

# Raistlin

Human, Wizard [Evoker] 13th (Chaotic Evil)  
**Str 10, Dex 14, Con 8, Int 18, Wis 20, Cha 15**



— Racial Traits: Human —  
 One Extra Feat at First Level  
 +4 skill points at 1st level & +1 at each new level

— Class Features: Wizard 13th —  
 School specialization: Evocation  
 • +2 on Spellcraft to learn spells of the Evocation school.  
 • Prohibited schools: Illusion, Enchantment  
 Bonus Feat: Scribe Scroll  
 2x Bonus Feats (Ref. PHB p.57)

— Conditional Skill Bonuses —  
 +4 on Concentration made on the defensive [Combat Casting]  
 +2 on Survival when on other planes [Knowledge - Planes]

— CHARACTER STATUS —  
 No errors detected

<b>hp</b>	21
<b>Initiative</b>	+2
<b>Speed</b>	30 ft.
<b>AC</b>	20
<b>Touch/Flatfooted</b>	20/18
<b>Dmg Reduction</b>	0
<b>Spellpower</b>	
<b>Resistance</b>	0
<b>Penetration</b>	15
<b>Saves</b>	
<b>Fortitude</b>	+8
<b>Reflex</b>	+11
<b>Will</b>	+18
<b>Special Attacks</b>	
<b>Grapple</b>	+6
<b>Languages</b>	
Common,	
<b>Money</b>	
gp	
<b>Equipment</b>	
Ring of Protection +3	Robe of the Magi
Staff of Magius	
Spell component pouch	
Wizard's spellbook	
Acid flask	
Alchemist's fire	
Antitoxin	

## Attacks

One-Handed: Staff of Magius+3  
**+9/+4      1d6+3      /20      (x2)**  
 Desc: Double Weapon: 50% STR dmg mod for 2nd attack, same penalties as two weapon fighting

## Skills

Appraise	4	Ride	2
Balance	2	Search	4
Bluff	2	Sense Motive	5
Climb	0	Sleight of Hand	-
Concentration	15+4	Speak Language	5
Decipher Script	20	Spellcraft	22
Diplomacy	2	Spot	5
Disable Device	-	Survival	5+2
Disguise	2	Swim	0
Escape Artist	2	Tumble	-
Forgery	4	Use Magic Device	-
Gather Information	2	Use Rope	2
Handle Animal	-	Craft - Alchemy	20
Heal	5	Knowledge - Arcana	20
Hide	2	Knowledge - Planes	10
Intimidate	2	Knowledge - History	10
Jump	0	Profession - Apothecary	15
Listen	5	Profession - Herbalist	15
Move Silently	2		
Open Lock	-		

## Feats

Combat Casting  
 Scribe Scroll  
 Maximize Spell  
 Quicken Spell  
 Brew Potion  
 Spell Mastery  
 Spell Focus: Evocation  
 Greater Spell Focus: Evocation  
 Spell Penetration

Potions & Scrolls: Cure Moderate Wounds x5, Lesser Restoration X5

Circlet of Wisdom +4		Staff of Magius (+3 Att/AC/Save, 20 Charges) 1 Chrg: Light, Dark, Featherfall, x2 Dmg, Enlarge
		2 Chrg: Magic Missile x3, Levitate, Knock, Entangle, Jump, Spider Climb, Telekinesis, Dispel Magic
		3 Chrg: Feign Death, Lightning Bolt 6d6, Invisibility, Locate Object, Paralyze, Summon Swarm

**SPELL PLANNER for Wizard**

EFFECTIVE LEVEL **13** = **13** Total Base Adj.

