

Wiz5/RedWiz5		Human		Lawful Evil			
CLASS		RACE		ALIGNMENT		DEITY	
10	Medium	34	Male	5' 8"	150 lbs.		
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR
45,000	55,000	10,000					
Current XP	XP for Next Level	XP Remaining	In Game XP Gained				



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	WOUNDS/CURRENT HP										SUBDUAL DAMAGE				DAMAGE REDUCTION				HIT DIE TYPE				SPEED			
STR	8	-1			HP	91													5d4+5d4				40							
DEX	16	+3			AC	19	16	14	=	10	+	0	+	3	+	3	+	0	+	0	+	3		5				0		
CON	20	+5			TOTAL	FLAT FOOTED	TOUCH AC	BASE	ARMOR BONUS	SHIELD BONUS	DEX BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	SPELL FAILURE %	ARMOR CHECK	MAX DEX	SPELL RESIST.											
INT	24	+7			INITIATIVE				SAVING THROWS				TOTAL				BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS								
WIS	8	-1			Fortitude Con				7 = 2 + 5 + 0 + 0 +																					
CHA	8	-1			Reflex Dex				5 = 2 + 3 + 0 + 0 +																					
					Will Wis				7 = 8 + -1 + 0 + 0 +																					
					BASE ATTACK BONUS																									
					+4																									

	TOTAL	THREAT	BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS	+3		4	-1	0	0	
RANGED ATTACK BONUS	+7		4	3	0	0	
Grapple MODIFIER	+3		4	-1	0	0	

Quarterstaff, Masterwork		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+4		1d6-1	x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	4 lbs.	Bludgeoning	Medium	

+2 Buckler	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
	+3	5 lbs.	0	5%

SPECIAL PROPERTIES

SKILLS

SKILL NAME

- Appraise
- Balance*
- Bluff
- Climb*
- Concentration
- Control Shape
- Craft (_____)
- Diplomacy
- Disguise
- Escape Artist*
- Forgery
- Gather Information
- Heal
- Hide*
- Intimidate
- Jump*
 - Knowledge (Arcana)
 - Knowledge (Local)
 - Knowledge (Nobility and Royalty)
 - Knowledge (Religion)
- Listen
- Literacy
- Move Silently*
- Perform (Act)
- Perform (Comedy)
- Perform (Dance)
- Perform (Keyboard Instruments)
- Perform (Oratory)
- Perform (Percussion)
- Perform (Sing)
- Perform (String Instruments)
- Perform (Wind Instruments)
- Ride
- Search

		Max Ranks		13/ 6.5	
KEY	ABILITY	TOTAL	RANKS	ABILITY MOD	MISC MOD
Int	7	=	+	7	+
Dex	3	=	+	3	+
Cha	-1	=	+	-1	+
Str	-1	=	+	-1	+
Con	18	=	13	5	+
Wis	-1	=	+	-1	+
Int	5	=	+	7	+
Cha	1	=	+	-1	+
Cha	-1	=	+	-1	+
Dex	9	=	6	3	+
Int	7	=	+	7	+
Cha	-1	=	+	-1	+
Wis	-1	=	+	-1	+
Dex	3	=	+	3	+
Cha	12	=	13	-1	+
Str	8	=	+	-1	+
Int	20	=	13	7	+
Int	10	=	3	7	+
Int	9	=	2	7	+
Int	20	=	13	7	+
Wis	-1	=	+	-1	+
	0	=	+	0	+
Dex	3	=	+	3	+
Cha	-1	=	+	-1	+
Cha	-1	=	+	-1	+
Cha	-1	=	+	-1	+
Cha	-1	=	+	-1	+
Cha	-1	=	+	-1	+
Cha	-1	=	+	-1	+
Cha	-1	=	+	-1	+
Cha	-1	=	+	-1	+
Cha	-1	=	+	-1	+
Cha	-1	=	+	-1	+
Dex	3	=	+	3	+
Int	7	=	+	7	+

