

Isabelle Flameflier  
 CHARACTER half-elf medium female  
 RACE & LA SIZE GENDER  
 20 true neutral Nethys, God of Magic (ISG-100)  
 AGE ALIGNMENT DEITY  
 Anna Wetteland  
 PLAYER  
 5'8" 125 lbs  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Magnimar, Varisia (ISWG-196)  
 HOMELAND & BACKGROUND OCCUPATION  
 LANGUAGES: common, elf + sylvan, gnome, undercommon, celestial, infernal, abyssal



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	16	3	14		2	
<b>DEX</b>	18	4	18			
<b>CON</b>	15	2	15			
<b>INT</b>	22	6	18	4		
<b>WIS</b>	17	3	17			
<b>CHA</b>	17	3	17			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
38	38	6	Wizard	3	45		2	2	5	6
TOTAL HP			TOTALS							
38			3 45 0 2 2 5 6							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	17	-10+	3	0	4					
<b>TOUCH</b>	14	-10+			4					
<b>FLAT-FOOT</b>	13	-10+	3	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	45
<input type="checkbox"/> ACROBATICS	DEX	4	4		
<input checked="" type="checkbox"/> APPRAISE	INT	12	3	6	3
<input type="checkbox"/> BLUFF	CHA	3		3	
<input type="checkbox"/> CLIMB	STR	3		3	
<input checked="" type="checkbox"/> CRAFT: potions	INT	15	6	6	3
<input type="checkbox"/> DIPLOMACY	CHA	3		3	
<input type="checkbox"/> DISABLE DEVICE	DEX			4	
<input type="checkbox"/> DISGUISE	CHA	3		3	
<input type="checkbox"/> ESCAPE ARTIST	DEX	4		4	
<input checked="" type="checkbox"/> FLY	DEX	13	6	4	3
<input type="checkbox"/> HANDLE ANIMAL	CHA			3	
<input type="checkbox"/> HEAL	WIS	3		3	
<input type="checkbox"/> INTIMIDATE	CHA	3		3	
<input checked="" type="checkbox"/> KN: (all)	INT	15	6	6	3
<input type="checkbox"/> KN:	INT			6	
<input type="checkbox"/> KN:	INT			6	
<input type="checkbox"/> KN:	INT			6	
<input type="checkbox"/> KN:	INT			6	
<input checked="" type="checkbox"/> LINGUISTICS	INT			6	
<input type="checkbox"/> PERCEPTION	WIS	9	6	3	
<input type="checkbox"/> PERFORM:	CHA	3		3	
<input checked="" type="checkbox"/> PROF:	WIS	12	6	3	3
<input type="checkbox"/> RIDE	DEX	4		4	
<input type="checkbox"/> SENSE MOTIVE	WIS	3		3	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	15	6	6	3
<input type="checkbox"/> STEALTH	DEX	4		4	
<input type="checkbox"/> SURVIVAL	WIS	3		3	
<input type="checkbox"/> SWIM	STR	3		3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA	9	6	3	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>	4	2	2			
<b>REF</b>	6	2	4			
<b>WILL</b>	8	5	3			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	6		3			
<b>RANGED</b>	7		4			
<b>CMB</b>	9	3	INT	6		
<b>CMD</b>	20	-10+	B3B	DODGE & DEFLECT	7	DEX



**FEATS & FEATURES**  
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Half-Elf (CRB-24) Extend Spell - spell lasts twice as long, +1 lvl, (CRB-123)  
 Immune - Sleep Maximize Spell - max spell variables, +3 lvl, (CRB-130)  
 +2 save vs Enchantment Enlarge Spell - double spell range, +1 lvl, (CRB-122)  
 Low light vision Widen Spell - double spell area, +3 lvl (CRB-137)  
 Class: Wizard (CRB-77) HD: d6 Skills: 2 + Int Mod  
 Weapon Prof: Club, dagger, crossbow, staff  
 Armor Prof: None  
 Arcane Bond - Familiar - Faerie Dragon "Happy"  
 Arcane School - evocation - "Evoker"

MARK A  TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.  
 \* SKILL CAN BE USED UNTRAINED \* ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW  MEDIUM  FAST  23,000 / 35,000

SPEED	30	BASE	FLY	SWIM	CLIMB	MISC
<b>INIT</b>	4	=	4	DEX MOD	+	MISC MOD
<b>HERO</b>						
<b>SR</b>		<b>DR</b>	fire 10			
<b>RESISTANCES</b> psychic 5						

