

# Fenner Bates

Character Name Transmuter 2 Player Name Human / Humanoid Pelor None True Neutral  
 CLASS 2 (2) RACE 67 GENDER Male Deity Region Alignment Normal  
 EXP/NEXT LEVEL 1000 / 3000 AGE 67 GENDER Male Medium / 5 ft. 5' 5" / 162 lbs. Normal  
 Character Level (CR) 2 (2) EXP/NEXT LEVEL 1000 / 3000 AGE 67 GENDER Male EYES None HAIR None Points True Neutral

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	8	-1	8	-1	5	-3
<b>DEX</b> Dexterity	8	-1	8	-1	5	-3
<b>CON</b> Constitution	11	+0	11	+0	8	-1
<b>INT</b> Intelligence	16	+3	16	+3	18	+4
<b>WIS</b> Wisdom	11	+0	11	+0	13	+1
<b>CHA</b> Charisma	9	-1	9	-1	11	+0

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	-2	+1	-3	+0	+0	0	
<b>RANGED</b> attack bonus	-2	+1	-3	+0	+0	0	
<b>GRAPPLE</b> attack bonus	-2	+1	-3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	-6	1d3-3	20/x2	5 ft.

**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.

HP	AC	INITIATIVE	Encumbrance
hit points: <b>4</b>	armor class: <b>7</b> (TOTAL: 7, FLAT: 7, TOUCH: 7) = 10 + 0 (BASE) + 0 (ARMOR BONUS) + 0 (SHIELD BONUS) + 0 (STAT) + 0 (SIZE) + 0 (NATURAL ARMOR) + 0 (DEFLECTION) + 0 (DODGE) + 0 (MORALE)	modifier: <b>-3</b> (TOTAL: -3) = -3 (DEX MODIFIER) + 0 (MISC MODIFIER)	<b>Light</b>

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 30 ft.

SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS		MISC MODIFIER
			ABILITY MODIFIER	RANKS	
✓ 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		

