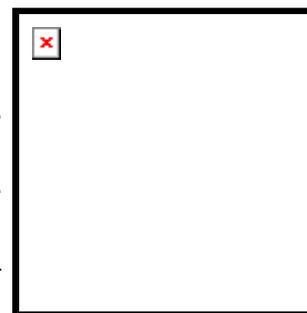


Vicente

Wiz10		Human		Neutral			
CLASS		RACE		ALIGNMENT		DEITY	
10	Medium	30	Male	5' 11"	180 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	TOTAL	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION			HIT DIE TYPE		SPEED		
STR	8	-1			HP 54										10d4		30		
DEX	14	+2			AC 12	10	12	= 10 + 0 + 0 + 2 + 0 + 0 + 0											0
CON	12	+1			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	22	+6			INITIATIVE		+ 6 = 2 + 4		SAVING THROWS		TOTAL		BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS	
WIS	14	+2			Fortitude		4 = 3 + 1 + 0 + 0 +		Con		4 = 3 + 1 + 0 + 0 +								
CHA	8	-1			Reflex		5 = 3 + 2 + 0 + 0 +		Dex		5 = 3 + 2 + 0 + 0 +								
					Will		9 = 7 + 2 + 0 + 0 +		Wis		9 = 7 + 2 + 0 + 0 +								
					BASE ATTACK BONUS		+5												

	TOTAL	BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS	+4	= 5	+ -1	+ 0	+ 0	+
RANGED ATTACK BONUS	+7	= 5	+ 2	+ 0	+ 0	+
Grapple MODIFIER	+4	= 5	+ -1	+ 0	+ 0	+

SKILLS

- Appraise
- Balance*
- Bluff
- Climb*
- Concentration
- Control Shape
- Craft ()
- Decipher Script
- Diplomacy
- Disguise
- Escape Artist*
- Forgery
- Gather Information
- Heal
- Hide*
- Intimidate
- Jump*
- Knowledge (Arcana)
- Knowledge (Geography)
- Knowledge (History)
- Knowledge (The Planes)
- 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**

ABILITY	TOTAL	RANKS	ABILITY MOD	MISC MOD
Int	6	=	6	+
Dex	2	=	2	+
Cha	-1	=	-1	+
Str	-1	=	-1	+
Con	14	=	13	+
Wis	2	=	2	+
Int	4	=	6	-2
Int	19	=	13	+
Cha	-1	=	-1	+
Cha	-1	=	-1	+
Dex	2	=	2	+
Int	6	=	6	+
Cha	-1	=	-1	+
Wis	2	=	2	+
Dex	2	=	2	+
Cha	-1	=	-1	+
Str	-1	=	-1	+
Int	19	=	13	+
Int	19	=	13	+
Int	19	=	13	+
Int	19	=	13	+
Wis	2	=	2	+
Wis	0	=	0	+
Dex	5	=	2	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	2	=	2	+
Int	6	=	6	+

■Sense Motive	Wis	<u>2</u>	=	<u> </u>	+	<u>2</u>	+	<u> </u>
Spellcraft	Int	<u>21</u>	=	<u>13</u>	+	<u>6</u>	+	<u>2</u>
■Spot	Wis	<u>2</u>	=	<u> </u>	+	<u>2</u>	+	<u> </u>
■Survival	Wis	<u>2</u>	=	<u> </u>	+	<u>2</u>	+	<u> </u>
■Swim*	Str	<u>-1</u>	=	<u> </u>	+	<u>-1</u>	+	<u> </u>
■Use Rope	Dex	<u>2</u>	=	<u> </u>	+	<u>2</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)	
Headband of Intellect +4	1	16000 gp	(0.00)	Rod of Metamagic, Empower, Lesser	1	9000 gp	(0.00)	
Wand of Hold Person (3) (Charges: 15)	1	1350 gp	(0.00)	Ring of Wizardry I	1	20000 gp	(0.00)	
Wand of Ice Storm (7) (Charges: 10)	1	4200 gp	(0.00)					
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

Infernal, Elven, Abyssal, Goblin, Common

Ring of Wizardry I

WEIGHT

0 lbs.

