Caralaria	Max hit points 134		nitiative 9 = 5 + 4
PlayerScott DeanRaceHumanGenderFemaleAlignmentLawful NeutralDeityThe Iron GodChar Level12Current xp145003Xp to next210000ClassesMonk12 (favored)	Con hp 48 Blinded -2:AC no:dex other Confused reduced action Dazed no:action Exhausted -6:S,6D half:speed Dying: Fatigued -2:S,D no:run Frightened -2:S,2D no:run Nauseated no:actiontic, cast other Panicked -2:save,skill,abil Paralyzed 0:S,D no:move,act Shaken -2:att,dmg,save,skill,abil Stunned -2:AC no:dex		Total Dex Misc Speed Base Armored Squares Normal 30 70 14 Run x3 90 210 42 Run x4 120 280 56 Climb 7 17 3 Swim 7 17 3 Load Weight Dex Penalty Speed Run Intervention and the state of th
Attributes Ability Misc Temp Mod Total Base Mod Mod	Melee Attack Bonus 16/11 = 9 + 6 + 0 + Combat Man. Bonus 18 = 9 + 6 + 0 + 18 = 9 + 6 + 0 + Total BAB Str Size Str Weapon Attack Bonus	Misc 3 Combat Man. Defe	Total BAB Dex Size Misc
Strength 6 $22 = 20 + 2$ Dexterity 5 $20 = 18 + 2$ Constitution 4 $18 = 18 + 0$ Intelligence 3 $16 = 16 + 0$ Wisdom 3 $16 = 16 + 0$ Charisma 2 $14 = 14 + 0$	power attack 16/16/16/11/6 2d8+13 19- Unarmed Strike 18/13 2d8+7 19- power attack 15/10 2d8+13 19- Masterwork Kama 17/12 1d6+6 2d Masterwork Siangham 17/12 1d6+6 2d Quarterstaff +1;- 17/12 1d6+10 2d power attack 14/9 1d6+19 2d Shuriken 15/10 1d2 2d	20/x2 B 20/x2 B 20/x2 B 0/x2 S 0/x2 P 0/x2 B/B May use 0/x2 B/B 0/x2 P 10	e attack with disarm, sunder or trip May use with flurry May use with flurry e with flurry at normal str bonus May use with flurry
$\begin{array}{c c} \textbf{Saves} & \textbf{Abi Total} & \textbf{Magic Misc Temp} \\ \textbf{Mod Mod Mod Mod Mod Mod Mod Mod} \\ \textbf{Fortitude con 14} = 8 + 4 + 2 + 0 \\ \textbf{Reflex} & \textbf{dex 15} = 8 + 5 + 2 + 0 \\ \textbf{Will} & \textbf{wis 15} = 8 + 3 + 2 + 2 \\ +2 \text{ vs. enchantment spells and effects} \end{array}$	Armor Bracers of Armor +3, Ioun Stone, Dusty rose Pr		
Improved Grapple (Granted) No AoO when Improved Initiative +4 to initiative checks Improved Trip (Granted) No AoO when of Iron Will +2 on Will saves Mobility (Granted) Gain +4 AC against at Power Attack Subtract 3 from melee attac Quick Draw You can draw a weapon as a weapon as a move action (normally std Snatch Arrows (Granted) Once per roun deflect or catch it instead. Thrown weap Stunning Fist (Granted) Once per roun deflect or catch it instead. Thrown weap Stunning Fist (Granted) Disconsel be (choose): stunned (1 rnd), fatigued (7 Vital Strike Roll base damage dice twice Weapon Focus (Unarmed Strike) Weap Special Abilities Flurry of Blows (Ex) Use a full attack to r Ki Pool (Su) Disconsel (1 rnd). 1pt: add attack to flurry. If not er lawful weapons. Stunning Fist (Ex) You gain Stunning Fis Improved Unarmed Strike Unarmed strik nonlethal damage, are considered both Abundant Step (Su) Spend 2 Ki points to using the spell dimension door as a 12 I AC Bonus (Ex) When unarmored and un Bonus Feat Humans select one extra fea Diamond Body (Su) You are immune to p Fast Movement (Ex) (Monk) If wearing no High Jump (Ex) Add +12 to Acrobatics fo Improved Evasion (Ex) Take no damage damage. On failed save, only take half of Maneuver Training (Ex) Use monk level Purity of Body (Ex) Immune to natural ar Skilled Humans gain an extra skill point e Slow Fall (Ex) Use nearby walls to slow a	using trip. +2 to CMB and CMD for trip. ttacks of opportunity caused by moving. ck to add 6 to damage (9 with two-handed weapon). a free action (normally move action) or a hidden action). You may throw weapons at full attack rate. d, if you would be hit with a ranged weapon, you may ions can be immediately thrown back.	Skills Acrobatics Appraise Bluff Climb Craft (Armor)* Diplomacy Disable Device* Disguise Escape Artist Fly Handle Animal* Heal Intimidate Knowledge (Arcana)* Knowledge (Dungeoneeri Knowledge (Religineering)) Knowledge (Religineering) Knowledge (Nature)* Knowledge (Nature)* Knowledge (Nature)* Knowledge (Religion)* Linguistics* Perception Ride Sense Motive Sleight of Hand* Spellcraft* Stealth Survival Swim Use Magic Device* Total ranks: 96 (0 from fa Languages: Common, E	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$

	Gear	#	Weigh	t Description	Location
	Alchemist's Fire (Flask)	8	1		Bag of Holding
The Aller	Amulet of Mighty Fists +1 (Mighty	1	0.02		Equipped
A A A A A A A A A A A A A A A A A A A	Cleaving)				
A A AND A	Bag of Holding (Type I)	1	15		Carried
AR THE R	Belt of Giant Strength +2	1	1		Equipped
CARRIE CONTRACT	Bracers of Armor +3	1	1		Equipped
	Cat Ears of Night	1	0.02		Equipped
	Cloak of Resistance +2	1	1		Equipped
	Elemental Gem (Fire)	1	0.02		Bag of Holding
	Flurry of Blows	1	0		Equipped
	Flurry of Blows	1	0	May replace attack with disarm, sunder or trip	Equipped
	Gloves of Incredible Dexterity +2	1	1	·	Equipped
	Ioun Stone (Dusty rose Prism)	1	0.02		Equipped
	Masterwork Kama	1	2	May use with flurry	Carried
	Masterwork Siangham	1	1	May use with flurry	Carried
	Mirror (Small/Steel)	1	0.5		Bag of Holding
	Outfit (Monk's)	1	2		Bag of Holding
	Potion of Barkskin +2	1	0		Pouch (Belt)
	Potion of Cat's Grace	1	0		Pouch (Belt)
	Potion of Cure Light Wounds	1	0		Pouch (Belt)
	Potion of Cure Moderate Wounds	3	0		Pouch (Belt)
	Potion of Cure Serious Wounds	2	0		Pouch (Belt)
	Potion of Owl's Wisdom	1	0		Pouch (Belt)
	Pouch (Belt)	1	0.5		Equipped
	Quarterstaff +1;-	1	0		Carried
P/ 11	Quarterstaff +1;-	1	4	May use with flurry at normal str bonus	Carried
Wealth Total value of all gear & treasure: 116,685.79gp	Ring of Energy Resistance (Minor/ Acid)	1	0		Equipped
Wealth	Ring of Energy Resistance (Minor/	1	0		Equipped
pp: 19 gp: 15 sp: 6 cp: 9	Fire/ AC Bonus (Deflection) (+2))				
Gems	Robe (Monk's)	1	1		Equipped
Jewelry & art	Sack	1	0.5		Bag of Holding
Ogp Iron Rose	Shuriken	20		May use with flurry	Carried
	Unarmed Strike	1	0		Equipped
	Unarmed Strike	1	0		Equipped

Caralaria (Enlarged)	Max hit points 134	Initiative 8 = 4	+ 4
Player Scott Dean	Con hp 48	Total	Misc
Race Human	Blinded -2:AC no:dex other	Speed Base Armored	0
Gender Female		Normal 30 70	Squares 14
Alignment Lawful Neutral		Run ×3 90 210	42
Deity The Iron God	Exhausted -6:S,6D half:speed Dying: Fatigued -2:S,D no:run	Run ×4 120 280	56
Char Level 12	□ Frightened -2:S,2D no:run	Climb 7 17	3
Current xp 145003	□ Nauseated no:att,cast other	Swim 7 17	3
Xp to next 210000 Classes	Panicked -2:save,skill,abil Paralyzed 0:S,D no:move,act	Load Weight Dex Penalty	Speed Run
Monk 12 (favored)	Shaken -2:att,save,skill,abil	Light 233	70 ×4
	Sickened -2:att,dmg,save,skill,abil	Medium 466 +3 -3 Heavy 700 +1 -6	70 ×4 70 ×3
	Stunned -2:AC no:dex		10 20
	Melee Attack Bonus 16/11 = 9 + 7 + -1 +	······································	+ -1 + 1
	Combat Man. Bonus Total BAB Str Size $19 = 9 + 7 + -1 + 1 + 1 + 1 + 1 + 1 + 1 + 1 + 1 + $		Size Miso + 10
Attributoo Ability Misc Temp	Total BAB Str Size		
Attributes Mod Total Base Mod Mod		Crit Type Range Special 20/x2 B May replace attack with disarm, sunder	r or trip
Strength 7 24 = 22+2		20/x2 B May replace attack with disarm, sunde 20/x2 B	n or uip
Dexterity 4 18 = 16+2		20/x2 B	
Constitution 4 18 = 18 + 0	1	20/x2 B	
Intelligence 3 $16 = 16 + 0$		X2SMay use with flurryX2PMay use with flurry	
Wisdom 3 $16 = 16 + 0$		0/x2 B/B May use with flurry at normal str bo	onus
Charisma 2 14 = 14 + 0	,)/x2 B/B	
		0/x2 P 10 May use with flurry	
Saves Abl Total Base Ability Magic Misc Temp Mod Mod Mod Mod Mod Mod	Armor Class $26 = 10 + 3 + 3$		+ 0
Fortitude $con 14 = 8 + 4 + 2 + 0$	Total Armor S Armor Bracers of Armor +3, Ioun Stone, Dusty rose Pri	Shield Dex Dodge Deflect Misc Class Size	Natural
Reflex dex $14 = 8 + 4 + 2 + 0$		Fire Resistance (10)	
Will wis $15 = 8 + 3 + 2 + 2$ +2 vs. enchantment spells and effects	Touch AC 23 Flat-footed AC 22 Spell	Resistance 0 Acid Resistance (5)	
+2 vs. encliantment spells and enects	Armor Check Penalty: 0 Arcane Spell Failure: 0%	Max Dex Bonus:	
		Class Key Total Abl Class	Misc
Feats	the the critical range of this weapon (included)	SKIIIS Abl Mod Mod Ranks Train	Mod Armor
,	uble the critical range of this weapon. (Included) hen grappling. +2 to CMB and CMS for grapple.	Acrobatics DEX $19 = 4 + 12 + 3$ Appraise INT $3 = 3 + 0 + 0$	
Improved Initiative +4 to initiative checks		Bluff $CHA = 2 + 12 + 0$	
Improved Trip (Granted) No AoO when	using trip. +2 to CMB and CMD for trip.	Climb STR 22 = 7 + 12 + 3	
Iron Will +2 on Will saves Mobility (Granted) Gain +4 AC against a	ttacks of opportunity caused by moving	Craft (Armor)* INT 7 = 3 + 1 + 3 Diplomacy CHA 3 = 2 + 1 + 0	
	ck to add 6 to damage (9 with two-handed weapon).	Disable Device* $DEX = 4 + 0 + 0$	
Quick Draw You can draw a weapon as a	a free action (normally move action) or a hidden	Disguise $CHA = 2 + 0 + 0$	
	action). You may throw weapons at full attack rate. Id, if you would be hit with a ranged weapon, you may	Escape Artist DEX 10 = 4 + 3 + 3 Fly DEX 4 = 4 + 0 + 0	
deflect or catch it instead. Thrown wear		Handle Animal* $CHA 4 = 2 + 2 + 0$	
	Defender makes a Fort save (DC 19) or	Heal wis 3 = 3 + 0 + 0	
	1 rnd), sickened (1 min), staggered (1d6+1 rnds)	Intimidate $CHA = 2 + 9 + 3$	
Weapon Focus (Unarmed Strike) Weap	for one attack per round. Extra damage doesn't crit.	Knowledge (Arcana)* INT $4 = 3 + 1 + 0$ Knowledge (Dungeoneering)* INT $- = 3 + 0 + 0$	
Special Abilities		Knowledge (Engineering)* $INT = 3 + 0 + 0$	
	make 2 additional unarmed (or monk weapon) attacks.	Knowledge (Geography)* $INT = 3 + 0 + 0$	
	Swift action: 1pt: +20' move (1 rnd). 1pt: +4 dodge AC	Knowledge (History)*INT $- = 3 + 0 + 0$ Knowledge (Local)*INT $- = 3 + 0 + 0$	
	mpty: unarmed attacks count as magic, silver, cold iron,	Knowledge (Local) $INT = 3 + 0 + 0$ Knowledge (Nature)* $INT = 3 + 0 + 0$	
lawful weapons. Stunning Fist (Ex) You gain Stunning Fis	st as a bonus feat	Knowledge (Nobility)* $INT - = 3 + 0 + 0$	+ 0
	kes never take off-hand penalties, can deal lethal or	Knowledge (Planes)* $INT = 3 + 0 + 0$	
nonlethal damage, are considered both	natural and manufactured weapons.	Knowledge (Religion)* INT 8 = 3 + 2 + 3 Linguistics* INT - = 3 + 0 + 0	
	o move yourself (only) instantly to another spot, as if	Perception wis $18 = 3 + 12 + 3$	
using the spell dimension door as a 12 AC Bonus (Ex) When unarmored and un		Ride DEX 9 = 4 + 2 + 3	+ 0
Bonus Feat Humans select one extra fea	-	Sense Motive Wis $12 = 3 + 6 + 3$	
Diamond Body (Su) You are immune to		Sleight of Hand*DEX $=$ $=$ $+$ 0 Spellcraft*INT $=$ 3 $+$ 0	
	o armor and carrying a light load, gain +40' to speed.	Spendant Dex $19 = 4 + 12 + 3$	
	or jumping. Spend ki point for +20 for a round.	Survival wis 5 = 3 + 2 + 0	
damage. On failed save, only take half	damage.	Swim STR 16 = 7 + 6 + 3 Use Magic Device* CHA 3 = 2 + 1 + 0	
Maneuver Training (Ex) Use monk level		Total ranks: 96 (0 from favored skill bonuses)	τU
Purity of Body (Ex) Immune to natural a Skilled Humans gain an extra skill point e		Languages: Common, Elven, Giant, Goblin	
Slow Fall (Ex) Use nearby walls to slow a			
	aving throws against enchantment spells and effects.		
Wholeness of Body (Su) Spend 2 ki poin Proficiencies	nts to self-heal 12hp		

(III)	Gear	#	Weigh	nt Description	Location
	Alchemist's Fire (Flask)	8	1		Bag of Holding
S PARA	Amulet of Mighty Fists +1 (Mighty	1	0.02		Equipped
	Cleaving)				
ANIE	Bag of Holding (Type I)	1	15		Carried
A BARR	Belt of Giant Strength +2	1	1		Equipped
ARRENT STREET	Bracers of Armor +3	1	1		Equipped
	Cat Ears of Night	1	0.02		Equipped
	Cloak of Resistance +2	1	1		Equipped
	Elemental Gem (Fire)	1	0.02		Bag of Holding
	Flurry of Blows	1	0	May replace attack with disarm, sunder or trip	Equipped
	Flurry of Blows	1	0		Equipped
	Gloves of Incredible Dexterity +2	1	1		Equipped
	Ioun Stone (Dusty rose Prism)	1	0.02		Equipped
	Masterwork Kama	1	2	May use with flurry	Carried
	Masterwork Siangham	1	1	May use with flurry	Carried
	Mirror (Small/Steel)	1	0.5		Bag of Holding
	Outfit (Monk's)	1	2		Bag of Holding
	Potion of Barkskin +2	1	0		Pouch (Belt)
	Potion of Cat's Grace	1	Ő		Pouch (Belt)
	Potion of Cure Light Wounds	1	0		Pouch (Belt)
	Potion of Cure Moderate Wounds	3	0		Pouch (Belt)
	Potion of Cure Serious Wounds	2	0		Pouch (Belt)
	Potion of Owl's Wisdom	1	0		Pouch (Belt)
	Pouch (Belt)	1	0.5		Equipped
	Quarterstaff +1;-	1	0		Carried
P	Quarterstaff +1;-	1	4	May use with flurry at normal str bonus	Carried
Moalth Total value of all gear & treasure: 116,685.79gp	Ring of Energy Resistance (Minor/ Acid)	1	0		Equipped
	Ring of Energy Resistance (Minor/	1	0		Equipped
pp: 19 gp: 15 sp: 6 cp: 9	Fire/ AC Bonus (Deflection) (+2))		-		1 11
Gems	Robe (Monk's)	1	1		Equipped
Jewelry & art	Sack	1	0.5		Bag of Holding
	Shuriken	20		May use with flurry	Carried
0gp Iron Rose	Unarmed Strike	1	0		Equipped
	Unarmed Strike	1	0		Equipped

Scoffney Shever	Max hit points 140	Initiative 9 = 9 + 0
PlayerScott DeanRaceDwarfGenderMaleAlignmentNoneDeityChar LevelChar Level12Current xp145003Xp to next210000Classes6Alchemist6Rogue6 (favored)	Con hp 60 Blinded -2:AC no:dex other Confused reduced action Dazed no:action Exhausted -6:S,6D half:speed Fatigued -2:S,D no:run Frightened -2:S,2D no:run Nauseated no:att,cast other Panicked -2:save,skill,abil Staken -2:att,save,skill,abil Sickened -2:AC no:dex Melee Attack Bonus 11/6 = 8 + 2 + 0 +	Total Dex Initial Total Dex Initial Speed Base Armored Squares Normal 30 30 6 Run x3 90 90 18 Run x4 120 120 24 Climb 7 7 1 Swim 7 7 1 Load Max Max Check Light 66 - - 30 x4 Medium 133 +3 -3 30 x4 Heavy 200 +1 -6 30 x3 *1 Ranged Attack Bonus 18/13= 8 + 9 + 0 + 1
	Total BAB Str Size Combat Man. Bonus 10 = 8 + 2 + 0 Total BAB Str Size Size 3 <	• 0 Combat Man. Defense 29 = 10 + 9 + 10
Attributes Ability Mod Total Base Misc Temp Mod Temp Mod Strength 2 15 $= 15 + 0$ Dexterity 9 28 $= 24 + 4$ Constitution 5 20 $= 20 + 0$ Intelligence 4 18 $= 18 + 0$ Wisdom 0 10 $= 10 + 0$ Charisma 1 $12 = 12 + 0$	Weapon Attack Bonus Damage Magnetic Rifle +1 19/14 1d12+1 19- deadly aim 16/11 1d12+7 19- Bomb 19/14 1d6+4 2 Dagger +2 (Flaming) 20/15 1d4+4 19- Masterwork Double Pistol 19/14 1d10 19-	Cit Type Range Special -20/x3 P 100 +1d6 to metal targets -20/x3 P 100 0/x2 F 20 10' splash -20/x2 PS -20/x3 P 40 -20/x3 P 50
SavesBase Ability Magic Misc Temp Mod Mod Mod Mod Mod ModFortitudeTotalFortitude $15 = 7 + 5 + 3 + 0$ Reflexdex $22 = 10 + 9 + 3 + 0$ Willwis $7 = 4 + 0 + 3 + 0$ +2 vs. poison, spells, and spell-like abilities, +2 Reflex to avoid traps	Armor Mithral Shirt +3 (Shield/Wizard/1st), Ring of Pro	Shield Dex Dodge Deflect Misc Class Size Natural otection +2, bless, shield, dexterity mutagen Resistance 0
weapon as a move action (normally sto Rapid Shot On a ranged full-attack, you	ck to add 6 to damage. critical range of this weapon. (Included) damage for ranged attacks within 30'. aking the -4 penalty. a free action (normally move action) or a hidden I action). You may throw weapons at full attack rate. may take -2 attack (all shots) to fire an additional time. ex mod instead of your Str mod when attacking with a	Skills Abi Mod Mod Ranke Train Mod Armon Acrobatics DEX $24 = 9 + 12 + 3 + 0$ Appraise INT $19 = 4 + 12 + 3 + 0$ Bluff CHA $5 = 1 + 1 + 3 + 0$ Climb STR $10 = 2 + 5 + 3 + 0$ Craft (Alchemy)* INT $13 = 4 + 6 + 3 + 0$ Diplomacy CHA $5 = 1 + 1 + 3 + 0$ Disable Device* DEX $27 = 9 + 12 + 3 + 3$ Disguise CHA $5 = 1 + 1 + 3 + 0$ Disguise CHA $5 = 1 + 1 + 3 + 0$ Disguise CHA $5 = 1 + 1 + 3 + 0$ Disguise CHA $5 = 1 + 1 + 3 + 0$ Disguise CHA $5 = 1 + 1 + 3 + 0$ Disguise CHA $9 = 1 + 5 + 3 + 0$ Escape Artist DEX $17 = 9 + 5 + 3 + 0$ Fly DEX $13 = 9 + 1 + 3 + 0$
Special Abilities Acid Bomb* Bomb may deal acid damage Bomb (Su) DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	ge. Next round, direct target takes +1d6 acid. ing a standard action, mix a chemical bomb and hurl it. hage (doubled on crit), plus 2d6 points of ancillary fire ig squares, dealing 7 damage (DC 17 Reflex for half). ect targets ignite (+1d6/rnd). splash of a bomb that hits. then opponent denied a Dex bonus or you flank them. ft action to infuse ammunition with an alchemical when it hits. Wears off in one minute if not used. tte alchemy. Use Craft (Alchemy) to identify potions. s. creatures of giant subtype. nbs in a 20' cone instead of a radius. gic (CL=6) instead of deal damage. against an attack that normally saves for half-damage nge of a target that is flanked by two or more of your with a ranged weapon. magical metal/gem-based items. Jbtypes. otion granting you +2 natural armor and a +4 alchemical 0 minutes, taking a -2 penalty to a mental attribute.	Handle Animal*CHA $= = 1 + 0 + 0 + 0$ HealWIS $4 = 0 + 1 + 3 + 0$ IntimidateCHA $5 = 1 + 1 + 3 + 0$ Knowledge (Arcana)*INT $8 = 4 + 1 + 3 + 0$ Knowledge (Dungeoneering)*INT $13 = 4 + 6 + 3 + 0$ Knowledge (Engineering)*INT $7 = 4 + 3 + 0 + 0$ Knowledge (Geography)*INT $- = 4 + 0 + 0 + 0$ Knowledge (History)*INT $- = 4 + 0 + 0 + 0$ Knowledge (Local)*INT $- = 4 + 0 + 0 + 0$ Knowledge (Nature)*INT $- = 4 + 0 + 0 + 0$ Knowledge (Nobility)*INT $- = 4 + 0 + 0 + 0$ Knowledge (Religion)*INT $- = 4 + 0 + 0 + 0$ Knowledge (Religion)*INT $- = 4 + 0 + 0 + 0$ Knowledge (Religion)*INT $- = 4 + 0 + 0 + 0$ Linguistics*INT $- = 4 + 0 + 0 + 0$ Linguistics*INT $- = 4 + 0 + 0 + 0$ Profession (Gambler)*WIS $5 = 0 + 1 + 3 + 0$ Profession (Herbalist)*WIS $5 = 0 + 2 + 3 + 0$ RideDEX $9 = 9 + 0 + 0 + 0$ Sleight of Hand*DEX $13 = 9 + 1 + 3 + 0$ Syellcraft*INT $14 = 4 + 7 + 3 + 0$ SwimSTR $6 = 2 + 1 + 3 + 0$ SwimSTR $6 = 2 + 1 + 3 + 0$ SwimSTR $6 = 2 + 1 + 3 + 0$
Device skill checks. You can use the D Trap Sense (Ex) Gain a +2 to Reflex and Uncanny Dodge (Ex) Retain Dex bonus	isable Device skill to disarm magical traps. d AC to avoid traps.	Total ranks: 120 (0 from favored skill bonuses) Languages: Common, Dwarven, Giant, Gnome, Halfling, Terran, Undercommon