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 (Staff)	Equipped	1	0 / 0
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
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Special Qualities
<b>Familiar</b> [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.
<b>Human Racial Traits (Ex)</b> [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.
<b>Scribe Scroll</b> [Wizards of the Coast - Players Handbook, p.57] At 1st level, a wizard gains Scribe Scroll as a bonus feat. This feat enables her to create magic schools (see Scribe Scroll, page 99, and Creating Magic Items, page 282 of the Dungeon Master's Guide).
<b>+2 bonus to Spellcraft when learning Transmutation</b> [Wizards of the Coast - Players Handbook, P.57]
<b>Weapon and Armor Proficiency</b> [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
<b>Eschew Materials</b> [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.
<b>Silent Spell</b> [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.
<b>Scribe Scroll</b> [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.
<b>Alertness (Granted)</b> [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
□□□□ <b>Acid Splash</b> [V, S] TARGET: One missile of acid; <b>EFFECT:</b> Orb deals 1d3 acid damage. [SR:No]	Conjuration (Creation) [Acid, Conjuration D1]	standard action	Instantaneous	Close (30 ft.)	PH:p.196
□□□□ <b>*Amanuensis</b> [V, S] TARGET: Object or objects with writing; <b>EFFECT:</b> Copies 250 words per minute. [SR:Yes [object]; DC:14, Will negates [object]]	Transmutation	1 standard action	10 minute/level	Close (30 ft.)	SC:p.9
□□□□ <b>Arcane Mark</b> [V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; <b>EFFECT:</b> Inscribes a personal rune [visible or invisible]. [SR:No]	Universal	1 standard action	Permanent	0 ft.	PH:p.201
□□□□ <b>Caltrop</b> [V, S] TARGET: See text; <b>EFFECT:</b> Caltrots 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 caltrop attack] dealing 1 pt of damage and land speed reduced by half. [SR:No]	Conjuration (Creation)	1 standard action	1 round/level	Close (30 ft.)	SC:p.42
□□□□ <b>Dancing Lights</b> [V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; <b>EFFECT:</b> Creates torches or other lights. [SR:No]	Evocation [Light, WujenFire, Fire Shugenja]1	standard action	1 minute [D]	Medium (120 ft.)	PH:p.216
□□□□ <b>Daze</b> [V, S, M] TARGET: One humanoid creature of 4 HD or less; <b>EFFECT:</b> Humanoid creature of 4 HD or less loses next action. [SR:Yes; DC:14, Will negates]	Enchantment (Compulsion) [Mind-Affecting]1	standard action	1 round	Close (30 ft.)	PH:p.217
□□□□ <b>Detect Magic</b> [V, S] TARGET: Cone-shaped emanation; <b>EFFECT:</b> Detects spells and magic items within 60 ft. [SR:No]	Divination [Antimagic Domain, Divination I]1	standard action	Concentration, up to 2 minutes [D]	60 ft.	PH:p.219
□□□□ <b>Detect Poison</b> [V, S] TARGET: One creature, one object, or a 5-ft. cube; <b>EFFECT:</b> Detects poison in one creature or small object. [SR:No]	Divination [Water Shugenja]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.219
□□□□ <b>Disrupt Undead</b> [V, S] TARGET: Ray; <b>EFFECT:</b> Deals 1d6 damage to one undead. [SR:Yes]	Necromancy [Necromancy Domain, Fire Sh1]	standard action	Instantaneous	Close (30 ft.)	PH:p.223
□□□□ <b>Electric Jolt</b> [V, S] TARGET: Ray; <b>EFFECT:</b> Ranged touch attack delivers 1d3 electric damage. [SR:Yes]	Evocation [Electricity]	1 standard action	Instantaneous	Close (30 ft.)	SC:p.78
□□□□ <b>Flare</b> [V] TARGET: Burst of light; <b>EFFECT:</b> Dazzles a creature [-1 on attack rolls]. [SR:Yes; DC:14, Fortitude negates]	Evocation [Light, Fire Domain, WujenFire, F1]	standard action	Instantaneous	Close (30 ft.)	PH:p.232
□□□□ <b>Ghost Sound</b> [V, S, M] TARGET: Illusory sounds; <b>EFFECT:</b> Figment sounds. [SR:No; DC:14, Will disbelief (if interacted with)]	Illusion (Figment) [Illusion Domain, Air Shu1]	standard action	2 rounds [D]	Close (30 ft.)	PH:p.235
□□□□ <b>*Launch Bolt</b> [V, S, M] TARGET: One crossbow bolt in your possession; <b>EFFECT:</b> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments. [SR:No]	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
□□□□ <b>*Launch Item</b> [S] TARGET: One fine item in your possession, weighing up to 10lbs; <b>EFFECT:</b> Launch an item safely to the target you specify where it will act normally upon impact. [SR:No]	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
□□□□ <b>Light</b> [V, M/DF] TARGET: Object touched; <b>EFFECT:</b> Object shines like a torch. [SR:No]	Evocation [Light, Evocation Domain, Fire Sh1]	standard action	20 minutes [D]	Touch	PH:p.248