■ Sense Motive	Wis	<u>5</u>	=	<u>6</u>	+	<u>-1</u>	+	<u> </u>
Spellcraft	Int	<u>22</u>	=	<u>13</u>	+	<u>7</u>	+	<u>2</u>
■ Spot	Wis	<u>-1</u>	=	<u> </u>	+	<u>-1</u>	+	<u> </u>
■ Survival	Wis	<u>-1</u>	=	<u> </u>	+	<u>-1</u>	+	<u> </u>
■ Swim*	Str	<u>-1</u>	=	<u> </u>	+	<u>-1</u>	+	<u> </u>
■ Use Rope	Dex	<u>3</u>	=	<u> </u>	+	<u>3</u>	+	<u> </u>

Skills marked with ■ can be used untrained.

* armor check penalty, if any, applies.

** Double armor penalty

EQUIPMENT

ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
+2 Buckler	1	4165 gp	(5.00)	Gloves of Dexterity +2	1	4000 gp	(0.00)
Amulet of Health +4	1	16000 gp	(0.00)	Headband of Intellect +4	1	16000 gp	(0.00)
Boots of Striding and Springing	1	5500 gp	(1.00)	Ring of Protection +1	1	2000 gp	(0.00)
Bracers of Armor +2	1	4000 gp	(1.00)	Quarterstaff, Masterwork	1	600 gp	(4.00)
1 - 26 lbs. LIGHT LOAD	27 - 53 lbs. MEDIUM LOAD	54 - 80 lbs. HEAVY LOAD	TOTAL WEIGHT CARRIED				0.00 lbs.

MONEY

CP -	SP -	GP -	PP -
Misc -			

LANGUAGES

Elven, Undercommon, Gnome, Common, Draconic

Ring of Protection +1	Deflection	WEIGHT
	+1	0 lbs.

SPECIAL PROPERTIES

The wearer receives a +1 deflection bonus to AC (DMG232).

Amulet of Health +4	Enhancement	WEIGHT
	+4	0 lbs.

SPECIAL PROPERTIES

This item grants a +4 enhancement bonus to Con (DMG246).

Headband of Intellect +4	Enhancement	WEIGHT
	+4	0 lbs.

SPECIAL PROPERTIES

This item grants a +4 enhancement bonus to Int (DMG258).

Bracers of Armor +2	Armor	WEIGHT
	+2	1 lb.

SPECIAL PROPERTIES

This item adds a +2 armor bonus to the wearer's AC (DMG250).

Boots of Striding and Springing	Competence Enhancement	WEIGHT
	+5	+10
		1 lb.

SPECIAL PROPERTIES

These boots grant a +5 competence bonus to Jump (DMG250).

Gloves of Dexterity +2	Enhancement	WEIGHT
	+2	0 lbs.

SPECIAL PROPERTIES

These gloves grant a +2 enhancement bonus to Dex (DMG257).

FEATS

Improved Initiative
Quicken Spell
Tattoo Focus
Heighten Spell
Spell Focus: Necromancy
Greater Spell Focus: Necromancy
Scribe Scroll
Toughness

SPECIAL ABILITIES

Wizard Class Features
Bonus Feat
Proficiency: Wizard Weapons
Scribe Scroll
Spellbooks
Spells
Summon Familiar
Red Wizard Class Features
Bonus caster level (5)
Bonus Feat
Circle Leader
Enhanced Specialization
Specialist Defense +2
Spell Power +2

Cyrus the Necromancer's Animal, Toad

STR	1	DEX	12	CON	11	INT	8	WIS	14	CHA	4
Fort	+2	Ref	+3	Will	+10	HP	45	Spd	5	Init	+1
AC - Base	21			AC - Flat	20			AC - Touch	15		
Features: Empathic Link, Share Spells, Improved Evasion, Alertness, Deliver Touch Spells, Speak with Master											
Feats: Alertness											
Skills: Sense Motive + 5, Escape Artist + 9, Spot + 4, Hide + 21, Listen + 4, Intimidate + 12, Jump-8, Concentration + 18											