SPECIAL PROPERTIES

The wearer of this ring doubles first level arcane spells per day, not counting ability or specialization bonuses (DMG233).

Rod: Metamagic, Empower, Lesser

WEIGHT

0 lbs.

SPECIAL PROPERTIES

The wielder can cast up to 3 spells per day (3rd level or below) that are empowered as by the Empower Spell feat (DMG236).

Headband of Intellect +4

Enhancement

+4

WEIGHT

0 lbs.

SPECIAL PROPERTIES

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

FEATS

Improved Initiative

Spell Focus:
Enchantment

Spell Focus: Illusion

Spell Focus:
ConjurationGreater Spell Focus:
EnchantmentGreater Spell Focus:
Illusion

Scribe Scroll

Toughness

SPECIAL ABILITIES

Wizard Class Features

Bonus Feat (2)

Proficiency: Wizard
Weapons

Scribe Scroll

Spellbooks

Spells

Summon Familiar

Vicente 's Animal, Cat

STR	3	DEX	15	CON	10	INT	10	WIS	12	CHA	7
Fort	+3	Ref	+5	Will	+8	HP	27	Spd	30	Init	+2
AC - Base	24		AC - Flat	22		AC - Touch	14				
2 Claw	+9		Damage	1d2-4		Critical	20/x2				
Bite	+4		Damage	1d3-4		Critical	20/x2				
Features: Empathic Link, Share Spells, Improved Evasion, Alertness, Deliver Touch Spells, Speak with Master, Speak with Animals of its Type											
Feats: Weapon Finesse											
Skills: Spot + 3, Climb + 6, Hide + 14, Listen + 3, Jump + 10, Move Silently + 6, Balance + 10, Concentration + 14											

Vicente 's Wizard Spells

(Selected School: ~ Prohibited Schools:)

Level:	0	1	2	3	4	5	6	7	8	9
Known:	0	9	4	4	4	4	--	--	--	--
Per Day:	4	10	6	4	4	3	--	--	--	--