Trap Sense (Ex) Gain a +2 to Reflex and AC to avoid traps.
 Uncanny Dodge (Ex) Retain Dex bonus to AC even when flat-footed
 Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.
 Proficiencies armor, light; simple weapon

	Alchemist's Fire (Flask)	3	1			versack
	Alchemist's Kit	1	5			versack
	Alchemist's Lab (Portable)	1	20			versack
NOR TRUCK	Antitoxin (Vial)	2	0			uch (Belt)
	Bead of Force	1	0.02			uch (Belt)
	Belt of Incredible Dexterity +4 Bomb	1	1 0 10' anl	aab		uipped
	Boots of Striding And Springing	1	0 10' spla 1	asn		rried uipped
	Bullet and powder (Firearm)	80				versack
	Bullet and powder (Firearm)	20				uch (Belt)
	Cloak of Resistance +3	1	1			uipped
	Dagger +2 (Flaming)	1	1			rried
	Deck of Illusions	1	0.5 (34 cha	arges)	Ha	versack
	Elemental Gem (Fire)	1	0.02		Po	uch (Belt)
	Handy Haversack	1	5			uipped
	Magic stone ammo (Firearm)	3	0.5			uch (Belt)
	Magnetic Rifle +1	1	0			uipped
and the second second	Magnetic Rifle +1	1		o metal targets		uipped
	Masterwork Double Pistol	1	3			rried
	Masterwork Dragon Pistol	1	2			rried
In BELLINAS CONTRACTOR	Mithral Shirt +3 (Shield/Wizard/1		10			uipped
	Outfit (Entertainer's) Potion of Barkskin +2	1	4 0			versack uch (Belt)
The second second	Potion of Barkskin +2 Potion of Cure Serious Wounds	1	0			uch (Belt) uch (Belt)
The second se	Potion of Invisibility	1	0			uch (Belt)
	Potion of Levitate	1	0			uch (Belt)
	Potion of Spider Climb	1	0			uch (Belt)
Total value of all gear & treasure: 125,462.	Daviala (Dalk)	1	0.5			uipped
calui	Pouch (Belt)	1	0.5			uipped
p: 655 gp: 13 sp: 6 cp: 1	Ring of Jumping (Improved)	1	0		Eq	uipped
ems	Ring of Protection +2	1	0			uipped
00gp Emerald ×2	Sack	1	0.5			versack
0gp Tourmaline	Smokestick	3	0.5			versack
welry & art	Sneezing Powder (Pouch)	3	2			versack
o Iron Rose	Tanglefoot Bag	3	4		Ha	versack
	2 3 4	5	6	7	8	9
pells chamist 0 1			0	1	0	3
ells hemist 0 1 re DC 11 12	13 14 15	16	5 17	18	19	20

Scoffney Shever (Reduced)	Max hit points 140	
Player Scott Dean	Con hp 60	
Race Dwarf	Blinded -2:AC no:dex other Confused reduced action	Base Armored Squares
Gender Male Alianment None		Normal 30 30 6
Alignment None Deity	Exhausted -6:S,6D half:speed	Run x3 90 90 18
Char Level 12	□ Fatigued -2:S,D no:run	Run x4 120 120 24 Climb 7 7 1
Current xp 145003	Frightened -2:S,2D no:run	Climb 7 7 1 Swim 7 7 1
Xp to next 210000	Nauseated no:att,cast other Panicked -2:save,skill,abil	Max Max Check
Classes	Paralyzed 0:S,D no:move,act	Load Weight Dex Penalty Speed Run
Alchemist 6	□ Shaken -2:att,save,skill,abil	Light 50 30 ×4 Medium 100 +3 -3 30 ×4
Rogue 6 (favored)	Sickened -2:att,dmg,save,skill,abil	Heavy 150 +1 -6 30 x3
	Stunned -2:AC no:dex	
	Melee Attack Bonus 11/6 = 8 + 1 + 1 + Total BAB Str Size II	
	Combat Man. Bonus $9 = 8 + 1 + 1 + 1$	
Attributoo Ability Misc Temp	Total BAB Str Size M	
ALLIDULES Mod Total Base Mod Mod		Type Range Special 20/x3 P 100 +1d6 to metal targets
Strength 1 $13 = 13 + 0$	5	20/x3 P 100
Dexterity 10 $30 = 26 + 4$		10' splash
Constitution 5 20 = 20+0		20/x2 PS
Intelligence 4 18 = 18 + 0		20/x3 P 40 20/x3 P 50
Wisdom 0 $10 = 10 + 0$		
Charisma 1 $12 = 12 + 0$		
Saves Abl Total Base Ability Magic Misc Temp Mod Mod Mod Mod Mod Mod	Armor Class 30 = 10 + 7 +	4 + 6 + 0 + 2 + 0 + 0 + 1 + 0
Fortitude con 15 = 7 + 5 + 3 + 0		Shield Dex Dodge Deflect Misc Class Size Natura
Reflex dex 23 = 10+10+ 3 + 0	Armor Mithral Shirt +3 (Shield/Wizard/1st), Ring of Prot	ection +2, bless, shield, dexterity mutagen, reduce person
Will wis $7 = 4 + 0 + 3 + 0$	Touch AC 19 Flat-footed AC 30 Spell F	Resistance 0
+2 vs. poison, spells, and spell-like	•	
abilities, +2 Reflex to avoid traps	Armor Check Penalty: 0 Arcane Spell Failure: 10%	Max Dex Bonus: +6
Feats		Skills Key Total Abl Class Misc Abl Mod Mod Ranks Train Mod Arm
Arcane Strike Spend a swift action to add		Acrobatics DEX 25 = 10 + 12 + 3 + 0
Deadly Aim Subtract 3 from ranged attact Improved Critical (Firearm) Double the o		Appraise INT 19 = 4 + 12 + 3 + 0 Bluff CHA 5 = 1 + 1 + 3 + 0
Point-Blank Shot Gain +1 to attack and o		Climb STR $9 = 1 + 5 + 3 + 0$
Precise Shot Shoot into melee without ta	0 0	Craft (Alchemy)* $13 = 4 + 6 + 3 + 0$
	a free action (normally move action) or a hidden	Diplomacy CHA 5 = 1 + 1 + 3 + 0
	action). You may throw weapons at full attack rate.	Disable Device* DEX 28 = 10 + 12 + 3 + 3
	may take -2 attack (all shots) to fire an additional time. ex mod instead of your Str mod when attacking with a	Disguise CHA 9 = 1 + 5 + 3 + 0 Escape Artist DEX 18 = 10 + 5 + 3 + 0
light weapon, rapier or whip. Shields ap		Fly $DEX 14 = 10 + 1 + 3 + 0$
Special Abilities		Handle Animal* $CHA = 1 + 0 + 0 + 0$
•	e. Next round, direct target takes +1d6 acid.	Heal wis $4 = 0 + 1 + 3 + 0$
Bomb (Su)	ng a standard action, mix a chemical bomb and hurl it.	Intimidate CHA 5 = 1 + 1 + 3 + 0 Knowledge (Arcana)* INT 8 = 4 + 1 + 3 + 0
•	age (doubled on crit), plus 2d6 points of ancillary fire	Knowledge (Arcana)* INT 8 = 4 + 1 + 3 + 0 Knowledge (Dungeoneering)* INT 13 = 4 + 6 + 3 + 0
damage. Bombs splash into neighboring Explosive Bomb* Bombs splash 10'. Dire	g squares, dealing 7 damage (DC 17 Reflex for half).	Knowledge (Engineering)* $7 = 4 + 3 + 0 + 0$
Precise Bombs Exclude 4 squares from a		Knowledge (Geography)* $INT - = 4 + 0 + 0 + 0$
	hen opponent denied a Dex bonus or you flank them.	Knowledge (History)* INT $-4 + 0 + 0 + 0$
Alchemical Weapon You may use a swif	t action to infuse ammunition with an alchemical	Knowledge (Local)* INT 11 = 4 + 4 + 3 + 0 Knowledge (Nature)* INT - = 4 + 0 + 0 + 0
	when it hits. Wears off in one minute if not used.	Knowledge (Nature) $= 4 + 0 + 0 + 0$ Knowledge (Nobility)* $5 = 4 + 1 + 0 + 0$
	te alchemy. Use Craft (Alchemy) to identify potions.	Knowledge (Planes)* INT $- = 4 + 0 + 0 + 0$
Defensive Training (Ex) +4 dodge AC vs Directed Blast You may splash your borr		Knowledge (Religion)* $INT = 4 + 0 + 0 + 0$
Dispelling Bomb Bombs may dispel mag		Linguistics* $INT = 4 + 1 + 3 + 0$
Evasion (Ex) Take no damage if saving a	against an attack that normally saves for half-damage	Perception Wis $15 = 0 + 12 + 3 + 0$ Profession (Gambler)* Wis $4 = 0 + 1 + 3 + 0$
	nge of a target that is flanked by two or more of your	Profession (Herbalist)* Wis $5 = 0 + 2 + 3 + 0$
allies, you may sneak attack that target Greed (Ex) +2 to Appraise for pricing non		Ride $DEX = 10 + 0 + 0 + 0$
Hatred (Ex) +1 attack v orc and goblin su		Sense Motive $WIS = 0 + 1 + 3 + 0$
.,	otion granting you +2 natural armor and a +4 alchemical	Sleight of Hand* DEX 14 = 10 + 1 + 3 + 0 Spallcraft* INT 14 = 4 + 7 + 3 + 0
bonus to the physical ability score for 60) minutes, taking a -2 penalty to a mental attribute.	Spellcraft* INT 14 = 4 + 7 + 3 + 0 Stealth DEX 25 = 10 + 12 + 3 + 0
Stability (Ex) +4 CMD v bull rush or trip.	ala invalvina atawa	Survival $WIS = 0 + 1 + 3 + 0$
Stonecunning (Ex) +2 on Perception che	acks involving stone. alchemical items. Poison weapon as a move action.	Swim STR 5 = 1 + 1 + 3 + 0
	on skill checks made to locate traps and to Disable	Use Magic Device* CHA 8 = 1 + 4 + 3 + 0
	sable Device skill to disarm magical traps.	Total ranks: 120 (0 from favored skill bonuses)
		Languages, Common Diversion Ciant Champ Halfling

Languages: Common, Dwarven, Giant, Gnome, Halfling,

Terran, Undercommon

 Trapfinding (Ex) You add +3 to Perception skill checks made to locate traps and to bisable Device skill checks. You can use the Disable Device skill to disarm magical traps.
 Trap Sense (Ex) Gain a +2 to Reflex and AC to avoid traps.
 Uncanny Dodge (Ex) Retain Dex bonus to AC even when flat-footed
 Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon. Proficiencies armor, light; simple weapon

	Alchemist's Fire (Flask)	3	1			versack
	Alchemist's Kit	1	5			versack
	Alchemist's Lab (Portable)	1	20			versack
NOR TRUCK	Antitoxin (Vial)	2	0			uch (Belt)
	Bead of Force	1	0.02			uch (Belt)
	Belt of Incredible Dexterity +4 Bomb	1	1 0 10' anl	aab		uipped
	Boots of Striding And Springing	1	0 10' spla 1	asn		rried uipped
	Bullet and powder (Firearm)	80				versack
	Bullet and powder (Firearm)	20				uch (Belt)
	Cloak of Resistance +3	1	1			uipped
	Dagger +2 (Flaming)	1	1			rried
	Deck of Illusions	1	0.5 (34 cha	arges)	Ha	versack
	Elemental Gem (Fire)	1	0.02		Po	uch (Belt)
	Handy Haversack	1	5			uipped
	Magic stone ammo (Firearm)	3	0.5			uch (Belt)
	Magnetic Rifle +1	1	0			uipped
and the second second	Magnetic Rifle +1	1		o metal targets		uipped
	Masterwork Double Pistol	1	3			rried
	Masterwork Dragon Pistol	1	2			rried
In BELLINAS CONTRACTOR	Mithral Shirt +3 (Shield/Wizard/1		10			uipped
	Outfit (Entertainer's) Potion of Barkskin +2	1	4 0			versack uch (Belt)
The second second	Potion of Barkskin +2 Potion of Cure Serious Wounds	1	0			uch (Belt) uch (Belt)
The second se	Potion of Invisibility	1	0			uch (Belt)
	Potion of Levitate	1	0			uch (Belt)
	Potion of Spider Climb	1	0			uch (Belt)
Total value of all gear & treasure: 125,462.	Daviala (Dalk)	1	0.5			uipped
calui	Pouch (Belt)	1	0.5			uipped
p: 655 gp: 13 sp: 6 cp: 1	Ring of Jumping (Improved)	1	0		Eq	uipped
ems	Ring of Protection +2	1	0			uipped
00gp Emerald ×2	Sack	1	0.5			versack
0gp Tourmaline	Smokestick	3	0.5			versack
welry & art	Sneezing Powder (Pouch)	3	2			versack
o Iron Rose	Tanglefoot Bag	3	4		Ha	versack
	2 3 4	5	6	7	8	9
pells chamist 0 1			0	1	0	3
ells hemist 0 1 re DC 11 12	13 14 15	16	5 17	18	19	20

Oreni Erthuo	Max hit points 103	Initiative $6 = 6 + 0$
Player Elizabeth Dean Race Elf (Shoal) Gender Male Alignment Neutral Good Deity Player Char Level 12 Current xp 145003 Xp to next 315000 Classes Sorcerer 12 (favored)	Con hp 36 Blinded -2:AC no:dex other Confused reduced action Dazed no:action Dazed no:action Exhausted -6:S, 6D half:speed Fatigued -2:S,D no:run Frightened -2:S,2D no:run Nauseated no:att,cast other Panicked -2:save,skill,abil Shaken -2:att,save,skill,abil Sickened -2:AC no:dex Melee Attack Bonus 9/4 = 6 + 2 + 0 - Total BAB Str Size Combat Man. Bonus 8 = 6 + 2 + 0 - Total Weapon Attack Bonus	Total Dex Misc Speed Base Armored Squares Normal 30 30 6 Run x3 90 90 18 Run x4 120 120 24 Climb 7 7 1 Swim 7 7 1 Load Max Check Dex Penalty Light 66 - - 30 x4 Heavy 200 +1 -6 30 x3 H Ranged Attack Bonus 13/8 = 6 + 6 + 0 + 1 Total BAB Dex Size Misc Misc Total BAB Dex Size Misc Crit Type Range Special Special Dex
Strength2 $15 = 15 + 0$ Dexterity6 $22 = 18 + 4$ Constitution 3 $16 = 16 + 0$ Intelligence2 $15 = 15 + 0$ Wisdom2 $14 = 14 + 0$ Charisma7 $25 = 23 + 2$	Rapier +1 keen shock 14/9 1d6+3 15 Roguebow +1 14/9 1d8+1 2 Sword of Lies 11/6 1d8+4 19	20/x2 PS 5-20/x2 P +1d6 electric; store 3rd level spell 20/x3 P 110 +1d6 sneak attack; identify highest CR creature 3-20/x2 S
Saves Ability Magic Misc Temp Mod Mod Mod Mod Mod Mod Mod Mod Mod Mod	Armor Class29 = 10 + 4 + TotalArmor Ring of Protection +3, bless, mage armor, shielTouch AC19Flat-footed AC23Armor Check Penalty:0Arcane Spell Failure:0%	Electricity Resistance (10)
spell-like ability when casting on the def Eschew Materials (Granted) Ignore need Intensified Spell An intensified spell incre- levels. You must actually have sufficient benefit from this feat. No other variables that is not modified by caster level are n spell slot one level higher than the spell Point-Blank Shot Gain +1 to attack and of Reaching Spell Cast touch spells as rang Spell Focus (Necromancy) Add +1 to DO Toughness Gain +3 hit points, +1 for eac Weapon Finesse Use your Dex mod inster weapon, rapier or whip. Shields apply th Special Abilities Breath Weapon (Su) //day You gain th electricity damage. Reflex save for half of Bloodline Arcana Whenever you cast a s point of damage per die rolled. Cantrips You learn a number of 0-level sp Claws (Su) Difference of a Dragon Resistances (Ex) You gain Elect Elven Immunities (Ex) Immune to magic Immunity to Magical Sleep (Ex) You are Keen Senses (Ex) Elves receive a +2 bon Resistance to Electricity (Ex) Ignore 10 Shoaldream (Su) Analyze dreams on wal to roll. If successful, gain +4 to one roll of Shoal Lore (Ex) +2 racial bonus to profes Weapon Familiarity (Ex) Elves are profic	d for spell components valued less than 1gp. eases the maximum number of damage dice by 5 t caster levels to surpass the maximum in order to s of the spell are affected, and spells that inflict damage ot affected by this feat. An intensified spell uses up a s actual level. damage for ranged attacks within 30'. ged touch attacks from up to 30'. C of spells you cast from this school. h HD above three. (Included) ead of your Str mod when attacking with a light eeir check penalty to attacks. e use of a 60-ftline breath weapon dealing 12d6 damage (DC 19). spell with the electricity descriptor, that spell deals +1 bells, which may be used repeatedly. day. Grow claws as free action. As full attack, attack magic weapons and deal +1d6 electrical damage. dragon in your family history gives you power. ricity Resistance 10 and a +2 natural armor bonus sleep effects. +2 saving throw bonus vs. enchantment. never subject to magic sleep effects. hus on Perception skill checks. damage each time you take electricity damage. king, making Wis test (DC15), adding half caster levels of your choice sometime that day. sision (sailor), knowledge (geography), and swim checks ient with longbows (including composite longbows), duding composite shortbows), and treat any weapon	Disable Device* DEX $ = 6 + 0 + 0 + 0$ Disguise CHA $7 = 7 + 0 + 0 + 0$ Escape Artist DEX $6 = 6 + 0 + 0 + 0$ Fly DEX $10 = 6 + 1 + 3 + 0$ Handle Animal* CHA $- = 7 + 0 + 0 + 0$ Heal WIS $2 = 2 + 0 + 0 + 0$ Intimidate CHA $- = 7 + 0 + 0 + 0$ Knowledge (Arcana)* INT $17 = 2 + 12 + 3 + 0$ Knowledge (Company)* INT $- = 2 + 0 + 0 + 0$ Knowledge (Engineering)* INT $- = 2 + 0 + 0 + 0$ Knowledge (Beography)* INT $- = 2 + 0 + 0 + 0$ Knowledge (History)* INT $- = 2 + 0 + 0 + 0$ Knowledge (Nature)* INT $- = 2 + 0 + 0 + 0$ Knowledge (Nature)* INT $- = 2 + 0 + 0 + 0$ Knowledge (Nature)* INT $- = 2 + 0 + 0 + 0$ Knowledge (Religion)* INT $- = 2 + 0 + 0 + 0$ Knowledge (Religion)* INT $- = 2 + 0 + 0 + 0$ Knowledge (Religion)* INT $- = 2 + 0 + 0 + 0$ Knowledge (Religion)* INT $- = 2 + 0 + 0 + 0$