□□□□ <b>*Mage Hand</b> [V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; <b>EFFECT:</b> 5-pound telekinesis. [SR:No]	Transmutation [MOD, Transmutation Dom1]	standard action	Concentration	Close (30 ft.)	PH:p.249
□□□□ <b>*Mending</b> [V, S] TARGET: One object of up to 1 lb.; <b>EFFECT:</b> Makes minor repairs on an object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]	Transmutation [Earth Shugenja]	1 standard action	Instantaneous	10 ft.	PH:p.253
□□□□ <b>*Message</b> [V, S, F] TARGET: 2 creatures; <b>EFFECT:</b> Whispered conversation at distance. [SR:No]	Transmutation [Language-Dependent]	1 standard action	20 minutes	Medium (120 ft.)	PH:p.253
□□□□ <b>*No Light</b> [V, S] TARGET: 20-ft radius spread; <b>EFFECT:</b> Prevents normal light from illuminating. [SR:No]	Transmutation	1 standard action	1 minute/level	Close (30 ft.)	BV:BoVD
□□□□ <b>*Open/Close</b> [V, S, F] TARGET: Object weighing up to 30 lb. or portal that can be opened or closed; <b>EFFECT:</b> Opens or closes small or light things. [SR:Yes (object); DC:14, Will negates (object)]	Transmutation	1 standard action	Instantaneous	Close (30 ft.)	PH:p.258
□□□□ <b>Preserve Organ</b> [V, S, DF] TARGET: one organ; <b>EFFECT:</b> Protects one detached organ from decay for 24 hours. [SR:Yes; DC:14, Fortitude negates (harmless)]	Necromancy	10 minutes	24 hours	Touch	BV:BoVD
□□□□ <b>Prestidigitation</b> [V, S] TARGET: See text; <b>EFFECT:</b> Performs minor tricks. [SR:No; DC:14, See text]	Universal	1 standard action	1 hour	10 ft.	PH:p.264
□□□□ <b>Ray of Frost</b> [V, S] TARGET: Ray; <b>EFFECT:</b> Ray deals 1d3 cold damage. [SR:Yes]	Evocation [Cold, Cold Domain, Storm Doma1]	standard action	Instantaneous	Close (30 ft.)	PH:p.269
□□□□ <b>Read Magic</b> [V, S, F] TARGET: You; <b>EFFECT:</b> Read scrolls and spellbooks. [SR:No]	Divination	1 standard action	20 minutes	Personal	PH:p.269
□□□□ <b>*Repair Minor Damage</b> [V, S] TARGET: Construct touched; <b>EFFECT:</b> Repair a construct 1 point of damage. [SR:No]	Transmutation	1 standard action	Instantaneous	Touch	SC:p.173
□□□□ <b>Resistance</b> [V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> Subject gains +1 on saving throws. [SR:Yes (harmless); DC:14, Will negates (harmless)]	Abjuration [Abjuration Domain, Earth Shug1]	standard action	1 minute	Touch	PH:p.272
□□□□ <b>Silent Portal</b> [S] TARGET: One portal; <b>EFFECT:</b> Negates the sound of opening/closing any portal [door/window,etc.]. [SR:Yes [object]; DC:14, Will negates [object]]	Illusion (Glamer)	1 standard action	1 minute/level [D]	Close (30 ft.)	SC:p.190
□□□□ <b>*Slash Tongue</b> [V, S] TARGET: one living creature with a tongue; <b>EFFECT:</b> Subject takes -1 penalty on attacks, saves and check for 1 round. [SR:Yes; DC:14, Fortitude negates]	Transmutation [Evil]	1 standard action	1 round	Close (30 ft.)	BV:BoVD
□□□□ <b>Sonic Snap</b> [V, S] TARGET: One creature or object; <b>EFFECT:</b> Deal 1 pt of damage and target must save or be deafened for 1 round. [SR:Yes; DC:14, Will partial]	Evocation [Sonic]	1 standard action	Instantaneous	Close (30 ft.)	SC:p.195
□□□□ <b>*Stick</b> [V, S, M] TARGET: Nonmagical, unattended object weighing up to 5lbs; <b>EFFECT:</b> Sticks one object to another; see text. [SR:Yes [object]; DC:14, Will negates [object]]	Transmutation	1 standard action	Instantaneous	Touch	SC:p.206
□□□□ <b>Touch of Fatigue</b> [V, S, M] TARGET: Creature touched; <b>EFFECT:</b> Touch attack fatigues target. [SR:Yes; DC:14, Fortitude negates]	Necromancy	1 standard action	2 rounds	Touch	PH:p.294
□□□□ <b>Unnerving Gaze</b> [V, S] TARGET: One humanoid; <b>EFFECT:</b> Subject takes -1 penalty on attacks for 1d3 rounds. [SR:Yes; DC:14, Will negates]	Illusion (Phantasm)	1 standard action	1 round/level	Close (30 ft.)	BV:BoVD

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

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

\*=Domain/Specialty Spell

## Wizard Spells

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Magic Missile</b>	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; <b>EFFECT</b> : 1 missiles that do 1d4+1 damage each. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Magic Weapon</b>	Transmutation [Wu]enMetal, Earth Shugen	1 standard action	2 minutes	Touch	PH:p.251
[V, S, DF] TARGET: Weapon touched; <b>EFFECT</b> : 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

- Light
- Prestidigitation (DC:14)
- Ray of Frost

Level 1

- \*Feather Fall (DC:15)
- Mage Armor (DC:15)
- Magic Missile

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

Wizard

Level 0

- 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:**