

Name	Nalas Torilanath	Race	Half-Elf	Alignment	Lawful Neutral						
Level	4	Classes	Wiz 4	XP	8000	Next Level	10000				
Physical	Male, 28 yrs. old, 5ft. 7in., 160 lb.			Size	Medium	Deity					
STR	DEX	CON	INT	WIS	CHA	Speed/Run	30 ft./x4	Base Spd/Run	30 ft./x4		
9	11	13	18	12	10	Fortitude	+2	Reflex	+1	Will	+5
-1	0	+1	+4	+1	0						

AC	10	Touch	10	Flatfooted	10	Helpless	10	Armor	Not wearing any armor
								Shield	Not carrying a shield

SR	0	DR		HP	16		16
		Resist					Subdual:

BAB	+2				Melee	-1	Ranged	0	Grapple	-1	Initiative	+4
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ATTACKS

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SKILLS

Appraise	+4	Balance	0	Bluff	0	Climb	0
0 Ranks, INT		0 Ranks, DEX, Check Penalty		0 Ranks, CHA		1 Ranks, STR, Check Penalty	
Concentration	+8	Decipher Script	+11	Diplomacy	+2	Disguise	0
7 Ranks, CON		7 Ranks, INT		0 Ranks, CHA		0 Ranks, CHA	
Escape Artist	0	Forgery	+4	Gather Information	+2	Heal	+1
0 Ranks, DEX, Check Penalty		0 Ranks, INT		0 Ranks, CHA		0 Ranks, WIS	
Hide	0	Intimidate	+1	Jump	-1	Knowledge (Arcana)	+8
0 Ranks, DEX, Check Penalty		1 Ranks, CHA		0 Ranks, STR, Check Penalty		4 Ranks, INT	
Knowledge (Nobility an	+5	Knowledge (Religion)	+5	Listen	+2	Move Silently	0
1 Ranks, INT		1 Ranks, INT		0 Ranks, WIS		0 Ranks, DEX, Check Penalty	
Profession (Soldier)	+2	Ride	+1	Search	+5	Sense Motive	+1
1 Ranks, WIS		1 Ranks, DEX		0 Ranks, INT		0 Ranks, WIS	
Spellcraft	+11	Spot	+2	Survival	+1	Swim	0
7 Ranks, INT		0 Ranks, WIS		0 Ranks, WIS		1 Ranks, STR, 2xCheck Penal	
Use Rope	0						
0 Ranks, DEX							

Languages	Abyssal, Common, Draconic, Elven, Orc
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CONDITIONAL MODIFIERS	Type	Source
scrolls	+2 Skill (Use Magic Device)	Decipher Script Synergy
scrolls	+2 Skill (Use Magic Device)	Spellcraft Synergy
vs. enchantment spells or effects	+2 Will Saving Throw	Racial Half-Elf

CONDITIONAL MODIFIERS		Type	Source
vs. <i>enchantment</i> spells or effects	+2 Fortitude Saving Throw	Racial	Half-Elf
vs. <i>enchantment</i> spells or effects	+2 Reflex Saving Throw	Racial	Half-Elf

FEATS	
Improved Initiative	+4 on initiative checks.
Scribe Scroll	You can create a scroll of any spell that you know.
Simple Weapon Proficiency (Club)	Proficient with a single simple weapon.
Simple Weapon Proficiency (Crossbow, Heavy)	Proficient with a single simple weapon.
Simple Weapon Proficiency (Crossbow, Light)	Proficient with a single simple weapon.
Simple Weapon Proficiency (Dagger)	Proficient with a single simple weapon.
Simple Weapon Proficiency (Quarterstaff)	Proficient with a single simple weapon.
Toughness	+3 hit points.

FEATURES	
Elven Blood	Of Elvish decent. Is considered an Elf for all effects related to race.
Immune to Magic Sleep Effects	Immuned to magic sleep effects.
Low-Light Vision	Can see twice as far as humans in starlight, moonlight, torchlight and similar conditions of poor illumination.
Summon Familiar	Grants the ability to summon a familiar.

INVENTORY	Weight	Cost	Weight	Cost

Light Load: 0 to 30 lb., Medium Load: 31 to 60 lb., Heavy Load: 61 to 90 lb.

Weight	Load	Max DEX	Check Penalty	Speed	Run
0 lb.	Light	+3	-3	30 ft.	x4
		+1	-6	30 ft.	x3

Money		100 Coins = 2 lb.
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ASSETS	Weight	Cost	Weight	Cost

Assets	
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NOTES

BACKGROUND

Armor Spell Failure	0%	Shield Spell Failure	0%	dc = Domain & Cleric Spell, d = Domain Only
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SPELLS PER DAY											
Caster Class	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Specialism/Domain
Wizard	4+1	4+1	3+1								Specialism: Necromancy ; Prohibited: Abjuration, Transmutation

WIZARD - Level 0 Spells	
Acid Splash	Conjuration [Acid], Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One missile of acid, Duration: Instantaneous, Saving Throw: None, Spell Resistance: No, Description: Orb deals 1d3 acid damage.
Arcane Mark	Universal, Components: V, S, Casting Time: 1 standard action, Range: 0 ft., Target/Area/Effect: One personal rune or mark, all of which must fit within 1 sq. ft., Duration: Permanent, Saving Throw: None, Spell Resistance: No, Description: Inscribes a perso

