

Ragnvaldr Hroerikr	Kwatz	LN	23000	35000	
Character Name	Player	Alignment	Current XP	Next Level XP	XP Change
Wizard (transmuter)	Human	Les Terres Volées	Erastil		
Class	Race	Campaign	Deity	XP Speed(S/M/F)	
8	Medium	17	Male	1.85	62
Level	Size	Age	Gender	Height	Weight
				dark violet	Platine
				Eyes	Hair

Ability	Score	Mod	Temp Score	Temp Mod
STR	9	-1	9	-1
DEX	12	1	14	2
CON	14	2	14	2
INT	24	7	24	7
WIS	12	1	12	1
CHA	10	0	10	0

HP	TOTAL	Current HP	Nonlethal Damage	Hit Dice	Damage Reduction
	67			6	
AC	TOTAL	Armor	Shield	Dodge	Size
	15 = 10 + 1 + 0 + 2 + 0 + 0	1	0	0	0
					Natural
					Deflect
					Misc

Touch	13	Flat-footed	13
CMD	16	FCMD	14
INIT	Total	Dex	Misc
	2	2	0



Light Load	30
Med Load	60
Max Load	90
Over Head	90
Off Ground	180
Push/ Drag	450

Hero Points	
Caster Level	7

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	6	2	2	2	0	0
REFLEX	6	2	2	2	0	0
WILL	9	6	1	2	0	0

MELEE	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
CMB	+3	4	-1	0	0	0
RANGED	+3	4	-1	0	0	0
	+6	4	2	0	0	0
	Total Attack Bonus	Base Attack Bonus	Dex Mod	Size Mod	Misc Mod	Temp Mod

Weapon	Total Attack Bonus	Damage	Critical	Range
Dagger (+1 from ABP)	+2	1d4-1	19-20x2	
Special Properties	Ammunition	Weight	Size	Type
		1	M	P/S

Weapon	Total Attack Bonus	Damage	Critical	Range
Telekinetic fist	+5	1d4+3	20x2	30
Special Properties	Ammunition	Weight	Size	Type
		1		P/S

Weapon	Total Attack Bonus	Damage	Critical	Range
quarterstaff (+1 from ABP)	+3	1d6	20x2	
Special Properties	Ammunition	Weight	Size	Type

Weapon	Total Attack Bonus	Damage	Critical	Range
Special Properties	Ammunition	Weight	Size	Type

Armor/Protective Item	Worn	Type	AC Bonus	Check Pen	Max Dex
	<input type="checkbox"/>				
Special Properties			Weight	Spell Fail	Speed

Shield/Protective Item	Worn	Type	AC Bonus	Check Pen	Max Dex
Unarmored +1 from ABP (not cumulative with Mage Armor)	<input type="checkbox"/>		1	0	
Special Properties			Weight	Spell Fail	Speed

Feats & Special Abilities

~ Class abilities ~	~ Feats ~	~ Automatic Bonus Progression ~ Lvl 8	~ Favored class: ~
Physical Enhancement (Su) - +1 + 1/5L=>+2 (Dex)	(H) [replaced by Dual Talent]	Con +2, Int +2, resistance+2, deflection +1	Wizard (skill points 2+Int / level)
Telekinetic Fist (Sp) 3+Int (9)/day, 1D4 + 1/2L(4)	(L1) Combat Casting (+4 concentration check)	toughening +1 (natural armor)	Favored class bonus: +1HP * 8L = 8
Specialist school: Transmuter	(W1) Scribe Scroll	Armor attunement +1/+1, weapon attunement +1/+1	
Opposite schools (Illusion, Evocation)	(L3) Create Wondrous Item		~ Trait ~
Arcane Bond (amulet, cast 1/day unprepared spell)	(5) Extend Spell		Defenseur du village - +1 Fort
	(W5) Discovery(Multimorph)		Dual Talent (+2 Int, +2 dex)
	(7) [special DM - leadership] + (1 to choose)		~ Racial ~
	(9)		[Skilled -Human +1 SP /l evel replaced by dual talent
	(W10)		Bonus feat (see Feats list)
	11		
	13		
	15		Ability upgrades: 4:+1 Int (21), 8:+1 Int (22)
	(W15)		wizard class skill : +3
HD rolls: 6/5/6/5/6/4/6		HP =6-5-6-5-6-4-6-5 => 43 + 8*2(con) + 8(FCB)=67	
		Skills: (2+7)*8=72	