Cyrus the Necromancer's Wizard Spells

(Selected School: Necromancy ~ Prohibited Schools: Conjunction, Evocation)

Level:	0	1	2	3	4	5	6	7	8	9
Known:	0	9	4	4	4	4	--	--	--	--
Per Day:	4 + 1	6 + 1	6 + 1	5 + 1	4 + 1	3 + 1	--	--	--	--
PREP	SPELL NAME		DC	SAVE	CAST TIME	DURATION	RANGE			
0 LEVEL										
	Acid Splash	17	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)				
	Spell Resistance:No		Components:V, S	School:Conjuration						
	Desc:You fire a small orb of acid at a target dealing 1d3 points of damage (PH196)									
	Arcane Mark	17	None	1 Action	Permanent	0 ft.				
	Spell Resistance:No		Components:V, S	School:Universal						
	Desc:Visibly or invisibly inscribes your personal rune or mark, consisting of no more than 6 symbols, on any surface (PH201)									
	Dancing Lights	17	None	1 Action	1 minute (D)	Medium (100 ft.+10 ft./level)				
	Spell Resistance:No		Components:V, S	School:Evocation						
	Desc:Create up to four lights that resemble torches or glowing spheres of light, or one faintly glowing humanoid shape(PH216)									
	Daze	17	Will Negates	1 Action	1 round	Close (25 ft.+5 ft./2 levels)				
	Spell Resistance:Yes		Components:V, S, M	School:Enchantment						
	Desc:This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions (PH217)									
	Detect Magic	17	None	1 Action	Concentration, up to 1 minute/level (D)	60 ft.				
	Spell Resistance:No		Components:V, S	School:Divination						
	Desc:Detects spells and magic items within 60 ft (PH219)									
	Detect Poison	17	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)				
	Spell Resistance:No		Components:V, S	School:Divination						
	Desc:You determine whether a creature, object, or area has been poisoned or is poisonous (PH219)									
	Disrupt Undead	21	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)				
	Spell Resistance:Yes		Components:V, S	School:Necromancy						
	Desc:You direct a ray of positive energy and if the ray hits an undead creature, it deals 1d6 points of damage to it (PH223)									
	Flare	17	Fortitude Negates	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)				
	Spell Resistance:Yes		Components:V	School:Evocation						
	Desc:Creates a burst of light, that can dazzle one creature for 1 minute unless it makes a successful Fortitude save (PH232)									
	Ghost Sound	17	Will Disbelief (if interacted with)	1 Action	1 round/level (D)	Close (25 ft.+5 ft./2 levels)				
	Spell Resistance:No		Components:V, S, M	School:Illusion						
	Desc:Allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place (PH235)									
	Light	17	None	1 Action	10 minutes/level (D)	Touch				
	Spell Resistance:No		Components:V, M/DF	School:Evocation						
	Desc:Object shines like a torch (PH248).									
	Mage Hand	17	None	1 Action	Concentration	Close (25 ft.+5 ft./2 levels)				
	Spell Resistance:No		Components:V, S	School:Transmutation						
	Desc:5-pound telekinesis (PH249).									
	Mending	17	Will Negates (Harmless, Object)	1 Action	Instantaneous	10 ft.				
	Spell Resistance:Yes (Harmless, Object)		Components:V, S	School:Transmutation						
	Desc:Makes minor repairs on an object (PH253).									
	Message	17	None	1 Action	10 minutes/level	Medium (100 ft.+10 ft./level)				
	Spell Resistance:No		Components:V, S, F	School:Transmutation						
	Desc:Whispered conversation at distance (PH253).									
	Open/Close	17	Will Negates (Object)	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)				
	Spell Resistance:Yes (object)		Components:V, S, F	School:Transmutation						
	Desc:Opens or closes small or light things (PH258).									
	Prestidigitation	17	Special; See Text	1 Action	1 Hour	10 ft.				
	Spell Resistance:No		Components:V, S	School:Universal						
	Desc:Performs minor tricks (PH264).									