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)
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S			<i>School:</i> Conjuration
	<i>Desc:</i> You fire a small orb of acid at a target dealing 1d3 points of damage (PH196)					
	Arcane Mark	16	None	1 Action	Permanent	0 ft.
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S			<i>School:</i> Universal
	<i>Desc:</i> Visibly or invisibly inscribes your personal rune or mark, consisting of no more than 6 symbols, on any surface (PH201)					
1	Dancing Lights	16	None	1 Action	1 minute (D)	Medium (100 ft. +10 ft./level)
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S			<i>School:</i> Evocation
	<i>Desc:</i> Create up to four lights that resemble torches or glowing spheres of light, or one faintly glowing humanoid shape(PH216)					
	Daze	20	Will Negates	1 Action	1 round	Close (25 ft. +5 ft./2 levels)
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S, M			<i>School:</i> Enchantment
	<i>Desc:</i> This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions (PH217)					
2	Detect Magic	16	None	1 Action	Concentration, up to 1 minute/level (D)	60 ft.
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S			<i>School:</i> Divination
	<i>Desc:</i> Detects spells and magic items within 60 ft (PH219)					
	Detect Poison	16	None	1 Action	Instantaneous	Close (25 ft. +5 ft./2 levels)
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S			<i>School:</i> Divination
	<i>Desc:</i> You determine whether a creature, object, or area has been poisoned or is poisonous (PH219)					
	Disrupt Undead	16	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 direct a ray of positive energy and if the ray hits an undead creature, it deals 1d6 points of damage to it (PH223)					
	Flare	16	Fortitude Negates	1 Action	Instantaneous	Close (25 ft. +5 ft./2 levels)
	<i>Spell Resistance:</i> Yes		<i>Components:</i> V			<i>School:</i> Evocation
	<i>Desc:</i> Creates a burst of light, that can dazzle one creature for 1 minute unless it makes a successful Fortitude save (PH232)					
1	Ghost Sound	20	Will Disbelief (if interacted with)	1 Action	1 round/level (D)	Close (25 ft. +5 ft./2 levels)
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, M			<i>School:</i> Illusion
	<i>Desc:</i> Allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place (PH235)					
	Light	16	None	1 Action	10 minutes/level (D)	Touch
	<i>Spell Resistance:</i> No		<i>Components:</i> V, M/DF			<i>School:</i> Evocation
	<i>Desc:</i> Object shines like a torch (PH248).					
	Mage Hand	16	None	1 Action	Concentration	Close (25 ft. +5 ft./2 levels)
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S			<i>School:</i> Transmutation
	<i>Desc:</i> 5-pound telekinesis (PH249).					
	Mending	16	Will Negates (Harmless, Object)	1 Action	Instantaneous	10 ft.
	<i>Spell Resistance:</i> Yes (Harmless, Object)		<i>Components:</i> V, S			<i>School:</i> Transmutation
	<i>Desc:</i> Makes minor repairs on an object (PH253).					
	Message	16	None	1 Action	10 minutes/level	Medium (100 ft. +10 ft./level)
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S, F			<i>School:</i> Transmutation
	<i>Desc:</i> Whispered conversation at distance (PH253).					
	Open/Close	16	Will Negates (Object)	1 Action	Instantaneous	Close (25 ft. +5 ft./2 levels)
	<i>Spell Resistance:</i> Yes (object)		<i>Components:</i> V, S, F			<i>School:</i> Transmutation
	<i>Desc:</i> Opens or closes small or light things (PH258).					
	Prestidigitation	16	Special; See Text	1 Action	1 Hour	10 ft.
	<i>Spell Resistance:</i> No		<i>Components:</i> V, S			<i>School:</i> Universal
	<i>Desc:</i> Performs minor tricks (PH264).					

