

Fenner Bates

Character Name

Transmuter 2

CLASS

2 (2)

Character Level (CR)

1000 / 3000

EXP/NEXT LEVEL

Player Name

Human / Humanoid

RACE

67

AGE

Male

GENDER

Pelor

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

5' 5" / 162 lbs.

HEIGHT / WEIGHT

True Neutral

Alignment

Normal

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

8

-1

8

-1

5

-3

DEX

Dexterity

8

-1

8

-1

5

-3

CON

Constitution

11

+0

11

+0

8

-1

INT

Intelligence

16

+3

16

+3

18

+4

WIS

Wisdom

11

+0

11

+0

13

+1

CHA

Charisma

9

-1

9

-1

11

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

-1

=

+0

+

-1

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

-3

=

+0

+

-3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

=

BASE ATTACK BONUS

+

STAT

+

SIZE

+

MISC

+

EPIC

+

TEMP

RANGED

attack bonus

-2

=

+1

+

-3

+

+0

+

+0

+

0

+

GRAPPLE

attack bonus

-2

=

+1

+

-3

+

+0

+

+0

+

+0

+

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

Special Properties:

-6

1d3-3

20/x2

5 ft.

HP

hit points

4

WOUNDS/CURRENT HP

AC

armor class

7

FLAT

7

TOUCH

7

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

-3

SIZE

0

NATURAL ARMOR

0

DEFLEC-TION

0

DODGE

0

Morale

0

INITIATIVE

modifier

-3

TOTAL

-3

DEX MODIFIER

-3

MISC MODIFIER

+0

Encumbrance

Light

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

SPEED

Walk 30 ft.

TOTAL SKILLPOINTS: 35

MAX RANKS: 5/2.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

9

=

4

+

2.5

+

3

✓ Balance

DEX

-3

=

-3

✓ Bluff

CHA

0

=

0

✓ Climb

STR

-3

=

-3

✓ Concentration

CON

4

=

-1

+

5

✓ Concentration (Cast defensively)

0

=

0

✓ Craft (Untrained)

INT

4

=

4

Decipher Script

INT

9

=

4

+

5

✓ Diplomacy

CHA

0

=

0

✓ Disguise

CHA

0

=

0

✓ Escape Artist

DEX

-3

=

-3

✓ Forgery

INT

4

=

4

✓ Gather Information

CHA

0

=

0

✓ Heal

WIS

1

=

1

✓ Hide

DEX

-3

=

-3

✓ Intimidate

CHA

0

=

0

✓ Jump

STR

-3

=

-3

Knowledge (Arcana)

INT

9

=

4

+

5

Knowledge (History)

INT

6

=

4

+

2

Knowledge (Nature)

INT

6

=

4

+

2

Knowledge (The Planes)

INT

6

=

4

+

2

✓ Knowledge (Untrained)

INT

4

=

4

✓ Listen

WIS

3

=

1

+

2

✓ Move Silently

DEX

-3

=

-3

Profession (Bookkeeper)

WIS

5

=

1

+

4

✓ Ride

DEX

-3

=

-3

✓ Search

INT

4

=

4

✓ Sense Motive

WIS

1

=

1

Spellcraft

INT

11

=

4

+

5

+

2

✓ Spot

WIS

3

=

1

+

2

✓ Survival

WIS

1

=

1

✓ Swim

STR

-3

=

-3

✓ Use Rope

DEX

-3

=

-3

=

+

+

=

+

+

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

Conditional Skill Modifiers:

+2 bonus to Spellcraft when learning Transmutation

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Scholar's Outfit	Equipped	0	6 / 0
Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.			
Cane	Equipped	1	0 / 0
(Staff)			
Spellbook, Wizard's (Blank)	Carried	1	3 / 15
This large, leatherbound book serves as a wizard's reference. A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells). See Space in the Spellbook, page 179.			
TOTAL WEIGHT CARRIED/VALUE		3 lbs.	15gp

WEIGHT ALLOWANCE			
Light	16	Medium	33
Lift over head	50	Lift off ground	100
		Heavy	50
		Push / Drag	250

MONEY	
Total= 0 gp [Unspent Funds = 14.75 gp]	

MAGIC

Languages
Common

Other Companions

Special Qualities	
Familiar	[Wizards of the Coast - Players Handbook, p.57]
A wizard can obtain a familiar. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.	
Human Racial Traits (Ex)	[Wizards of the Coast - Players Handbook]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.	
Scribe Scroll	[Wizards of the Coast - Players Handbook, p.57]
At 1st level, a wizard gains Scribe Scroll as a bonus feat. This feats enables her to create magic schools (see Scribe Scroll, page 99, and Creating Magic Items, page 282 of the Dungeon Master's Guide).	
+2 bonus to Spellcraft when learning Transmutation	[Wizards of the Coast - Players Handbook, P.57]
Weapon and Armor Proficiency	[Wizards of the Coast - Players Handbook, p.57]
Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.	