	Gear # Weight Descrip	
		tion Location
	Alchemist's Fire (Flask) 10 1	Bag of Holding
	Bag of Holding (Type I) 1 15	Carried
Carlos 1	Day of Holding (Type I) I ID	
	Belt of Incredible Dexterity +4 1 1	Equipped
A ANSA MARANA	Claw (Natural/Primary) 1 0 +1d6 electric; consi	
	Cloak of Resistance +3 1 1	Equipped
	Delver Pack 1 38	Bag of Holding
	Ioun Stone (Pink and green Sphere) 1 0.02	Equipped
	Lothian Ankh (platinum, resilient 1 0	Bag of Holding
	sphere 1/day)	Bag of Holding
		Equipped
	Potion of Bull's Strength 1 0	Pouch (Belt)
	Potion of Cure Moderate Wounds 1 0	Pouch (Belt)
	Pouch (Belt) 1 0.5	Carried
	Rapier +1 keen shock 1 2 +1d6 electric; store	3rd level spell Equipped
	Ring of Protection +3 1 0	Equipped
		identify highest Carried
	CR creature	activity ingriced carried
	-	Carried
E Contraction of the contraction	Scroll (Shield) 9 0.01	Bag of Holding
	Scroll (Teleport) 1 0.01	Bag of Holding
All C	Scroll (Water Breathing/Arcane) 1 0.01	Bag of Holding
s - at	Staff of Necromancy 1 5	Equipped
B C	Sword of Lies 1 4	Bag of Holding
	Wand of Animate Dead(14) 1 0.06 (14 charges)	Wand sheath
8.	Wand of Grease 1 0.06 (50 charges)	Wand sheath
		Wand sheath
	······································	
Star Maria	Wand spring sheath 1 1	Equipped
0gp Iron Rose		
Sorcerer 0 1	2 3 4 5 6 7	89
Sorcerer 0 1	2 3 4 5 6 7 19 20 21 22 23 24	
Sorcerer 0 1 Save DC 17 18	19 20 21 22 23 24	4 25 26
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O 1 Sorcerer 0 1 Save DC 17 18 Spells known 9 7 Cast per day Image: Comparing the system of t	19 20 21 22 23 24 7 6 5 4 1 0 1 1 1 1 1 1 0 1 1 1 1 1 1 0 1 1 1 1 1 1 0 1 1 1 1 1 1 1 0 1 1 1 1 1 1 1 1 0 1 1 1 1 1 1 1 1 0 1 1 1 1 1 1 1 1 0 1 1 1 1 1 1 1 1 1 1 ead, Mending, Message, Ray of Frost, Read Magic, Touch of Age, See Invisibility, Touch of Idiocy, Resist E 1 <	4 25 26 0 0 of Fatigue Armor
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Naerai	Max hit points 97	Initiative 3 = 3 +	0
Player Elizabeth Dean	Con hp 36		Misc
Race Elf (Harrow)	Blinded -2:AC no:dex other Confused reduced action	Base Armored S	
Gender Male Alignment Chaotic Neutral		Normal 30 20 Run x3 90 60	4 12
Deity	Exhausted -6:S,6D half:speed	Run ×4 120 80	16
Char Level 12	Fatigued -2:S,D no:run Frightened -2:S,2D no:run	Climb 7 5	1
Current xp 145003 Xp to next 210000		Swim 7 5	1
Classes	Panicked -2:save,skill,abil Paralyzed 0:S,D no:move,act	Max Max Check Load Weight Dex Penalty Spe	
Conjurer 3 (favored)	Shaken -2:att,save,skill,abil	Light 43 - 20 Medium 86 +3 -3 20	
Elemental Druid 3	Sickened -2:att,dmg,save,skill,abil Stunned -2:AC no:dex		0 ×3
Arcane Hierophant 6	Melee Attack Bonus $7/2 = 6 + 1 + 0 + 0$	0 Ranged Attack Bonus $9/4 = 6 + 3 + 6$	0 + 0
	Combat Man. Bonus Total BAB Str Size $7 = 6 + 1 + 0 + 1$		^{ize Misc} 10
Attributes Mod Total Race Mod Mod	Total BAB Str Size	Misc Total CMB Dex Crit Type Range Special	
Strength 1 $12 = 12 + 0$	Gauntlet 7/2 1d3+1 20)/x2 B	
Dexterity $3 17 = 17 + 0$		20/x2 PS)/x3 P	
Constitution 3 $16 = 16 + 0$)/x2 10	
Intelligence 7 $24 = 20 + 4$			
Wisdom $6 22 = 22 + 0$			
Charisma 1 13 = 13 + 0			
Saves Ability Magic Misc Temp	Armor Class 27 = 10 + 7 +	4 + 3 + 0 + 3 + 0 + 0 + 0 +	0
Fortitude con $12 = 6 + 3 + 3 + 0$	Total Armor	Shield Dex Dodge Deflect Misc Class Size	Natural
Reflex dex $10 = 4 + 3 + 3 + 0$	Medium Armor Breastplate +1 (Dragonhide/Wild), Ring	g of Protection +3, bless, shield, owl's wisdom	
Will wis $18 = 9 + 6 + 3 + 0$	Touch AC 16 Flat-footed AC 24 Spell	Resistance 0	
	•	Max Dex Bonus: +3	
Feats		Skills Key Total Abl Class M Abl Mod Mod Poole Train M	
Augment Summoning Creatures you su	mmon gain +4 to Str and Con.	AblModModModRanksTrainMAcrobaticsDEX $3 = 3 + 0 + 0 + 3$	
Practiced Elemental Druid Add up to fou	ur non-druid levels to determine caster level (CL=12).	Appraise INT 11 = 7 + 1 + 3 + 0	-
Reaching Spell Cast touch spells as range	ard levels to determine caster level (CL=12).	Bluff CHA $1 = 1 + 0 + 0 + 0$ Climb STR $5 = 1 + 1 + 3 + 3$	
Spell Focus (Conjuration, Evocation) A	dd +1 to DC of spells you cast from this school.	Craft (Alchemy)* 20 = 7 + 6 + 3 + 4	
Special Abilities		Diplomacy CHA $1 = 1 + 0 + 0 + 0$ Disable Device* Dex $- = 3 + 0 + 0 + 3$	-
touch (ray), doing 1d6+1 points of acid	. Use standard action to hit foe within 30' with ranged damage	Disguise CHA 8 = 1 + 7 + 0 + 0	0
Spontaneous Casting Swap prepared d	ruid spell for summoning nature's ally of same level.	Escape Artist DEX 3 = 3 + 0 + 0 + 3 Fly DEX 14 = 3 + 8 + 3 + 3	
Scribe Scroll You can create a scroll of a Ally Infusion (Ex) When casting summor	any spell that you know. n nature's ally, infuse the summoned creature with: air	Handle Animal* CHA 6 = 1 + 2 + 3 + 0	0
(+1 Ref, +10' move, +1 AC), earth (+1 F	Fort, +4 armor), fire (+1 Ref, +1d4 fire damage, vuln to	Heal wis 10 = 6 + 1 + 3 + 0 Intimidate CHA 4 = 1 + 1 + 0 + 2	
water or cold) or water (+1 Fort, DR 3/fi with an element, instead it arrives with r	re, vuln fire). If summoning a creature already infused	Knowledge (Arcana)* INT 22 = 7 + 12 + 3 + 0	
Arcane Bond (Su) You have selected to	add your arcane power to your companion.	Knowledge (Dungeoneering)*INT-=7+0+0Knowledge (Engineering)*INT-=7+0+0+0	
Arcane Companion Levels in wizard star Cantrips You learn a number of 0-level s	ck for determining the abilities of a companion.	Knowledge (Geography)* $INT = 7 + 0 + 0 + 0$	0
Conjuration School You have chosen to	specialize in conjuration spells.	Knowledge (History)* INT $ =$ 7 $+$ 0 $+$ Knowledge (Local)* INT $ =$ 7 $+$ $ 7$ $+$ $ -$ <	
	e chosen divination as an opposition school. nental as a companion (effective level=12).	Knowledge (Nature)* 20 = 7 + 10 + 3 + 0	
	vledge (Planes) and Craft (Alchemy) checks.	Knowledge (Nobility)* INT - = 7 + 0 + 0 + 0 Knowledge (Planes)* INT 16 = 7 + 4 + 3 + 2	-
	nge shape for up to 9 hours., You can change into any	Knowledge (Religion)* $III = 7 + 4 + 3 + 2$	
Small, Medium or Large elemental. Harrowdream (Ex) Harrow elves cannot	naturally sleep, even if they want to. If forced	Linguistics* INT 15 = 7 + 5 + 3 + 0 Perception WIS 21 = 6 + 12 + 3 + 0	
unconscious, become Shaken for one n		Ride DEX 7 = 3 + 1 + 3 + 3	3 - 3
metallic light or medium armor.	ore the chance of arcane spen failure due to any non-	Sense Motive wis $6 = 6 + 0 + 0 + 0$	
	ave chosen necromancy as an opposition school.	Sleight of Hand* DEX - = 3 + 0 + 3 = 3 + 0 + 3 = 3 + 0 + 3 = 3 + 0 + 3 = 3 + 0 + 3 = 3 + 0 + 3 = 3 + 0 + 3 = 3 + 0 + 3 = 3 + 0 + 3 = 3 + 1 3 = 3 + 1 3 1 <th1< th=""> 1 1</th1<>	
other spells, but they are not expended	isons, or 0-level spells. These spells are cast like any when used and may be used again.	Stealth DEX 10 = 3 + 7 + 3 + 0	0 - 3
Spell Conduit (Ex)	through an animal or plant in your line of sight. You may	Survival wis 13 = 6 + 4 + 3 + 0 Swim STR 5 = 1 + 1 + 3 + 3	
also cast through your companion or an Strong Bond (Ex) Levels in arcane hiero	y creature you have summoned. phant stack for determining the abilities of a companion.	Use Magic Device* CHA 13 = 1 + 7 + 3 + 2	
Summoner's Charm (Su) When casting	Conjuration (summoning) spells the duration is	Total ranks: 102 (0 from favored skill bonuses)	
increased by 1 rounds. Proficiencies armor, light; armor, mediur	n: shield	Languages: Abyssal, Aquan, Auran, Celestial, Commo Draconic, Druidic, Elder Elven, Elven, Gnome, Ignan,	ion,
		Infernal, Terran, Undercommon	

Wealth	<image/>		e I) gon +3 +3 +3 +3 +3 +3 +3 +3 +3 +3
	-	Wand (Resist Energy	y (F
pp: 11 gp: 21 Gems 100gp Coral ×2 Jewelry & art 0gp Iron Rose	sp: 6 cp: 10	Sorcerer/11th)(10) Wand of Burning Ha Wand of Color Spray Wand of Cure Light Wand of Cure Mode Wand of Feather Fal	/(44 Wo rate

Gear	#	Weigh	t	Description	Location
Alchemist's Fire (Flask)	7	1			Pouch (Belt)
Bag of Holding (Type I)	1	15			Equipped
Breastplate +1 (Dragonhide/Wild)	1	30			Equipped
Cloak of Resistance +3	1	1			Equipped
Dagger +1	1	1			Carried
Delver Pack	1	38			Bag of Holding
Elemental Gem (Air)	1	0.02			Pouch (Belt)
Elemental Gem (Earth)	1	0.02			Pouch (Belt)
Elemental Gem (Fire)	1	0.02			Pouch (Belt)
Gauntlet	1	0			Equipped
Headband of Vast Intelligence +4	1	1			Equipped
Potion of Cure Moderate Wounds	2	0			Pouch (Belt)
Potion of Gaseous Form	1	0			Pouch (Belt)
Potion of Remove Blindness/	1	0			Pouch (Belt)
Deafness					
Pouch (Belt)	1	0.5			Equipped
Ring of Protection +3	1	0			Equipped
Ring of Water Walking	1	0			Equipped
Sack	1	0.5			Bag of Holding
Scroll (Cure Critical Wounds)	1	0.01			Bag of Holding
Scroll (Cure Moderate Wounds)	1	0.01			Bag of Holding
Scroll (Dispel Magic/Arcane)	1	0.01			Bag of Holding
Scroll (Hold Person/Divine)	3	0.01			Bag of Holding
Scroll (Owl's Wisdom/Divine)	3	0.01			Bag of Holding
Scroll (Sending/Divine)	1	0.01			Bag of Holding
Scroll (Shield)	19	0.01			Bag of Holding
Slumber Bell(11)	1	3	(11 charges)		Bag of Holding
Spear tip +2 (Holy)	1	6			Carried
Spellbook (Wizard's/Blank)	1	3			Carried
Touch Attack (Ray)	1	0			Carried
Wand (Resist Energy (Fire)/	1	0	(10 charges)		Equipped
Sorcerer/11th)(10)					
Wand of Burning Hands(35)	1		(35 charges)		Wand sheath
Wand of Color Spray(44)	1		(44 charges)		Wand sheath
Wand of Cure Light Wounds(42)	1		(42 charges)		Wand sheath
Wand of Cure Moderate Wounds(3)	1		(3 charges)		Wand sheath
Wand of Feather Fall	1		(50 charges)		Wand sheath
Wand of Inflict Moderate	1	0.06	(30 charges)		Wand sheath
Wounds(30)					
Wand of Scorching Ray(34)	1		(34 charges)		Wand sheath
Wand of Silence(49)	1		(49 charges)		Wand sheath
Wand spring sheath	1	1			Equipped

Spells										
Innate Spells (racial)										
At will: Detect Magic, Gho	ost Sound, N	Mage Hand,	Prestidigita	tion						
1/day: Blur 🗆		C	C C							
Wizard	0	1	2	3	4	5	6	7	8	9
Save DC	17	18	19	20	21	22	23	24	25	26
Memorized per day	3+1	6+1	6+1	5+1	3+1	2+1	0	0	0	0
Level 0: Acid Splash, Dan	ncing Lights,	Daze, Mes	sage							
Level 1: Burning Hands, (ease. Obscu	irina Mist. P	rotection fro	m Evil. Vani	sh		
Level 2: Darkness, Glitter							,	-		
Level 3: Dispel Magic, Ele			• •			r 111				
Level 4: Black Tentacles,		-	-							
,	,	,	ivisibility (G	realer)						
Level 5: Feeblemind, Tele	ekinesis, rei	epon								
Elemental Druid	0	1	2	3	4	5	6	7	8	9
Save DC	16	17	18	19	20	21	22	23	24	25
Memorized per day	4	6	6	4	3	2	0	0	0	0
Level 0: Create Water, Kr	now Directio	n, Read Ma	gic, Resista	nce						
Level 1: Expeditious Exca			•		. Obscuring	Mist. Produ	ice Flame			
Level 2: Chill Metal, Flam										
Level 3: Aqueous Orb, Fir	• •		•••			,				
Level 4: Air Walk, Spike S		•		Chapo						
Level 5: Transmute Rock										
Level J. Hansmule RUCK	to muu, wa									

Naerai (Air Body)PlayerElizabeth DeanRaceElf (Harrow)GenderMaleAlignmentChaotic NeutralDeityChar LevelChar Level12Current xp145003Xp to next210000ClassesConjurerConjurer3 (favored)Elemental Druid3Arcane Hierophant6	Max hit points 97 Con hp 36 Blinded -2::AC no:dex other	Sp Nor Rur Rur Clir Swi La Ligt Mec Hea	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$
AttributesAbility ModTotalBaseMiscTemp ModStrength2 $14 = 14 + 0$ Dexterity5 $21 = 21 + 0$ Constitution 3 $16 = 16 + 0$ Intelligence7 $24 = 20 + 4$ Wisdom6 $22 = 22 + 0$ Charisma1 $13 = 13 + 0$	TotalBABStrSizeWeaponAttack BonusDamageGauntletN/AN/A2Dagger +1N/AN/A19Spear tip +2 (Holy)7/21d8+42		Total CMB Dex Special
Saves Ability Total Base Ability Magic Misc Temp Mod Mod Mod Mod Mod Mod Fortitude con 12 = 6 + 3 + 0 Reflex dex 12 = 4 + 5 + 0 Will wis 18 = 9 + 6 + 3 + 0	Armor Class30 = 10 + 7 + TotalMedium Armor Breastplate +1 (Dragonhide/Wild), RirTouch AC15 Flat-footed ACArmor Check Penalty: -3 Arcane Spell Failure: 0%	Shield Dex Dodge Deflect ng of Protection +3, bless, shiel Resistance 0	+ 0 + 0 + -1 + 4 Misc Class Size Natural Id, owl's wisdom
Practiced Wizard Add up to four non-wiz Reaching Spell Cast touch spells as rans Spell Focus (Conjuration, Evocation) A Special Abilities Acid Dart (Sp) touch (ray), doing 1d6+1 points of acid Spontaneous Casting Swap prepared d Whirlwind (Su) Use a standard action to with (width=half height). You cannot ma squares. Creatures smaller than the voi damage as if hit by your slam. Must ma taking the slam damage each round. Ca and must succeed on a Concentration of act normally. Eject any captives as a fre Scribe Scroll You can create a scroll of a Ally Infusion (Ex) When casting summor (+1 Ref, +10' move, +1 AC), earth (+1 F water or cold) or water (+1 Fort, DR 3/fit with an element, instead it arrives with o Arcane Bond (Su) You have selected to Arcane Companion Levels in wizard stat Cantrips You learn a number of 0-level s Conjuration School You have chosen to Divination Opposition School You have Elemental Shape (Su) learnental. Harrowdream (Ex) Harrow elves cannot unconscious, become Shaken for one r Natural Armor Casting (Ex) You can ign metallic light or medium armor. Necromancy Opposition School You have or spells, but they are not expended	ur non-druid levels to determine caster level (CL=12). ard levels to determine caster level (CL=12). ged touch attacks from up to 30'. dd +1 to DC of spells you cast from this school. Use standard action to hit foe within 30' with ranged damage ruid spell for summoning nature's ally of same level. become a whirlwind 10' to 20' high, 5' wide at its base, ike normal attacks and do not threaten surrounding tex make a Reflex save (DC 0) on contact or take ke second Reflex save or be suspended, automatically aptives can't move, take -4 Dex and a -2 to attack rolls theck (DC 15 + spell level) to cast a spell, but otherwise the action. In nature's ally, infuse the summoned creature with: air Fort, +4 armor), fire (+1 Ref, +1d4 fire damage, vuln to re, vuln fire). If summoning a creature already infused maximum hit points. add your arcane power to your companion. ck for determining the abilities of a companion. pells, which may be used repeatedly. specialize in conjuration spells. e chosen divination as an opposition school. mental as a companion (effective level=12). vledge (Planes) and Craft (Alchemy) checks. age shape for up to 9 hours., You can change into any naturally sleep, even if they want to. If forced ninute upon awaking. ore the chance of arcane spell failure due to any non- ave chosen necromancy as an opposition school. isons, or 0-level spells. These spells are cast like any when used and may be used again. through an animal or plant in your line of sight. You may	Draconic, Druidic, Elder Elve Infernal, Terran, Undercom	$\begin{array}{rrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr$
Strong Bond (Ex) Levels in arcane hiero	phant stack for determining the abilities of a companion. Conjuration (summoning) spells the duration is		

Wealth	<image/>		e I) gon +3 +3 +3 +3 +3 +3 +3 +3 +3 +3
	-	Wand (Resist Energy	y (F
pp: 11 gp: 21 Gems 100gp Coral ×2 Jewelry & art 0gp Iron Rose	sp: 6 cp: 10	Sorcerer/11th)(10) Wand of Burning Ha Wand of Color Spray Wand of Cure Light Wand of Cure Mode Wand of Feather Fal	/(44 Wo rate

Gear	#	Weigh	t	Description	Location
Alchemist's Fire (Flask)	7	1			Pouch (Belt)
Bag of Holding (Type I)	1	15			Equipped
Breastplate +1 (Dragonhide/Wild)	1	30			Equipped
Cloak of Resistance +3	1	1			Equipped
Dagger +1	1	1			Carried
Delver Pack	1	38			Bag of Holding
Elemental Gem (Air)	1	0.02			Pouch (Belt)
Elemental Gem (Earth)	1	0.02			Pouch (Belt)
Elemental Gem (Fire)	1	0.02			Pouch (Belt)
Gauntlet	1	0			Equipped
Headband of Vast Intelligence +4	1	1			Equipped
Potion of Cure Moderate Wounds	2	0			Pouch (Belt)
Potion of Gaseous Form	1	0			Pouch (Belt)
Potion of Remove Blindness/	1	0			Pouch (Belt)
Deafness					
Pouch (Belt)	1	0.5			Equipped
Ring of Protection +3	1	0			Equipped
Ring of Water Walking	1	0			Equipped
Sack	1	0.5			Bag of Holding
Scroll (Cure Critical Wounds)	1	0.01			Bag of Holding
Scroll (Cure Moderate Wounds)	1	0.01			Bag of Holding
Scroll (Dispel Magic/Arcane)	1	0.01			Bag of Holding
Scroll (Hold Person/Divine)	3	0.01			Bag of Holding
Scroll (Owl's Wisdom/Divine)	3	0.01			Bag of Holding
Scroll (Sending/Divine)	1	0.01			Bag of Holding
Scroll (Shield)	19	0.01			Bag of Holding
Slumber Bell(11)	1	3	(11 charges)		Bag of Holding
Spear tip +2 (Holy)	1	6			Carried
Spellbook (Wizard's/Blank)	1	3			Carried
Touch Attack (Ray)	1	0			Carried
Wand (Resist Energy (Fire)/	1	0	(10 charges)		Equipped
Sorcerer/11th)(10)					
Wand of Burning Hands(35)	1		(35 charges)		Wand sheath
Wand of Color Spray(44)	1		(44 charges)		Wand sheath
Wand of Cure Light Wounds(42)	1		(42 charges)		Wand sheath
Wand of Cure Moderate Wounds(3)	1		(3 charges)		Wand sheath
Wand of Feather Fall	1		(50 charges)		Wand sheath
Wand of Inflict Moderate	1	0.06	(30 charges)		Wand sheath
Wounds(30)					
Wand of Scorching Ray(34)	1		(34 charges)		Wand sheath
Wand of Silence(49)	1		(49 charges)		Wand sheath
Wand spring sheath	1	1			Equipped

Spells										
Innate Spells (racial)										
At will: Detect Magic, Gho	ost Sound, N	Mage Hand,	Prestidigita	tion						
1/day: Blur 🗆		C	C C							
Wizard	0	1	2	3	4	5	6	7	8	9
Save DC	17	18	19	20	21	22	23	24	25	26
Memorized per day	3+1	6+1	6+1	5+1	3+1	2+1	0	0	0	0
Level 0: Acid Splash, Dan	ncing Lights,	Daze, Mes	sage							
Level 1: Burning Hands, (ease. Obscu	irina Mist. P	rotection fro	m Evil. Vani	sh		
Level 2: Darkness, Glitter							,	-		
Level 3: Dispel Magic, Ele			• •			r 111				
Level 4: Black Tentacles,		-	-							
,	,	,	ivisibility (G	realer)						
Level 5: Feeblemind, Tele	ekinesis, rei	epon								
Elemental Druid	0	1	2	3	4	5	6	7	8	9
Save DC	16	17	18	19	20	21	22	23	24	25
Memorized per day	4	6	6	4	3	2	0	0	0	0
Level 0: Create Water, Kr	now Directio	n, Read Ma	gic, Resista	nce						
Level 1: Expeditious Exca			•		. Obscuring	Mist. Produ	ice Flame			
Level 2: Chill Metal, Flam										
Level 3: Aqueous Orb, Fir	• •		•••			,				
Level 4: Air Walk, Spike S		•		Chapo						
Level 5: Transmute Rock										
Level J. Hansmule RUCK	to muu, wa									

