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.352
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Effect:

This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Target: One summoned creature

Caster Level: 5

* -Domain/Specialty Spell

Spellbook: Traveling Spellbook (Blank)

Wizard

Level 0

- *Acid Splash (DC:)
- Arcane Mark (DC:)
- Bleed (DC:15)
- Dancing Lights (DC:)
- Daze (DC:15)
- Detect Magic (DC:)
- Flare (DC:15)
- Ghost Sound (DC:15)
- Mage Hand (DC:)
- Mending (DC:15)
- Message (DC:)
- Open/Close (DC:15)
- Prestidigitation (DC:15)
- Ray of Frost (DC:)
- Read Magic (DC:)
- Resistance (DC:15)
- Spark (DC:15)
- Touch of Fatigue (DC:15)

Level 1

- Charm Person (DC:16)
- Color Spray (DC:16)
- Floating Disk (DC:)
- Identify (DC:)
- Jump (DC:16)
- *Mage Armor (DC:17)
- Magic Missile (DC:)
- Shield (DC:)
- *Summon Monster I (DC:)
- *Unseen Servant (DC:)
- Ventriloquism (DC:16)

Level 2

- *Acid Arrow (DC:)
- Continual Flame (DC:)
- *Glitterdust (DC:18)
- Phantom Trap (DC:)
- Pyrotechnics (DC:17)
- Rope Trick (DC:)
- Scorching Ray (DC:)
- See Invisibility (DC:)
- *Web (DC:18)

Level 3

- Dispel Magic (DC:)
- Explosive Runes (DC:18)
- Fireball (DC:18)
- Fly (DC:18)
- Gentle Repose (DC:18)
- Haste (DC:18)
- Hold Person (DC:18)
- *Spiked Pit (DC:19)
- *Stinking Cloud (DC:19)
- Suggestion (DC:18)
- *Summon Monster III (DC:)

Notes:

Character Sheet Notes:

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#Character Sheet Plugin Properties

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