Feats	
Eschew Materials	[Wizards of the Coast - Player's Handbook, p.94]
You can cast spells without relying on material components.	
You can cast any spell that has a material component costing 1 gp or less without needing that component.	
Silent Spell	[Wizards of the Coast - Player's Handbook, p.100]
You can cast spells silently.	
A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level. Special: Bard spells cannot be enhanced by this metamagic feat.	
Scribe Scroll	[Wizards of the Coast - Player's Handbook, p.99]
You can create scrolls, from which you or another spellcaster can cast the scribed spells. See the Dungeon Master's Guide for rules on scrolls.	
You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level ? its caster level ? 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.	
Alertness (Granted)	[Wizards of the Coast - Player's Handbook, p.89]
You have finely tuned senses.	
You get a +2 bonus on all Listen checks and Spot checks. Special: The master of a familiar (see the Familiars sidebar, page 52) gains the benefit of the Alertness feat whenever the familiar is within arm's reach.	

Proficiencies
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Grapple, NoProfReq, Quarterstaff, Ranged Spell, Spells (Ray), Spells (Touch)

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4+0	3+1	—	—	—	—	—	—	—	—

LEVEL 0 / Per Day:4+0 / Caster Level:2

Name	School	Time	Duration	Range	Source
■■■■■ Acid Splash	Conjuration (Creation) [Acid, Conjuration D1]	standard action	Instantaneous	Close (30 ft.)	PH:p.196
[V, S] TARGET: One missile of acid; EFFECT: Orb deals 1d3 acid damage. [SR:No]					
■■■■■ *Amanuensis	Transmutation	1 standard action	10 minute/level	Close (30 ft.)	SC:p.9
[V,S] TARGET: Object or objects with writing; EFFECT: Copies 250 words per minute. [SR:Yes [object]; DC:14, Will negates [object]]					
■■■■■ Arcane Mark	Universal	1 standard action	Permanent	0 ft.	PH:p.201
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: Inscribes a personal rune [visible or invisible]. [SR:No]					
■■■■■ Caltnrops	Conjuration (Creation)	1 standard action	1 round/level	Close (30 ft.)	SC:p.42
[V,S,M] TARGET: Caltnrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltnrop attack] dealing 1 pt of damage and land speed reduced by half. [SR:No]					
■■■■■ Dancing Lights	Evocation [Light, WujenFire, Fire Shugenja]	1 standard action	1 minute [D]	Medium (120 ft.)	PH:p.216
[V, S] TARGET: Up to four lights, all within a 10- ft.-radius area; EFFECT: Creates torches or other lights. [SR:No]					
■■■■■ Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (30 ft.)	PH:p.217
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: Humanoid creature of 4 HD or less loses next action. [SR:Yes; DC:14, Will negates]					
■■■■■ Detect Magic	Divination [Antimagic Domain, Divination I1]	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	PH:p.219
[V, S] TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No]					
■■■■■ Detect Poison	Divination [Water Shugenja]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.219
[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detects poison in one creature or small object. [SR:No]					
■■■■■ Disrupt Undead	Necromancy [Necromancy Domain, Fire Shi]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.223
[V, S] TARGET: Ray; EFFECT: Deals 1d6 damage to one undead. [SR:Yes]					
■■■■■ Electric Jolt	Evocation [Electricity]	1 standard action	Instantaneous	Close (30 ft.)	SC:p.78
[V,S] TARGET: Ray; EFFECT: Ranged touch attack delivers 1d3 electric damage. [SR:Yes]					
■■■■■ Flare	Evocation [Light, Fire Domain, WujenFire, F1]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.232
[V] TARGET: Burst of light; EFFECT: Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:14, Fortitude negates]					
■■■■■ Ghost Sound	Illusion (Figment) [Illusion Domain, Air Shu]	1 standard action	2 rounds [D]	Close (30 ft.)	PH:p.235
[V, S, M] TARGET: Illusory sounds; EFFECT: Figment sounds. [SR:No; DC:14, Will disbelief (if interacted with)]					
■■■■■ *Launch Bolt	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