Naerai (Earth Body)	Max hit points 109			Initiative	D 11
PlayerElizabeth DeanRaceElf (Harrow)GenderMaleAlignmentChaotic NeutralDeityChar LevelChar Level12Current xp145003Xp to next210000Classes3 (favored)Elemental Druid3Arcane Hierophant6	Con hp 48 Blinded -2:AC no:dex other Confused reduced action Dazed no:action Exhausted -6:S,6D half:speed Fatigued -2:S,D no:run Frightened -2:S,2D no:run Nauseated no:att,cast other Panicked -2:save,skill,abil Paralyzed 0:S,D no:move,act Shaken -2:att,save,skill,abil Sickened -2:att,dmg,save,skill,abil Stunned -2:AC no:dex	bil		Load W Light 2 Medium 4	Total Dex Misc Base Armored Squares 30 20 4 90 60 12 120 80 16 7 5 1 7 5 1 7 5 1 200 - - 20 x4 400 +3 -3 20 x4 600 +1 -6 20 x3
	Melee Attack Bonus Combat Man. Bonus	9/4 = 6 + 4 + -1 + Total BAB Str Size 111 = 6 + 4 + -1 +	Misc	Т	7/2 = 6 + 2 + -1 + 0 Total BAB Dex Size Mise 23 = 11 + 2 + 10
AttributesAbility ModMiscTemp ModStrength418 $= 18 + 0$ Dexterity215 $= 15 + 0$ Constitution 418 $= 18 + 0$ Intelligence 724 $= 20 + 4$ Wisdom622 $= 22 + 0$ Charisma113 $= 13 + 0$	Weapon Gauntlet Slam Dagger +1 Spear tip +2 (Holy) Touch Attack (Ray)	N/A N/A 20 9 1d8+4 20 N/A N/A 19-2 9/4 1d8+6 20	Misc Crit Type Range J/x2 B D/x2 B 20/x2 PS D/x3 P D/x2 10		otal CMB Dex vecial
Saves Abl Total Base Ability Magic Misc Temp Mod Mod Mod Mod Mod	Armor Class	31 = 10 + 7 +		••••	+ 0 + -1 + 6
Fortitude con $13 = 6 + 4 + 3 + 0$ Reflex dex $9 = 4 + 2 + 3 + 0$ Will wis $18 = 9 + 6 + 3 + 0$	Medium Armor Breastplate - Touch AC 14 Flat-fo Armor Check Penalty: -3 A	+1 (Dragonhide/Wild), Ring oted AC 29 Spell I		eflect Misc shield, owl's	Class Size Natural wisdom
Feats			Skills		Total Abl Class Misc Mod Mod _{Ranks} Train Mod Armor
Practiced Elemental Druid Add up to fou Practiced Wizard Add up to four non-wiz Reaching Spell Cast touch spells as ram Spell Focus (Conjuration, Evocation) A Special Abilities Acid Dart (Sp) □□□□□□□□□□/day touch (ray), doing 1d6+1 points of acid Spontaneous Casting Swap prepared d Scribe Scroll You can create a scroll of a Ally Infusion (Ex) When casting summon (+1 Ref, +10' move, +1 AC), earth (+1 F water or cold) or water (+1 Fort, DR 3/fi with an element, instead it arrives with a Arcane Bond (Su) You have selected to Arcane Companion Levels in wizard sta Cantrips You learn a number of 0-level s Conjuration School You have chosen to Divination Opposition School You hava Earth Glide (Ex) A burrowing earth elements sort of earth except metal as easily as a damage, it can even glide through lava. it create any ripple or other sign of its p a burrowing earth elemental flings the e unless it succeeds on a DC 15 Fortitude Elemental Companion (Ex) Gain an eler Elemental Shape (Su) □□/day: Char Small, Medium or Large elemental. Harrowdream (Ex) Harrow elves cannot unconscious, become Shaken for one r Natural Armor Casting (Ex) You can igr metallic light or medium armor. Necromancy Opposition School You have Orisons You can prepare a number of or other spells, but they are not expended Spell Conduit (Ex) □□/day. Cast spell also cast through your companion or ar	ard levels to determine caster I ged touch attacks from up to 30 add +1 to DC of spells you cast . Use standard action to hit foe damage ruid spell for summoning nature any spell that you know. In nature's ally, infuse the summ Fort, +4 armor), fire (+1 Ref, +10 re, vuln fire). If summoning a cr maximum hit points. add your arcane power to your ck for determining the abilities of pells, which may be used repea- e specialize in conjuration spells e chosen divination as an oppose ental can pass through water. If pr . Its burrowing leaves behind no resence. A Move Earth spell ca elemental back 30 feet, stunning e save. mental as a companion (effective wiedge (Planes) and Craft (Alch nge shape for up to 9 hours., You naturally sleep, even if they wa ninute upon awaking. hore the chance of arcane spell ave chosen necromancy as an e isons, or 0-level spells. These s when used and may be used a through an animal or plant in you by creature you have summone	evel (CL=12). y. from this school. within 30' with ranged evel (CL=12). within 30' with ranged evel (CL=12). within 30' with ranged evel (CL=12). the companion. atedly. the companion. atedly. the companion. atedly. the companion. atedly. the companion. atedly. the companion. atedly. the companion. atedly. the companion. atedly. the companion. the compani	Appraise Bluff Climb Craft (Alchemy)* Diplomacy Disable Device* Disguise Escape Artist Fly Handle Animal* Heal Intimidate Knowledge (Arcana)* Knowledge (Dungeoned Knowledge (Dungeoned Knowledge (Dungeoned Knowledge (Cocal)* Knowledge (Geography Knowledge (Geography Knowledge (Geography Knowledge (Cocal)* Knowledge (Local)* Knowledge (Local)* Knowledge (Nature)* Knowledge (Nature)* Knowledge (Nature)* Knowledge (Nature)* Knowledge (Religion)* Linguistics* Perception Ride Sense Motive Sleight of Hand* Spellcraft* Stealth Survival Swim Use Magic Device* Total ranks: 102 (0 from Languages: Abyssal, / Draconic, Druidic, Elde Infernal, Terran, Under	CHA STR INT CHA DEX CHA DEX CHA UEX CHA INT INT INT INT INT INT INT INT INT INT	6 = 6 + 0 + 0 + 0 - = 2 + 0 + 0 + 3 - 3 22 = 7 + 12 + 3 + 0 5 = 2 + 7 + 0 + -1 - 3 13 = 6 + 4 + 3 + 0 8 = 4 + 1 + 3 + 3 - 3 13 = 1 + 7 + 3 + 2 Il bonuses) n, Celestial, Common,
Strong Bond (Ex) Levels in arcane hiero Summoner's Charm (Su) When casting increased by 1 rounds. Proficiencies armor, light; armor, mediur	phant stack for determining the Conjuration (summoning) spells	abilities of a companion.			

Wealth pp: 11 Gems 100gp Cora Jewelry & a Ogp Iron Ros	art	Total value of a sp: 6	all gear & treasure cp: 10	E: 147,906.80gp	Gear Alchemist's Fire (Flask) Bag of Holding (Type I) Breastplate +1 (Dragonhide/Wild) Cloak of Resistance +3 Dagger +1 Delver Pack Elemental Gem (Air) Elemental Gem (Earth) Elemental Gem (Fire) Gauntlet Headband of Vast Intelligence +4 Potion of Cure Moderate Wounds Potion of Gaseous Form Potion of Gaseous Form Potion of Remove Blindness/ Deafness Pouch (Belt) Ring of Protection +3 Ring of Water Walking Sack Scroll (Cure Critical Wounds) Scroll (Cure Moderate Wounds) Scroll (Dispel Magic/Arcane) Scroll (Dispel Magic/Arcane) Scroll (Sending/Divine) Scroll (Sending/Divine) Scroll (Shield) Slam (Natural/Primary) Slumber Bell(11) Spear tip +2 (Holy) Spellbook (Wizard's/Blank) Touch Attack (Ray) Wand (Resist Energy (Fire)/ Sorcerer/11th)(10) Wand of Burning Hands(35) Wand of Cure Moderate Wounds(32) Wand of Cure
рр: 11 Gems	•		-	e: 147,906.80gp	Scroll (Sending/Divine) Scroll (Shield) Slam (Natural/Primary) Slumber Bell(11) Spear tip +2 (Holy) Spellbook (Wizard's/Blank) Touch Attack (Ray) Wand (Resist Energy (Fire)/ Sorcerer/11th)(10)
Jewelry & a	art				Wand of Color Spray(44) Wand of Cure Light Wounds(42)

Gear	#	Weight	t	Description	Location
Ichemist's Fire (Flask)	7	1		,	Pouch (Belt)
ag of Holding (Type I)	1	15			Equipped
reastplate +1 (Dragonhide/Wild)	1	30			Equipped
loak of Resistance +3	1	1			Equipped
agger +1	1	1			Carried
elver Pack	1	38			Bag of Holding
lemental Gem (Air)	1	0.02			Pouch (Belt)
lemental Gem (Earth)	1	0.02			Pouch (Belt)
lemental Gem (Fire)	1	0.02			Pouch (Belt)
auntlet	1	0			Equipped
eadband of Vast Intelligence +4	1	1			Equipped
otion of Cure Moderate Wounds	2	0			Pouch (Belt)
otion of Gaseous Form	1	0			Pouch (Belt)
otion of Remove Blindness/ eafness	1	0			Pouch (Belt)
ouch (Belt)	1	0.5			Equipped
ing of Protection +3	1	0			Equipped
ing of Water Walking	1	0			Equipped
ack	1	0.5			Bag of Holding
croll (Cure Critical Wounds)	1	0.01			Bag of Holding
croll (Cure Moderate Wounds)	1	0.01			Bag of Holding
croll (Dispel Magic/Arcane)	1	0.01			Bag of Holding
croll (Hold Person/Divine)	3	0.01			Bag of Holding
croll (Owl's Wisdom/Divine)	3	0.01			Bag of Holding
croll (Sending/Divine)	1	0.01			Bag of Holding
croll (Shield)	19	0.01			Bag of Holding
lam (Natural/Primary)	1	0			Equipped
lumber Bell(11)	1	3	(11 charges)		Bag of Holding
pear tip +2 (Holy)	1	6			Carried
pellbook (Wizard's/Blank)	1	3			Carried
ouch Attack (Ray)	1	0			Carried
/and (Resist Energy (Fire)/ orcerer/11th)(10)	1	0	(10 charges)		Equipped
/and of Burning Hands(35)	1	0.06	(35 charges)		Wand sheath
/and of Color Spray(44)	1		(44 charges)		Wand sheath
/and of Cure Light Wounds(42)	1	0.06	(42 charges)		Wand sheath
/and of Cure Moderate Wounds(3)	1		(3 charges)		Wand sheath
and of Feather Fall	1		(50 charges)		Wand sheath
/and of Inflict Moderate /ounds(30)	1	0.06	(30 charges)		Wand sheath
and of Scorching Ray(34)	1	0.06	(34 charges)		Wand sheath
/and of Silence(49)	1		(49 charges)		Wand sheath
/and spring sheath	1	1	,		Equipped

Spells										
Innate Spells (racial)										
At will: Detect Magic, Gh 1/day: Blur	ost Sound, N	Mage Hand,	Prestidigita	tion						
Wizard	0	1	2	3	4	5	6	7	8	9
Save DC	17	18	19	20	21	22	23	24	25	26
Memorized per day L evel 0: Acid Splash, Dar	3+1 ncina Liahts	6+1 Daze Mess	6+1	5+1	3+1	2+1	0	0	0	0
Level 3: Dispel Magic, Ele Level 4: Black Tentacles,		•								
Level 5: Feeblemind, Tel		,	ivisibility (G	reater)						
Level 5: Feeblemind, Tel		,	2	reater) 3	4	5	6	7	8	9
Level 5: Feeblemind, Tele Elemental Druid	ekinesis, Tel	eport		,	4 20	5 21	6 22	7 23	8 24	9 25
Level 5: Feeblemind, Tele Elemental Druid Save DC	ekinesis, Tel 0	eport 1	2	3		-	-		-	-
Level 5: Feeblemind, Tele Elemental Druid Save DC Memorized per day	ekinesis, Tel 0 16 4	eport 1 17 6	2 18 6	3 19 4	20	21	22	23	24	25
Level 5: Feeblemind, Tele Elemental Druid Save DC Memorized per day Level 0: Create Water, Ki	ekinesis, Tel 0 16 4 now Directio	eport 1 17 6 n, Read Mag	2 18 6 gic, Resista	3 19 4 nce	20 3	21 2	22 0	23	24	25
Level 5: Feeblemind, Tele Elemental Druid Save DC Memorized per day Level 0: Create Water, Ki Level 1: Expeditious Exca	ekinesis, Tel 0 16 4 now Directio avation, Fae	eport 1 17 6 n, Read Mag rie Fire, Fae	2 18 6 gic, Resista rie Fire, Hyd	3 19 4 nce draulic Push	20 3 , Obscuring	21 2 Mist, Produ	22 0 ce Flame	23	24	25
Level 5: Feeblemind, Tele Elemental Druid Save DC Memorized per day Level 0: Create Water, Ki Level 1: Expeditious Exca Level 2: Chill Metal, Flam	ekinesis, Tel 0 16 4 now Directio avation, Fae hing Sphere,	eport 1 17 6 n, Read Mag rie Fire, Fae Resist Ener	2 18 6 gic, Resista rie Fire, Hyd gy, Slipstre	3 19 4 nce draulic Push am, Soften I	20 3 , Obscuring	21 2 Mist, Produ	22 0 ce Flame	23	24	25
,	ekinesis, Tel 0 16 4 now Directio avation, Fae ning Sphere, reball, Magio Stones, Wall	eport 17 6 n, Read Mag rie Fire, Fae Resist Ener c Fang (Grea of Fire	2 18 6 gic, Resista rie Fire, Hyd gy, Slipstre	3 19 4 nce draulic Push am, Soften I	20 3 , Obscuring	21 2 Mist, Produ	22 0 ce Flame	23	24	25

Level 5: Transmute Rock to Mud, Wall of Stone

Naerai (Fire Body)	Max hit points 109			Initiative 5 = 5 + 0
Player Elizabeth Dean	Con hp 48			Total Dex Misc
Race Elf (Harrow)	□ Blinded -2:AC no:dex other □ Confused reduced action			Speed Base Armored Squares
Gender Male Alignment Chaotic Neutral				Normal 30 20 4
Deity	Exhausted -6:S,6D half:speed	Dying:		Run x3 90 60 12 Run x4 120 80 16
Char Level 12	□ Fatigued -2:S,D no:run			Climb 7 5 1
Current xp 145003	□ Frightened -2:S,2D no:run □ Nauseated no:att,cast other			Swim 7 5 1
Xp to next 210000	Panicked -2:save,skill,abil			Max Max Check
Classes	Paralyzed 0:S,D no:move,act			Load Weight Dex Penalty Speed Run Light 86 20 ×4
Conjurer 3 (favored) Elemental Druid 3	Shaken -2:att,save,skill,abil Sickened -2:att,dmg,save,skill,a	hil		Medium 173 +3 -3 20 ×4
Elemental Druid 3 Arcane Hierophant 6	Stunned -2:AC no:dex	511		Heavy 260 +1 -6 20 ×3
	Melee Attack Bonus	6/1 = 6 + 1 + -1 +	0 Ranged Attack Bo	10/5 = $6 + 5 + -1 + 0$
	Combat Man. Bonus	Total BAB Str Size $8 = 6 + 1 + -1 + $		Total BAB Dex Size Misc ense 23 = 8 + 5 + 10
Addust Ability Misc Temp		$\mathbf{O} = \mathbf{O} + \mathbf{I} + $		$\begin{array}{cccc} \textbf{CMB} & $
Attributes Mod Total Base Mod Mod	Weapon Gauntlet		Crit Type Range 0/x2 B	Special
Strength 1 12 = 12 + 0	Slam		0/x2 B	
Dexterity 5 $21 = 21 + 0$	Dagger +1		20/x2 PS	
Constitution 4 18 = 18+0	Spear tip +2 (Holy)		0/x3 P	
Intelligence 7 24 = 20+4	Touch Attack (Ray)	8/3 2	0/x2 10	
Wisdom 6 $22 = 22 + 0$				
Charisma 1 13 = 13 + 0				
Saves Ability Magic Misc Temp	Armor Class	30 = 10 + 7 +	4 + 3 + 0 + 3	3 + 0 + 0 + -1 + 4
Fortitude $\cos 13 = 6 + 4 + 3 + 0$	Medium Armor Breastplate	Total Armor	Shield Dex Dodge Det	flect Misc Class Size Natural
Reflex dex $12 = 4 + 5 + 3 + 0$ Will wis $18 = 9 + 6 + 3 + 0$		FT (Dragorinide/ wild), T(in	•	Fire Resistance (30)
$\mathbf{W} = 10 = 9 + 0 + 3 + 0$	Touch AC 15 Flat-fo	oted AC 27 Spell		Vulnerability to Cold
	Armor Check Penalty: -3 A	rcane Spell Failure: 0%	Max Dex Bonus: +3	
Feats			Skills	Key Total Abl Class Misc
Augment Summoning Creatures you su	mmon gain +1 to Str and Con		Acrobatics	Abl Mod Mod Ranks Train Mod Armor DEX $5 = 5 + 0 + 0 + 3 - 3$
Practiced Elemental Druid Add up to fo		e caster level (CL=12).	Appraise	$\mathbf{N} \mathbf{T} 11 = 7 + 1 + 3 + 0$
Practiced Wizard Add up to four non-wiz	zard levels to determine caster	evel (CL=12).	Bluff	CHA 1 = 1 + 0 + 0 + 0
Reaching Spell Cast touch spells as ran Spell Focus (Conjuration, Evocation)			Climb Craft (Alchemy)*	STR $5 = 1 + 1 + 3 + 3 - 3$ INT $20 = 7 + 6 + 3 + 4$
Special Abilities		from this school.	Diplomacy	CHA $1 = 1 + 0 + 0 + 0$
Acid Dart (Sp)	Use standard action to hit foe	within 30' with ranged	Disable Device*	DEX $- = 5 + 0 + 0 + 3 - 3$
touch (ray), doing 1d6+1 points of acid		wann 50 war ranged	Disguise	CHA $8 = 1 + 7 + 0 + 0$
Burn (Ex) You deal additional +1d4 fire of	0	5	Escape Artist Fly	DEX $5 = 5 + 0 + 0 + 3 - 3$ DEX $14 = 5 + 8 + 3 + 1 - 3$
make a Reflex (DC 14) save or catch fi the start of its turn. It may spend a full a		dditional 1d4 rounds at	Handle Animal*	CHA $6 = 1 + 2 + 3 + 0$
Spontaneous Casting Swap prepared of		e's allv of same level.	Heal	wis 10 = 6 + 1 + 3 + 0
Scribe Scroll You can create a scroll of			Intimidate Knowledge (Arcana)*	CHA $4 = 1 + 1 + 0 + 2$ INT $22 = 7 + 12 + 3 + 0$
Ally Infusion (Ex) When casting summo			Knowledge (Dungeoneer	
(+1 Ref, +10' move, +1 AC), earth (+1 water or cold) or water (+1 Fort, DR 3/f			Knowledge (Engineering)* INT $- = 7 + 0 + 0 + 0$
with an element, instead it arrives with	· ,		Knowledge (Geography) [*] Knowledge (History) [*]	
Arcane Bond (Su) You have selected to			Knowledge (Local)*	$\begin{array}{rcl} \text{INT} & - & = 7 + 0 + 0 + 0 \\ \text{INT} & - & = 7 + 0 + 0 + 0 \end{array}$
Arcane Companion Levels in wizard sta			Knowledge (Nature)*	20 = 7 + 10 + 3 + 0
Cantrips You learn a number of 0-level s Conjuration School You have chosen to			Knowledge (Nobility)*	INT - = 7 + 0 + 0 + 0
Divination Opposition School You have	e chosen divination as an oppos	sition school.	Knowledge (Planes)* Knowledge (Religion)*	16 = 7 + 4 + 3 + 2 17 = 7 + 0 + 0 + 0
Elemental Companion (Ex) Gain an ele			Linguistics*	$\begin{array}{c} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 $
Elemental Sense (Ex) +2 bonus on Kno Elemental Shape (Su)			Perception	wis 21 = 6 + 12 + 3 + 0
Small, Medium or Large elemental.	ngo onapo ior up to 3 nours., 10	sa san onango into any	Ride	DEX $9 = 5 + 1 + 3 + 3 - 3$
Harrowdream (Ex) Harrow elves cannot		nt to. If forced	Sense Motive Sleight of Hand*	WIS $6 = 6 + 0 + 0 + 0$ DEX $- = 5 + 0 + 0 + 3 - 3$
unconscious, become Shaken for one i			Spellcraft*	101 22 = 7 + 12 + 3 + 0
Immunity to Fire (Ex) You never take fir Natural Armor Casting (Ex) You can ign		failure due to any non-	Stealth	DEX $8 = 5 + 7 + 0 + -1 - 3$
metallic light or medium armor.			Survival Swim	WIS $13 = 6 + 4 + 3 + 0$ STR $5 = 1 + 1 + 3 + 3 - 3$
Necromancy Opposition School You h			Use Magic Device*	SIR $3 = 1 + 1 + 3 + 3 - 3$ CHA $13 = 1 + 7 + 3 + 2$
Orisons You can prepare a number of or other spells, but they are not expended			Total ranks: 102 (0 from	
Spell Conduit (Ex) DD/day. Cast spell	through an animal or plant in ye	our line of sight. You may	Languages: Abyssal, A	quan, Auran, Celestial, Common,
also cast through your companion or a	ny creature you have summone	d.	Draconic, Druidic, Elder	Elven, Elven, Gnome, Ignan,
Strong Bond (Ex) Levels in arcane hiero Summoner's Charm (Su) When casting			Infernal, Terran, Underc	ommon
increased by 1 rounds.	Sonjuration (Summoning) spen			
Vulnerability to Cold (Ex) You take half				
regardless of whether a saving throw is		cess or failure		
Proficiencies armor, light; armor, mediu	m, shiela			