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Cloak of Displacement +3	3					
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Ongpakob's Staff of Elemental Ooze	+5+2	1d6+3+2d6 psychic	20,x2		B	4.0	
light crossbow	+7	1d8	19-20,x2	80	P	4.0	



**SPELLS PER DAY**

CLASS	Wizard			LEVEL	6	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0	4	4			
17	1st	5	3	2		
18	2nd	5	3	2		
19	3rd	3	2	1		
	4th			1		
	5th			1		
	6th			1		
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **40** MEDIUM: 100FT + 10FT / LVL **160** LONG: 400FT + 40FT / LVL **640**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	<b>0</b>			

**BLOODLINES & PATRONS**

BLOODLINE/PATRON

BLOODLINE/PATRON

**DOMAINS**

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

**WIZARD SPECIALITY SCHOOL**

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

**SPELLS PER DAY**

CLASS				LEVEL		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	<b>0</b>			

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Read Magic - Read scrolls and spellbooks.	divination	10 min/lvl	personal	none	no	CRB-330
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	enchantment	1 rnd	medium	will	yes	CRB-264
0			Mending - Makes minor repairs on an object.	transmutation	instant	10'	will	yes	CRB-312
0			Message - Whisper conversation at distance.	transmutation	10 min/lvl	medium	none	no	CRB-313
0			Ray of Frost - Ray deals 1d3 cold damage.	evocation	instant	close	none	no	CRB-330
0			Detect Magic - Detects all spells and magic items within 60 ft.	divination	conc+1min/lv	60'	none	no	CRB-267
1			Color Spray - Knocks unconscious, blinds, and/or stuns weak creatures.	illusion	instant	15'	will	yes	CRB-256
1			Detect Secret Doors - Reveals hidden doors within 60 ft.	divination	1 min/lvl	60'	none	no	CRB-268
1			Disguise Self - Changes your appearance.	illusion	10 min/lvl	personal	none	no	CRB-271
1			Floating Disk - Creates 3-ft.-diameter horizontal disk that holds 100 lbs./level.	evocation	1 hr/lvl	close	none	no	CRB-284
1			Magic Missile - 1d4+1 damage; +1 missile per two levels above 1st (max 5).	evocation	instant	medium	none	yes	CRB-309
1			Sleep - Puts 4 HD of creatures into magical slumber.	enchantment	1 min/lvl	medium	will	yes	CRB-344
1			Summon Monster I - Summons extraplanar creature to fight for you.	conjuration	1 min/lvl	close	none	no	CRB-350
1			Burning Hands - 1d4/level fire damage (max 5d4).	evocation	instant	15'	reflex, 1/2	yes	CRB-251
2			Detect Thoughts - Allows "listening" to surface thoughts.	divination	1 min/lvl	60'	will	no	CRB-266
2			Knock - Opens locked or magically sealed door.	transmutation	instant	medium	none	no	CRB-303
2			Levitate - Subject moves up and down at your direction.	transmutation	1 min/lvl	close	none	no	CRB-304
2			Spider Climb - Grants ability to walk on walls and ceilings	transmutation	10 min/lvl	touch	will	yes	CRB-347
2			Summon Monster II - Summons extraplanar creature to fight for you.	conjuration	1 min/lvl	close	none	no	CRB-352
2			Web - Fills 20-ft.-radius spread with sticky spiderwebs	conjuration	10 min/lvl	medium	reflex	no	CRB-368
2			Flaming Sphere - Rolling ball of fire deals 3d6 fire damage.	evocation	1 rnd/lvl	medium	reflex	yes	CRB-283
3			Dispell Magic - Cancels one magical spell or effect.	abjuration	instant	medium	none	no	CRB-272
3			Explosive Runes - Deals 6d6 damage when read.	abjuration	permanent	touch	reflex, 1/2	no	CRB-279
3			Fireball - 1d6 damage per level, 20-ft. radius.	evocation	instant	long	reflex, 1/2	no	CRB-283
3			Gaseous Form - Subject becomes insubstantial and can fly slowly.	transmutation	2 min/lvl	touch	none	no	CRB-287
3			Lightning Bolt 3- Electricity deals 1d6/level damage.	evocation	instant	120'	reflex, 1/2	no	CRB-304
3			Summon Monster III - Summons extraplanar creature to fight for you.	conjuration	1 min/lvl	close	none	no	CRB-352
3			Wind Wall - Deflects arrows, smaller creatures, and gases, 10'/lvl long, 5'/lvl high	evocation	1 rnd/lvl	medium	none	yes	CRB-370