	Ray of Frost	16	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)
	<i>Spell Resistance:Yes</i>		<i>Components:V, S</i>			<i>School:Evocation</i>
	<i>Desc:Ray deals 1d3 cold damage (PH269).</i>					
	Read Magic	16		1 Action	10 minutes/level	Personal
	<i>Spell Resistance:-</i>		<i>Components:V, S, F</i>			<i>School:Divination</i>
	<i>Desc:Read scrolls and spellbooks (PH269).</i>					
	Resistance	16	Will Negates (Harmless)	1 Action	1 minute	Touch
	<i>Spell Resistance:Yes (harmless)</i>		<i>Components:V, S, M/DF</i>			<i>School:Abjuration</i>
	<i>Desc:Subject gains +1 on saving throws (PH272).</i>					
	Touch of Fatigue	16	Fortitude Negates	1 Action	1 round/level	Touch
	<i>Spell Resistance:Yes</i>		<i>Components:V, S, M</i>			<i>School:Necromancy</i>
	<i>Desc:You channel negative energy through your touch, fatiguing your target (PH294)</i>					
1st LEVEL						
	Burning Hands	17	Reflex Half	1 Action	Instantaneous	15 ft.
	<i>Spell Resistance:Yes</i>		<i>Components:V, S</i>			<i>School:Evocation</i>
	<i>Desc:A cone of flame shoots from your fingertips; creatures in the area take 1d4 fire damage/caster level (max 5d4) (PG207)</i>					
1	Color Spray	21	Will Negates	1 Action	Instantaneous; See Text	15 ft.
	<i>Spell Resistance:Yes</i>		<i>Components:V, S, M</i>			<i>School:Illusion</i>
	<i>Desc:A vivid cone of colors springs forth, causing creatures to become stunned, blinded, or knocking them unconscious (PH210)</i>					
	Feather Fall	17	Will Negates	0 Action	1 round/level	Close (25 ft.+5 ft./2 levels)
	<i>Spell Resistance:Yes (harmless)</i>		<i>Components:V</i>			<i>School:Transmutation</i>
	<i>Desc:The affected creatures or objects fall slowly, though faster than feathers typically do (PH229)</i>					
2	Grease	18	Special; See Text	1 Action	1 round/level (D)	Close (25 ft.+5 ft./2 levels)
	<i>Spell Resistance:No</i>		<i>Components:V, S, M</i>			<i>School:Conjuration</i>
	<i>Desc:A grease spell covers a solid surface with a layer of slippery grease (PH237)</i>					
	Mage Armor	18	Will Negates (Harmless)	1 Action	1 hour/level (D)	Touch
	<i>Spell Resistance:No</i>		<i>Components:V, S, F</i>			<i>School:Conjuration</i>
	<i>Desc:Gives subject +4 armor bonus (PH249).</i>					
4	Magic Missile	17	None	1 Action	Instantaneous	Medium (100 ft.+10 ft./level)
	<i>Spell Resistance:Yes</i>		<i>Components:V, S</i>			<i>School:Evocation</i>
	<i>Desc:1d4+1 damage; +1 missile/two levels above 1st (max +5) (PH251).</i>					
	Shield	17	None	1 Action	1 minute/level (D)	Personal
	<i>Spell Resistance:-</i>		<i>Components:V, S</i>			<i>School:Abjuration</i>
	<i>Desc:Invisible disc gives cover, blocks magic missiles (PH278).</i>					
1	Silent Image	21	Will Disbelief (if interacted with)	1 Action	Concentration	Long (400 ft.+40 ft./level)
	<i>Spell Resistance:No</i>		<i>Components:V, S, F</i>			<i>School:Illusion</i>
	<i>Desc:Creates minor illusion of your design (PH279).</i>					
2	Sleep	21	Will Negates (s)	1 Round	1 minute/level	Medium (100 ft.+10 ft./level)
	<i>Spell Resistance:Yes</i>		<i>Components:V, S, M</i>			<i>School:Enchantment</i>
	<i>Desc:Put up to 4 HD of creatures into comatose slumber (PH280).</i>					
2nd LEVEL						
2	Flaming Sphere	18	Reflex Negates	1 Action	1 round/level	Medium (100 ft.+10 ft./level)
	<i>Spell Resistance:Yes</i>		<i>Components:V, S, M/DF</i>			<i>School:Evocation</i>
	<i>Desc:A burning globe of fire rolls in whichever direction you point and burns those it strikes (2d6 fire damage) (PH232)</i>					
1	Mirror Image	22	Special; See Text	1 Action	1 minute/level (D)	Personal; See Text
	<i>Spell Resistance:-</i>		<i>Components:V, S</i>			<i>School:Illusion</i>
	<i>Desc:Creates decoy duplicates of you (1d4 +1/three levels, max 8) (PH254).</i>					
2	Scorching Ray	18	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels)
	<i>Spell Resistance:Yes</i>		<i>Components:V, S</i>			<i>School:Evocation</i>
	<i>Desc:You fire up to 3 fire rays dealing 4d6 points of fire damage (PH274)</i>					
1	Web	19	Special; See Text	1 Action	10 minutes/level (D)	Medium (100 ft.+10 ft./level)
	<i>Spell Resistance:No</i>		<i>Components:V, S, M</i>			<i>School:Conjuration</i>
	<i>Desc:Fills 20-ft. radius spread with sticky spider webs (PH301).</i>					