Ray of Frost	17	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> Yes <i>Components:</i> V, S					
<i>Desc:</i> Ray deals 1d3 cold damage (PH269).					
Read Magic	17		1 Action	10 minutes/level	Personal
<i>Spell Resistance:</i> - <i>Components:</i> V, S, F					
<i>Desc:</i> Read scrolls and spellbooks (PH269).					
Resistance	17	Will Negates (Harmless)	1 Action	1 minute	Touch
<i>Spell Resistance:</i> Yes (harmless) <i>Components:</i> V, S, M/DF					
<i>Desc:</i> Subject gains +1 on saving throws (PH272).					
Touch of Fatigue	21	Fortitude Negates	1 Action	1 round/level	Touch
<i>Spell Resistance:</i> Yes <i>Components:</i> V, S, M					
<i>Desc:</i> You channel negative energy through your touch, fatiguing your target (PH294)					
1st LEVEL					
Alarm	18	None	1 Action	2 hours/level (D)	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> No <i>Components:</i> V, S, F/DF					
<i>Desc:</i> Sounds a mental or audible alarm (or both) each time a creature (without the password) enters the emanation (PH197)					
Chill Touch	22	Fortitude Partial or Will Negates; See Text	1 Action	Instantaneous	Touch
<i>Spell Resistance:</i> Yes <i>Components:</i> V, S					
<i>Desc:</i> A touch from your hand, which glows with blue energy, disrupts the life force of living creatures (PH209)					
Endure Elements	18	Will Negates (Harmless)	1 Action	24 hours	Touch
<i>Spell Resistance:</i> Yes <i>Components:</i> V, S					
<i>Desc:</i> Target can exist comfortably in conditions between -50 and 140 degrees without ill effects (PH226)					
Protection from Evil	18	Will Negates (Harmless)	1 Action	1 minute/level (D)	Touch
<i>Spell Resistance:</i> Special <i>Components:</i> V, S, M/DF					
<i>Desc:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).					
Protection from Good	18	Will Negates (Harmless)	1 Action	1 minute/level (D)	Touch
<i>Spell Resistance:</i> Special <i>Components:</i> V, S, M/DF					
<i>Desc:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).					
Ray of Enfeeblement	22	None	1 Action	1 minute/level	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> Yes <i>Components:</i> V, S					
<i>Desc:</i> Ray reduces Str by 1d6 points +1 point/two levels (PH269).					
Shield	18	None	1 Action	1 minute/level (D)	Personal
<i>Spell Resistance:</i> - <i>Components:</i> V, S					
<i>Desc:</i> Invisible disc gives cover, blocks magic missiles (PH278).					
Sleep	18	Will Negates	1 Round (s)	1 minute/level	Medium (100 ft.+10 ft./level)
<i>Spell Resistance:</i> Yes <i>Components:</i> V, S, M					
<i>Desc:</i> Put up to 4 HD of creatures into comatose slumber (PH280).					
True Strike	18	None	1 Action	Special; See Text	Personal
<i>Spell Resistance:</i> - <i>Components:</i> V, F					
<i>Desc:</i> Adds +20 bonus to your next attack roll (PH296).					
2nd LEVEL					
False Life	23	None	1 Action	Special; See Text	Personal
<i>Spell Resistance:</i> - <i>Components:</i> V, S, M					
<i>Desc:</i> You gain 1d10+1 temporary HP (Max +10) (PH229).					
Ghoul Touch	23	Fortitude Negates	1 Action	1d6+2 rounds	Touch
<i>Spell Resistance:</i> Yes <i>Components:</i> V, S, M					
<i>Desc:</i> Paralyzes a single living humanoid, who then exudes a stench that causes all living creatures to become sickened (PH235)					
Scare	23	Will Partial	1 Action	Special; See Text	Medium (100 ft.+10 ft./level)
<i>Spell Resistance:</i> Yes <i>Components:</i> V, S, M					
<i>Desc:</i> Panics creatures of less than 6 HD (15-ft. radius) (PH274).					
Spectral Hand	23	None	1 Action	1 minute/level (D)	Medium (100 ft.+10 ft./level)
<i>Spell Resistance:</i> No <i>Components:</i> V, S					
<i>Desc:</i> Creates disembodied glowing hand to deliver touch attacks (PH282).					
3rd LEVEL					