Spells per Day:	4+1	5+1	5+1	5+1	5+1	3+1	2+1	1+1		
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	14	15	16	17	18	19	20	21		

**LEGEND** Raistlin  
 \*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief, (D)ismissible, HD: Hit Die, HP: Hit Points, hr: Hour, max: Maximum, min: Minute, neg: Negate, obj: Object, part: Partial, rad: Radius, rd: Round, (S)hapeable, temp: Temporary, vs: Versus, wpn: Weapon

Range  
 Close: 5'  
 Medium: 230'  
 Long: 920'

**SCHOOLS:** Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

The Only Sheet v7.50.7REGISTERED to Christopher Boucher

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		<b>LEVEL 7:</b>										
	☐☐	7 Prismatic Spray	EV	VS	1 action	60 ft.	Cone-shaped burst	Instant	see text	Yes	Rays hit subjects with variety of effects	p.264
	☐☐	7 Limited Wish	U	VSWP	1 action	see text	see text	see text	None	Yes	Alters reality, within spell limits	p.248
		<b>LEVEL 6:</b>										
	☐☐☐	6 Chain Lightning	EV	VSF	1 action	Long	1 target, + 13 secondary	Instant	Ref half [DC22]	Yes	Bolt does 13d6 dmg & half dmg on up to 13 targets inside 30'	p.208
	☐☐☐	6 Globe of Invulnerability	A	VSM	1 action	10 ft.	10' radius sphere	13 rd (D)	None	No	Stops 1st- through 4th-level spell effects	p.236
	☐☐☐	6 Disintegrate	T	VSM/DF	1 action	Medium		Instant	Fort part (obj) [DC20]	Yes	Reduces one creature or object to dust	p.222
		<b>LEVEL 5:</b>										
	☐☐☐☐	5 Cone of Cold	EV	VSM/DF	1 action	60 ft.	Cone-shaped burst	Instant	Ref half [DC21]	Yes	13d6 cold damage	p.212
	☐☐☐☐	5 Wall of Force	EV	VSM	1 action	Close		13 rd (D)	None	No	Wall is immune to damage	p.298
	☐☐☐☐	5 Summon Monster V	C	VSF/DF	1 round	Close		13 rd (D)	None	No	Calls outsider to fight for you	p.286
	☐☐☐☐	5 Teleport	C	VS	1 action	Touch	You and willing crts	Instant	see text	*	Instantly transports you anywhere	p.292
		<b>LEVEL 4:</b>										
	☐☐☐☐☐☐	4 Fire Shield	EV	VSM/DF	1 action	Personal	You	13 rd (D)			Attackers take 1d6+13 fire / cold dmg; protection from cold / fire	p.230
	☐☐☐☐☐☐	4 Ice Storm	EV	VSM/DF	1 action	Long	Cylinder (20' radius, 40' high)	1 full rd	None	Yes	Hail does 3d6 bludgeoning +2d6 cold dmg, 1/2 mvt, -4 to Listen	p.243
	☐☐☐☐☐☐	4 Ice Storm	EV	VSM/DF	1 action	Long	Cylinder (20' radius, 40' high)	1 full rd	None	Yes	Hail does 3d6 bludgeoning +2d6 cold dmg, 1/2 mvt, -4 to Listen	p.243
	☐☐☐☐☐☐	4 Animate Dead	N	VSM	1 action	Touch	52 HD of corpses	Instant	None	No	Creates undead skeletons and zombies	p.198
	☐☐☐☐☐☐	4 Polymorph	T	VSM	1 action	Touch	Willing creature touched	13 min (D)	None	No	Changes willing subject into another creature	p.263
	☐☐☐☐☐☐	4 Scrying	D	VSM/DF	1 hour	see text		13 min	Will neg [DC18]	Yes	Spies on subject from a distance	p.274
		<b>LEVEL 3:</b>										
	☐☐☐☐☐☐	3 Fireball	EV	VSM	1 action	Long	20' radius spread	Instant	Ref half [DC19]	Yes	10d6 damage, 20-ft. radius	p.231