Wealth		l otal value of a	all gear & treasure: 156	,906.8
pp: 11	gp: 21	sp: 6	ср: 10	
Gems				
100gp Cor	al ×2			
Jewelry &	art			
0gp Iron R	ose			

Gear	щ	Maint	Deservitie	Location
Alchemist's Fire (Flask)	# 7	Weight 1	Description	Pouch (Belt)
Bag of Holding (Type I)	1	15		Equipped
Breastplate +1 (Dragonhide/Wild)	1	30		Equipped
Cloak of Resistance +3	1	1		Equipped
	1	1		Carried
Dagger +1 Decanter of Endless Water	1	2		Carried
Delver Pack	1	∠ 38		
	-			Bag of Holding
Elemental Gem (Air)	1	0.02		Pouch (Belt)
Elemental Gem (Earth)	1	0.02		Pouch (Belt)
Elemental Gem (Fire)	1	0.02		Pouch (Belt)
Gauntlet	1	0		Equipped
Headband of Vast Intelligence +4	1	1		Equipped
Potion of Cure Moderate Wounds	2	0		Pouch (Belt)
Potion of Gaseous Form	1	0		Pouch (Belt)
Potion of Remove Blindness/	1	0		Pouch (Belt)
Deafness				
Pouch (Belt)	1	0.5		Equipped
Ring of Protection +3	1	0		Equipped
Ring of Water Walking	1	0		Equipped
Sack	1	0.5		Bag of Holding
Scroll (Cure Critical Wounds)	1	0.01		Bag of Holding
Scroll (Cure Moderate Wounds)	1	0.01		Bag of Holding
Scroll (Dispel Magic/Arcane)	1	0.01		Bag of Holding
Scroll (Hold Person/Divine)	3	0.01		Bag of Holding
Scroll (Owl's Wisdom/Divine)	3	0.01		Bag of Holding
Scroll (Sending/Divine)	1	0.01		Bag of Holding
Scroll (Shield)	19	0.01		Bag of Holding
Slam (Natural/Primary)	1	0		Equipped
Slumber Bell(11)	1	3	(11 charges)	Bag of Holding
Spear tip +2 (Holy)	1	6		Carried
Spellbook (Wizard's/Blank)	1	3		Carried
Touch Attack (Ray)	1	0		Carried
Wand (Resist Energy (Fire)/	1	0	(10 charges)	Equipped
Sorcerer/11th)(10)			/	
Wand of Burning Hands(35)	1	0.06	(35 charges)	Wand sheath
Wand of Color Spray(44)	1	0.06	(44 charges)	Wand sheath
Wand of Cure Light Wounds(42)	1	0.06	(42 charges)	Wand sheath
Wand of Cure Moderate Wounds(3)	1		(3 charges)	Wand sheath
Wand of Feather Fall	1		(50 charges)	Wand sheath
Wand of Inflict Moderate	1		(30 charges)	Wand sheath
Wounds(30)				
Wand of Scorching Ray(34)	1	0.06	(34 charges)	Wand sheath
Wand of Silence(49)	1		(49 charges)	Wand sheath
Wand spring sheath	1	1	(Equipped
	'	•		Equippod

Spells										
Innate Spells (racial)										
At will: Detect Magic, Gh 1/day: Blur 🛛	ost Sound, N	Mage Hand,	Prestidigitat	tion						
Wizard	0	1	2	3	4	5	6	7	8	9
Save DC	17	18	19	20	21	22	23	24	25	26
lemorized per day	3+1	6+1	6+1	5+1	3+1	2+1	0	0	0	0
_evel 0: Acid Splash, Dar	ncing Lights,	Daze, Mess	sage							
evel 1: Burning Hands,	Charm Perso	on, Enlarge	Person, Gre	ease, Obscu	ıring Mist, Pı	otection from	m Evil. Vani	sh		
					-		,			
			•	otechnics, W	/eb, Web		,			
Level 3: Dispel Magic, El	emental Aura	a, Fly, Haste	e, Stinking C	otechnics, W Cloud, Sumn	/eb, Web		,			
L evel 3: Dispel Magic, Ele L evel 4: Black Tentacles,	emental Aura	a, Fly, Haste Detonate, Ir	e, Stinking C	otechnics, W Cloud, Sumn	/eb, Web		,			
Level 3: Dispel Magic, Ele Level 4: Black Tentacles, Level 5: Feeblemind, Tele	emental Aura , Confusion, ekinesis, Tel	a, Fly, Haste Detonate, Ir eport	e, Stinking C ivisibility (Gi	otechnics, W Cloud, Sumn reater)	/eb, Web non Monster	· III			8	٩
Level 3: Dispel Magic, Ele Level 4: Black Tentacles, Level 5: Feeblemind, Tele Elemental Druid	emental Aura , Confusion, ekinesis, Tel 0	a, Fly, Haste Detonate, Ir eport 1	e, Stinking C avisibility (Gi 2	otechnics, W Cloud, Sumn reater) 3	/eb, Web non Monster 4	- III 5	6	7	8 24	9 25
Level 3: Dispel Magic, Ele Level 4: Black Tentacles, Level 5: Feeblemind, Tele Elemental Druid Save DC	emental Aura , Confusion, ekinesis, Tel 0 16	a, Fly, Haste Detonate, Ir eport 1 17	e, Stinking C ovisibility (Gr 2 18	otechnics, W Cloud, Sumn reater) 3 19	/eb, Web non Monster 4 20	• III 5 21	6 22	7 23	24	25
Level 3: Dispel Magic, Ele Level 4: Black Tentacles, Level 5: Feeblemind, Tele Elemental Druid Save DC Memorized per day	emental Aura , Confusion, ekinesis, Tel 0 16 4	a, Fly, Haste Detonate, Ir eport 17 6	e, Stinking C ivisibility (Gr 2 18 6	otechnics, W Cloud, Sumn reater) 3 19 4	/eb, Web non Monster 4	- III 5	6	7	-	-
Level 3: Dispel Magic, Ele Level 4: Black Tentacles, Level 5: Feeblemind, Tele Elemental Druid Save DC Memorized per day Level 0: Create Water, Ku	emental Aura , Confusion, ekinesis, Tel 0 16 4 now Directio	a, Fly, Haste Detonate, Ir eport 1 17 6 n, Read Mae	e, Stinking C avisibility (Gr 2 18 6 gic, Resista	otechnics, W Cloud, Sumn reater) 3 19 4 nce	/eb, Web non Monster 4 20 3	5 21 2	6 22 0	7 23	24	25
Level 3: Dispel Magic, Elu Level 4: Black Tentacles, Level 5: Feeblemind, Telu Elemental Druid Save DC Memorized per day Level 0: Create Water, Kit Level 1: Expeditious Exca	emental Aura , Confusion, ekinesis, Tel 0 16 4 now Directio avation, Fae	a, Fly, Haste Detonate, Ir eport 17 6 n, Read Mag rie Fire, Fae	e, Stinking C avisibility (Gr 2 18 6 gic, Resistan rie Fire, Hyd	otechnics, W Cloud, Sumn reater) 3 19 4 nce draulic Push	/eb, Web non Monster 4 20 3 n, Obscuring	• III 5 21 2 Mist, Produ	6 22 0 ce Flame	7 23	24	25
Level 3: Dispel Magic, Elu Level 4: Black Tentacles, Level 5: Feeblemind, Telu Elemental Druid Save DC Memorized per day Level 0: Create Water, Ki Level 1: Expeditious Exca Level 2: Chill Metal, Flam	emental Aura , Confusion, ekinesis, Tel 0 16 4 now Directio avation, Fae hing Sphere,	a, Fly, Haste Detonate, Ir eport 17 6 n, Read May rie Fire, Fae Resist Ener	e, Stinking C avisibility (Gr 18 6 gic, Resistan rie Fire, Hyd gy, Slipstrea	otechnics, W Cloud, Sumn reater) 19 4 nce draulic Push am, Soften I	/eb, Web non Monster 4 20 3 n, Obscuring	• III 5 21 2 Mist, Produ	6 22 0 ce Flame	7 23	24	25
Level 2: Darkness, Glitter Level 3: Dispel Magic, Ele Level 4: Black Tentacles, Level 5: Feeblemind, Tele Elemental Druid Save DC Memorized per day Level 0: Create Water, Ki Level 1: Expeditious Exca Level 2: Chill Metal, Flam Level 3: Aqueous Orb, Fi Level 4: Air Walk, Spike 5	emental Aura , Confusion, ekinesis, Tel 0 16 4 now Directio avation, Fae ning Sphere, ireball, Magio	a, Fly, Haste Detonate, Ir eport 17 6 n, Read May rie Fire, Fae Resist Ener c Fang (Grea	e, Stinking C avisibility (Gr 18 6 gic, Resistan rie Fire, Hyd gy, Slipstrea	otechnics, W Cloud, Sumn reater) 19 4 nce draulic Push am, Soften I	/eb, Web non Monster 4 20 3 n, Obscuring	• III 5 21 2 Mist, Produ	6 22 0 ce Flame	7 23	24	25

Naerai (Water Body)	Max hit points 133		nitiative 2 = 2 + 0
Player Elizabeth Dean	Con hp 72		Total Dex Misc
Race Elf (Harrow)	Blinded -2:AC no:dex other Confused reduced action		Base Armored Squares
Gender Male Alignment Chaotic Neutral	Dazed no:action		Normal 30 20 4 Run x3 90 60 12
Deity	Exhausted -6:S,6D half:speed Dying:		Run x3 90 60 12 Run x4 120 80 16
Char Level 12	□ Fatigued -2:S,D no:run □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □		Climb 7 5 1
Current xp 145003	□ Nauseated no:att,cast other	5	Swim 7 5 1
Xp to next 210000	Panicked -2:save,skill,abil		Max Max Check Load Weight Dex Penalty Speed Run
Classes Conjurer 3 (favored)	Paralyzed 0:S,D no:move,act Shaken -2:att,save,skill,abil		ight 116 20 ×4
Elemental Druid 3	Sickened -2:att,dmg,save,skill,abil		Aedium 233 +3 -3 20 x4 Heavy 350 +1 -6 20 x3
Arcane Hierophant 6	Stunned -2:AC no:dex		
	Melee Attack Bonus $7/2 = 6 + 2 + -1 + 7/2$	· · · · · · · · · ·	
	Combat Man. Bonus $9 = 6 + 2 + -1 + 9$		Total BAB Dex Size Misc $\mathbf{P} = \mathbf{P} + 2 + 10$
Attributes Ability Misc Temp Mod Total Race Mod Mod	Total BAB Str Size		Total CMB Dex
ALLIDULES Mod Total Base Mod Mod		Crit Type Range D/x2 B	Special
0		D/x2 B	
Dexterity 2 $15 = 15 + 0$ Constitution 6 $22 = 22 + 0$		20/x2 PS D/x3 P	
		D/x2 10	
Intelligence 7 $24 = 20 + 4$			
Wisdom 6 $22 = 22 + 0$			
Charisma 1 13 = 13 + 0			
Saves Abl Total Mod Mod Mod Mod Mod	Armor Class $31 = 10 + 7 + 7$	4 + 2 + 0 + 3	+ 0 + 0 + -1 + 6
Fortitude $\cos 15 = 6 + 6 + 3 + 0$		Shield Dex Dodge Defl	
Reflex dex $9 = 4 + 2 + 3 + 0$	Medium Armor Breastplate +1 (Dragonhide/Wild), Rin	g of Protection +3, <i>biess</i> , <i>si</i>	niela, owi s wisdom
Will wis $18 = 9 + 6 + 3 + 0$	Touch AC 14 Flat-footed AC 29 Spell	Resistance 0	
	Armor Check Penalty: -3 Arcane Spell Failure: 0%	Max Dex Bonus: +3	
Feats		Skills	Key Total Abl Class Misc
Augment Summoning Creatures you su	mmon gain +4 to Str and Con	Acrobatics	Abi Mod Mod Ranks Train Mod Armor DEX $2 = 2 + 0 + 0 + 3 - 3$
	ir non-druid levels to determine caster level (CL=12).	Appraise	$\begin{bmatrix} 11 \\ 11 \\ 11 \\ 11 \\ 11 \\ 11 \\ 11 \\ 11$
	ard levels to determine caster level (CL=12).	Bluff	CHA $1 = 1 + 0 + 0 + 0$
Reaching Spell Cast touch spells as range Spell Focus (Conjuration, Evocation)	dd +1 to DC of spells you cast from this school.	Climb Craft (Alchemy)*	STR $6 = 2 + 1 + 3 + 3 - 3$ INT $20 = 7 + 6 + 3 + 4$
Special Abilities		Diplomacy	CHA 1 = 1 + 0 + 0 + 0
•	Use standard action to hit foe within 30' with ranged	Disable Device*	DEX - = $2 + 0 + 0 + 3 - 3$ CHA 8 = 1 + 7 + 0 + 0
touch (ray), doing 1d6+1 points of acid	5	Disguise Escape Artist	DEX $2 = 2 + 0 + 0 + 3 - 3$
	uid spell for summoning nature's ally of same level.	Fly	DEX 11 = 2 + 8 + 3 + 1 - 3
wide at its base (width=half height). You	cannot make normal attacks and do not threaten	Handle Animal* Heal	CHA 6 = 1 + 2 + 3 + 0 WIS 10 = 6 + 1 + 3 + 0
0 1	than the vortex make Reflex save (DC 18) on contact lust make second Reflex save or be suspended,	Intimidate	CHA $4 = 1 + 1 + 0 + 2$
o , ,	ach round. Captives can't move, take -4 Dex and a -2	Knowledge (Arcana)*	$\begin{bmatrix} 1 \\ 22 \\ -7 \\ +12 \\ +3 \\ +0 \\ -7 \\ -2 \\ -2 \\ -2 \\ -2 \\ -2 \\ -2 \\ -2$
to attack rolls and must succeed on a C	oncentration check (DC 15 + spell level) to cast a spell,	Knowledge (Dungeoneeri Knowledge (Engineering)	
but otherwise act normally. Eject any ca Scribe Scroll You can create a scroll of a		Knowledge (Geography)*	
	nature's ally, infuse the summoned creature with: air	Knowledge (History)*	INT - = 7 + 0 + 0 + 0
	ort, +4 armor), fire (+1 Ref, +1d4 fire damage, vuln to	Knowledge (Local)* Knowledge (Nature)*	$\begin{bmatrix} \text{INT} & - & = 7 + 0 + 0 + 0 \\ \text{INT} & 20 = 7 + 10 + 3 + 0 \end{bmatrix}$
water or cold) or water (+1 Fort, DR 3/fi with an element, instead it arrives with r	re, vuln fire). If summoning a creature already infused	Knowledge (Nobility)*	INT $- = 7 + 0 + 0 + 0$
Arcane Bond (Su) You have selected to	add your arcane power to your companion.	Knowledge (Planes)*	INT $16 = 7 + 4 + 3 + 2$ INT $- = 7 + 0 + 0 + 0$
	ck for determining the abilities of a companion.	Knowledge (Religion)*	$\begin{bmatrix} -1 & -1 & -1 & -1 & -1 & -1 & -1 & -1 $
Cantrips You learn a number of 0-level s Conjuration School You have chosen to		Perception	wis 21 = 6 + 12 + 3 + 0
•	chosen divination as an opposition school.	Ride Sense Motive	DEX 6 = 2 + 1 + 3 + 3 - 3 WIS 6 = 6 + 0 + 0 + 0
	nental as a companion (effective level=12).	Sleight of Hand*	WIS $6 = 6 + 0 + 0 + 0$ DEX $- = 2 + 0 + 0 + 3 - 3$
	vledge (Planes) and Craft (Alchemy) checks. ge shape for up to 9 hours., You can change into any	Spellcraft*	INT 22 = 7 + 12 + 3 + 0
Small, Medium or Large elemental.		Stealth Survival	DEX 5 = 2 + 7 + 0 + -1 - 3 WIS 13 = 6 + 4 + 3 + 0
	naturally sleep, even if they want to. If forced	Swim	STR $14 = 2 + 1 + 3 + 11 - 3$
unconscious, become Shaken for one n Natural Armor Casting (Ex) You can ign	ninute upon awaking. ore the chance of arcane spell failure due to any non-	Use Magic Device*	CHA 13 = 1 + 7 + 3 + 2
metallic light or medium armor.		Total ranks: 102 (0 from	,
	ave chosen necromancy as an opposition school. sons, or 0-level spells. These spells are cast like any		juan, Auran, Celestial, Common, Elven, Elven, Gnome, Ignan,
other spells, but they are not expended		Infernal, Terran, Underco	
Spell Conduit (Ex)	through an animal or plant in your line of sight. You may		
also cast through your companion or an	y creature you have summoned. ohant stack for determining the abilities of a companion.		
	pnant stack for determining the abilities of a companion.	L	
increased by 1 rounds.			

Wealth		l otal value of a	all gear & treasure: 156	,906.8
pp: 11	gp: 21	sp: 6	ср: 10	
Gems				
100gp Cor	al ×2			
Jewelry &	art			
0gp Iron R	ose			

Gear	щ	Maint	Deservitie	Location
Alchemist's Fire (Flask)	# 7	Weight 1	Description	Pouch (Belt)
Bag of Holding (Type I)	1	15		Equipped
Breastplate +1 (Dragonhide/Wild)	1	30		Equipped
Cloak of Resistance +3	1	1		Equipped
	1	1		Carried
Dagger +1 Decanter of Endless Water	1	2		Carried
Delver Pack	1	∠ 38		
	-			Bag of Holding
Elemental Gem (Air)	1	0.02		Pouch (Belt)
Elemental Gem (Earth)	1	0.02		Pouch (Belt)
Elemental Gem (Fire)	1	0.02		Pouch (Belt)
Gauntlet	1	0		Equipped
Headband of Vast Intelligence +4	1	1		Equipped
Potion of Cure Moderate Wounds	2	0		Pouch (Belt)
Potion of Gaseous Form	1	0		Pouch (Belt)
Potion of Remove Blindness/	1	0		Pouch (Belt)
Deafness				
Pouch (Belt)	1	0.5		Equipped
Ring of Protection +3	1	0		Equipped
Ring of Water Walking	1	0		Equipped
Sack	1	0.5		Bag of Holding
Scroll (Cure Critical Wounds)	1	0.01		Bag of Holding
Scroll (Cure Moderate Wounds)	1	0.01		Bag of Holding
Scroll (Dispel Magic/Arcane)	1	0.01		Bag of Holding
Scroll (Hold Person/Divine)	3	0.01		Bag of Holding
Scroll (Owl's Wisdom/Divine)	3	0.01		Bag of Holding
Scroll (Sending/Divine)	1	0.01		Bag of Holding
Scroll (Shield)	19	0.01		Bag of Holding
Slam (Natural/Primary)	1	0		Equipped
Slumber Bell(11)	1	3	(11 charges)	Bag of Holding
Spear tip +2 (Holy)	1	6		Carried
Spellbook (Wizard's/Blank)	1	3		Carried
Touch Attack (Ray)	1	0		Carried
Wand (Resist Energy (Fire)/	1	0	(10 charges)	Equipped
Sorcerer/11th)(10)			/	
Wand of Burning Hands(35)	1	0.06	(35 charges)	Wand sheath
Wand of Color Spray(44)	1	0.06	(44 charges)	Wand sheath
Wand of Cure Light Wounds(42)	1	0.06	(42 charges)	Wand sheath
Wand of Cure Moderate Wounds(3)	1		(3 charges)	Wand sheath
Wand of Feather Fall	1		(50 charges)	Wand sheath
Wand of Inflict Moderate	1		(30 charges)	Wand sheath
Wounds(30)				
Wand of Scorching Ray(34)	1	0.06	(34 charges)	Wand sheath
Wand of Silence(49)	1		(49 charges)	Wand sheath
Wand spring sheath	1	1	(Equipped
	'	•		Equippod