Dispel Magic	20	None	1 Action	Instantaneous	Medium (100 ft.+10 ft./level)
<i>Spell Resistance:</i> No		<i>Components:</i> V, S		<i>School:</i> Abjuration	
<i>Desc:</i> Dispel magic can end ongoing spells, suppress the abilities of an item, or to counter another spellcasters spell (PH223)					
Ray of Exhaustion	24	Special; See Text	1 Action	1 minute/level	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M		<i>School:</i> Necromancy	
<i>Desc:</i> On successful ranged touch attack, target is exhausted (PH269)					
Slow	20	Will Negates	1 Action	1 round/level	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M		<i>School:</i> Transmutation	
<i>Desc:</i> One subject/level takes only partial actions, -1 AC, Attack Rolls, and Reflex Saves (PH280).					
Vampiric Touch	24	None	1 Action	Special; See Text	Touch
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S		<i>School:</i> Necromancy	
<i>Desc:</i> Touch deals 1d6/two caster levels (Max 10d6); caster gains damage as hp (PH298).					
4th LEVEL					
Bestow Curse	25	Will Negates	1 Action	Permanent	Touch
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S		<i>School:</i> Necromancy	
<i>Desc:</i> Places a curse on the subject. Choose one: -6 to ability; -4 on all rolls and checks; 50% chance to lose action (PH203)					
Enervation	25	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S		<i>School:</i> Necromancy	
<i>Desc:</i> You release a ray of crackling negative energy that deals 1d4 negative levels to any living creature it strikes (PH226)					
Fear	25	Will Partial	1 Action	1 round/level	30 ft.
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M		<i>School:</i> Necromancy	
<i>Desc:</i> An invisible cone of terror causes living creatures in the area to become panicked unless they pass a Will save (PH229)					
Phantasmal Killer	21	Special; See Text	1 Action	Instantaneous	Medium (100 ft.+10 ft./level)
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S		<i>School:</i> Illusion	
<i>Desc:</i> Fearsome illusion kills subject or deals 3d6 damage (PH260).					
5th LEVEL					
Feeblemind	22	Will Negates; See Text	1 Action	Instantaneous	Medium (100 ft.+10 ft./level)
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M		<i>School:</i> Enchantment	
<i>Desc:</i> If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1 (PH229)					
Symbol of Pain	26	Fortitude Negates	10 Minute (s)	Special; See Text	0 ft.
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M		<i>School:</i> Necromancy	
<i>Desc:</i> All Creatures within 60ft suffer -4 to attack rolls, skill and ability checks (PH290).					
Telekinesis	22	Special; See Text	1 Action	Special; See Text	Long (400 ft.+40 ft./level)
<i>Spell Resistance:</i> Special		<i>Components:</i> V, S		<i>School:</i> Transmutation	
<i>Desc:</i> Lifts or moves 25 lb. /level at long range.(PH292).					
Waves of Fatigue	26	None	1 Action	Instantaneous	30 ft.
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S		<i>School:</i> Necromancy	
<i>Desc:</i> Waves of negative energy cause all living creatures in the spell` s area to become fatigued(PH_301)					

Sources loaded for the creation of **Cyrus the Necromancer**:

Players Handbook v35e

Dungeon Masters Guide v35e

Monster Manual v35e

Core eTools Data

CMP Bonus Data

User-Created Material

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