	☐☐☐☐☐☐	3 Fireball	EV	VSM	1 action	Long	20' radius spread	Instant	Ref half [DC19]	Yes	10d6 damage, 20-ft. radius	p.231
	☐☐☐☐☐☐	3 Fly	T	VSF/DF	1 action	Touch	Creature touched	13 min	Will neg [DC17]	Yes	Target flies at 60' (Light) or 40' (Medium, Heavy) encumbrance	p.232
	☐☐☐☐☐☐	3 Tongues	D	VM/DF	1 action	Touch	Creature touched	130 min	Will neg [DC17]	No	Speak any language	p.294
	☐☐☐☐☐☐	3 Vampiric Touch	N	VS	1 action	Touch	Living creature touched	Instant/1 hr	None	Yes	Touch deals 6d6 damage; caster gains damage as HP	p.298
	☐☐☐☐☐☐	3 Vampiric Touch	N	VS	1 action	Touch	Living creature touched	Instant/1 hr	None	Yes	Touch deals 6d6 damage; caster gains damage as HP	p.298
		<b>LEVEL 2:</b>										
	☐☐☐☐☐☐	2 Scorching Ray	EV	VS	1 action	Close	Targets inside 30'	Instant	None	Yes	3 rays deal 4d6 fire each to subjects	p.274
	☐☐☐☐☐☐	2 Scorching Ray	EV	VS	1 action	Close	Targets inside 30'	Instant	None	Yes	3 rays deal 4d6 fire each to subjects	p.274
	☐☐☐☐☐☐	2 Scorching Ray	EV	VS	1 action	Close	Targets inside 30'	Instant	None	Yes	3 rays deal 4d6 fire each to subjects	p.274
	☐☐☐☐☐☐	2 Scorching Ray	EV	VS	1 action	Close	Targets inside 30'	Instant	None	Yes	3 rays deal 4d6 fire each to subjects	p.274
	☐☐☐☐☐☐	2 False Life	N	VSM	1 action	Personal	You	see text			You gain 1d10+10 temporarily hit points	p.229
	☐☐☐☐☐☐	2 Bear's Endurance	T	VSDP	1 action	Touch	Creature touched	13 min	Will neg [DC16]	Yes	Grants a +4 enhancement bonus to Constitution	p.203
		<b>LEVEL 1:</b>										
	☐☐☐☐☐☐	1 Burning Hands	EV	VS	1 action	15 ft.	Cone-shaped burst	Instant	Ref half [DC17]	Yes	Cone of fire damage that does 5d4 fire damage	p.207
	☐☐☐☐☐☐	1 Burning Hands	EV	VS	1 action	15 ft.	Cone-shaped burst	Instant	Ref half [DC17]	Yes	Cone of fire damage that does 5d4 fire damage	p.207
	☐☐☐☐☐☐	1 Burning Hands	EV	VS	1 action	15 ft.	Cone-shaped burst	Instant	Ref half [DC17]	Yes	Cone of fire damage that does 5d4 fire damage	p.207
	☐☐☐☐☐☐	1 Shocking Grasp	EV	VS	1 action	Touch	Creature or object	Instant	None	Yes	Touch delivers 5d6 electricity damage. +3 attack vs metal	p.279
	☐☐☐☐☐☐	1 Shocking Grasp	EV	VS	1 action	Touch	Creature or object	Instant	None	Yes	Touch delivers 5d6 electricity damage. +3 attack vs metal	p.279
	☐☐☐☐☐☐	1 Shocking Grasp	EV	VS	1 action	Touch	Creature or object	Instant	None	Yes	Touch delivers 5d6 electricity damage. +3 attack vs metal	p.279
		<b>SOR/WIZ CANTRIPS:</b>										
	☐☐☐☐☐☐	0 Dancing Lights	EV	VS	1 action	Medium		1 min (D)	None	No	Creates torches or other lights	p.216
	☐☐☐☐☐☐	0 Dancing Lights	EV	VS	1 action	Medium		1 min (D)	None	No	Creates torches or other lights	p.216
	☐☐☐☐☐☐	0 Ray of Frost	EV	VS	1 action	Close		Instant	None	Yes	Ray deals 1d3 cold damage	p.269
	☐☐☐☐☐☐	0 Ray of Frost	EV	VS	1 action	Close		Instant	None	Yes	Ray deals 1d3 cold damage	p.269
	☐☐☐☐☐☐	0 Ray of Frost	EV	VS	1 action	Close		Instant	None	Yes	Ray deals 1d3 cold damage	p.269