Spells										
Innate Spells (racial)										
At will: Detect Magic, Gh 1/day: Blur 🛛	ost Sound, N	Mage Hand,	Prestidigitat	tion						
Wizard	0	1	2	3	4	5	6	7	8	9
Save DC	17	18	19	20	21	22	23	24	25	26
lemorized per day	3+1	6+1	6+1	5+1	3+1	2+1	0	0	0	0
_evel 0: Acid Splash, Dar	ncing Lights,	Daze, Mess	sage							
evel 1: Burning Hands,	Charm Perso	on, Enlarge	Person, Gre	ease, Obscu	ıring Mist, Pı	otection from	m Evil. Vani	sh		
					-		,			
			•	otechnics, W	/eb, Web		,			
Level 3: Dispel Magic, El	emental Aura	a, Fly, Haste	e, Stinking C	otechnics, W Cloud, Sumn	/eb, Web		,			
L evel 3: Dispel Magic, Ele L evel 4: Black Tentacles,	emental Aura	a, Fly, Haste Detonate, Ir	e, Stinking C	otechnics, W Cloud, Sumn	/eb, Web		,			
Level 3: Dispel Magic, Ele Level 4: Black Tentacles, Level 5: Feeblemind, Tele	emental Aura , Confusion, ekinesis, Tel	a, Fly, Haste Detonate, Ir eport	e, Stinking C ivisibility (Gi	otechnics, W Cloud, Sumn reater)	/eb, Web non Monster	· III			8	٩
Level 3: Dispel Magic, Ele Level 4: Black Tentacles, Level 5: Feeblemind, Tele Elemental Druid	emental Aura , Confusion, ekinesis, Tel 0	a, Fly, Haste Detonate, Ir eport 1	e, Stinking C avisibility (Gi 2	otechnics, W Cloud, Sumn reater) 3	/eb, Web non Monster 4	- III 5	6	7	8 24	9 25
Level 3: Dispel Magic, Ele Level 4: Black Tentacles, Level 5: Feeblemind, Tele Elemental Druid Save DC	emental Aura , Confusion, ekinesis, Tel 0 16	a, Fly, Haste Detonate, Ir eport 1 17	e, Stinking C ovisibility (Gr 2 18	otechnics, W Cloud, Sumn reater) 3 19	/eb, Web non Monster 4 20	• III 5 21	6 22	7 23	24	25
Level 3: Dispel Magic, Ele Level 4: Black Tentacles, Level 5: Feeblemind, Tele Elemental Druid Save DC Memorized per day	emental Aura , Confusion, ekinesis, Tel 0 16 4	a, Fly, Haste Detonate, Ir eport 17 6	e, Stinking C ivisibility (Gr 2 18 6	otechnics, W Cloud, Sumn reater) 3 19 4	/eb, Web non Monster 4	- III 5	6	7	-	-
Level 3: Dispel Magic, Ele Level 4: Black Tentacles, Level 5: Feeblemind, Tele Elemental Druid Save DC Memorized per day Level 0: Create Water, Ku	emental Aura , Confusion, ekinesis, Tel 0 16 4 now Directio	a, Fly, Haste Detonate, Ir eport 1 17 6 n, Read Mae	e, Stinking C avisibility (Gr 2 18 6 gic, Resista	otechnics, W Cloud, Sumn reater) 3 19 4 nce	/eb, Web non Monster 4 20 3	5 21 2	6 22 0	7 23	24	25
Level 3: Dispel Magic, Elu Level 4: Black Tentacles, Level 5: Feeblemind, Telu Elemental Druid Save DC Memorized per day Level 0: Create Water, Kit Level 1: Expeditious Exca	emental Aura , Confusion, ekinesis, Tel 0 16 4 now Directio avation, Fae	a, Fly, Haste Detonate, Ir eport 17 6 n, Read Mag rie Fire, Fae	e, Stinking C avisibility (Gr 2 18 6 gic, Resistan rie Fire, Hyd	otechnics, W Cloud, Sumn reater) 3 19 4 nce draulic Push	/eb, Web non Monster 4 20 3 n, Obscuring	• III 5 21 2 Mist, Produ	6 22 0 ce Flame	7 23	24	25
Level 3: Dispel Magic, Elu Level 4: Black Tentacles, Level 5: Feeblemind, Telu Elemental Druid Save DC Memorized per day Level 0: Create Water, Ki Level 1: Expeditious Exca Level 2: Chill Metal, Flam	emental Aura , Confusion, ekinesis, Tel 0 16 4 now Directio avation, Fae hing Sphere,	a, Fly, Haste Detonate, Ir eport 17 6 n, Read May rie Fire, Fae Resist Ener	e, Stinking C avisibility (Gr 18 6 gic, Resistan rie Fire, Hyd gy, Slipstrea	otechnics, W Cloud, Sumn reater) 19 4 nce draulic Push am, Soften I	/eb, Web non Monster 4 20 3 n, Obscuring	• III 5 21 2 Mist, Produ	6 22 0 ce Flame	7 23	24	25
Level 2: Darkness, Glitter Level 3: Dispel Magic, Ele Level 4: Black Tentacles, Level 5: Feeblemind, Tele Elemental Druid Save DC Memorized per day Level 0: Create Water, Ki Level 1: Expeditious Exca Level 2: Chill Metal, Flam Level 3: Aqueous Orb, Fi Level 4: Air Walk, Spike 5	emental Aura , Confusion, ekinesis, Tel 0 16 4 now Directio avation, Fae ning Sphere, ireball, Magio	a, Fly, Haste Detonate, Ir eport 17 6 n, Read May rie Fire, Fae Resist Ener c Fang (Grea	e, Stinking C avisibility (Gr 18 6 gic, Resistan rie Fire, Hyd gy, Slipstrea	otechnics, W Cloud, Sumn reater) 19 4 nce draulic Push am, Soften I	/eb, Web non Monster 4 20 3 n, Obscuring	• III 5 21 2 Mist, Produ	6 22 0 ce Flame	7 23	24	25

Rauros	Max hit points 91 $ - - - - - - - - - - - - - - - - - - -$
Player Elizabeth Dean	Con hp 40 Con Con hp 40 Con
Race Water Elemental	Blinded -2:AC no:dex other
Gender Female	Confused reduced action
Alignment Neutral	Dazed no:action Exhausted -6:S,6D half:speed
Deity	$\Box \text{ Fatigued } -2:S, D \text{ no:run} \qquad \qquad$
Char Level 10	Frightened -2:S,2D no:run Climb 7 6 1
Current xp 0	□ Nauseated no:att, cast other 5 Swim 7 6 1
Xp to next 155000	Panicked -2:save,skill,abil
Classes	□ Paralyzed 0:S,D no:move,act □ Otal 4:5,D no:move,act
Outsider 10	□ Shaken -2:att,save,skill,abil □ Sickened -2:att,dmg,save,skill,abil
	$\Box \text{ Stunned -2:AC no:dex} Heavy 460 +1 -6 25 \times$
	Melee Attack Bonus $16/11 = 10 + 5 + 0 + 1$ Ranged Attack Bonus $13/8 = 10 + 2 + 0 + 1$ TotalBABStrSizeMiscTotalBABDexSizeMiscTotalBABDexSize
	Combat Man. Bonus $15 = 10 + 5 + 0 + 0$ Combat Man. Defense $27 = 15 + 2 + 10$
Attributes Ability Misc Te	Total BAB Str Size Misc Total CMB Dex
Attributes Mod Total Base Mod M	Meapon Attack Bonus Damage Crit Type Range Special
Strength 5 21 = 21 + 0	Greatsword +2 18/13 2d6+9 19-20/x2 S power attack 15/10 2d6+18 19-20/x2 S
Dexterity 2 $14 = 14 + 0$	Slam 17 1d8+8 20/x2 B
Constitution 4 $18 = 18 + 0$	
Intelligence -2 $6 = 6 + 0$	
Wisdom $0 11 = 11 + 0$	
Charisma 0 11 = 11 + 0	
Base Ability Magic Misc Te	
Saves Abl Total Mod Mod Mod Mod M	$\mathbf{Armor Class} \qquad 23 = 10 + 0 + 4 + 2 + 1 + 2 + 0 + 0 + 0 + 6$
Fortitude $\infty 11 = 7 + 4 + 0 + 0$	Total Armor Shield Dex Dodge Deflect Misc Class Size Natu Armor Ring of Protection +2, bless, shield Size Natu
Reflex dex $9 = 7 + 2 + 0 + 0$	Damage Reduction: 5/-
Will wis $5 = 3 + 0 + 0 + 2$	Touch AC 15 Flat-footed AC 22 Spell Resistance 0
	Armor Check Penalty: 0 Arcane Spell Failure: 0% Max Dex Bonus:
Feats	Skills Key Total Abl Class Misc Abl Mod Ranks Train Mod Ar
Cleave -2 AC to strike a second adjace	
	The sthat remove Dex bonus also remove this. Appraise $1 = -2 + 0 + 0 + 0$
	armor, your base speed increases by 5 feet. You lose the Bluff $CHA = 0 + 1 + 3 + 0$
benefits of this feat if you carry a me	lium or heavy load. Climb STR 5 = 5 + 0 + 0 + 0
Mobility Gain +4 AC against attacks of	dium or heavy load.Climb STR 5 $=$ 5 $+$ 0 $+$ 0 opportunity caused by moving.DiplomacyCHA 0 $=$ 0 $+$ 0 $ 0$ $ 0$ $ 0$ $ 0$ 0 $ 0$ 0 $ 0$ 0
Mobility Gain +4 AC against attacks o Power Attack Subtract 3 from melee a	lium or heavy load. Climb STR 5 = 5 + 0 + 0 + 0
Mobility Gain +4 AC against attacks o Power Attack Subtract 3 from melee a Special Abilities	dium or heavy load.ClimbSTR $5 = 5 + 0 + 0 + 0$ opportunity caused by moving.DiplomacyCHA $0 = 0 + 0 + 0 + 0$ ttack to add 6 to damage (9 with two-handed weapon).Disable Device*DEX $= 2 + 0 + 0 + 0$ DisguiseCHA $0 = 0 + 0 + 0 + 0$ DisguiseCHA $0 = 0 + 0 + 0 + 0$ CompositionDisguiseCHA $0 = 0 + 0 + 0 + 0$ Disguise
Mobility Gain +4 AC against attacks o Power Attack Subtract 3 from melee a Special Abilities Drench (Ex) The elemental's touch put	dium or heavy load.ClimbSTR $5 = 5 + 0 + 0 + 0$ opportunity caused by moving.DiplomacyCHA $0 = 0 + 0 + 0 + 0$ ttack to add 6 to damage (9 with two-handed weapon).Disable Device*DEX $= 2 + 0 + 0 + 0$ bisguiseCHA $0 = 0 + 0 + 0 + 0$ DisguiseCHA $0 = 0 + 0 + 0 + 0$ s out nonmagical flames of Large size or smaller. The ches as Dispel Maric (caster level 10)DisplomacyDex $7 = 2 + 5 + 0 + 0$ FlyDex $2 = 2 + 0 + 0 + 0$
Mobility Gain +4 AC against attacks o Power Attack Subtract 3 from melee a Special Abilities Drench (Ex) The elemental's touch pur creature can dispel magical fire it tou	dium or heavy load.STR $5 = 5 + 0 + 0 + 0$ opportunity caused by moving.DiplomacyCHA $0 = 0 + 0 + 0 + 0$ ttack to add 6 to damage (9 with two-handed weapon).Disable Device*DEX $= 2 + 0 + 0 + 0$ bisguiseCHA $0 = 0 + 0 + 0 + 0$ DisguiseCHA $0 = 0 + 0 + 0 + 0$ s out nonmagical flames of Large size or smaller. The ches as Dispel Magic (caster level 10).DisplomacyDEX $= 2 + 0 + 0 + 0$ Handle Animal*CHA $= 0 + 0 + 0 + 0$ DEX $= 2 + 0 + 0 + 0$
Mobility Gain +4 AC against attacks o Power Attack Subtract 3 from melee a Special Abilities Drench (Ex) The elemental's touch pur creature can dispel magical fire it tou Vortex (Su) While underwater, use as wide at its base (width=half height).	dium or heavy load.STR $5 = 5 + 0 + 0 + 0$ opportunity caused by moving.DiplomacyCHA $0 = 0 + 0 + 0 + 0$ ttack to add 6 to damage (9 with two-handed weapon).Disable Device*DEX $= 2 + 0 + 0 + 0$ s out nonmagical flames of Large size or smaller. The ches as Dispel Magic (caster level 10).Disable Device*DEX $= 2 + 0 + 0 + 0$ tandard action to become a whirlpool 10' to 30' high, 5' You cannot make normal attacks and do not threatenFlyDEX $= 2 + 0 + 0 + 0$ tandard action to become a whirlpool 10' to 30' high, 5' You cannot make normal attacks and do not threatenUiter and a time attacks and do not threatenUiter attacks
Mobility Gain +4 AC against attacks o Power Attack Subtract 3 from melee a Special Abilities Drench (Ex) The elemental's touch pur creature can dispel magical fire it tou Vortex (Su) While underwater, use a s wide at its base (width=half height). surrounding squares. Creatures sma	dium or heavy load.STR $5 = 5 + 0 + 0 + 0$ opportunity caused by moving.DiplomacyCHA $0 = 0 + 0 + 0 + 0$ ttack to add 6 to damage (9 with two-handed weapon).Disable Device*DEX $= 2 + 0 + 0 + 0$ s out nonmagical flames of Large size or smaller. The ches as Dispel Magic (caster level 10).Disable Device*DEX $= 2 + 0 + 0 + 0$ tandard action to become a whirlpool 10' to 30' high, 5' You cannot make normal attacks and do not threaten ler than the vortex make Reflex save (DC 20) on contactClimbSTR $5 = 5 + 0 + 0 + 0$ Limit date Knowledge (Arcana)*Dex $= 2 + 0 + 0 + 0$ Dex $= 2 + 2 + 0 + 0 + 0$ Limit date Knowledge (Arcana)*CHA $= 0 + 0 + 0 + 0$ Dex
Mobility Gain +4 AC against attacks o Power Attack Subtract 3 from melee a Special Abilities Drench (Ex) The elemental's touch pur creature can dispel magical fire it tou Vortex (Su) While underwater, use a s wide at its base (width=half height). surrounding squares. Creatures sma or take damage as if hit by your slam	dium or heavy load.STR $5 = 5 + 0 + 0 + 0$ opportunity caused by moving.DiplomacyCHA $0 = 0 + 0 + 0 + 0$ ttack to add 6 to damage (9 with two-handed weapon).Disable Device*DEX $= 2 + 0 + 0 + 0$ s out nonmagical flames of Large size or smaller. The ches as Dispel Magic (caster level 10).Disable Device*DEX $= 2 + 0 + 0 + 0$ tandard action to become a whirlpool 10' to 30' high, 5' You cannot make normal attacks and do not threaten ler than the vortex make Reflex save (DC 20) on contactFlyDEX $= 2 + 0 + 0 + 0$ IntimidateCHA $= 0 + 0 + 0 + 0$ Disguise $= 0 + 0 + 0 + 0$ Knowledge (Arcana)*INT $= -2 + 0 + 0 + 0$
Mobility Gain +4 AC against attacks o Power Attack Subtract 3 from melee a Special Abilities Drench (Ex) The elemental's touch put creature can dispel magical fire it tou Vortex (Su) While underwater, use a s wide at its base (width=half height). surrounding squares. Creatures sma or take damage as if hit by your slam automatically taking the slam damag	dium or heavy load.STR $5 = 5 + 0 + 0 + 0$ opportunity caused by moving.DiplomacyCHA $0 = 0 + 0 + 0 + 0$ ttack to add 6 to damage (9 with two-handed weapon).DiplomacyCHA $0 = 0 + 0 + 0 + 0$ s out nonmagical flames of Large size or smaller. The ches as Dispel Magic (caster level 10).Disable Device*DEX $= 2 + 0 + 0 + 0$ tandard action to become a whirlpool 10' to 30' high, 5' You cannot make normal attacks and do not threaten ler than the vortex make Reflex save (DC 20) on contact.Handle Animal*CHA $= 0 + 0 + 0 + 0$ Must make second Reflex save or be suspended, e each round. Captives can't move, take -4 Dex and a -2 Corcentration check (DC 15 + spell level) to cast a spellNIT $= -2 + 0 + 0 + 0$
Mobility Gain +4 AC against attacks o Power Attack Subtract 3 from melee a Special Abilities Drench (Ex) The elemental's touch put creature can dispel magical fire it tou Vortex (Su) While underwater, use a s wide at its base (width=half height). N surrounding squares. Creatures sma or take damage as if hit by your slam automatically taking the slam damag to attack rolls and must succeed on a	dium or heavy load.STR $5 = 5 + 0 + 0 + 0$ opportunity caused by moving.DiplomacyCHA $0 = 0 + 0 + 0 + 0$ ttack to add 6 to damage (9 with two-handed weapon).DiplomacyCHA $0 = 0 + 0 + 0 + 0$ s out nonmagical flames of Large size or smaller. The ches as Dispel Magic (caster level 10).Disable Device*DEX $= 2 + 0 + 0 + 0$ tandard action to become a whirlpool 10' to 30' high, 5' You cannot make normal attacks and do not threaten ler than the vortex make Reflex save (DC 20) on contact.FlyDEX $= 2 + 0 + 0 + 0$ Must make second Reflex save (DC 20) on contact t Concentration check (DC 15 + spell level) to cast a spell, contines as a free actionStree action $= -2 + 0 + 0 + 0$ Knowledge (Geography)*INT $= -2 + 0 + 0 + 0$
Mobility Gain +4 AC against attacks o Power Attack Subtract 3 from melee a Special Abilities Drench (Ex) The elemental's touch put creature can dispel magical fire it tou Vortex (Su) While underwater, use a s wide at its base (width=half height). N surrounding squares. Creatures sma or take damage as if hit by your slam automatically taking the slam damag to attack rolls and must succeed on a but otherwise act normally. Eject any	tium or heavy load. Topportunity caused by moving. ttack to add 6 to damage (9 with two-handed weapon). S out nonmagical flames of Large size or smaller. The ches as Dispel Magic (caster level 10). tandard action to become a whirlpool 10' to 30' high, 5' You cannot make normal attacks and do not threaten ler than the vortex make Reflex save (DC 20) on contact. . Must make second Reflex save or be suspended, a each round. Captives can't move, take -4 Dex and a -2 to Concentration check (DC 15 + spell level) to cast a spell, captives as a free action. T = -2 + 0 + 0 + 0 T = 2 + 5 + 0 + 0 + 0 T = 2 + 5 + 0 + 0 + 0 T = 2 + 5 + 0 + 0 + 0 T = 2 + 5 + 0 + 0 T = 2 + 0 + 0 + 0 T = -2 + 0 + 0 + 0 T
Mobility Gain +4 AC against attacks o Power Attack Subtract 3 from melee a Special Abilities Drench (Ex) The elemental's touch put creature can dispel magical fire it tou Vortex (Su) While underwater, use a s wide at its base (width=half height). Y surrounding squares. Creatures sma or take damage as if hit by your slam automatically taking the slam damag to attack rolls and must succeed on a but otherwise act normally. Eject any Water Mastery (Ex) A water elementa and its opponent are touching water.	tium or heavy load. Topportunity caused by moving. ttack to add 6 to damage (9 with two-handed weapon). S out nonmagical flames of Large size or smaller. The ches as Dispel Magic (caster level 10). tandard action to become a whirlpool 10' to 30' high, 5' You cannot make normal attacks and do not threaten ler than the vortex make Reflex save (DC 20) on contact. . Must make second Reflex save or be suspended, e each round. Captives can't move, take -4 Dex and a -2 Concentration check (DC 15 + spell level) to cast a spell, captives as a free action. gains a +1 bonus on attack and damage rolls if both it If the opponent or the elemental is touching the ground, dium or heavy load. Climb STR 5 = 5 + 0 + 0 + 0 Displamecy CHA 0 = 0 + 0 + 0 + 0 Disguise CHA 0 = 0 + 0 + 0 + 0 Escape Artist Dex 7 = 2 + 5 + 0 + 0 Escape Artist Dex 7 = 2 + 5 + 0 + 0 Heal Mission CHA 3 = 0 + 3 + 0 + 0 Heal Nimidate CHA 3 = 0 + 3 + 0 + 0 Knowledge (Dungeoneering)* Nim - = -2 + 0 + 0 + 0 Knowledge (Engineering)* Nim - = -2 + 0 + 0 + 0 Knowledge (Geography)* Nim - = -2 + 0 + 0 + 0 Knowledge (Histury)* Nim - = -2 + 0 + 0 + 0 Knowledge (Local)* Nim - = -2 + 0 + 0 + 0 Knowledge (Local)* Nim - = -2 + 0 + 0 + 0 Knowledge (Local)* Nim - = -2 + 0 + 0 + 0 Knowledge (Local)* Nim - = -2 + 0 + 0 + 0 Knowledge (Local)* Nim - = -2 + 0 + 0 + 0 Knowledge (Local)* Nim - = -2 + 0 + 0 + 0 Knowledge (Local)* Nim - = -2 + 0 + 0 + 0 Knowledge (Local)* Nim - = -2 + 0 + 0 + 0 Knowledge (Local)* Nim - = -2 + 0 + 0 + 0
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Mobility Gain +4 AC against attacks o Power Attack Subtract 3 from melee a Special Abilities Drench (Ex) The elemental's touch put creature can dispel magical fire it tou Vortex (Su) While underwater, use a s wide at its base (width=half height). Y surrounding squares. Creatures sma or take damage as if hit by your slam automatically taking the slam damag to attack rolls and must succeed on a but otherwise act normally. Eject any Water Mastery (Ex) A water elementa and its opponent are touching water. the elemental takes a -4 penalty on a and overrun maneuvers, whether the	tium or heavy load. Topportunity caused by moving. ttack to add 6 to damage (9 with two-handed weapon). S out nonmagical flames of Large size or smaller. The ches as Dispel Magic (caster level 10). tandard action to become a whirlpool 10' to 30' high, 5' You cannot make normal attacks and do not threaten ler than the vortex make Reflex save (DC 20) on contact. . Must make second Reflex save or be suspended, a each round. Captives can't move, take -4 Dex and a -2 to Concentration check (DC 15 + spell level) to cast a spell, captives as a free action. gains a +1 bonus on attack and damage rolls if both it If the opponent or the elemental is touching the ground, tack and damage rolls. These modifiers apply to hull rush
Mobility Gain +4 AC against attacks o Power Attack Subtract 3 from melee a Special Abilities Drench (Ex) The elemental's touch put creature can dispel magical fire it tou Vortex (Su) While underwater, use a s wide at its base (width=half height). Y surrounding squares. Creatures sma or take damage as if hit by your slam automatically taking the slam damag to attack rolls and must succeed on a but otherwise act normally. Eject any Water Mastery (Ex) A water elementa and its opponent are touching water. the elemental takes a -4 penalty on a and overrun maneuvers, whether the Iron Will +2 on Will saves	tium or heavy load. opportunity caused by moving. ttack to add 6 to damage (9 with two-handed weapon). S out nonmagical flames of Large size or smaller. The ches as Dispel Magic (caster level 10). tandard action to become a whirlpool 10' to 30' high, 5' You cannot make normal attacks and do not threaten ler than the vortex make Reflex save (DC 20) on contact. Must make second Reflex save or be suspended, e each round. Captives can't move, take -4 Dex and a -2 Concentration check (DC 15 + spell level) to cast a spell, captives as a free action. gains a +1 bonus on attack and damage rolls if both it If the opponent or the elemental is touching the ground, ttack and damage rolls. These modifiers apply to bull rush elemental is initiating or resisting these kinds of attacks. and a +4 morale bonus on Will saves against
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Gear				
Geal	#	Weight	Description	Location
Amulet of Mighty Fists +1	1	0.02		Equipped
Greatsword +2	1	0		Equipped
Greatsword +2	1	8		Equipped
Ring of Protection +2	1	0		Equipped
Slam (Natural/Primary)	1	0		Equipped



 Wealth
 Total value of all gear & treasure: 29,650.00gp

 pp:
 gp:
 sp:
 cp:

 Gems
 Jewelry & art
 gp:
 sp:
 cp:

LostwhitePlayerWordmanRaceHalf-OrcGenderFemaleAlignmentNeutral GoodDeityThe LadyChar Level12Current xp145003Xp to next315000ClassesFighter12 (favored)	Max hit points 174 Con hp 72 Blinded -2:AC no:dex other 100 Confused reduced action 100 Dazed no:action 100 Exhausted -6:S,6D half:speed 100 Fratigued -2:S,D no:run 100 Frightened -2:S,D no:run 100 Panicked -2:save,skill,abil 100 Paralyzed 0:S,D no:move,act 100 Shaken -2:att,save,skill,abil 100 Sickened -2:att,dmg,save,skill,abil 100 Stunned -2:AC no:dex 100	Rull x4 120 160 32 Climb 7 10 2 Swim 7 10 2 Load Max Max Check Light 200 - - 40 Heavy 600 +1 -6 40 x3
AttributesAbility ModMisc Temp ModStrength6 $23 = 21 + 2$ Dexterity4 $19 = 17 + 2$ Constitution 6 $22 = 20 + 2$ Intelligence2 $14 = 14 + 0$ Wisdom2 $14 = 14 + 0$ Charisma0 $10 = 10 + 0$	TotalBABStrCombat Man. Bonus18= 12 + 6	Size Misc + $0 + 0$ Combat Man. Defense $32 = 18 + 4 + 10$ Size Misc Crit Type Range Special 2 17-20/x2 B +1d6 cold, +1d10 cold on crit; +2 disarm; trip 4 17-20/x2 B 20/x2 B 17-20/x2 S
Saves Abilty Magic Misc Temp Mod Mod Mod Mod Mod Fortitude con $17 = 8 + 6 + 3 + 0$ Reflex dex $13 = 4 + 4 + 3 + 2$ Will wis $11 = 4 + 2 + 3 + 2$ +3 Will vs. fear	Heavy Armor Banded Mail +3 (Adamantine), Rin	mor Shield Dex Dodge Deflect Misc Class Size Natural ng of Protection +1, bless Electricity Resistance (10) Spell Resistance 0 Damage Reduction: 3/-
additional 2d6 points of bleed damage. Combat Expertise Subtract 4 from meleer turn to gain a +4 dodge bonus to AC. Critical Focus You receive a +4 circumst Disarming Strike When a roll to confirm a opponent in addition to doing damage. Improved Critical (Flail (Heavy)) Double Improved Disarm No AoO when using di Improved Disarm No AoO when using di Improved Vital Strike Vital Strike rolls ac Iron Will +2 on Will saves Lightning Reflexes You get a +2 bonus of Power Attack Subtract 4 from melee atta Vital Strike Roll base damage dice twice Weapon Focus (Flail (Heavy)) Weapon of Special Abilities Armor Training (Ex) Reduce armor chece Bravery (Ex) You gain a +3 bonus to Will Darkvision (Ex) Intimidating (Ex) Half-orc receive a +2 ra fearsome nature. Orc Blood (Ex) Half-orc count as both hu Orc Ferocity (Ex) Once per day, when a can fight on for one more round as if dis above 0 hit points, he immediately falls Weapon Training (Ex) Attacks with a we damage rolls. (Included in weapon blocd	e attacks and combat maneuver checks until your r ance bonus on attack rolls made to confirm critical a critical exceeds opponent's CMD, you may disard the critical range of this weapon. (Included) sarm. +2 to CMB and CMD for disarm. s. ditional damage (total of three times normal). on all Reflex saving throws. ck to add 8 to damage (12 with two-handed weapor for one attack per round. Extra damage doesn't cri gains +1 to attack. (Included) k penalty and increase armor max dex bonus by + saves against fear effects. cial bonus on Intimidate skill checks due to their mans and orcs for any effect related to race. half-orc is brought below 0 hit points, but not killed abled. At the end of his next turn, unless brought to unconscious and begins dying. oficient with greataxes and falchions, and treat an as a martial weapon. apon from listed groups, gain a bonus on attack ar	ClimbSTR16=6+7+32-2Craft (Armor)*INT6=2+1+3+0DiplomacyCHA2=0+2-22Disable Device*DEX $=4+0+0-2-DisguiseCHA0=0+0+0-2-2FlyDEX4=4+0+2-2222-2222-22222-2222-22-22-222-22-2-22-2-1-1-1-1-2-2-1-1-1-1-1-1-1-1-111-1-11111111111<$



Gear	#	Weigh	t Description	Location
Alchemist's Fire (Flask)	6	1		Pouch (Belt)
Arrow +2 (Holy)	5	0.15		Carried
Arrows (20)	2	3		Carried
Banded Mail +3 (Adamantine)	1	35		Equipped
Belt of Physical Perfection +2	1	1	+2 enhancement to physical stats	Equipped
Boots of Striding And Springing	1	1		Equipped
Cloak of Resistance +3	1	1		Equipped
Flail +1 (Heavy/Icy Burst)	1	0		Equipped
Flail +1 (Heavy/Icy Burst)	1	10	+1d6 cold, +1d10 cold on crit; +2 disarm; trip	Equipped
Gauntlet	1	0		Equipped
Greatsword +1 (Keen)	1	8		Carried
Greatsword +1 (Keen)	1	0		Carried
Hammer	1	2		Carried
Master Pack	1	45		Equipped
Piton	10	0.5		Carried
Potion of Barkskin +2	1	0	+2 natural armor for 3/min	Pouch (Belt)
Potion of Cure Moderate Wounds	1	0		Pouch (Belt)
Pouch (Belt)	3	0.5		Carried
Ring of Energy Resistance (Minor/ Electricity)	1	0		Equipped
Ring of Protection +1	1	0		Equipped
Sack	1	0.5	Money	Carried
Spined Shield	1	15	3 spines per day	Carried
Strengthbow	1	3		Carried

Wealth pp: 9 **Gems** gp: 28 sp: 5 cp: 1000gp Emerald ×2 100gp Amber ×5 100gp Tourmaline ×7 Jewelry & art 0gp Iron Rose

Total value of all gear & treasure: 135,760.35gp

Lostwhite (Enlarged)		
	Max hit points 174	
Player Wordman		
Race Half-Orc		Speed Base Armored Squares
Gender Female	Confused reduced action Dazed no:action	Normal 30 40 8
Alignment Neutral Good		Run x3 90 120 24
Deity The Lady	Exhausted -6:S,6D half:speed Fatigued -2:S,D no:run	Rull X4 120 100 32
Char Level 12	□ Frightened -2:S.2D no:run Dying:	Climb 7 10 2
Current xp 145003	□ Nauseated no:att,cast other	Swim 7 10 2
Xp to next 315000		Max Max Check Load Weight Dex Penalty Speed Run
Classes	Paralyzed 0:S,D no:move,act	Load Weight Dex Penalty Speed Run Light 266 40 ×4
Fighter 12	Shaken -2:att,save,skill,abil Sickened -2:att,dmg,save,skill,abil	Medium 533 +3 -3 40 ×4
	Sickened -2:att, ang, save, skill, abit	Heavy 800 +1 -6 40 ×3
		d Attack Bonus 15/10/ = 12 + 3 + -1 + 1
		t Man. Defense $32 = 19 + 3 + 10$
	Total BAB Str Size Misc	Total CMB Dex
Attributes Ability Misc Temp Mod Total Base Mod Mod	Weapon Attack Bonus Damage Crit Type Range	
Strength 7 25 = 23 + 2	Flail +1 (Heavy/Icy Burst) 23/18/13 2d8+13 17-20/x2 B	+1d6 cold, +1d10 cold on crit; +2 disarm; trip
Dexterity 3 $17 = 15 + 2$	<i>power attack</i> 19/14/9 2d8+25 17-20/x2 B Gauntlet 19/14/9 1d4+7 20/x2 B	
Constitution 6 $22 = 20 + 2$	Greatsword +1 (Keen) 21/16/11 3d6+12 17-20/x2 S	
	power attack 17/12/7 3d6+24 17-20/x2 S	
Intelligence 2 14 = 14 + 0	Spined Shield 11/6/1 2d8 19-20/x2 P 120) 3 spines per day
Wisdom 2 14 = 14 + 0	Strengthbow 15/10/5 2d6+6 20/x3 P 110)
Charisma 0 10 = 10 + 0		
Saves Abi Total Base Ability Magic Misc Temp Mod Mod Mod Mod Mod Mod	Armor Class $23 = 10 + 10 + 0 + 3 + 3$	+ 0 + 1 + 0 + 0 + -1 + 0
Fortitude con 17 = 8 + 6 + 3 + 0	Total Armor Shield Dex	Dodge Deflect Misc Class Size Natural
Reflex dex $12 = 4 + 3 + 3 + 2$	Heavy Armor Banded Mail +3 (Adamantine), Ring of Protection +1	Demons Deduction 2/
Will wis 11 = 4 + 2 + 3 + 2	Touch AC 13 Flat-footed AC 20 Spell Resistance	Damage Reduction: 3/- 0
+3 Will vs. fear		
	Armor Check Penalty: -2 Arcane Spell Failure: 35% Max Dex Bor	lius. +4
Feats	Skills	Key Total Abl Class Misc Abl Mod Mod _{Ranks} Train Mod Armor
	ritical with a slashing or piercing weapon, deal Acrobatics	DEX $4 = 3 + 1 + 0 + 2 - 2$
additional 2d6 points of bleed damage.		INT 2 = 2 + 0 + 0 + 0
Combat Expertise Subtract 4 from mele	e attacks and combat maneuver checks until your next Bluff	CHA $0 = 0 + 0 + 0 + 0$
turn to gain a +4 dodge bonus to AC.	Climb	STR 17 = 7 + 7 + 3 + 2 - 2
	tance bonus on attack rolls made to confirm critical hits. Craft (Armor	
opponent in addition to doing damage.	a critical exceeds opponent's CMD, you may disarm Diplomacy Disable Dev	CHA $2 = 0 + 2 + 0 + 0$ DEX $- = 3 + 0 + 0 + 2 - 2$
	e the critical range of this weapon. (Included) Disguise	$\begin{array}{c} \text{CHA} & 0 = 0 + 0 + 0 + 0 \\ \text{CHA} & 0 = 0 + 0 + 0 + 0 \end{array}$
Improved Disarm No AoO when using d		
Improved Initiative +4 to initiative check		DEX $3 = 3 + 0 + 0 + 2 - 2$
Improved Vital Strike Vital Strike rolls a	dditional damage (total of three times normal).	
		nal* CHA 5 = 0 + 2 + 3 + 0
Iron Will +2 on Will saves	Heal	wis $4 = 2 + 2 + 0 + 0$
Lightning Reflexes You get a +2 bonus	on all Reflex saving throws. Intimidate	WIS 4 = 2 + 2 + 0 + 0 CHA 17 = 0 + 12 + 3 + 2
Lightning Reflexes You get a +2 bonus Power Attack Subtract 4 from melee atta	on all Reflex saving throws. Intimidate ack to add 8 to damage (12 with two-handed weapon).	$\begin{array}{c} \text{Wis} 4 = 2 + 2 + 0 + 0 \\ \text{CHA} 17 = 0 + 12 + 3 + 2 \\ \text{(Arcana)}^* \qquad \qquad \text{INT} \mathbf{-} = 2 + 0 + 0 + 0 \end{array}$
Lightning Reflexes You get a +2 bonus Power Attack Subtract 4 from melee atta Vital Strike Roll base damage dice twice	on all Reflex saving throws. ack to add 8 to damage (12 with two-handed weapon). for one attack per round. Extra damage doesn't crit.	
Lightning Reflexes You get a +2 bonus Power Attack Subtract 4 from melee atta Vital Strike Roll base damage dice twice Weapon Focus (Flail (Heavy)) Weapon	on all Reflex saving throws. ack to add 8 to damage (12 with two-handed weapon). for one attack per round. Extra damage doesn't crit. gains +1 to attack. (Included)	
Lightning Reflexes You get a +2 bonus Power Attack Subtract 4 from melee atta Vital Strike Roll base damage dice twice Weapon Focus (Flail (Heavy)) Weapon Special Abilities	on all Reflex saving throws. ack to add 8 to damage (12 with two-handed weapon). for one attack per round. Extra damage doesn't crit. gains +1 to attack. (Included) the penalty and increase armor may dev borus by +3 Intimidate Knowledge (Knowledge (Knowle	$ \begin{array}{cccc} \text{WIS} & \textbf{4} &= 2 + 2 + 0 + 0 \\ \text{CHA} & \textbf{17} &= 0 + 12 + 3 + 2 \\ \text{(Arcana)}^* & \text{INT} & - &= 2 + 0 + 0 + 0 \\ \text{(Dungeoneering)}^* & \text{INT} & - &= 2 + 0 + 0 + 0 \\ \text{(Engineering)}^* & \text{INT} & - &= 2 + 0 + 0 + 0 \\ \text{(Geography)}^* & \text{INT} & - &= 2 + 0 + 0 + 0 \\ \text{(History)}^* & \text{INT} & - &= 2 + 0 + 0 + 0 \end{array} $
Lightning Reflexes You get a +2 bonus Power Attack Subtract 4 from melee atta Vital Strike Roll base damage dice twice Weapon Focus (Flail (Heavy)) Weapon Special Abilities Armor Training (Ex) Reduce armor chea	on all Reflex saving throws. ack to add 8 to damage (12 with two-handed weapon). for one attack per round. Extra damage doesn't crit. gains +1 to attack. (Included) the penalty and increase armor max dex bonus by +3 L saves against fear effects	WIS CHA $4 = 2 + 2 + 0 + 0$ CHA17 = 0 +12+ 3 + 2(Arcana)*INT INT- = 2 + 0 + 0 + 0(Dungeoneering)*INT INT- = 2 + 0 + 0 + 0(Engineering)*INT INT - = 2 + 0 + 0 + 0(Geography)*INT INT - = 2 + 0 + 0 + 0(History)*INT INT - = 2 + 0 + 0 + 0(Local)*INT
Lightning Reflexes You get a +2 bonus Power Attack Subtract 4 from melee atta Vital Strike Roll base damage dice twice Weapon Focus (Flail (Heavy)) Weapon Special Abilities	on all Reflex saving throws. ack to add 8 to damage (12 with two-handed weapon). for one attack per round. Extra damage doesn't crit. gains +1 to attack. (Included) ck penalty and increase armor max dex bonus by +3 I saves against fear effects.	WIS CHA $4 = 2 + 2 + 0 + 0$ CHA17 = 0 +12+ 3 + 2(Arcana)*INT INT- = 2 + 0 + 0 + 0(Dungeoneering)*INT INT - = 2 + 0 + 0 + 0(Engineering)*INT INT - = 2 + 0 + 0 + 0(Geography)*INT INT - = 2 + 0 + 0 + 0(History)*INT INT - = 2 + 0 + 0 + 0(Local)*INT INT - = 2 + 0 + 0 + 0(Nature)*INT INT
Lightning Reflexes You get a +2 bonus Power Attack Subtract 4 from melee atta Vital Strike Roll base damage dice twice Weapon Focus (Flail (Heavy)) Weapon Special Abilities Armor Training (Ex) Reduce armor chee Bravery (Ex) You gain a +3 bonus to Will Darkvision (Ex)	on all Reflex saving throws. ack to add 8 to damage (12 with two-handed weapon). for one attack per round. Extra damage doesn't crit. gains +1 to attack. (Included) ck penalty and increase armor max dex bonus by +3 I saves against fear effects. acial bonus on Intimidate skill checks due to their	WIS CHA $4 = 2 + 2 + 0 + 0$ CHA17 = 0 +12+ 3 + 2(Arcana)*INT INT- = 2 + 0 + 0 + 0(Dungeoneering)*INT INT- = 2 + 0 + 0 + 0(Engineering)*INT INT- = 2 + 0 + 0 + 0(Geography)*INT INT- = 2 + 0 + 0 + 0(History)*INT INT- = 2 + 0 + 0 + 0(Local)*INT INT- = 2 + 0 + 0 + 0(Nature)*INT INT- = 2 + 0 + 0 + 0(Nobility)*INT INT
Lightning Reflexes You get a +2 bonus Power Attack Subtract 4 from melee atta Vital Strike Roll base damage dice twice Weapon Focus (Flail (Heavy)) Weapon Special Abilities Armor Training (Ex) Reduce armor chee Bravery (Ex) You gain a +3 bonus to Wil Darkvision (Ex) Intimidating (Ex) Half-orc receive a +2 re fearsome nature.	on all Reflex saving throws. ack to add 8 to damage (12 with two-handed weapon). for one attack per round. Extra damage doesn't crit. gains +1 to attack. (Included) ck penalty and increase armor max dex bonus by +3 I saves against fear effects. acial bonus on Intimidate skill checks due to their I saves against fear effects.	WIS CHA $4 = 2 + 2 + 0 + 0$ CHA17 = 0 +12+ 3 + 2(Arcana)*INT INT- = 2 + 0 + 0 + 0(Dungeoneering)*INT INT- = 2 + 0 + 0 + 0(Engineering)*INT INT- = 2 + 0 + 0 + 0(Geography)*INT INT- = 2 + 0 + 0 + 0(History)*INT INT- = 2 + 0 + 0 + 0(Local)*INT INT- = 2 + 0 + 0 + 0(Nature)*INT INT- = 2 + 0 + 0 + 0(Nobility)*INT INT - = 2 + 0 + 0 + 0(Planes)*INT INT
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Lightning Reflexes You get a +2 bonus Power Attack Subtract 4 from melee atta Vital Strike Roll base damage dice twice Weapon Focus (Flail (Heavy)) Weapon Special Abilities Armor Training (Ex) Reduce armor chec Bravery (Ex) You gain a +3 bonus to Wil Darkvision (Ex) Intimidating (Ex) Half-orc receive a +2 ra fearsome nature. Orc Blood (Ex) Half-orc count as both hu Orc Ferocity (Ex) Once per day, when a can fight on for one more round as if di above 0 hit points, he immediately falls Weapon Familiarity (Ex) Half-orcs are p weapon with the word "orc" in its name Weapon Training (Ex) Attacks with a we damage rolls. (Included in weapon bloc	on all Reflex saving throws. ack to add 8 to damage (12 with two-handed weapon). for one attack per round. Extra damage doesn't crit. gains +1 to attack. (Included) the penalty and increase armor max dex bonus by +3 I saves against fear effects. acial bonus on Intimidate skill checks due to their umans and orcs for any effect related to race. half-orc is brought below 0 hit points, but not killed, he sabled. At the end of his next turn, unless brought to unconscious and begins dying. roficient with greataxes and falchions, and treat any as a martial weapon. eapon from listed groups, gain a bonus on attack and ks), Heavy Blades +1, Flails +2 Intimidate Knowledge (Knowledge (Knowl	WIS $4 = 2 + 2 + 0 + 0$ CHA $17 = 0 + 12 + 3 + 2$ (Arcana)*INT $- = 2 + 0 + 0 + 0$ (Dungeoneering)*INT $- = 2 + 0 + 0 + 0$ (Engineering)*INT $- = 2 + 0 + 0 + 0$ (Geography)*INT $- = 2 + 0 + 0 + 0$ (History)*INT $- = 2 + 0 + 0 + 0$ (Local)*INT $- = 2 + 0 + 0 + 0$ (Nobility)*INT $- = 2 + 0 + 0 + 0$ (Nobility)*INT $- = 2 + 0 + 0 + 0$ (Religion)*INT $- = 2 + 0 + 0 + 0$ (Religion)*INT $- = 2 + 0 + 0 + 0$ INTINT $- = 2 + 0 + 0 + 0$ (Religion)*INT $- = 2 + 0 + 0 + 0$ DEXINT $- = 2 + 0 + 0 + 0$ INTINT $- = 2 + 0 + 0 + 0$ INTINT $- = 2 + 0 + 0 + 0$ INTINT $- = 2 + 0 + 0 + 0$ INTINT $- = 2 + 0 + 0 + 0$ DEXINT $- = 2 + 0 + 0 + 0$ DEXINT $- = 2 + 0 + 0 + 0$ DEXINT $- = 2 + 0 + 0 + 0$ DEXINT $- = 2 + 0 + 0 + 0$ DEXINT $- = 2 + 0 + 0 + 0$ DEX
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Gear	#	Weight	t Description	Location
Alchemist's Fire (Flask)	6	1	· · · · · ·	Pouch (Belt)
Arrow +2 (Holy)	5	0.15		Carried
Arrows (20)	2	3		Carried
Banded Mail +3 (Adamantine)	1	35		Equipped
Belt of Physical Perfection +2	1	1	+2 enhancement to physical stats	Equipped
Boots of Striding And Springing	1	1		Equipped
Cloak of Resistance +3	1	1		Equipped
Flail +1 (Heavy/Icy Burst)	1	10	+1d6 cold, +1d10 cold on crit; +2 disarm; trip	Equipped
Flail +1 (Heavy/Icy Burst)	1	0		Equipped
Gauntlet	1	0		Equipped
Greatsword +1 (Keen)	1	8		Carried
Greatsword +1 (Keen)	1	0		Carried
Hammer	1	2		Carried
Master Pack	1	45		Equipped
Piton	10	0.5		Carried
Potion of Barkskin +2	1	0	+2 natural armor for 3/min	Pouch (Belt)
Potion of Cure Moderate Wounds	1	0		Pouch (Belt)
Pouch (Belt)	3	0.5		Carried
Ring of Energy Resistance (Minor/ Electricity)	1	0		Equipped
Ring of Protection +1	1	0		Equipped
Sack	1	0.5	Money	Carried
Spined Shield	1	15	3 spines per day	Carried
Strengthbow	1	3		Carried

Wealth Total value of all gear & treasure: 135,760.35gp pp: 9 **Gems** gp: 28 sp: 5 cp: 1000gp Emerald ×2 100gp Amber ×5 100gp Tourmaline ×7 Jewelry & art 0gp Iron Rose