Dancing Lights	<i>Evocation [Light], Components: V, S, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: Up to four lights, all within a 10-ft.-radius area, Duration: 1 minute (D), Saving Throw: None, Spell Resistance: No, Description: Creates torches or other lights.</i>
Daze	<i>Enchantment (Compulsion)[Mind-Affecting], Components: V, S, M, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One humanoid creature of 4 HD or less, Duration: 1 round, Saving Throw: Will negates, Spell Resistance: Yes, Description: Humanoid creature of 4 HD or less loses next action.</i>
Detect Magic	<i>Divination, Components: V, S, Casting Time: 1 standard action, Range: 60 ft., Target/Area/Effect: Cone-shaped emanation, Duration: Duration of Lingering Aura, Saving Throw: None, Spell Resistance: No, Description: Detects spells and magic items within 60 ft.</i>
Detect Poison	<i>Divination, Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Target or Area: One creature, one object, or a 5-ft. cube, Duration: Instantaneous, Saving Throw: None, Spell Resistance: No, Description: Detects poison in one creature or object.</i>
Disrupt Undead	<i>Necromancy, Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Ray, Duration: Instantaneous, Saving Throw: None, Spell Resistance: Yes, Description: Deals 1d6 damage to one undead.</i>
Flare	<i>Evocation [Light], Components: V, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Burst of light, Duration: Instantaneous, Saving Throw: Fortitude negates, Spell Resistance: Yes, Description: Dazzles one creature (1 on attack rolls).</i>
Ghost Sound	<i>Illusion (Figment), Components: V, S, M, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Illusory sounds, Duration: 1 round/level (D), Saving Throw: Will disbelief (if interacted with), Spell Resistance: No, Description: Figment sounds.</i>
Light	<i>Evocation [Light], Components: V, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Object touched, Duration: 10 min./level (D), Saving Throw: None, Spell Resistance: No, Description: Object shines like a torch.</i>
Prestidigitation	<i>Universal, Components: V, S, Casting Time: 1 standard action, Range: 10 ft., Target/Area/Effect: Target, Effect, or Area: See text, Duration: 1 hour, Saving Throw: See text, Spell Resistance: No, Description: Performs minor tricks.</i>
Ray of Frost	<i>Evocation [Cold], Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Ray, Duration: Instantaneous, Saving Throw: None, Spell Resistance: Yes, Description: Ray deals 1d3 cold damage.</i>
Read Magic	<i>Divination, Components: V, S, F, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 10 min./level, Description: Read scrolls and spellbooks.</i>
Touch of Fatigue	<i>Necromancy, Components: V, S, M, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 round/level, Saving Throw: Fortitude negates, Spell Resistance: Yes, Description: Touch attack fatigues target.</i>

WIZARD - Level 1 Spells

Cause Fear	<i>Necromancy [Fear, Mind-Affecting], Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One living creature with 5 or fewer HD, Duration: 1d4 rounds or 1 round; see text, Saving Throw: Will partial, Spell Resistance: Yes, Description: One creature of 5 HD or less flees for 1d4 rounds.</i>
Chill Touch	<i>Necromancy, Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Targets: Creature or creatures touched (up to one/level), Duration: Instantaneous, Saving Throw: Fortitude partial or Will negates; see text, Spell Resistance: Yes, Description: One touch/level deals 1d6 damage and possibly 1 Str damage.</i>
Comprehend Languages	<i>Divination, Components: V, S, M, DF, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 10 min./level, Description: You understand all spoken and written languages.</i>
Detect Undead	<i>Divination, Components: V, S, M, DF, Casting Time: 1 standard action, Range: 60 ft., Target/Area/Effect: Cone-shaped emanation, Duration: Duration of Lingering Aura, Saving Throw: None, Spell Resistance: No, Description: Reveals undead within 60 ft.</i>
Disguise Self	<i>Illusion (Glamer), Components: V, S, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 10 min./level (D), Description: Changes your appearance.</i>
Hypnotism	<i>Enchantment (Compulsion)[Mind-Affecting], Components: V, S, Casting Time: 1 round, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Several living creatures, no two of which may be more than 30 ft. apart, Duration: 2d4 rounds (D), Saving Throw: Will negates, Spell Resistance: Yes, Description: Fascinates 2d4 HD of creatures.</i>
Silent Image	<i>Illusion (Figment), Components: V, S, F, Casting Time: 1 standard action, Range: Long (400 ft. + 40 ft./level), Target/Area/Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S), Duration: Concentration, Saving Throw: Will disbelief (if interacted with), Spell Resistance: No, Description: Creates minor illusion of your design.</i>
Summon Undead I	<i>Conjuration (Summoning)[Evil], Components: V, S, F, Casting Time: 1 round, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One summoned creature, Duration: 1 round/level, Saving Throw: None, Spell Resistance: No, Description: Functions like Summon Monster I except that it summons undead.</i>

WIZARD - Level 2 Spells

Command Undead	<i>Necromancy, Components: V, S, M, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Targets: One undead creature, Duration: One day/level, Saving Throw: Will negates; see text, Spell Resistance: Yes, Description: Undead creature obeys your commands.</i>
Mirror Image	<i>Illusion (Figment), Components: V, S, Casting Time: 1 standard action, Range: Personal; see text, Target/Area/Effect: You, Duration: 1 min./level (D), Description: Creates decoy duplicates of you (1d4 +1 per three levels, max 8).</i>
Shatter	<i>Evocation [Sonic], Components: V, S, M, DF, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Area or Target: 5-ft.-radius spread; or one solid object or one crystalline creature, Duration: Instantaneous, Saving Throw: Will negates (object); Will negates (object) or Fortitude half; see text, Spell Resistance: Yes (object), Description: Sonic vibration damages objects or crystalline creatures.</i>
Web	<i>Conjuration (Creation), Components: V, S, M, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: Webs in a 20-ft.-radius spread, Duration: 10 min./level (D), Saving Throw: Reflex negates; see text, Spell Resistance: No, Description: Fills 20-ft.-radius spread with sticky spiderwebs.</i>