Spell Saves

Save DC	LEVEL	Spells /Day	Bonus Spells
17	0	4	0
18	1st	4+1	2
19	2nd	3+1	2
20	3rd	3+1	2
21	4th	2+1	1
	5th		1
	6th		1
	7th		1
	8th		
	9th		

Psionics

Manifester Level	Base	Bonus	Max	Current	Key Ability

Spells & Powers

Number of Spells/Powers Known (Bards, Sorcerers, Psions & Psi Warriors)

0	15	1st	18	2nd	17	3rd	10	4th	
5th		6th		7th		8th		9th	

Spell/Power Name	# Cast /Mem	Spell/Power Name	# Cast /Mem
Resistance			
Acid Splash	X		
Detect Magic	X		
Detect Poison			
Read Magic	X	Level 3 (3+1)	
Daze		Beast Shape I* (1min/L)	
Bleed		Arcane sight (1min/L)	
Disrupt Undead		Blink* (1rd/L)	
Touch of Fatigue		Blood Biography	
Mage Hand*		Cauterizing Weapon* (1min/L)	
Mending*		Clairaudience/Clairvoyance (1min/L)	
Message*		Countless Eyes* (1h/L)	X
Open/Close*	X	Dispel Magic	
Arcane Mark		Enter Image (APG p219)* (concentration)	
Prestidigitation		Flame Arrow*	X
LEVEL 1 (6+1) -----		Fly* (1min/L)	X
Animate Rope* (1rd/L)		Haste* (1rd/L)	X
Ant Haul* (APG p202)(trans) (2h/L)		Heroism (10min/L)	
Cause Fear		Major Image (Illusion - Opp) (concent+3rd)	
Crafter's fortune*		mirror sight (1min/L)	
Dancing Lantern* (1h/L)		Phantom steed (1h/L)	
Detect Secret Doors		Protection from Energy (10min/L or discharged by 12hp/L)	
Endure Elements (24h)		Shrink item* (1day/L)	
Enlarge Person* (1min/L)	X	Spiked pit (1+1rd/L)	
Erase*		Water breathing* (2h/L divided by pers)	
Expeditious Retreat* (1min/L)	X		
Feather Fall*			
Identify			
Illusion of calm (1min/L)			
Liberating Command*			
Mage Armor (1h/L)	X		
Magic Weapon* (1min/L)		LEVEL 4 (2+1)	
Obscuring mist		Acid Pit (1+1rd/L)	X
Ray of Enfeeblement*	XX	Arcane Eye (1min/L)	
Shield (1min/L)	X	Calcific Touch* (1rd/L)	
Sleep		Confusion (1rd/L)	X
True Strike		Dimension Door	
		Elemental Body I* (1min/L)	
		Enervation	
		Mirror Transport* (1h/l special -1h per passage)	
		Reduce Person, Mass* (1min/L)	X
		Scrying (1min/L)	
		Stoneskin (10min/L - or discharged 10hp/L max 150)	
LEVEL 2 (5+1) -----		Tough Crowd (1creat/Lvl - 1H/lvl)	
Acid Arrow			
Ant Haul (Communal)(Ult Combat p223) * (2h/L divided nb pers)			
Bear's Endurance* (1min/L)			
Boiling blood (concent+1rd/L)	XX		
Bull's Strength* (1min/L)	XX		
Cat's Grace* (1min/L)			
Create Pit (1+1rd/L)			
Darkvision* (1h/L)			
Eagle's Splendor* (1min/L)			
Fiery Shuriken (Ult Combat p229) (conj)			
Fox's Cunning* (1min/L)	X		
Make Whole*			
Mirror Hideaway (Adv Class Guide p188)*			
Owl's Wisdom* (1min/L)			
Pyrotechnics			
Resist Energy (10min/L)			
See invisibility (10min/L)			
Spectral Hand (1min/L)	X		
Stricken Heart(Adv Class Guide p194) (Nec)			
Tactical Acumen(Ult Combat p246)(ench) (1rd/L)			
Warding Weapon (Ult Combat p248)(abj) (1rd/L)			
Web (10min/L)			
Shrink Item* / Water Breathing* / Arcane Sight / Slow*			

Statistic Block [NPC GEN IMPORT] [GENERATE STATBLOCK]

Condition and Effects

Additional Information

Other Notes

As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Private Notes