3rd LEVEL

1	Deep Slumber	23	Will Negates	1 Action	1 minute/level	Close (25 ft. +5 ft./2 levels)
	<i>Spell Resistance:</i> Yes				<i>Components:</i> V, S, M/DF	<i>School:</i> Enchantment
	<i>Desc:</i> Put up to 10 HD of creatures into comatose slumber (PH280).					
1	Dispel Magic	19	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)					
1	Stinking Cloud	20	Fortitude Negates; See	1 Action	1 round/level	Medium (100 ft. +10 ft./level)
	<i>Spell Resistance:</i> No		Text		<i>Components:</i> V, S, M	<i>School:</i> Conjuration
	<i>Desc:</i> Nauseating vapors affect living creatures while they are in the cloud and for 1d4+1 rounds after exiting (PH284).					
1	Suggestion	23	Will Negates	1 Action	1 hour/level or until completed	Close (25 ft. +5 ft./2 levels)
	<i>Spell Resistance:</i> Yes				<i>Components:</i> V, M	<i>School:</i> Enchantment
	<i>Desc:</i> Compels subject to follow stated course of action (PH285).					

4th LEVEL

	Confusion	24	Will Negates	1 Action	1 round/level	Medium (100 ft. +10 ft./level)
	<i>Spell Resistance:</i> Yes				<i>Components:</i> V, S, M/DF	<i>School:</i> Enchantment
	<i>Desc:</i> This spell causes the targets to become confused, and unable to independently determine what they will do (PH212)					
1	Otiluke's Resilient Sphere	20	Reflex Negates	1 Action	1 minute/level (D)	Close (25 ft. +5 ft./2 levels)
	<i>Spell Resistance:</i> Yes				<i>Components:</i> V, S, M	<i>School:</i> Evocation
	<i>Desc:</i> Force globe protects but traps one subject (PH258).					
2	Phantasmal Killer	24	Special; See	1 Action	Instantaneous	Medium (100 ft. +10 ft./level)
	<i>Spell Resistance:</i> Yes		Text		<i>Components:</i> V, S	<i>School:</i> Illusion
	<i>Desc:</i> Fearsome illusion kills subject or deals 3d6 damage (PH260).					
1	Wall of Fire	20	None	1 Action	Concentration +1 round/level	Medium (100 ft. +10 ft./level)
	<i>Spell Resistance:</i> Yes				<i>Components:</i> V, S, M/DF	<i>School:</i> Evocation
	<i>Desc:</i> Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft (PH298).					

5th LEVEL

	Cloudkill	22	Fortitude Partial; See	1 Action	1 minute/level	Medium (100 ft. +10 ft./level)
	<i>Spell Resistance:</i> No		Text		<i>Components:</i> V, S	<i>School:</i> Conjuration
	<i>Desc:</i> Generates a bank of yellowish green fog that automatically kills any living creature with 3 or fewer HD (PH210)					
1	Dominate Person	25	Will Negates	1 Action	1 day/level	Close (25 ft. +5 ft./2 levels)
	<i>Spell Resistance:</i> Yes				<i>Components:</i> V, S	<i>School:</i> Enchantment
	<i>Desc:</i> You can control the actions of any humanoid creature through a telepathic link with the subject's mind (PH224)					
1	Hold Monster	25	Will Negates; See Text	1 Action	1 round/level (D)	Medium (100 ft. +10 ft./level)
	<i>Spell Resistance:</i> Yes				<i>Components:</i> V, S, M/DF	<i>School:</i> Enchantment
	<i>Desc:</i> The target creature becomes paralyzed, but may attempt a new saving throw each round to end the effect (PH241)					
1	Wall of Force	21	None	1 Action	1 round/level (D)	Close (25 ft. +5 ft./2 levels)
	<i>Spell Resistance:</i> No				<i>Components:</i> V, S, M	<i>School:</i> Evocation
	<i>Desc:</i> Wall is immune to damage (PH298).					

Sources loaded for the creation of **Vicente** :

Players Handbook v35e

Dungeon Masters Guide v35e

Monster Manual v35e

Core eTools Data

CMP Bonus Data

User-Created Material

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