[V,S,M] TARGET: One crossbow bolt in your possession; EFFECT: Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments. [SR:No]					
■■■■■ *Launch Item	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
[S] TARGET: One Fine item in your possession, weighing up to 10lbs; EFFECT: Launch an item safely to the target you specify where it will act normally upon impact. [SR:No]					
■■■■■ Light	Evocation [Light, Evocation Domain, Fire Shi]	1 standard action	20 minutes [D]	Touch	PH:p.248
[V, M/DF] TARGET: Object touched; EFFECT: Object shines like a torch. [SR:No]					
■■■■■ *Mage Hand	Transmutation [.MOD, Transmutation Dom1]	1 standard action	Concentration	Close (30 ft.)	PH:p.249
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; EFFECT: 5-pound telekinesis. [SR:No]					
■■■■■ *Mending	Transmutation [Earth Shugenja]	1 standard action	Instantaneous	10 ft.	PH:p.253
[V, S] TARGET: One object of up to 1 lb.; EFFECT: Makes minor repairs on an object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
■■■■■ *Message	Transmutation [Language-Dependent]	1 standard action	20 minutes	Medium (120 ft.)	PH:p.253
[V, S, F] TARGET: 2 creatures; EFFECT: Whispered conversation at distance. [SR:No]					
■■■■■ *No Light	Transmutation	1 standard action	1 minute/level	Close (30 ft.)	BV:BoVD
[V, S] TARGET: 20-ft radius spread; EFFECT: Prevents normal light from illuminating. [SR:No]					
■■■■■ *Open/Close	Transmutation	1 standard action	Instantaneous	Close (30 ft.)	PH:p.258
[V, S, F] TARGET: Object weighing up to 30 lb. or portal that can be opened or closed; EFFECT: Opens or closes small or light things. [SR:Yes (object); DC:14, Will negates (object)]					
■■■■■ Preserve Organ	Necromancy	10 minutes	24 hours	Touch	BV:BoVD
[V, S, DF] TARGET: one organ; EFFECT: Protects one detached organ from decay for 24 hours. [SR:Yes; DC:14, Fortitude negates (harmless)]					
■■■■■ Prestidigitation	Universal	1 standard action	1 hour	10 ft.	PH:p.264
[V, S] TARGET: See text; EFFECT: Performs minor tricks. [SR:No; DC:14, See text]					
■■■■■ Ray of Frost	Evocation [Cold, Cold Domain, Storm Doma1]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.269
[V, S] TARGET: Ray; EFFECT: Ray deals 1d3 cold damage. [SR:Yes]					
■■■■■ Read Magic	Divination	1 standard action	20 minutes	Personal	PH:p.269
[V, S, F] TARGET: You; EFFECT: Read scrolls and spellbooks. [SR:No]					
■■■■■ *Repair Minor Damage	Transmutation	1 standard action	Instantaneous	Touch	SC:p.173
[V,S] TARGET: Construct touched; EFFECT: Repair a construct 1 point of damage. [SR:No]					
■■■■■ Resistance	Abjuration [Abjuration Domain, Earth Shug1]	1 standard action	1 minute	Touch	PH:p.272
[V, S, M/DF] TARGET: Creature touched; EFFECT: Subject gains +1 on saving throws. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ Silent Portal	Illusion (Glamer)	1 standard action	1 minute/level [D]	Close (30 ft.)	SC:p.190
[S] TARGET: One portal; EFFECT: Negates the sound of opening/closing any portal [door>window,etc.]. [SR:Yes [object]; DC:14, Will negates [object]]					
■■■■■ *Slash Tongue	Transmutation [Evil]	1 standard action	1 round	Close (30 ft.)	BV:BoVD
[V, S] TARGET: one living creature with a tongue; EFFECT: Subject takes -1 penalty on attacks, saves and check for 1 round. [SR:Yes; DC:14, Fortitude negates]					
■■■■■ Sonic Snap	Evocation [Sonic]	1 standard action	Instantaneous	Close (30 ft.)	SC:p.195
[V,S] TARGET: One creature or object; EFFECT: Deal 1 pt of damage and target must save or be deafened for 1 round. [SR:Yes; DC:14, Will partial]					
■■■■■ *Stick	Transmutation	1 standard action	Instantaneous	Touch	SC:p.206
[V,S,M] TARGET: Nonmagical, unattended object weighing up to 5lbs; EFFECT: Sticks one object to another; see text. [SR:Yes [object]; DC:14, Will negates [object]]					
■■■■■ Touch of Fatigue	Necromancy	1 standard action	2 rounds	Touch	PH:p.294
[V, S, M] TARGET: Creature touched; EFFECT: Touch attack fatigues target. [SR:Yes; DC:14, Fortitude negates]					
■■■■■ Unnerving Gaze	Illusion (Phantasm)	1 standard action	1 round/level	Close (30 ft.)	BV:BoVD
[V, S] TARGET: One humanoid; EFFECT: Subject takes -1 penalty on attacks for 1d3 rounds. [SR:Yes; DC:14, Will negates]					