2

Sikarsis	Max hit points 134				Davis Affra
PlayerWordmanRaceAssaraiGenderMaleAlignmentChaotic NeutralDeityEngelanChar Level12Current xp145003Xp to next210000Classes12 (favored)	Con hp 60 Con hp 60 Blinded -2:AC no:dex other Confused reduced action Dazed no:action Exhausted -6:S,6D half:speed Fatigued -2:S,D no:run Frightened -2:S,2D no:run Nauseated no:att,cast other Panicked -2:save,skill,abil Paralyzed 0:S,D no:move,act Shaken -2:att,save,skill,abil Sickened -2:AC no:dex	D		Normal Run ×3 Run ×4 Climb Swim Load Light Medium Heavy	Total Dex Misc Base Armored Squares 30 20 4 90 60 12 120 80 16 7 5 1 7 5 1 Max Check Dex Weight Dex Penalty 86 - - 20 ×4 173 +3 -3 20 ×4 260 +1 -6 20 ×3
	Combat Man. Bonus	12 = 9 + 3 +	Size Mise $0 + 0$ Combat	Attack Bonus Man. Defense	$\begin{array}{rrrr} \textbf{13/8} &=& 9 &+ 4 &+ 0 &+ 0 \\ Total & BAB & Dex & Size & Misc \\ \textbf{26} &=& 12 &+ 4 &+ & 10 \end{array}$
AttributesAbility ModMisc TotalMisc BaseMisc ModTemp ModStrength3 $17 = 17 + 0$ Dexterity4 $18 = 16 + 2$ Constitution 5 $20 = 20 + 0$ Intelligence1 $12 = 12 + 0$ Wisdom7 $24 = 24 + 0$ Charisma4 $18 = 16 + 2$	Weapon At Gauntlet	Total BAB Str Str </th <th>Size Misc Crit Type Range 20/x2 B 20/x2 S 20/x2 B 20/x2 B 20/x2 10</th> <th>Stored</th> <th>Total CMB Dex Special</th>	Size Misc Crit Type Range 20/x2 B 20/x2 S 20/x2 B 20/x2 B 20/x2 10	Stored	Total CMB Dex Special
$ \begin{array}{c c c c c c c c c c c c c c c c c c c $	Medium Armor Breastplate +2 bless, owl's wisdom	ted AC 23 Sp	r _{Shield Dex} ication (Light)), Shie pell Resistance	Dodge Deflect Mis eld +1 (Heavy/Steel/E Fire Resis 0 Damage	c Class Size Natural
Feats Extra Channel You can channel energy to Point-Blank Shot Gain +1 to attack and comprecise Shot Shoot into melee without tail Quick Channel You may channel energy ability. Reaching Spell Cast touch spells as range Selective Channeling When you channel targets are not affected by your channel Special Abilities Channel Positive Energy (Su) heal living within 30' for 8d6. Assarai Swimmer (Ex) +4 Swim. Double Healer's Blessing (Su) All of your cure spithe amount of damage healed by half (+with a cure spell. This does not stack wiith a cure spell. This does not stack wiith a cure spell. This does not stack wiith a cure spell, but they are not expended Purifying Touch (Su) \data data data data data data data data	lamage for ranged attacks withir king the -4 penalty. as a move action by spending 2 ged touch attacks from up to 30'. energy, you can choose 4 targe ed energy. UCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC	daily uses of that ets in the area. Thes e, DC 20 halves) or ninutes. empowered, increas mage dealt to under c feat. ells are cast like any ain. iving throw against nsfer your +3 in to touch a creature idition. ling food, or shelter me level.	Escape Artist Fly Handle Anima Heal Intimidate Knowledge (A Knowledge (C Knowledge	CH/ CH/ DE> al* CH/ WIS CH/ CH/ CH/ CH/ CH/ CH/ CH/ CH/	Mod Mod Ranks Train Mod Armor 4 2 4 6 3 3 4 5 $=$ 1 1 3 $ 4$ 5 $=$ 1 1 3 $ 4$ 4 $=$ 4 0 0 $+$ 4 4 $=$ 4 0 0 $+$ 4 4 $=$ 0 0 $+$ $ 4$ 4 $=$ 0 0 $+$ $ 4$ 4 $=$ 0 0 $+$ $ 4$ 4 $=$ 0 0 $+$ $ 4$ 4 $=$ 0 0 $+$ $ 4$ 4 $=$ 0 0 $+$ $ 4$ 5 $=$ $+$ 1



	Gear	#	Weigh	t Description	Location
	Alchemist's Fire (Flask)	7	1	,	Haversack
	Belt of Incredible Dexterity +2	1	1		Equipped
	Boots of Levitation	1	1		Equipped
	Breastplate +2 (Adamantine/	1	30		Equipped
	Fortification (Light))				
	Claw (Natural/Primary)	0	0		
	Cloak of Elvenkind	1	1		Equipped
	Elixir of Truth	2	0.02		Pouch (Belt)
	Gauntlet	1	0		Equipped
	Handy Haversack	1	5		Equipped
	Healer's Kit	1	1	(10 charges)	Haversack
	Holy Symbol (Silver)	1	1		Equipped
	Holy Water (Flask)	6	1		Haversack
	Ioun Stone (Pink and green Sphere)	1	0.02		Equipped
	Mace +1 (Heavy/Spell Storing)	1	8	Stored bestow curse	Carried
	Master Pack	1	45		Haversack
	Pearl of Power (1st Level)	1	0.02		Pouch (Belt)
	Pearl of Power (2nd Level)	1	0.02		Pouch (Belt)
	Phylactery of Positive Channeling	1	0.02		Equipped
	Potion of Pass without Trace	1	0		Pouch (Belt)
	Potion of Remove Fear	1	0		Pouch (Belt)
	Potion of Undetectable Alignment	1	0		Pouch (Belt)
	Pouch (Belt)	1	0.5		Equipped
	Rod (Extend/Lesser)	1	5		Equipped
	Sack	1	0.5		Haversack
	Scroll (Bless)	4	0.01		Haversack
	Scroll (Break Enchantment/Divine)	1	0.01		Haversack
	Scroll (Bull's Strength/Divine)	1	0.01		Haversack
2	Scroll (Cure Moderate Wounds)	1	0.01		Haversack
D	Scroll (Hold Person/Divine)	2	0.01		Haversack
1	Scroll (Jump)	1	0.01		Haversack
	Scroll (Magic Vestment)	1	0.01		Haversack
	Scroll (Obscuring Mist/Divine)	1	0.01		Haversack
	Scroll (Remove Disease)	2	0.01		Haversack
	Scroll (Restoration (Lesser))	4	0.01		Haversack
	Scroll (Zone of Truth)	1	0.01		Haversack
	Shield +1 (Heavy/Steel/Energy	1	15		Equipped
	Resistance (Fire))		0.5		Davida (Dalli)
	Strand of Prayer Beads (Lesser)	1	0.5		Pouch (Belt)
	Touch Attack (Ray)	1	0	(20 sharras)	Carried
	Wand of Cure Light Wounds(30)	1		(30 charges)	Wand sheath
	Wand of Inflict Critical Wounds(15)	1		(15 charges)	Wand sheath
	Wand of Inflict Serious Wounds(9)	1		(9 charges)	Wand sheath
	Wand of Owl's Wisdom(45) Wand of Protection from Evil	1		(45 charges) (50 charges)	Wand sheath Wand sheath
	Wand of Protection from EVII Wand of Restoration (Lesser)(42)	1		(42 charges)	Wand sheath
	Wand of Restoration (Lesser)(42) Wand spring sheath	1	0.06	(42 charges)	Equipped
	wand spining shealli	ſ	I		Equipped

Spells

Gems

Jewelry & art Ogp Iron Rose

500gp Topaz (Golden Yellow)

opono										
Cleric	0	1	2	3	4	5	6	7	8	9
Save DC	17	18	19	20	21	22	23	24	25	26
Memorized per day	4	6+1	6+1	6+1	4+1	4+1	3+1	0	0	0

Level 0: Detect Magic, Purify Food and Drink, Read Magic, Resistance

Level 1: Bless, Bless, Detect Undead, Hide from Undead, Protection from Evil, Remove Fear, Remove Fear

Level 2: Aid, Align Weapon, Consecrate, Hold Person, Remove Disease, Remove Paralysis, Spiritual Weapon

Level 3: Dispel Magic, Dispel Magic, Prayer, Protection from Energy, Remove Disease, Searing Light, Searing Light

Level 4: Death Ward, Dimensional Anchor, Holy Smite, Neutralize Poison, Restoration

Level 5: Break Enchantment, Breath of Life, Cleanse, Flame Strike, Hallow

Level 6: Blade Barrier, Dispel Magic (Greater), Heal, Undeath to Death

Domains: Purity Subdomain, Restoration Subdomain

Wrestcarix	Max hit points 172		nitiative 5 = 1 + 4
PlayerRaceDragon (Brass/Adult)GenderMaleAlignmentChaotic GoodDeityChar LevelChar Level14Current xp0Xp to next635000ClassesSorcererDragon14	Con hp 70 Blinded -2:AC no:dex other		Total Dex Misc Speed Base Armored Squares Iormal 30 60 12 Iormal 90 180 36 Run x3 90 180 36 Run x4 120 240 48 Climb 7 15 3 Swim 7 15 3 Load Weight Dex Penalty Speed Run Run ight 800 - - 60 x4 tedium 1600 +3 -3 60 x4 teavy 2400 +1 -6 60 x3
	Melee Attack Bonus 20/15/1(= 14 + 7 + -1 + Total Total BAB Str Size Combat Man. Bonus 22 = 14 + 7 + -1 + Total BAB Str Size BAB Str Size Str Size Size	Misc 1 Combat Man. Defe	Total BAB Dex Size Misc
AttributesAbility ModMiscTemp ModStrength7 25 $= 25 + 0$ Dexterity1 12 $= 12 + 0$ Constitution 5 21 $= 21 + 0$ Intelligence 3 16 $= 16 + 0$ Wisdom3 17 $= 17 + 0$ Charisma5 20 $= 16 + 4$	Bite 20 2d6+10 24 Bite [Magic Fang (Greater)] 23 2d6+13 24 power attack 16 2d6+22 24 Claw 20/20 1d8+7 24 power attack 16/16 1d8+15 24 Tail Slap 15 1d8+10 24	Crit Type Range 0/x2 BPS 0/x2 BPS 0/x2 BPS 0/x2 PS 0/x2 PS 0/x2 PS 0/x2 BPS 0/x2 BPS 0/x2 BPS	Special
SavesAbl TotalBase Ability Magic Misc Temp Mod Mod Mod Mod Mod ModMisc Temp ModFortitudecon 14 $=$ 9 $+$ $+$ 0 Reflexdex 10 $=$ 9 $+$ $+$ 0 Willwis 12 $=$ 9 $+$ 0	Armor	0 + 1 + 0 + 0 Shield Dex Dodge Define Resistance 22 Max Dex Bonus:	
Feats	· · ·	Skills	Key Total Abl Class Misc
during the move. The creature cannot ta makes a flyby attack. Greater Spell Focus (Enchantment) Ada spells from the school of magic you sele Hover You can halt your movement while a Fly skill check., Hovering within 20 fee creates a hemispherical cloud with a rad small campfires, exposed lanterns, and vision within the cloud is limited to 10 fe miss chance). At 25 feet or more, creatu opponents cannot use sight to locate th Improved Initiative +4 to initiative checks Power Attack Subtract 4 from melee atta Spell Focus (Enchantment) Add +1 to D Vital Strike Roll base damage dice twice	s. ck to add 8 to damage (12 with two-handed weapon).	Acrobatics Appraise Bluff Climb Diplomacy Disable Device* Disguise Escape Artist Fly Handle Animal* Heal Intimidate Knowledge (Arcana)* Knowledge (Engineering)* Knowledge (Geography)*	* INT $- = 3 + 0 + 0 + 0$ INT $- = 3 + 0 + 0 + 0$
Special Abilities		Knowledge (History)* Knowledge (Local)*	$\begin{array}{rrrr} \text{INT} & \textbf{-} & = & 3 + & 0 + & 0 + & 0 \\ \text{INT} & \textbf{-} & = & 3 + & 0 + & 0 + & 0 \end{array}$
 weapons allow a Reflex save for half da Desert Wind (Su) A juvenile or older brass functions as gust of wind, but any create for 1d4 rounds by the sand. The save D Sleep Breath (Su) Instead of a line of fire Creatures within the cone must succeed Frightful Presence (Ex) Your very prese action that is usually part of an attack or action may become frightened or shake 5d6 rounds. This ability affects only opp has. An affected opponent can resist the failed save, the opponent is shaken, or on the saving throw is immune to your f mind-affecting fear effect. Immunity to Fire (Ex) You never take fire 	, a brass dragon can breathe a cone of sleep gas. d on a Will save or fall asleep for 1d6+6 rounds. nee unsettling to foes. Activating this ability is a free charge. Opponents within range who witness the n. The range is 180 feet, and the duration is usually onents with fewer Hit Dice or levels than the creature e effects with a successful Will save (DC 22). On a banicked if 4 HD or fewer. An opponent that succeeds rightful presence for 24 hours. Frightful presence is a e damage.	Knowledge (Nature)* Knowledge (Nobility)* Knowledge (Planes)* Knowledge (Planes)* Linguistics* Perception Ride Sense Motive Sleight of Hand* Spellcraft* Stealth Survival Swim Use Magic Device* Total ranks: 126 (0 from f	$ \begin{bmatrix} INT & - & = 3 + 0 + 0 + 0 \\ INT & - & = 3 + 0 + 0 + 0 \\ INT & - & = 3 + 0 + 0 + 0 \\ INT & - & = 3 + 0 + 0 + 0 \\ INT & 20 = 3 + 14 + 3 + 0 \\ WIS & 20 = 3 + 14 + 3 + 0 \\ DEX & 1 = 1 + 0 + 0 + 0 \\ WIS & 20 = 3 + 14 + 3 + 0 \\ DEX & - & = 1 + 0 + 0 + 0 \\ INT & 20 = 3 + 14 + 3 + 0 \\ DEX & -3 = 1 + 0 + 0 + -4 \\ WIS & 20 = 3 + 14 + 3 + 0 \\ DEX & -3 = 1 + 0 + 0 + -4 \\ WIS & 20 = 3 + 14 + 3 + 0 \\ STR & 7 = 7 + 0 + 0 + 0 \\ CHA & - & = 5 + 0 + 0 + 0 \\ CHA & - & = 5 + 0 + 0 + 0 \\ exvored skill bonuses) $
Immunity to Magical Sleep (Ex) You are	never subject to magic sleep effects.	Languages: Common, D	raconic
	dragon can move sand to excavate ruins or hide , but it only affects sand. The dragon uses his HD in		

Place of his caster level for this effect. This is equivalent to a 5th-level spell.
 Vulnerability to Cold (Ex) You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure
 Proficiencies

	Gear					
			Weight	Description		Location
	Bite (Natural/Primary)	1	0			uipped
	Bite (Natural/Primary)	1	0			uipped
	Bite (Natural/Primary)	1	0		=q Fa	uipped
	Claw (Natural/Primary)	1	0			uipped
	Claw (Natural/Primary)	1	0			uipped
	Headband of Alluring Charisma +4	1	1			uipped
	Ring of Energy Resistance (Minor/		0			uipped
A Real A	Cold)	•	Ũ		-9	aippou
			0		F	dan sal
	Tail Slap (Natural/Secondary)	1	0		Eq	uipped
	Wings (Natural/Secondary)	1	0		Eq	uipped
Weath Total value of all gear & treasure: 28,000 pp: gp: sp: cp: Germs Jewelry & art						
Spells Innate Spells (racial)						
At will: Endure Elements, Speak with Animals, Su	Iggestion					
Sorcerer 0 1	2 3 4	5	6	7	8	9
Save DC 15 16	17 18 19	20		22	23	24
Spells known 8 5	3 2 1	0	0	0	0	0
		Ŭ	v	~	~	•
		Maa	Dractidia	tation		
Cast per day	guages, Mage Armor, Protection from		saye, riesliulgi	allon		

Yolannorak	Max hit points 177	Initiative $5 = 1 + 4$ Total Dex Misc
PlayerRaceDragon (Copper/ Adult)GenderFemaleAlignmentChaotic GoodDeityChar LevelChar Level15Current xp0Xp to next890000Classes SorcererSorcererDragon15	Con hp 75 Blinded -2:AC no:dex other Confused reduced action Dazed no:action Exhausted -6:S,6D half:speed Fatigued -2:S,D no:run Frightened -2:S,2D no:run Nauseated no:att,cast other Panicked -2:save,skill,abil Sickened -2:save,skill,abil Sickened -2:att,dmg,save,skill,abil Stunned -2:AC no:dex	Speed Base Armored Squares Normal 30 40 8 Run x3 90 120 24 Run x4 120 160 32 Climb 7 10 2 Swim 7 10 2 Load Weight Max Check Dex Penalty Speed Run Light 800 - - 40 x4 Heavy 2400 +1 -6 40 x3
	Total BAB Str Siz€ Misc	ttack Bonus $15/10! = 15 + 1 + -1 + 0$ Total BAB Dex Size Misc an. Defense $34 = 23 + 1 + 10$
AttributesAbility ModMisc TotalTemp ModStrength7 $25 = 25 + 0$ Dexterity1 $12 = 12 + 0$ Constitution 5 $21 = 21 + 0$ Intelligence4 $18 = 18 + 0$ Wisdom4 $19 = 19 + 0$ Charisma6 $22 = 18 + 4$	Total BAB Str Size Misc Weapon Attack Bonus Damage Crit Type Range Bite 22 3d6+11 19-20/x2 BPS power attack 18 3d6+23 19-20/x2 BPS Claw 22/22 1d8+8 19-20/x2 PS power attack 18/18 1d8+16 19-20/x2 PS Tail Slap 17 1d8+11 20/x2 BPS Wings 17/17 1d6+4 20/x2 BPS	Total CMB Dex Special
SavesBase Ability Magic Misc Temp Mod Mod Mod Mod Mod Mod Mod Mod Mod Mod ModFortitudecon $14 = 9 + 5 + 0 + 0$ Reflexdex $10 = 9 + 1 + 0 + 0$ Willwis $13 = 9 + 4 + 0 + 0$	Total Armor Shield Dex Do	0 + 0 + 0 + 0 + -1 + 19 odge Deflect Misc Class Size Natural Damage Reduction: 5/Magic 23
from the school of magic you select. Thi Improved Critical (Bite, Claw) Double the Improved Initiative +4 to initiative checks Improved Natural Attack (Bite) Attacks of Power Attack Subtract 4 from melee attack Spell Focus (Illusion) Add +1 to DC of sp Vital Strike Roll base damage dice twice in Special Abilities Breath Weapon (Su) 80' Line of Acid 12d weapons allow a Reflex save for half da Breath Weapon (Su) 40' Cone of Slow DG Breath weapons allow a Reflex save for weapon. Climb Stone (Ex) A copper dragon can cl spell. Frightful Presence (Ex) Your very preser action that is usually part of an attack or action may become frightened or shaked 5d6 rounds. This ability affects only opp has. An affected opponent can resist the failed save, the opponent is shaken, or p on the saving throw is immune to your fr mind-affecting fear effect. Immunity to Acid (Ex) You never take ac Immunity to Paralysis (Ex) You can new Trap Master (Ex) A juvenile or older copp Perception checks made to locate a trap Uncanny Dodge (Ex) A young or older cor	Climb Craft (Traps)* Diplomacy Disable Device* Disguise Escape Artist Fly Handle Animal* Heal Intimidate Knowledge (Dur Knowledge (Dur Knowle	CHA $6 = 6 + 0 + 0 + 0$ DEX $1 = 1 + 0 + 0 + 0$ DEX $1 = 1 + 0 + 0 + 0$ DEX $13 = 1 + 15 + 0 + -3$ CHA $- = 6 + 0 + 0 + 0$ WIS $4 = 4 + 0 + 0 + 0$ CHA $6 = 6 + 0 + 0 + 0$ regeneering)* INT $- = 4 + 0 + 0 + 0$ ography)* INT $- = 4 + 0 + 0 + 0$ tory)* INT $- = 4 + 0 + 0 + 0$ tory)* INT $- = 4 + 0 + 0 + 0$ tory)* INT $- = 4 + 0 + 0 + 0$ tory)* INT $- = 4 + 0 + 0 + 0$ tory)* INT $- = 4 + 0 + 0 + 0$ tory)* INT $- = 4 + 0 + 0 + 0$ tory)* INT $- = 4 + 0 + 0 + 0$ tory)* INT $- = 4 + 0 + 0 + 0$ tory)* INT $- = 4 + 0 + 0 + 0$ tory)* INT $- = 4 + 0 + 0 + 0$ tory)* INT $- = 4 + 0 + 0 + 0$ tory)* INT $- = 4 + 0 + 0 + 0$ tory)* INT $- = 4 + 0 + 0 + 0$ tory)* INT $- = 4 + 0 + 0 + 0$ tory $22 = 4 + 15 + 3 + 0$ DEX $1 = 1 + 0 + 0 + 0$ WIS $22 = 4 + 15 + 3 + 0$ DEX $- = 1 + 0 + 0 + 0$ INT $22 = 4 + 15 + 3 + 0$ DEX $15 = 1 + 15 + 0 + -1$ WIS $4 = 4 + 0 + 0 + 0$

		Gear			147.1.1.1			
			lighty Claws +1 evil	# 1	Weight 0.02	Description		Location Equipped
n		outsider bar	ne		0.02			_40.pp 0 0
	A CANA THE	Bite (Natura	I/Primary)	1	0			Equipped
		Bite (Natura	l/Primary)	1		ll natural attacks +2d utsiders	6 vs. evil	Equipped
liner		Claw (Natur	al/Primarv)	1	0			Equipped
		Claw (Natur		1	0			Equipped
The second second	Charles Sull	Headband of	of Alluring Charisma +4	1	1			Equipped
ALANA		Tail Slap (N	atural/Secondary)	1	0			Equipped
			ural/Secondary)	1	0			Equipped
ealth ^{Total va} pp: gp: sp ms welry & art	alue of all gear & treasu :: CP:	re: 36,000.00gp						
Dells nate Spells (racial) will: Grease, Hideous La prcerer ive DC	0 · · 16 · 1	1 2	3 4 19 20	5 21		6 7 22 23	8 24	
ate Spells (racial) will: Grease, Hideous La rcerer ve DC	0 16 1 8	12 718 533	19 20 2 1					- 25
nate Spells (racial) will: Grease, Hideous La rcerer	0 16 1 8	1 2 7 18 ⁻ 5 3	19 20	21		22 23	24	- 25