LEVEL 1 / Per Day:3+1 / Caster Level:2

Name	School	Time	Duration	Range	Source
■■■■■ *Animate Rope	Transmutation	1 standard action	2 rounds	Medium (120 ft.)	PH:p.199
[V, S] TARGET: One ropelike object, length up to 60 ft.; see text; EFFECT: Makes a rope move at your command. [SR:No]					
■■■■■ Comprehend Languages	Divination	1 standard action	20 minutes	Personal	PH:p.212
[V, S, M/DF] TARGET: You; EFFECT: You understand all spoken and written languages. [SR:No]					
■■■■■ *Erase	Transmutation	1 standard action	Instantaneous	Close (30 ft.)	PH:p.227
[V, S] TARGET: One scroll or two pages; EFFECT: Mundane or magical writing vanishes. [SR:No; DC:15, See text]					
■■■■■ *Expeditious Retreat	Transmutation [Transmutation Domain, Air1]	1 standard action	2 minutes [D]	Personal	PH:p.228
[V, S] TARGET: You; EFFECT: Your speed increases by 30 ft. [SR:No]					
■■■■■ *Feather Fall	Transmutation [Air Shugenja]	1 free action	Until landing or 2 rounds	Close (30 ft.)	PH:p.229
[V] TARGET: 2 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: Objects or creatures fall slowly. [SR:Yes (object); DC:15, Will negates (harmless) or Will negates (object)]					
■■■■■ *Identify	Divination	1 hour	Instantaneous	Touch	PH:p.243
[V, S, M/DF] TARGET: One touched object; EFFECT: Determines properties of magic item. [SR:No]					
■■■■■ Mage Armor	Conjuration (Creation) [Force, Conjuration I1]	1 standard action	2 hours [D]	Touch	PH:p.249
[V, S, F] TARGET: Creature touched; EFFECT: Gives subject +4 armor bonus. [SR:No; DC:15, Will negates (harmless)]					
* =Domain/Speciality Spell					

Wizard Spells

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Magic Missile	Evocation [Force, Evocation Domain]	1 standard action	Instantaneous	Medium (120 ft.)	PH:p.251
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: 1 missiles that do 1d4+1 damage each. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> *Magic Weapon	Transmutation [Wu]jenMetal, Earth Shugen	1 standard action	2 minutes	Touch	PH:p.251
[V, S, DF] TARGET: Weapon touched; EFFECT: Weapon gains +1 bonus. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
* =Domain/Speciality Spell					

Prepared Spell List: Prepared Spells
Wizard

Level 0	Level 1
<input type="checkbox"/> Light	<input type="checkbox"/> *Feather Fall (DC:15)
<input type="checkbox"/> Prestidigitation (DC:14)	<input type="checkbox"/> Mage Armor (DC:15)
<input type="checkbox"/> <input type="checkbox"/> Ray of Frost	<input type="checkbox"/> <input type="checkbox"/> Magic Missile

Spell Book: Spellbook, Wizard's (Blank)
Wizard

Level 0
<input type="checkbox"/> Acid Splash

Fenner Bates

HUMAN	
RACE	
67	
AGE	
Male	
GENDER	
VISION	
True Neutral	
ALIGNMENT	
Right	
DOMINANT HAND	
5' 5"	
HEIGHT	
162 lbs.	
WEIGHT	
EYE COLOUR	
SKIN COLOUR	
/	
HAIR / HAIR STYLE	
PHOBIAS	
/	
PERSONALITY TRAITS	
INTERESTS	
/	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
None	
REGION	
Pelor	
DEITY	
Humanoid	
Race Type	

Race Sub Type

Description:
Biography: