

Caralaria
Player Scott Dean
Race Human
Gender Female
Alignment Lawful Neutral
Deity The Iron God
Char Level 12
Current xp 145003
Xp to next 210000
Classes
 Monk 12 (favored)

Max hit points 134
 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

Initiative 9 = 5 + 4
 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	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	173	-	-	70	x4
Medium	346	+3	-3	70	x4
Heavy	520	+1	-6	70	x3

Melee Attack Bonus 16/11 = 9 + 6 + 0 + 1
 Total BAB Str Size Misc
Ranged Attack Bonus 15/10 = 9 + 5 + 0 + 1
 Total BAB Dex Size Misc
Combat Man. Bonus 18 = 9 + 6 + 0 + 3
 Total BAB Str Size Misc
Combat Man. Defense 33 = 18 + 5 + 10
 Total CMB Dex

Attributes	Ability Mod	Total	Base	Misc Mod	Temp Mod
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			

Weapon	Attack Bonus	Damage	Crit	Type	Range	Special
Flurry of Blows	19/19/19/14/9	2d8+7	19-20/x2	B		May replace attack with disarm, sunder or trip
power attack	16/16/16/11/6	2d8+13	19-20/x2	B		
Unarmed Strike	18/13	2d8+7	19-20/x2	B		
power attack	15/10	2d8+13	19-20/x2	B		
Masterwork Kama	17/12	1d6+6	20/x2	S		May use with flurry
Masterwork Siangham	17/12	1d6+6	20/x2	P		May use with flurry
Quarterstaff +1;-	17/12	1d6+10	20/x2	B/B		May use with flurry at normal str bonus
power attack	14/9	1d6+19	20/x2	B/B		
Shuriken	15/10	1d2	20/x2	P	10	May use with flurry

Saves

	Abl Mod	Total	Base	Magic Mod	Misc Mod	Temp Mod
Fortitude con	14	14 = 8 + 4 + 2 + 0				
Reflex dex	15	15 = 8 + 5 + 2 + 0				
Will wis	15	15 = 8 + 3 + 2 + 2				

+2 vs. enchantment spells and effects

Armor Class 28 = 10 + 3 + 0 + 5 + 0 + 2 + 8 + 0 + 0 + 0
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural
Armor Bracers of Armor +3, Ioun Stone, Dusty rose Prism, bless
Touch AC 25 **Flat-footed AC** 23 **Spell Resistance** 0
 Fire Resistance (10)
 Acid Resistance (5)
 Armor Check Penalty: 0 Arcane Spell Failure: 0% Max Dex Bonus:

- Feats**
- Improved Critical (Unarmed Strike)** Double the critical range of this weapon. (Included)
 - Improved Grapple (Granted)** No AoO when grappling. +2 to CMB and CMS for grapple.
 - Improved Initiative** +4 to initiative checks.
 - Improved Trip (Granted)** No AoO when using trip. +2 to CMB and CMD for trip.
 - Iron Will** +2 on Will saves
 - Mobility (Granted)** Gain +4 AC against attacks of opportunity caused by moving.
 - Power Attack** Subtract 3 from melee attack to add 6 to damage (9 with two-handed weapon).
 - Quick Draw** You can draw a weapon as a free action (normally move action) or a hidden weapon as a move action (normally std action). You may throw weapons at full attack rate.
 - Snatch Arrows (Granted)** Once per round, if you would be hit with a ranged weapon, you may deflect or catch it instead. Thrown weapons can be immediately thrown back.
 - Stunning Fist (Granted)** Defender makes a Fort save (DC 19) or be (choose): stunned (1 rnd), fatigued (1 rnd), sickened (1 min), staggered (1d6+1 rnds)
 - Vital Strike** Roll base damage dice twice for one attack per round. Extra damage doesn't crit.
 - Weapon Focus (Unarmed Strike)** Weapon gains +1 to attack. (Included)

- Special Abilities**
- Flurry of Blows (Ex)** Use a full attack to make 2 additional unarmed (or monk weapon) attacks.
 - Ki Pool (Su)** points. Swift action: 1pt: +20' move (1 rnd). 1pt: +4 dodge AC (1 rnd). 1pt: add attack to flurry. If not empty: unarmed attacks count as magic, silver, cold iron, lawful weapons.
 - Stunning Fist (Ex)** You gain Stunning Fist as a bonus feat.
 - Improved Unarmed Strike** Unarmed strikes never take off-hand penalties, can deal lethal or nonlethal damage, are considered both natural and manufactured weapons.
 - Abundant Step (Su)** Spend 2 Ki points to move yourself (only) instantly to another spot, as if using the spell dimension door as a 12 level caster.
 - AC Bonus (Ex)** When unarmored and unencumbered, add 3+4 to AC and CMD.
 - Bonus Feat** Humans select one extra feat at 1st level.
 - Diamond Body (Su)** You are immune to poisons of all kinds.
 - Fast Movement (Ex)** (Monk) If wearing no armor and carrying a light load, gain +40' to speed.
 - High Jump (Ex)** Add +12 to Acrobatics for jumping. Spend ki point for +20 for a round.
 - Improved Evasion (Ex)** Take no damage if saving against an attack that normally saves for half-damage. On failed save, only take half damage.
 - Maneuver Training (Ex)** Use monk level in place of BAB to calculate CMB.
 - Purity of Body (Ex)** Immune to natural and magical diseases
 - Skilled** Humans gain an extra skill point each level.
 - Slow Fall (Ex)** Use nearby walls to slow a fall, treating it as 60' shorter than it is.
 - Still Mind (Ex)** You gain a +2 bonus on saving throws against enchantment spells and effects.
 - Wholeness of Body (Su)** Spend 2 ki points to self-heal 12hp
- Proficiencies**

Skills

	Key Abl	Total Mod	Abl Mod	Class Rank	Misc Train	Misc Mod	Armor
Acrobatics	DEX	20	5	12	3	0	
Appraise	INT	3	3	0	0	0	
Bluff	CHA	14	2	12	0	0	
Climb	STR	21	6	12	3	0	
Craft (Armor)*	INT	7	3	1	3	0	
Diplomacy	CHA	3	2	1	0	0	
Disable Device*	DEX	-	5	0	0	0	
Disguise	CHA	2	2	0	0	0	
Escape Artist	DEX	11	5	3	3	0	
Fly	DEX	5	5	0	0	0	
Handle Animal*	CHA	4	2	2	0	0	
Heal	WIS	3	3	0	0	0	
Intimidate	CHA	14	2	9	3	0	
Knowledge (Arcana)*	INT	4	3	1	0	0	
Knowledge (Dungeoneering)*	INT	-	3	0	0	0	
Knowledge (Engineering)*	INT	-	3	0	0	0	
Knowledge (Geography)*	INT	-	3	0	0	0	
Knowledge (History)*	INT	-	3	0	0	0	
Knowledge (Local)*	INT	-	3	0	0	0	
Knowledge (Nature)*	INT	-	3	0	0	0	
Knowledge (Nobility)*	INT	-	3	0	0	0	
Knowledge (Planes)*	INT	-	3	0	0	0	
Knowledge (Religion)*	INT	8	3	2	3	0	
Linguistics*	INT	-	3	0	0	0	
Perception	WIS	18	3	12	3	0	
Ride	DEX	10	5	2	3	0	
Sense Motive	WIS	12	3	6	3	0	
Sleight of Hand*	DEX	-	5	0	0	0	
Spellcraft*	INT	-	3	0	0	0	
Stealth	DEX	20	5	12	3	0	
Survival	WIS	5	3	2	0	0	
Swim	STR	15	6	6	3	0	
Use Magic Device*	CHA	3	2	1	0	0	

Total ranks: 96 (0 from favored skill bonuses)
Languages: Common, Elven, Giant, Goblin



Gear	#	Weight	Description	Location
Alchemist's Fire (Flask)	8	1		Bag of Holding
Amulet of Mighty Fists +1 (Mighty Cleaving)	1	0.02		Equipped
Bag of Holding (Type I)	1	15		Carried
Belt of Giant Strength +2	1	1		Equipped
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
Iron 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
Quarterstaff +1;-	1	4	May use with flurry at normal str bonus	Carried
Ring of Energy Resistance (Minor/Acid)	1	0		Equipped
Ring of Energy Resistance (Minor/Fire/ AC Bonus (Deflection) (+2))	1	0		Equipped
Robe (Monk's)	1	1		Equipped
Sack	1	0.5		Bag of Holding
Shuriken	20	0.1	May use with flurry	Carried
Unarmed Strike	1	0		Equipped
Unarmed Strike	1	0		Equipped

Wealth

Total value of all gear & treasure: 116,685.79gp

pp: 19 gp: 15 sp: 6 cp: 9

Gems

Jewelry & art

Ogp Iron Rose

Spells

Caralaria (Enlarged)
Player Scott Dean
Race Human
Gender Female
Alignment Lawful Neutral
Deity The Iron God
Char Level 12
Current xp 145003
Xp to next 210000
Classes
 Monk 12 (favored)

Max hit points 134
 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

Initiative 8 = 4 + 4
 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	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	233	-	-	70	x4
Medium	466	+3	-3	70	x4
Heavy	700	+1	-6	70	x3

Melee Attack Bonus 16/11 = 9 + 7 + -1 + 1 **Ranged Attack Bonus 13/8 = 9 + 4 + -1 + 1**
 Total BAB Str Size Misc Total BAB Dex Size Misc
Combat Man. Bonus 19 = 9 + 7 + -1 + 3 **Combat Man. Defense 33 = 19 + 4 + 10**
 Total BAB Str Size Misc Total CMB Dex

Attributes	Ability Mod	Total	Base	Misc Mod	Temp Mod
Strength	7	24 = 22 + 2			
Dexterity	4	18 = 16 + 2			
Constitution	4	18 = 18 + 0			
Intelligence	3	16 = 16 + 0			
Wisdom	3	16 = 16 + 0			
Charisma	2	14 = 14 + 0			

Weapon	Attack Bonus	Damage	Crit	Type	Range	Special
Flurry of Blows	19/19/19/14/9	3d8+8	19-20/x2	B		May replace attack with disarm, sunder or trip
power attack	16/16/16/11/6	3d8+14	19-20/x2	B		
Unarmed Strike	18/13	3d8+8	19-20/x2	B		
power attack	15/10	3d8+14	19-20/x2	B		
Masterwork Kama	17/12	1d8+7	20/x2	S		May use with flurry
Masterwork Siangham	17/12	1d8+7	20/x2	P		May use with flurry
Quarterstaff +1;-	17/12	1d8+11	20/x2	B/B		May use with flurry at normal str bonus
power attack	14/9	1d8+20	20/x2	B/B		
Shuriken	13/8	1d3	20/x2	P	10	May use with flurry

Saves

	Abl	Total	Base	Misc Mod	Temp Mod
Fortitude con	14	14 = 8 + 4 + 2 + 0			
Reflex dex	14	14 = 8 + 4 + 2 + 0			
Will wis	15	15 = 8 + 3 + 2 + 2			

+2 vs. enchantment spells and effects

Armor Class 26 = 10 + 3 + 0 + 4 + 0 + 2 + 8 + 0 + -1 + 0
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural
Armor Bracers of Armor +3, Ioun Stone, Dusty rose Prism, *bless*, *enlarge person*
Touch AC 23 **Flat-footed AC 22** **Spell Resistance 0**
 Fire Resistance (10)
 Acid Resistance (5)
 Armor Check Penalty: 0 Arcane Spell Failure: 0% Max Dex Bonus:

Feats

Improved Critical (Unarmed Strike) Double the critical range of this weapon. (Included)
Improved Grapple (Granted) No AoO when grappling. +2 to CMB and CMS for grapple.
Improved Initiative +4 to initiative checks.
Improved Trip (Granted) No AoO when using trip. +2 to CMB and CMD for trip.
Iron Will +2 on Will saves
Mobility (Granted) Gain +4 AC against attacks of opportunity caused by moving.
Power Attack Subtract 3 from melee attack to add 6 to damage (9 with two-handed weapon).
Quick Draw You can draw a weapon as a free action (normally move action) or a hidden weapon as a move action (normally std action). You may throw weapons at full attack rate.
Snatch Arrows (Granted) Once per round, if you would be hit with a ranged weapon, you may deflect or catch it instead. Thrown weapons can be immediately thrown back.
Stunning Fist (Granted) Defender makes a Fort save (DC 19) or be (choose): stunned (1 rnd), fatigued (1 rnd), sickened (1 min), staggered (1d6+1 rnds)
Vital Strike Roll base damage dice twice for one attack per round. Extra damage doesn't crit.
Weapon Focus (Unarmed Strike) Weapon gains +1 to attack. (Included)

Special Abilities

Flurry of Blows (Ex) Use a full attack to make 2 additional unarmed (or monk weapon) attacks.
Ki Pool (Su) points. Swift action: 1pt: +20' move (1 rnd). 1pt: +4 dodge AC (1 rnd). 1pt: add attack to flurry. If not empty: unarmed attacks count as magic, silver, cold iron, lawful weapons.
Stunning Fist (Ex) You gain Stunning Fist as a bonus feat.
Improved Unarmed Strike Unarmed strikes never take off-hand penalties, can deal lethal or nonlethal damage, are considered both natural and manufactured weapons.
Abundant Step (Su) Spend 2 Ki points to move yourself (only) instantly to another spot, as if using the spell dimension door as a 12 level caster.
AC Bonus (Ex) When unarmored and unencumbered, add 3+4 to AC and CMD.
Bonus Feat Humans select one extra feat at 1st level.
Diamond Body (Su) You are immune to poisons of all kinds.
Fast Movement (Ex) (Monk) If wearing no armor and carrying a light load, gain +40' to speed.
High Jump (Ex) Add +12 to Acrobatics for jumping. Spend ki point for +20 for a round.
Improved Evasion (Ex) Take no damage if saving against an attack that normally saves for half-damage. On failed save, only take half damage.
Maneuver Training (Ex) Use monk level in place of BAB to calculate CMB.
Purity of Body (Ex) Immune to natural and magical diseases
Skilled Humans gain an extra skill point each level.
Slow Fall (Ex) Use nearby walls to slow a fall, treating it as 60' shorter than it is.
Still Mind (Ex) You gain a +2 bonus on saving throws against enchantment spells and effects.
Wholeness of Body (Su) Spend 2 ki points to self-heal 12hp
Proficiencies

Skills

	Key	Total	Abl Mod	Class Mod	Misc Mod	Armor
Acrobatics	DEX	19 = 4 + 12 + 3 + 0				
Appraise	INT	3 = 3 + 0 + 0 + 0				
Bluff	CHA	14 = 2 + 12 + 0 + 0				
Climb	STR	22 = 7 + 12 + 3 + 0				
Craft (Armor)*	INT	7 = 3 + 1 + 3 + 0				
Diplomacy	CHA	3 = 2 + 1 + 0 + 0				
Disable Device*	DEX	- = 4 + 0 + 0 + 0				
Disguise	CHA	2 = 2 + 0 + 0 + 0				
Escape Artist	DEX	10 = 4 + 3 + 3 + 0				
Fly	DEX	4 = 4 + 0 + 0 + 0				
Handle Animal*	CHA	4 = 2 + 2 + 0 + 0				
Heal	WIS	3 = 3 + 0 + 0 + 0				
Intimidate	CHA	14 = 2 + 9 + 3 + 0				
Knowledge (Arcana)*	INT	4 = 3 + 1 + 0 + 0				
Knowledge (Dungeoneering)*	INT	- = 3 + 0 + 0 + 0				
Knowledge (Engineering)*	INT	- = 3 + 0 + 0 + 0				
Knowledge (Geography)*	INT	- = 3 + 0 + 0 + 0				
Knowledge (History)*	INT	- = 3 + 0 + 0 + 0				
Knowledge (Local)*	INT	- = 3 + 0 + 0 + 0				
Knowledge (Nature)*	INT	- = 3 + 0 + 0 + 0				
Knowledge (Nobility)*	INT	- = 3 + 0 + 0 + 0				
Knowledge (Planes)*	INT	- = 3 + 0 + 0 + 0				
Knowledge (Religion)*	INT	8 = 3 + 2 + 3 + 0				
Linguistics*	INT	- = 3 + 0 + 0 + 0				
Perception	WIS	18 = 3 + 12 + 3 + 0				
Ride	DEX	9 = 4 + 2 + 3 + 0				
Sense Motive	WIS	12 = 3 + 6 + 3 + 0				
Sleight of Hand*	DEX	- = 4 + 0 + 0 + 0				
Spellcraft*	INT	- = 3 + 0 + 0 + 0				
Stealth	DEX	19 = 4 + 12 + 3 + 0				
Survival	WIS	5 = 3 + 2 + 0 + 0				
Swim	STR	16 = 7 + 6 + 3 + 0				
Use Magic Device*	CHA	3 = 2 + 1 + 0 + 0				

Total ranks: 96 (0 from favored skill bonuses)
Languages: Common, Elven, Giant, Goblin



Gear	#	Weight	Description	Location
Alchemist's Fire (Flask)	8	1		Bag of Holding
Amulet of Mighty Fists +1 (Mighty Cleaving)	1	0.02		Equipped
Bag of Holding (Type I)	1	15		Carried
Belt of Giant Strength +2	1	1		Equipped
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
Iron 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
Quarterstaff +1;-	1	4	May use with flurry at normal str bonus	Carried
Ring of Energy Resistance (Minor/Acid)	1	0		Equipped
Ring of Energy Resistance (Minor/Fire/ AC Bonus (Deflection) (+2))	1	0		Equipped
Robe (Monk's)	1	1		Equipped
Sack	1	0.5		Bag of Holding
Shuriken	20	0.1	May use with flurry	Carried
Unarmed Strike	1	0		Equipped
Unarmed Strike	1	0		Equipped

Wealth

Total value of all gear & treasure: 116,685.79gp

pp: 19 gp: 15 sp: 6 cp: 9

Gems

Jewelry & art

Ogp Iron Rose

Spells

Scoffney Shever
Player Scott Dean
Race Dwarf
Gender Male
Alignment None
Deity
Char Level 12
Current xp 145003
Xp to next 210000
Classes
 Alchemist 6
 Rogue 6 (favored)

Max hit points 140
 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:att,dmg,save,skill,abil
 Stunned -2:AC no:dex

Initiative 9 = 9 + 0
 Total Dex Misc
Speed
 Normal Base Armored Squares
 Run x3 90 90 18
 Run x4 120 120 24
 Climb 7 7 1
 Swim 7 7 1

Load	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	66	-	-	30	x4
Medium	133	+3	-3	30	x4
Heavy	200	+1	-6	30	x3

Melee Attack Bonus 11/6 = 8 + 2 + 0 + 1 **Ranged Attack Bonus 18/13 = 8 + 9 + 0 + 1**
 Total BAB Str Size Misc Total BAB Dex Size Misc
Combat Man. Bonus 10 = 8 + 2 + 0 + 0 **Combat Man. Defense 29 = 10 + 9 + 10**
 Total BAB Str Size Misc Total CMB Dex

Attributes	Ability Mod	Total	Base	Misc 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	Crit	Type	Range	Special
Magnetic Rifle +1	19/14	1d12+1	19-20/x3	P	100	+1d6 to metal targets
<i>deadly aim</i>	16/11	1d12+7	19-20/x3	P	100	
Bomb	19/14	1d6+4	20/x2	F	20	10' splash
Dagger +2 (Flaming)	20/15	1d4+4	19-20/x2	PS		
Masterwork Double Pistol	19/14	1d10	19-20/x3	P	40	
Masterwork Dragon Pistol	19/14	1d12	19-20/x3	P	50	

Saves
 Fortitude con 15 = 7 + 5 + 3 + 0
 Reflex dex 22 = 10 + 9 + 3 + 0
 Will wis 7 = 4 + 0 + 3 + 0
 +2 vs. poison, spells, and spell-like abilities, +2 Reflex to avoid traps

Armor Class 29 = 10 + 7 + 4 + 6 + 0 + 2 + 0 + 0 + 0 + 0
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural
Armor Mithral Shirt +3 (Shield/Wizard/1st), Ring of Protection +2, *bless*, *shield*, *dexterity mutagen*
Touch AC 18 **Flat-footed AC 29** **Spell Resistance 0**
 Armor Check Penalty: 0 Arcane Spell Failure: 10% Max Dex Bonus: +6

Feats
Arcane Strike Spend a swift action to add +1 damage for the round.
Deadly Aim Subtract 3 from ranged attack to add 6 to damage.
Improved Critical (Firearm) Double the critical range of this weapon. (Included)
Point-Blank Shot Gain +1 to attack and damage for ranged attacks within 30'.
Precise Shot Shoot into melee without taking the -4 penalty.
Quick Draw You can draw a weapon as a free action (normally move action) or a hidden weapon as a move action (normally std action). You may throw weapons at full attack rate.
Rapid Shot On a ranged full-attack, you may take -2 attack (all shots) to fire an additional time.
Weapon Finesse (Granted) Use your Dex mod instead of your Str mod when attacking with a light weapon, rapier or whip. Shields apply their check penalty to attacks.

Special Abilities
Acid Bomb* Bomb may deal acid damage. Next round, direct target takes +1d6 acid.
Bomb (Su) □□□□□□□□/day Using a standard action, mix a chemical bomb and hurl it. A bomb inflicts 1d6+4 points of fire damage (doubled on crit), plus 2d6 points of ancillary fire damage. Bombs splash into neighboring squares, dealing 7 damage (DC 17 Reflex for half).
Explosive Bomb* Bombs splash 10'. Direct targets ignite (+1d6/rnd).
Precise Bombs Exclude 4 squares from splash of a bomb that hits.
Sneak Attack (Ex) Deal +3d6 damage when opponent denied a Dex bonus or you flank them.
Alchemical Weapon You may use a swift action to infuse ammunition with an alchemical reagent, which effects (only) the target when it hits. Wears off in one minute if not used.
Alchemy (Su) +6 Craft (alchemy) to create alchemy. Use Craft (Alchemy) to identify potions.
Defensive Training (Ex) +4 dodge AC vs. creatures of giant subtype.
Directed Blast You may splash your bombs in a 20' cone instead of a radius.
Dispelling Bomb Bombs may dispel magic (CL=6) instead of deal damage.
Evasion (Ex) Take no damage if saving against an attack that normally saves for half-damage
Furtive Shot (Ex) If within point-blank range of a target that is flanked by two or more of your allies, you may sneak attack that target with a ranged weapon.
Greed (Ex) +2 to Appraise for pricing non-magical metal/gem-based items.
Hatred (Ex) +1 attack v orc and goblin subtypes.
Mutagen (Su) Spend 1 hour to make a potion granting you +2 natural armor and a +4 alchemical bonus to the physical ability score for 60 minutes, taking a -2 penalty to a mental attribute.
Stability (Ex) +4 CMD v bull rush or trip.
Stonecunning (Ex) +2 on Perception checks involving stone.
Swift Alchemy (Ex) Halve time to create alchemical items. Poison weapon as a move action.
Trapfinding (Ex) You add +3 to Perception skill checks made to locate traps and to Disable 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

Skills

Key	Total	Abl Mod	Class Mod	Misc Ranks	Train Mod	Armor
Acrobatics	DEX 24					
Appraise	INT 19					
Bluff	CHA 5					
Climb	STR 10					
Craft (Alchemy)*	INT 13					
Diplomacy	CHA 5					
Disable Device*	DEX 27					
Disguise	CHA 9					
Escape Artist	DEX 17					
Fly	DEX 13					
Handle Animal*	CHA -					
Heal	WIS 4					
Intimidate	CHA 5					
Knowledge (Arcana)*	INT 8					
Knowledge (Dungeoneering)*	INT 13					
Knowledge (Engineering)*	INT 7					
Knowledge (Geography)*	INT -					
Knowledge (History)*	INT -					
Knowledge (Local)*	INT 11					
Knowledge (Nature)*	INT -					
Knowledge (Nobility)*	INT 5					
Knowledge (Planes)*	INT -					
Knowledge (Religion)*	INT -					
Linguistics*	INT 8					
Perception	WIS 15					
Profession (Gambler)*	WIS 4					
Profession (Herbalist)*	WIS 5					
Ride	DEX 9					
Sense Motive	WIS 4					
Sleight of Hand*	DEX 13					
Spellcraft*	INT 14					
Stealth	DEX 24					
Survival	WIS 4					
Swim	STR 6					
Use Magic Device*	CHA 8					

Total ranks: 120 (0 from favored skill bonuses)
Languages: Common, Dwarven, Giant, Gnome, Halfling, Terran, Undercommon



Gear	#	Weight	Description	Location
Acid (Flask)	3	1		Haversack
Alchemical Grease	2	1		Haversack
Alchemist's Fire (Flask)	3	1		Haversack
Alchemist's Kit	1	5		Haversack
Alchemist's Lab (Portable)	1	20		Haversack
Antitoxin (Vial)	2	0		Pouch (Belt)
Bead of Force	1	0.02		Pouch (Belt)
Belt of Incredible Dexterity +4	1	1		Equipped
Bomb	1	0	10' splash	Carried
Boots of Striding And Springing	1	1		Equipped
Bullet and powder (Firearm)	80	0.5		Haversack
Bullet and powder (Firearm)	20	0.5		Pouch (Belt)
Cloak of Resistance +3	1	1		Equipped
Dagger +2 (Flaming)	1	1		Carried
Deck of Illusions	1	0.5	(34 charges)	Haversack
Elemental Gem (Fire)	1	0.02		Pouch (Belt)
Handy Haversack	1	5		Equipped
Magic stone ammo (Firearm)	3	0.5		Pouch (Belt)
Magnetic Rifle +1	1	0		Equipped
Magnetic Rifle +1	1	6	+1d6 to metal targets	Equipped
Masterwork Double Pistol	1	3		Carried
Masterwork Dragon Pistol	1	2		Carried
Mithral Shirt +3 (Shield/Wizard/1st)	1	10		Equipped
Outfit (Entertainer's)	1	4		Haversack
Potion of Barkskin +2	1	0		Pouch (Belt)
Potion of Cure Serious Wounds	1	0		Pouch (Belt)
Potion of Invisibility	1	0		Pouch (Belt)
Potion of Levitate	1	0		Pouch (Belt)
Potion of Spider Climb	1	0		Pouch (Belt)
Pouch (Belt)	1	0.5		Equipped
Pouch (Belt)	1	0.5		Equipped
Ring of Jumping (Improved)	1	0		Equipped
Ring of Protection +2	1	0		Equipped
Sack	1	0.5		Haversack
Smokestick	3	0.5		Haversack
Sneezing Powder (Pouch)	3	2		Haversack
Tanglefoot Bag	3	4		Haversack

Wealth *Total value of all gear & treasure: 125,462.21gp*

pp: 655 gp: 13 sp: 6 cp: 1

Gems

1000gp Emerald x2
100gp Tourmaline

Jewelry & art

0gp Iron Rose

Spells

Alchemist	0	1	2	3	4	5	6	7	8	9
Save DC	11	12	13	14	15	16	17	18	19	20
Memorized per day	0	5	4	0	0	0	0			
Level 1:	Cure Light Wounds, Detect Secret Doors, Expeditious Retreat, Reduce Person, True Strike									
Level 2:	Alchemical Allocation, Invisibility, Invisibility, See Invisibility									

Scoffney Shever (Reduced)
Player Scott Dean
Race Dwarf
Gender Male
Alignment None
Deity
Char Level 12
Current xp 145003
Xp to next 210000
Classes
 Alchemist 6
 Rogue 6 (favored)

Max hit points 140
 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:att,dmg,save,skill,abil
 Stunned -2:AC no:dex

Initiative 10 = 10 + 0
 Total Dex Misc
Speed
 Normal Base Armored Squares
 Run x3 90 90 18
 Run x4 120 120 24
 Climb 7 7 1
 Swim 7 7 1

Load	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	50	-	-	30	x4
Medium	100	+3	-3	30	x4
Heavy	150	+1	-6	30	x3

Melee Attack Bonus 11/6 = 8 + 1 + 1 + 1 **Ranged Attack Bonus 20/15 = 8 + 10 + 1 + 1**
 Total BAB Str Size Misc Total BAB Dex Size Misc
Combat Man. Bonus 9 = 8 + 1 + 1 + 0 **Combat Man. Defense 29 = 9 + 10 + 10**
 Total BAB Str Size Misc Total CMB Dex

Attributes	Ability Mod	Total	Base	Misc Mod	Temp Mod
Strength	1	13 = 13 + 0			
Dexterity	10	30 = 26 + 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	Crit	Type	Range	Special
Magnetic Rifle +1	21/16	1d12+1	19-20/x3	P	100	+1d6 to metal targets
<i>deadly aim</i>	18/13	1d12+7	19-20/x3	P	100	
Bomb	21/16	1d6+4	20/x2	F	20	10' splash
Dagger +2 (Flaming)	22/17	1d4+3	19-20/x2	PS		
Masterwork Double Pistol	21/16	1d10	19-20/x3	P	40	
Masterwork Dragon Pistol	21/16	1d12	19-20/x3	P	50	

Saves
 Fortitude con 15 = 7 + 5 + 3 + 0
 Reflex dex 23 = 10 + 10 + 3 + 0
 Will wis 7 = 4 + 0 + 3 + 0
 +2 vs. poison, spells, and spell-like abilities, +2 Reflex to avoid traps

Armor Class 30 = 10 + 7 + 4 + 6 + 0 + 2 + 0 + 0 + 1 + 0
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural
Armor Mithral Shirt +3 (Shield/Wizard/1st), Ring of Protection +2, *bless, shield, dexterity mutagen, reduce person*
Touch AC 19 Flat-footed AC 30 Spell Resistance 0
 Armor Check Penalty: 0 Arcane Spell Failure: 10% Max Dex Bonus: +6

Feats
Arcane Strike Spend a swift action to add +1 damage for the round.
Deadly Aim Subtract 3 from ranged attack to add 6 to damage.
Improved Critical (Firearm) Double the critical range of this weapon. (Included)
Point-Blank Shot Gain +1 to attack and damage for ranged attacks within 30'.
Precise Shot Shoot into melee without taking the -4 penalty.
Quick Draw You can draw a weapon as a free action (normally move action) or a hidden weapon as a move action (normally std action). You may throw weapons at full attack rate.
Rapid Shot On a ranged full-attack, you may take -2 attack (all shots) to fire an additional time.
Weapon Finesse (Granted) Use your Dex mod instead of your Str mod when attacking with a light weapon, rapier or whip. Shields apply their check penalty to attacks.

Special Abilities
Acid Bomb* Bomb may deal acid damage. Next round, direct target takes +1d6 acid.
Bomb (Su) □□□□□□□□/day Using a standard action, mix a chemical bomb and hurl it. A bomb inflicts 1d6+4 points of fire damage (doubled on crit), plus 2d6 points of ancillary fire damage. Bombs splash into neighboring squares, dealing 7 damage (DC 17 Reflex for half).
Explosive Bomb* Bombs splash 10'. Direct targets ignite (+1d6/rnd).
Precise Bombs Exclude 4 squares from splash of a bomb that hits.
Sneak Attack (Ex) Deal +3d6 damage when opponent denied a Dex bonus or you flank them.
Alchemical Weapon You may use a swift action to infuse ammunition with an alchemical reagent, which effects (only) the target when it hits. Wears off in one minute if not used.
Alchemy (Su) +6 Craft (alchemy) to create alchemy. Use Craft (Alchemy) to identify potions.
Defensive Training (Ex) +4 dodge AC vs. creatures of giant subtype.
Directed Blast You may splash your bombs in a 20' cone instead of a radius.
Dispelling Bomb Bombs may dispel magic (CL=6) instead of deal damage.
Evasion (Ex) Take no damage if saving against an attack that normally saves for half-damage
Furtive Shot (Ex) If within point-blank range of a target that is flanked by two or more of your allies, you may sneak attack that target with a ranged weapon.
Greed (Ex) +2 to Appraise for pricing non-magical metal/gem-based items.
Hatred (Ex) +1 attack v orc and goblin subtypes.
Mutagen (Su) Spend 1 hour to make a potion granting you +2 natural armor and a +4 alchemical bonus to the physical ability score for 60 minutes, taking a -2 penalty to a mental attribute.
Stability (Ex) +4 CMD v bull rush or trip.
Stonecunning (Ex) +2 on Perception checks involving stone.
Swift Alchemy (Ex) Halve time to create alchemical items. Poison weapon as a move action.
Trapfinding (Ex) You add +3 to Perception skill checks made to locate traps and to Disable 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

Skills

Key	Total	Abl Mod	Class	Misc	Armor
Acrobatics	DEX 25	= 10 + 12 + 3 + 0			
Appraise	INT 19	= 4 + 12 + 3 + 0			
Bluff	CHA 5	= 1 + 1 + 3 + 0			
Climb	STR 9	= 1 + 5 + 3 + 0			
Craft (Alchemy)*	INT 13	= 4 + 6 + 3 + 0			
Diplomacy	CHA 5	= 1 + 1 + 3 + 0			
Disable Device*	DEX 28	= 10 + 12 + 3 + 3			
Disguise	CHA 9	= 1 + 5 + 3 + 0			
Escape Artist	DEX 18	= 10 + 5 + 3 + 0			
Fly	DEX 14	= 10 + 1 + 3 + 0			
Handle Animal*	CHA -	= 1 + 0 + 0 + 0			
Heal	WIS 4	= 0 + 1 + 3 + 0			
Intimidate	CHA 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 11	= 4 + 4 + 3 + 0			
Knowledge (Nature)*	INT -	= 4 + 0 + 0 + 0			
Knowledge (Nobility)*	INT 5	= 4 + 1 + 0 + 0			
Knowledge (Planes)*	INT -	= 4 + 0 + 0 + 0			
Knowledge (Religion)*	INT -	= 4 + 0 + 0 + 0			
Linguistics*	INT 8	= 4 + 1 + 3 + 0			
Perception	WIS 15	= 0 + 12 + 3 + 0			
Profession (Gambler)*	WIS 4	= 0 + 1 + 3 + 0			
Profession (Herbalist)*	WIS 5	= 0 + 2 + 3 + 0			
Ride	DEX 10	= 10 + 0 + 0 + 0			
Sense Motive	WIS 4	= 0 + 1 + 3 + 0			
Sleight of Hand*	DEX 14	= 10 + 1 + 3 + 0			
Spellcraft*	INT 14	= 4 + 7 + 3 + 0			
Stealth	DEX 25	= 10 + 12 + 3 + 0			
Survival	WIS 4	= 0 + 1 + 3 + 0			
Swim	STR 5	= 1 + 1 + 3 + 0			
Use Magic Device*	CHA 8	= 1 + 4 + 3 + 0			

Total ranks: 120 (0 from favored skill bonuses)
Languages: Common, Dwarven, Giant, Gnome, Halfling, Terran, Undercommon



Gear	#	Weight	Description	Location
Acid (Flask)	3	1		Haversack
Alchemical Grease	2	1		Haversack
Alchemist's Fire (Flask)	3	1		Haversack
Alchemist's Kit	1	5		Haversack
Alchemist's Lab (Portable)	1	20		Haversack
Antitoxin (Vial)	2	0		Pouch (Belt)
Bead of Force	1	0.02		Pouch (Belt)
Belt of Incredible Dexterity +4	1	1		Equipped
Bomb	1	0	10' splash	Carried
Boots of Striding And Springing	1	1		Equipped
Bullet and powder (Firearm)	80	0.5		Haversack
Bullet and powder (Firearm)	20	0.5		Pouch (Belt)
Cloak of Resistance +3	1	1		Equipped
Dagger +2 (Flaming)	1	1		Carried
Deck of Illusions	1	0.5	(34 charges)	Haversack
Elemental Gem (Fire)	1	0.02		Pouch (Belt)
Handy Haversack	1	5		Equipped
Magic stone ammo (Firearm)	3	0.5		Pouch (Belt)
Magnetic Rifle +1	1	0		Equipped
Magnetic Rifle +1	1	6	+1d6 to metal targets	Equipped
Masterwork Double Pistol	1	3		Carried
Masterwork Dragon Pistol	1	2		Carried
Mithral Shirt +3 (Shield/Wizard/1st)	1	10		Equipped
Outfit (Entertainer's)	1	4		Haversack
Potion of Barkskin +2	1	0		Pouch (Belt)
Potion of Cure Serious Wounds	1	0		Pouch (Belt)
Potion of Invisibility	1	0		Pouch (Belt)
Potion of Levitate	1	0		Pouch (Belt)
Potion of Spider Climb	1	0		Pouch (Belt)
Pouch (Belt)	1	0.5		Equipped
Pouch (Belt)	1	0.5		Equipped
Ring of Jumping (Improved)	1	0		Equipped
Ring of Protection +2	1	0		Equipped
Sack	1	0.5		Haversack
Smokestick	3	0.5		Haversack
Sneezing Powder (Pouch)	3	2		Haversack
Tanglefoot Bag	3	4		Haversack

Wealth *Total value of all gear & treasure: 125,462.21gp*

pp: 655 gp: 13 sp: 6 cp: 1

Gems

1000gp Emerald x2
100gp Tourmaline

Jewelry & art

0gp Iron Rose

Spells

Alchemist	0	1	2	3	4	5	6	7	8	9
Save DC	11	12	13	14	15	16	17	18	19	20
Memorized per day	0	5	4	0	0	0	0			
Level 1:	Cure Light Wounds, Detect Secret Doors, Expeditious Retreat, Reduce Person, True Strike									
Level 2:	Alchemical Allocation, Invisibility, Invisibility, See Invisibility									

Oreni Erthuo
Player Elizabeth Dean
Race Elf (Shoal)
Gender Male
Alignment Neutral Good
Deity
Char Level 12
Current xp 145003
Xp to next 315000
Classes
 Sorcerer 12 (favored)

Max hit points 103
 Con hp 36
 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

Initiative 6 = 6 + 0
 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 Weight	Max Dex	Check Penalty	Speed	Run
Light	66	-	-	30	x4
Medium	133	+3	-3	30	x4
Heavy	200	+1	-6	30	x3

Melee Attack Bonus 9/4 = 6 + 2 + 0 + 1
 Total BAB Str Size Misc
Combat Man. Bonus 8 = 6 + 2 + 0 + 0
 Total BAB Str Size Misc
Ranged Attack Bonus 13/8 = 6 + 6 + 0 + 1
 Total BAB Dex Size Misc
Combat Man. Defense 24 = 8 + 6 + 10
 Total CMB Dex

Attributes	Ability Mod	Total	Base	Misc Mod	Temp Mod
Strength	2	15	15	0	
Dexterity	6	22	18	4	
Constitution	3	16	16	0	
Intelligence	2	15	15	0	
Wisdom	2	14	14	0	
Charisma	7	25	23	2	

Weapon	Attack Bonus	Damage	Crit	Type	Range	Special
Claw	13/13	1d6+2	20/x2	PS		
Rapier +1 keen shock	14/9	1d6+3	15-20/x2	P		+1d6 electric; store 3rd level spell
Roguebow +1	14/9	1d8+1	20/x3	P	110	+1d6 sneak attack; identify highest CR creature
Sword of Lies	11/6	1d8+4	19-20/x2	S		

Saves

	Abl Mod	Total	Base	Misc Mod	Temp Mod
Fortitude con	10	4	3	3	0
Reflex dex	13	4	6	3	0
Will wis	13	8	2	3	0

+2 vs. enchantment spells and effects

Armor Class 29 = 10 + 4 + 4 + 6 + 0 + 3 + 0 + 0 + 0 + 2
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural
Armor Ring of Protection +3, *bles*, *mage armor*, *shield*
 Electricity Resistance (10)
Touch AC 19 **Flat-footed AC** 23 **Spell Resistance** 0
 Armor Check Penalty: 0 Arcane Spell Failure: 0% Max Dex Bonus:

Feats
Combat Casting You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.
Eschew Materials (Granted) Ignore need for spell components valued less than 1gp.
Intensified Spell An intensified spell increases the maximum number of damage dice by 5 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the spell are affected, and spells that inflict damage that is not modified by caster level are not affected by this feat. An intensified spell uses up a spell slot one level higher than the spell's actual level.
Point-Blank Shot Gain +1 to attack and damage for ranged attacks within 30'.
Reaching Spell Cast touch spells as ranged touch attacks from up to 30'.
Spell Focus (Necromancy) Add +1 to DC of spells you cast from this school.
Toughness Gain +3 hit points, +1 for each HD above three. (Included)
Weapon Finesse Use your Dex mod instead of your Str mod when attacking with a light weapon, rapier or whip. Shields apply their check penalty to attacks.
Special Abilities
Breath Weapon (Su) /day You gain the use of a 60-ft.-line breath weapon dealing 12d6 electricity damage. Reflex save for half damage (DC 19).
Bloodline Arcana Whenever you cast a spell with the electricity descriptor, that spell deals +1 point of damage per die rolled.
Cantrips You learn a number of 0-level spells, which may be used repeatedly.
Claws (Su) rounds/day. Grow claws as free action. As full attack, attack twice with claws at full BAB. Claws are magic weapons and deal +1d6 electrical damage.
Draconic Bloodline (Blue) Influence of a dragon in your family history gives you power.
Dragon Resistances (Ex) You gain Electricity Resistance 10 and a +2 natural armor bonus
Elven Immunities (Ex) Immune to magic sleep effects. +2 saving throw bonus vs. enchantment.
Immunity to Magical Sleep (Ex) You are never subject to magic sleep effects.
Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.
Resistance to Electricity (Ex) Ignore 10 damage each time you take electricity damage.
Shoaldream (Su) Analyze dreams on waking, making Wis test (DC15), adding half caster levels to roll. If successful, gain +4 to one roll of your choice sometime that day.
Shoal Lore (Ex) +2 racial bonus to profession (sailor), knowledge (geography), and swim checks
Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.
Proficiencies simple weapon

Skills

Key	Total	Abl Mod	Class	Misc
Acrobatics	DEX 10	6	4	0 + 0
Appraise	INT 6	2	1 + 3	0
Bluff	CHA 11	7	1 + 3	0
Climb	STR 2	2	0 + 0	0
Craft (Weapons)*	INT 6	2	1 + 3	0
Diplomacy	CHA 9	7	2	0 + 0
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 11	7	1 + 3	0
Knowledge (Arcana)*	INT 17	2	12 + 3	0
Knowledge (Dungeoneering)*	INT -	2	0 + 0	0
Knowledge (Engineering)*	INT -	2	0 + 0	0
Knowledge (Geography)*	INT 5	2	1 + 0	2
Knowledge (History)*	INT -	2	0 + 0	0
Knowledge (Local)*	INT -	2	0 + 0	0
Knowledge (Nature)*	INT -	2	0 + 0	0
Knowledge (Nobility)*	INT -	2	0 + 0	0
Knowledge (Planes)*	INT -	2	0 + 0	0
Knowledge (Religion)*	INT -	2	0 + 0	0
Linguistics*	INT 4	2	2 + 0	0
Perception	WIS 15	2	8 + 3	2
Profession (Sailor)*	WIS 8	2	1 + 3	2
Ride	DEX 8	6	2 + 0	0
Sense Motive	WIS 4	2	2 + 0	0
Sleight of Hand*	DEX -	6	0 + 0	0
Spellcraft*	INT 17	2	12 + 3	0
Stealth	DEX 9	6	3 + 0	0
Survival	WIS 2	2	0 + 0	0
Swim	STR 4	2	0 + 0	2
Use Magic Device*	CHA 11	7	1 + 3	0

Total ranks: 55 (7 from favored skill bonuses)
Languages: Common, Draconic, Elven, Gnome, Goblin, Sylvan



Gear	#	Weight	Description	Location
Alchemist's Fire (Flask)	10	1		Bag of Holding
Bag of Holding (Type I)	1	15		Carried
Belt of Incredible Dexterity +4	1	1		Equipped
Claw (Natural/Primary)	1	0	+1d6 electric; considered magic	Equipped
Cloak of Resistance +3	1	1		Equipped
Delver Pack	1	38		Bag of Holding
Iron Stone (Pink and green Sphere)	1	0.02		Equipped
Lothian Ankh (platinum, resilient sphere 1/day)	1	0		Bag of Holding
Necklace of Fireballs VII	1	1		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
Roguebow +1	1	3	+1d6 sneak attack; identify highest CR creature	Carried
Sack	1	0.5		Carried
Scroll (Shield)	9	0.01		Bag of Holding
Scroll (Teleport)	1	0.01		Bag of Holding
Scroll (Water Breathing/Arcane)	1	0.01		Bag of Holding
Staff of Necromancy	1	5		Equipped
Sword of Lies	1	4		Bag of Holding
Wand of Animate Dead(14)	1	0.06 (14 charges)		Wand sheath
Wand of Grease	1	0.06 (50 charges)		Wand sheath
Wand of True Strike	1	0.06 (50 charges)		Wand sheath
Wand spring sheath	1	1		Equipped

Wealth Total value of all gear & treasure: 402,897.80gp

pp: 156 gp: 1 sp: 6 cp: 10

Gems

500gp Topaz (Golden Yellow) x2
100gp Tourmaline x12

Jewelry & art

0gp Iron Rose

Spells

Sorcerer	0	1	2	3	4	5	6	7	8	9
Save DC	17	18	19	20	21	22	23	24	25	26
Spells known	9	7	7	6	5	4	1	0	0	0
Cast per day		□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□		

Level 0: Acid Splash, Daze, Detect Magic, Disrupt Undead, Mending, Message, Ray of Frost, Read Magic, Touch of Fatigue

Level 1: Burning Hands, Chill Touch, Magic Missile, Ray of Enfeeblement, Reduce Person, Shocking Grasp, Mage Armor

Level 2: Command Undead, Ghoul Touch, Locate Object, Scorching Ray, See Invisibility, Touch of Idiocy, Resist Energy

Level 3: Dispel Magic, Displacement, Halt Undead, Lightning Bolt, Vampiric Touch, Fly

Level 4: Dimension Door, Dragon's Breath, Enervation, Locate Creature, Fear

Level 5: Cone of Cold, Magic Jar, Wall of Stone, Spell Resistance

Level 6: Chain Lightning

Naerai
Player Elizabeth Dean
Race Elf (Harrow)
Gender Male
Alignment Chaotic Neutral
Deity
Char Level 12
Current xp 145003
Xp to next 210000
Classes
 Conjurer 3 (favored)
 Elemental Druid 3
 Arcane Hierophant 6

Max hit points 97
 Con hp 36
 Blinded -2:AC no:dex other
 Confused reduced action
 Dazed no:action
 Dying:
 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

Initiative 3 = 3 + 0
 Total Dex Misc
Speed Base Armored Squares
 Normal 30 20 4
 Run x3 90 60 12
 Run x4 120 80 16
 Climb 7 5 1
 Swim 7 5 1
 Load Max Weight Max Dex Check Penalty Speed Run
 Light 43 - - 20 x4
 Medium 86 +3 -3 20 x4
 Heavy 130 +1 -6 20 x3

Melee Attack Bonus 7/2 = 6 + 1 + 0 + 0
 Total BAB Str Size Misc
Ranged Attack Bonus 9/4 = 6 + 3 + 0 + 0
 Total BAB Dex Size Misc
Combat Man. Bonus 7 = 6 + 1 + 0 + 0
 Total BAB Str Size Misc
Combat Man. Defense 20 = 7 + 3 + 10
 Total CMB Dex

Attributes	Ability Mod	Total	Base	Misc Mod	Temp Mod
Strength	1	12	12	0	
Dexterity	3	17	17	0	
Constitution	3	16	16	0	
Intelligence	7	24	20	4	
Wisdom	6	22	22	0	
Charisma	1	13	13	0	

Weapon	Attack Bonus	Damage	Crit	Type	Range	Special
Gauntlet	7/2	1d3+1	20/x2	B		
Dagger +1	8/3	1d4+2	19-20/x2	PS		
Spear tip +2 (Holy)	9/4	1d8+3	20/x3	P		
Touch Attack (Ray)	9/4		20/x2		10	

Saves

	Abl	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
Fortitude	con	12	6	3	3	0	
Reflex	dex	10	4	3	3	0	
Will	wis	18	9	6	3	0	

Armor Class 27 = 10 + 7 + 4 + 3 + 0 + 3 + 0 + 0 + 0 + 0
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural
Medium Armor Breastplate +1 (Dragonhide/Wild), Ring of Protection +3, bless, shield, owl's wisdom
Touch AC 16 **Flat-footed AC** 24 **Spell Resistance** 0
 Armor Check Penalty: -3 Arcane Spell Failure: 0% Max Dex Bonus: +3

Feats
Augment Summoning Creatures you summon gain +4 to Str and Con.
Practiced Elemental Druid Add up to four non-druid levels to determine caster level (CL=12).
Practiced Wizard Add up to four non-wizard levels to determine caster level (CL=12).
Reaching Spell Cast touch spells as ranged touch attacks from up to 30'.
Spell Focus (Conjuration, Evocation) Add +1 to DC of spells you cast from this school.
Special Abilities
Acid Dart (Sp) /day. Use standard action to hit foe within 30' with ranged touch (ray), doing 1d6+1 points of acid damage
Spontaneous Casting Swap prepared druid spell for summoning nature's ally of same level.
Scribe Scroll You can create a scroll of any spell that you know.
Ally Infusion (Ex) When casting summon nature's ally, infuse the summoned creature with: air (+1 Ref, +10' move, +1 AC), earth (+1 Fort, +4 armor), fire (+1 Ref, +1d4 fire damage, vuln to water or cold) or water (+1 Fort, DR 3/fire, vuln fire). If summoning a creature already infused with an element, instead it arrives with maximum hit points.
Arcane Bond (Su) You have selected to add your arcane power to your companion.
Arcane Companion Levels in wizard stack for determining the abilities of a companion.
Cantrips You learn a number of 0-level spells, which may be used repeatedly.
Conjuration School You have chosen to specialize in conjuration spells.
Divination Opposition School You have chosen divination as an opposition school.
Elemental Companion (Ex) Gain an elemental as a companion (effective level=12).
Elemental Sense (Ex) +2 bonus on Knowledge (Planes) and Craft (Alchemy) checks.
Elemental Shape (Su) /day: Change shape for up to 9 hours., You can change into any Small, Medium or Large elemental.
Harrowdream (Ex) Harrow elves cannot naturally sleep, even if they want to. If forced unconscious, become Shaken for one minute upon awaking.
Natural Armor Casting (Ex) You can ignore the chance of arcane spell failure due to any non-metallic light or medium armor.
Necromancy Opposition School You have chosen necromancy as an opposition school.
Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.
Spell Conduit (Ex) /day. Cast spell through an animal or plant in your line of sight. You may also cast through your companion or any creature you have summoned.
Strong Bond (Ex) Levels in arcane hierophant stack for determining the abilities of a companion.
Summoner's Charm (Su) When casting Conjuration (summoning) spells the duration is increased by 1 rounds.
Proficiencies armor, light; armor, medium; shield

Skills

	Key Abl	Total	Abl Mod	Class Rank	Misc Mod	Armor
Acrobatics	DEX	3	3	0	0	-3
Appraise	INT	11	7	1	3	0
Bluff	CHA	1	1	0	0	0
Climb	STR	5	1	1	3	-3
Craft (Alchemy)*	INT	20	7	6	3	4
Diplomacy	CHA	1	1	0	0	0
Disable Device*	DEX	-	3	0	0	-3
Disguise	CHA	8	1	7	0	0
Escape Artist	DEX	3	3	0	0	-3
Fly	DEX	14	3	8	3	-3
Handle Animal*	CHA	6	1	2	3	0
Heal	WIS	10	6	1	3	0
Intimidate	CHA	4	1	1	0	2
Knowledge (Arcana)*	INT	22	7	12	3	0
Knowledge (Dungeoneering)*	INT	-	7	0	0	0
Knowledge (Engineering)*	INT	-	7	0	0	0
Knowledge (Geography)*	INT	-	7	0	0	0
Knowledge (History)*	INT	-	7	0	0	0
Knowledge (Local)*	INT	-	7	0	0	0
Knowledge (Nature)*	INT	20	7	10	3	0
Knowledge (Nobility)*	INT	-	7	0	0	0
Knowledge (Planes)*	INT	16	7	4	3	2
Knowledge (Religion)*	INT	-	7	0	0	0
Linguistics*	WIS	15	7	5	3	0
Perception	WIS	21	6	12	3	0
Ride	DEX	7	3	1	3	-3
Sense Motive	WIS	6	6	0	0	0
Sleight of Hand*	DEX	-	3	0	0	-3
Spellcraft*	INT	22	7	12	3	0
Stealth	DEX	10	3	7	3	-3
Survival	WIS	13	6	4	3	0
Swim	STR	5	1	1	3	-3
Use Magic Device*	CHA	13	1	7	3	2

Total ranks: 102 (0 from favored skill bonuses)
Languages: Abyssal, Aquan, Auran, Celestial, Common, Draconic, Druidic, Elder Elven, Elven, Gnome, Ignan, Infernal, Terran, Undercommon



Gear	#	Weight	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/Deafness	1	0		Pouch (Belt)
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)/Sorcerer/11th)(10)	1	0	(10 charges)	Equipped
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	0.06	(3 charges)	Wand sheath
Wand of Feather Fall	1	0.06	(50 charges)	Wand sheath
Wand of Inflict Moderate Wounds(30)	1	0.06	(30 charges)	Wand sheath
Wand of Scorching Ray(34)	1	0.06	(34 charges)	Wand sheath
Wand of Silence(49)	1	0.06	(49 charges)	Wand sheath
Wand spring sheath	1	1		Equipped

Wealth Total value of all gear & treasure: 147,906.80gp

pp: 11 gp: 21 sp: 6 cp: 10

Gems

100gp Coral x2

Jewelry & art

0gp Iron Rose

Spells

Innate Spells (racial)

At will: Detect Magic, Ghost Sound, Mage Hand, Prestidigitation

1/day: Blur

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, Dancing Lights, Daze, Message

Level 1: Burning Hands, Charm Person, Enlarge Person, Grease, Obscuring Mist, Protection from Evil, Vanish

Level 2: Darkness, Glitterdust, Glitterdust, Mirror Image, Pyrotechnics, Web, Web

Level 3: Dispel Magic, Elemental Aura, Fly, Haste, Stinking Cloud, Summon Monster III

Level 4: Black Tentacles, Confusion, Detonate, Invisibility (Greater)

Level 5: Feeblemind, Telekinesis, Teleport

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, Know Direction, Read Magic, Resistance

Level 1: Expeditious Excavation, Faerie Fire, Faerie Fire, Hydraulic Push, Obscuring Mist, Produce Flame

Level 2: Chill Metal, Flaming Sphere, Resist Energy, Slipstream, Soften Earth and Stone, Wind Wall

Level 3: Aqueous Orb, Fireball, Magic Fang (Greater), Stone Shape

Level 4: Air Walk, Spike Stones, Wall of Fire

Level 5: Transmute Rock to Mud, Wall of Stone

Naerai (Air Body)
Player Elizabeth Dean
Race Elf (Harrow)
Gender Male
Alignment Chaotic Neutral
Deity
Char Level 12
Current xp 145003
Xp to next 210000
Classes
 Conjurer 3 (favored)
 Elemental Druid 3
 Arcane Hierophant 6

Max hit points 97
 Con hp 36
 Blinded -2:AC no:dex other
 Confused reduced action
 Dazed no:action
 Dying:
 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

Initiative 5 = 5 + 0
 Total Dex Misc
Speed

	Base	Armored	Squares
Normal	30	20	4
Run x3	90	60	12
Run x4	120	80	16
Climb	7	5	1
Swim	7	5	1

Load	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	116	-	-	20	x4
Medium	233	+3	-3	20	x4
Heavy	350	+1	-6	20	x3

Melee Attack Bonus 7/2 = 6 + 2 + -1 + 0
 Total BAB Str Size Misc
Ranged Attack Bonus 10/5 = 6 + 5 + -1 + 0
 Total BAB Dex Size Misc
Combat Man. Bonus 9 = 6 + 2 + -1 + 1
 Total BAB Str Size Misc
Combat Man. Defense 24 = 9 + 5 + 10
 Total CMB Dex

Attributes

	Ability Mod	Total	Base	Misc Mod	Temp Mod
Strength	2	14	14	0	
Dexterity	5	21	21	0	
Constitution	3	16	16	0	
Intelligence	7	24	20	4	
Wisdom	6	22	22	0	
Charisma	1	13	13	0	

Weapon

Weapon	Attack Bonus	Damage	Crit	Type	Range	Special
Gauntlet	N/A	N/A	20/x2	B		
Dagger +1	N/A	N/A	19-20/x2	PS		
Spear tip +2 (Holy)	7/2	1d8+4	20/x3	P		
Touch Attack (Ray)	8/3		20/x2		10	

Saves

	Abl Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
Fortitude con	12	6	3	3	0	
Reflex dex	12	4	5	3	0	
Will wis	18	9	6	3	0	

Armor Class 30 = 10 + 7 + 4 + 3 + 0 + 3 + 0 + 0 + -1 + 4
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural
Medium Armor Breastplate +1 (Dragonhide/Wild), Ring of Protection +3, bless, shield, owl's wisdom
Touch AC 15 **Flat-footed AC** 27 **Spell Resistance** 0
 Armor Check Penalty: -3 Arcane Spell Failure: 0% Max Dex Bonus: +3

Feats
Augment Summoning Creatures you summon gain +4 to Str and Con.
Practiced Elemental Druid Add up to four non-druid levels to determine caster level (CL=12).
Practiced Wizard Add up to four non-wizard levels to determine caster level (CL=12).
Reaching Spell Cast touch spells as ranged touch attacks from up to 30'.
Spell Focus (Conjuration, Evocation) Add +1 to DC of spells you cast from this school.

Special Abilities
Acid Dart (Sp) /day. Use standard action to hit foe within 30' with ranged touch (ray), doing 1d6+1 points of acid damage
Spontaneous Casting Swap prepared druid spell for summoning nature's ally of same level.
Whirlwind (Su) Use a standard action to become a whirlwind 10' to 20' high, 5' wide at its base, with (width=half height). You cannot make normal attacks and do not threaten surrounding squares. Creatures smaller than the vortex make a Reflex save (DC 0) on contact or take damage as if hit by your slam. Must make second Reflex save or be suspended, automatically taking the slam damage each round. Captives can't move, take -4 Dex and a -2 to attack rolls and must succeed on a Concentration check (DC 15 + spell level) to cast a spell, but otherwise act normally. Eject any captives as a free action.
Scribe Scroll You can create a scroll of any spell that you know.
Ally Infusion (Ex) When casting summon nature's ally, infuse the summoned creature with: air (+1 Ref, +10' move, +1 AC), earth (+1 Fort, +4 armor), fire (+1 Ref, +1d4 fire damage, vuln to water or cold) or water (+1 Fort, DR 3/fire, vuln fire). If summoning a creature already infused with an element, instead it arrives with maximum hit points.
Arcane Bond (Su) You have selected to add your arcane power to your companion.
Arcane Companion Levels in wizard stack for determining the abilities of a companion.
Cantrips You learn a number of 0-level spells, which may be used repeatedly.
Conjuration School You have chosen to specialize in conjuration spells.
Divination Opposition School You have chosen divination as an opposition school.
Elemental Companion (Ex) Gain an elemental as a companion (effective level=12).
Elemental Sense (Ex) +2 bonus on Knowledge (Planes) and Craft (Alchemy) checks.
Elemental Shape (Su) /day: Change shape for up to 9 hours., You can change into any Small, Medium or Large elemental.
Harrowdream (Ex) Harrow elves cannot naturally sleep, even if they want to. If forced unconscious, become Shaken for one minute upon awaking.
Natural Armor Casting (Ex) You can ignore the chance of arcane spell failure due to any non-metallic light or medium armor.
Necromancy Opposition School You have chosen necromancy as an opposition school.
Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.
Spell Conduit (Ex) /day. Cast spell through an animal or plant in your line of sight. You may also cast through your companion or any creature you have summoned.
Strong Bond (Ex) Levels in arcane hierophant stack for determining the abilities of a companion.
Summoner's Charm (Su) When casting Conjuration (summoning) spells the duration is increased by 1 rounds.

Skills

	Key Abl Mod	Total Mod	Abl Mod	Ranks	Class Train	Misc Mod	Armor
Acrobatics	DEX	5	5	0	0	0	3
Appraise	INT	11	7	1	3	0	0
Bluff	CHA	1	1	0	0	0	0
Climb	STR	6	2	1	3	3	3
Craft (Alchemy)*	INT	20	7	6	3	4	0
Diplomacy	CHA	1	1	0	0	0	0
Disable Device*	DEX	-	5	0	0	3	3
Disguise	CHA	8	1	7	0	0	0
Escape Artist	DEX	5	5	0	0	3	3
Fly	DEX	22	5	8	3	9	3
Handle Animal*	CHA	6	1	2	3	0	0
Heal	WIS	10	6	1	3	0	0
Intimidate	CHA	4	1	1	0	2	0
Knowledge (Arcana)*	INT	22	7	12	3	0	0
Knowledge (Dungeoneering)*	INT	-	7	0	0	0	0
Knowledge (Engineering)*	INT	-	7	0	0	0	0
Knowledge (Geography)*	INT	-	7	0	0	0	0
Knowledge (History)*	INT	-	7	0	0	0	0
Knowledge (Local)*	INT	-	7	0	0	0	0
Knowledge (Nature)*	INT	20	7	10	3	0	0
Knowledge (Nobility)*	INT	-	7	0	0	0	0
Knowledge (Planes)*	INT	16	7	4	3	2	0
Knowledge (Religion)*	INT	-	7	0	0	0	0
Linguistics*	INT	15	7	5	3	0	0
Perception	WIS	21	6	12	3	0	0
Ride	DEX	9	5	1	3	3	3
Sense Motive	WIS	6	6	0	0	0	0
Sleight of Hand*	DEX	-	5	0	0	3	3
Spellcraft*	INT	22	7	12	3	0	0
Stealth	DEX	8	5	7	0	-1	3
Survival	WIS	13	6	4	3	0	0
Swim	STR	6	2	1	3	3	3
Use Magic Device*	CHA	13	1	7	3	2	0

Total ranks: 102 (0 from favored skill bonuses)
Languages: Abyssal, Aquan, Auran, Celestial, Common, Draconic, Druidic, Elder Elven, Elven, Gnome, Ignan, Infernal, Terran, Undercommon



Gear	#	Weight	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/Deafness	1	0		Pouch (Belt)
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)/Sorcerer/11th)(10)	1	0	(10 charges)	Equipped
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	0.06	(3 charges)	Wand sheath
Wand of Feather Fall	1	0.06	(50 charges)	Wand sheath
Wand of Inflict Moderate Wounds(30)	1	0.06	(30 charges)	Wand sheath
Wand of Scorching Ray(34)	1	0.06	(34 charges)	Wand sheath
Wand of Silence(49)	1	0.06	(49 charges)	Wand sheath
Wand spring sheath	1	1		Equipped

Wealth Total value of all gear & treasure: 147,906.80gp

pp: 11 gp: 21 sp: 6 cp: 10

Gems

100gp Coral x2

Jewelry & art

0gp Iron Rose

Spells

Innate Spells (racial)

At will: Detect Magic, Ghost Sound, Mage Hand, Prestidigitation

1/day: Blur

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, Dancing Lights, Daze, Message

Level 1: Burning Hands, Charm Person, Enlarge Person, Grease, Obscuring Mist, Protection from Evil, Vanish

Level 2: Darkness, Glitterdust, Glitterdust, Mirror Image, Pyrotechnics, Web, Web

Level 3: Dispel Magic, Elemental Aura, Fly, Haste, Stinking Cloud, Summon Monster III

Level 4: Black Tentacles, Confusion, Detonate, Invisibility (Greater)

Level 5: Feeblemind, Telekinesis, Teleport

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, Know Direction, Read Magic, Resistance

Level 1: Expeditious Excavation, Faerie Fire, Faerie Fire, Hydraulic Push, Obscuring Mist, Produce Flame

Level 2: Chill Metal, Flaming Sphere, Resist Energy, Slipstream, Soften Earth and Stone, Wind Wall

Level 3: Aqueous Orb, Fireball, Magic Fang (Greater), Stone Shape

Level 4: Air Walk, Spike Stones, Wall of Fire

Level 5: Transmute Rock to Mud, Wall of Stone

Naerai (Earth Body)
Player Elizabeth Dean
Race Elf (Harrow)
Gender Male
Alignment Chaotic Neutral
Deity
Char Level 12
Current xp 145003
Xp to next 210000
Classes
 Conjurer 3 (favored)
 Elemental Druid 3
 Arcane Hierophant 6

Max hit points 109
 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

Initiative 2 = 2 + 0
 Total Dex Misc
Speed

	Base	Armored	Squares
Normal	30	20	4
Run x3	90	60	12
Run x4	120	80	16
Climb	7	5	1
Swim	7	5	1

Load	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	200	-	-	20	x4
Medium	400	+3	-3	20	x4
Heavy	600	+1	-6	20	x3

Melee Attack Bonus 9/4 = 6 + 4 + -1 + 0
 Total BAB Str Size Misc
Ranged Attack Bonus 7/2 = 6 + 2 + -1 + 0
 Total BAB Dex Size Misc
Combat Man. Bonus 11 = 6 + 4 + -1 + 1
 Total BAB Str Size Misc
Combat Man. Defense 23 = 11 + 2 + 10
 Total CMB Dex

Attributes

	Ability Mod	Total	Base	Misc Mod	Temp Mod
Strength	4	18 = 18 + 0			
Dexterity	2	15 = 15 + 0			
Constitution	4	18 = 18 + 0			
Intelligence	7	24 = 20 + 4			
Wisdom	6	22 = 22 + 0			
Charisma	1	13 = 13 + 0			

Weapon

Weapon	Attack Bonus	Damage	Crit	Type	Range	Special
Gauntlet	N/A	N/A	20/x2	B		
Slam	9	1d8+4	20/x2	B		
Dagger +1	N/A	N/A	19-20/x2	PS		
Spear tip +2 (Holy)	9/4	1d8+6	20/x3	P		
Touch Attack (Ray)	5/0		20/x2		10	

Saves

	Abl Mod	Total	Base Mod	Ability Mod	Magic Mod	Misc Mod	Temp Mod
Fortitude	con	13 = 6 + 4 + 3 + 0					
Reflex	dex	9 = 4 + 2 + 3 + 0					
Will	wis	18 = 9 + 6 + 3 + 0					

Armor Class 31 = 10 + 7 + 4 + 2 + 0 + 3 + 0 + 0 + -1 + 6
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural
Medium Armor Breastplate +1 (Dragonhide/Wild), Ring of Protection +3, bless, shield, owl's wisdom
Touch AC 14 Flat-footed AC 29 Spell Resistance 0
 Armor Check Penalty: -3 Arcane Spell Failure: 0% Max Dex Bonus: +3

Feats
Augment Summoning Creatures you summon gain +4 to Str and Con.
Practiced Elemental Druid Add up to four non-druid levels to determine caster level (CL=12).
Practiced Wizard Add up to four non-wizard levels to determine caster level (CL=12).
Reaching Spell Cast touch spells as ranged touch attacks from up to 30'.
Spell Focus (Conjuration, Evocation) Add +1 to DC of spells you cast from this school.

Special Abilities
Acid Dart (Sp) /day. Use standard action to hit foe within 30' with ranged touch (ray), doing 1d6+1 points of acid damage
Spontaneous Casting Swap prepared druid spell for summoning nature's ally of same level.
Scribe Scroll You can create a scroll of any spell that you know.
Ally Infusion (Ex) When casting summon nature's ally, infuse the summoned creature with: air (+1 Ref, +10' move, +1 AC), earth (+1 Fort, +4 armor), fire (+1 Ref, +1d4 fire damage, vuln to water or cold) or water (+1 Fort, DR 3/fire, vuln fire). If summoning a creature already infused with an element, instead it arrives with maximum hit points.
Arcane Bond (Su) You have selected to add your arcane power to your companion.
Arcane Companion Levels in wizard stack for determining the abilities of a companion.
Cantrips You learn a number of 0-level spells, which may be used repeatedly.
Conjuration School You have chosen to specialize in conjuration spells.
Divination Opposition School You have chosen divination as an opposition school.
Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A Move Earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.
Elemental Companion (Ex) Gain an elemental as a companion (effective level=12).
Elemental Sense (Ex) +2 bonus on Knowledge (Planes) and Craft (Alchemy) checks.
Elemental Shape (Su) /day: Change shape for up to 9 hours., You can change into any Small, Medium or Large elemental.
Harrowdream (Ex) Harrow elves cannot naturally sleep, even if they want to. If forced unconscious, become Shaken for one minute upon awaking.
Natural Armor Casting (Ex) You can ignore the chance of arcane spell failure due to any non-metallic light or medium armor.
Necromancy Opposition School You have chosen necromancy as an opposition school.
Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.
Spell Conduit (Ex) /day. Cast spell through an animal or plant in your line of sight. You may also cast through your companion or any creature you have summoned.
Strong Bond (Ex) Levels in arcane hierophant stack for determining the abilities of a companion.
Summoner's Charm (Su) When casting Conjuration (summoning) spells the duration is increased by 1 rounds.
Proficiencies armor, light; armor, medium; shield

Skills

	Key	Total	Abl Mod	Class Mod	Misc	Armor
Acrobatics	DEX	2 = 2 + 0 + 0 + 3 - 3				
Appraise	INT	11 = 7 + 1 + 3 + 0				
Bluff	CHA	1 = 1 + 0 + 0 + 0				
Climb	STR	8 = 4 + 1 + 3 + 3 - 3				
Craft (Alchemy)*	INT	20 = 7 + 6 + 3 + 4				
Diplomacy	CHA	1 = 1 + 0 + 0 + 0				
Disable Device*	DEX	- = 2 + 0 + 0 + 3 - 3				
Disguise	CHA	8 = 1 + 7 + 0 + 0				
Escape Artist	DEX	2 = 2 + 0 + 0 + 3 - 3				
Fly	DEX	11 = 2 + 8 + 3 + 1 - 3				
Handle Animal*	CHA	6 = 1 + 2 + 3 + 0				
Heal	WIS	10 = 6 + 1 + 3 + 0				
Intimidate	CHA	4 = 1 + 1 + 0 + 2				
Knowledge (Arcana)*	INT	22 = 7 + 12 + 3 + 0				
Knowledge (Dungeoneering)*	INT	- = 7 + 0 + 0 + 0				
Knowledge (Engineering)*	INT	- = 7 + 0 + 0 + 0				
Knowledge (Geography)*	INT	- = 7 + 0 + 0 + 0				
Knowledge (History)*	INT	- = 7 + 0 + 0 + 0				
Knowledge (Local)*	INT	- = 7 + 0 + 0 + 0				
Knowledge (Nature)*	INT	20 = 7 + 10 + 3 + 0				
Knowledge (Nobility)*	INT	- = 7 + 0 + 0 + 0				
Knowledge (Planes)*	INT	16 = 7 + 4 + 3 + 2				
Knowledge (Religion)*	INT	- = 7 + 0 + 0 + 0				
Linguistics*	INT	15 = 7 + 5 + 3 + 0				
Perception	WIS	21 = 6 + 12 + 3 + 0				
Ride	DEX	6 = 2 + 1 + 3 + 3 - 3				
Sense Motive	WIS	6 = 6 + 0 + 0 + 0				
Sleight of Hand*	DEX	- = 2 + 0 + 0 + 3 - 3				
Spellcraft*	INT	22 = 7 + 12 + 3 + 0				
Stealth	DEX	5 = 2 + 7 + 0 + -1 - 3				
Survival	WIS	13 = 6 + 4 + 3 + 0				
Swim	STR	8 = 4 + 1 + 3 + 3 - 3				
Use Magic Device*	CHA	13 = 1 + 7 + 3 + 2				

Total ranks: 102 (0 from favored skill bonuses)
Languages: Abyssal, Aquan, Auran, Celestial, Common, Draconic, Druidic, Elder Elven, Elven, Gnome, Ignan, Infernal, Terran, Undercommon



Gear	#	Weight	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/Deafness	1	0		Pouch (Belt)
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)/Sorcerer/11th)(10)	1	0 (10 charges)		Equipped
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	0.06 (3 charges)		Wand sheath
Wand of Feather Fall	1	0.06 (50 charges)		Wand sheath
Wand of Inflict Moderate Wounds(30)	1	0.06 (30 charges)		Wand sheath
Wand of Scorching Ray(34)	1	0.06 (34 charges)		Wand sheath
Wand of Silence(49)	1	0.06 (49 charges)		Wand sheath
Wand spring sheath	1	1		Equipped

Wealth *Total value of all gear & treasure: 147,906.80gp*

pp: 11 gp: 21 sp: 6 cp: 10
Gems
 100gp Coral x2
Jewelry & art
 0gp Iron Rose

Spells

Innate Spells (racial)
At will: Detect Magic, Ghost Sound, Mage Hand, Prestidigitation
1/day: Blur ☐

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, Dancing Lights, Daze, Message										
Level 1: Burning Hands, Charm Person, Enlarge Person, Grease, Obscuring Mist, Protection from Evil, Vanish										
Level 2: Darkness, Glitterdust, Glitterdust, Mirror Image, Pyrotechnics, Web, Web										
Level 3: Dispel Magic, Elemental Aura, Fly, Haste, Stinking Cloud, Summon Monster III										
Level 4: Black Tentacles, Confusion, Detonate, Invisibility (Greater)										
Level 5: Feeblemind, Telekinesis, Teleport										

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, Know Direction, Read Magic, Resistance										
Level 1: Expeditious Excavation, Faerie Fire, Faerie Fire, Hydraulic Push, Obscuring Mist, Produce Flame										
Level 2: Chill Metal, Flaming Sphere, Resist Energy, Slipstream, Soften Earth and Stone, Wind Wall										
Level 3: Aqueous Orb, Fireball, Magic Fang (Greater), Stone Shape										
Level 4: Air Walk, Spike Stones, Wall of Fire										
Level 5: Transmute Rock to Mud, Wall of Stone										

Naerai (Fire Body)
Player Elizabeth Dean
Race Elf (Harrow)
Gender Male
Alignment Chaotic Neutral
Deity
Char Level 12
Current xp 145003
Xp to next 210000
Classes
 Conjurer 3 (favored)
 Elemental Druid 3
 Arcane Hierophant 6

Max hit points 109
 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

Initiative 5 = 5 + 0
 Total Dex Misc
Speed
 Normal Base Armored Squares
 Normal 30 20 4
 Run x3 90 60 12
 Run x4 120 80 16
 Climb 7 5 1
 Swim 7 5 1

Load	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	86	-	-	20	x4
Medium	173	+3	-3	20	x4
Heavy	260	+1	-6	20	x3

Melee Attack Bonus 6/1 = 6 + 1 + -1 + 0
 Total BAB Str Size Misc
Ranged Attack Bonus 10/5 = 6 + 5 + -1 + 0
 Total BAB Dex Size Misc
Combat Man. Bonus 8 = 6 + 1 + -1 + 1
 Total BAB Str Size Misc
Combat Man. Defense 23 = 8 + 5 + 10
 Total CMB Dex

Attributes	Ability Mod	Total	Base	Misc Mod	Temp Mod
Strength	1	12 = 12 + 0			
Dexterity	5	21 = 21 + 0			
Constitution	4	18 = 18 + 0			
Intelligence	7	24 = 20 + 4			
Wisdom	6	22 = 22 + 0			
Charisma	1	13 = 13 + 0			

Weapon	Attack Bonus	Damage	Crit	Type	Range	Special
Gauntlet	N/A	N/A	20/x2	B		
Slam	6	1d6+1	20/x2	B		
Dagger +1	N/A	N/A	19-20/x2	PS		
Spear tip +2 (Holy)	6/1	1d8+3	20/x3	P		
Touch Attack (Ray)	8/3		20/x2		10	

Saves

	Abl	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
Fortitude	con	13 = 6 + 4 + 3 + 0					
Reflex	dex	12 = 4 + 5 + 3 + 0					
Will	wis	18 = 9 + 6 + 3 + 0					

Armor Class 30 = 10 + 7 + 4 + 3 + 0 + 3 + 0 + 0 + -1 + 4
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural
Medium Armor Breastplate +1 (Dragonhide/Wild), Ring of Protection +3, *bless*, *shield*, *owl's wisdom*
 Fire Resistance (30)
 Vulnerability to Cold
 Armor Check Penalty: -3 Arcane Spell Failure: 0% Max Dex Bonus: +3

Feats
Augment Summoning Creatures you summon gain +4 to Str and Con.
Practiced Elemental Druid Add up to four non-druid levels to determine caster level (CL=12).
Practiced Wizard Add up to four non-wizard levels to determine caster level (CL=12).
Reaching Spell Cast touch spells as ranged touch attacks from up to 30'.
Spell Focus (Conjuration, Evocation) Add +1 to DC of spells you cast from this school.

Special Abilities
Acid Dart (Sp) /day. Use standard action to hit foe within 30' with ranged touch (ray), doing 1d6+1 points of acid damage
Burn (Ex) You deal additional +1d4 fire damage on a successful hit in melee. Target must also make a Reflex (DC 14) save or catch fire, taking 1d4 damage for an additional 1d4 rounds at the start of its turn. It may spend a full action to get another save.
Spontaneous Casting Swap prepared druid spell for summoning nature's ally of same level.
Scribe Scroll You can create a scroll of any spell that you know.
Ally Infusion (Ex) When casting summon nature's ally, infuse the summoned creature with: air (+1 Ref, +10' move, +1 AC), earth (+1 Fort, +4 armor), fire (+1 Ref, +1d4 fire damage, vuln to water or cold) or water (+1 Fort, DR 3/fire, vuln fire). If summoning a creature already infused with an element, instead it arrives with maximum hit points.
Arcane Bond (Su) You have selected to add your arcane power to your companion.
Arcane Companion Levels in wizard stack for determining the abilities of a companion.
Cantrips You learn a number of 0-level spells, which may be used repeatedly.
Conjuration School You have chosen to specialize in conjuration spells.
Divination Opposition School You have chosen divination as an opposition school.
Elemental Companion (Ex) Gain an elemental as a companion (effective level=12).
Elemental Sense (Ex) +2 bonus on Knowledge (Planes) and Craft (Alchemy) checks.
Elemental Shape (Su) /day: Change shape for up to 9 hours., You can change into any Small, Medium or Large elemental.
Harrowdream (Ex) Harrow elves cannot naturally sleep, even if they want to. If forced unconscious, become Shaken for one minute upon awaking.
Immunity to Fire (Ex) You never take fire damage.
Natural Armor Casting (Ex) You can ignore the chance of arcane spell failure due to any non-metallic light or medium armor.
Necromancy Opposition School You have chosen necromancy as an opposition school.
Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.
Spell Conduit (Ex) /day. Cast spell through an animal or plant in your line of sight. You may also cast through your companion or any creature you have summoned.
Strong Bond (Ex) Levels in arcane hierophant stack for determining the abilities of a companion.
Summoner's Charm (Su) When casting Conjuration (summoning) spells the duration is increased by 1 rounds.
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 armor, light; armor, medium; shield

Skills

	Key Abl	Total Mod	Abl Mod	Class Mod	Misc Ranks	Train	Mod	Armor
Acrobatics	DEX	5 = 5 + 0 + 0 + 0 + 3					-3	
Appraise	INT	11 = 7 + 1 + 3 + 0						
Bluff	CHA	1 = 1 + 0 + 0 + 0						
Climb	STR	5 = 1 + 1 + 3 + 3 - 3						
Craft (Alchemy)*	INT	20 = 7 + 6 + 3 + 4						
Diplomacy	CHA	1 = 1 + 0 + 0 + 0						
Disable Device*	DEX	- = 5 + 0 + 0 + 3 - 3						
Disguise	CHA	8 = 1 + 7 + 0 + 0						
Escape Artist	DEX	5 = 5 + 0 + 0 + 0 - 3						
Fly	DEX	14 = 5 + 8 + 3 + 1 - 3						
Handle Animal*	CHA	6 = 1 + 2 + 3 + 0						
Heal	WIS	10 = 6 + 1 + 3 + 0						
Intimidate	CHA	4 = 1 + 1 + 0 + 2						
Knowledge (Arcana)*	INT	22 = 7 + 12 + 3 + 0						
Knowledge (Dungeoneering)*	INT	- = 7 + 0 + 0 + 0						
Knowledge (Engineering)*	INT	- = 7 + 0 + 0 + 0						
Knowledge (Geography)*	INT	- = 7 + 0 + 0 + 0						
Knowledge (History)*	INT	- = 7 + 0 + 0 + 0						
Knowledge (Local)*	INT	- = 7 + 0 + 0 + 0						
Knowledge (Nature)*	INT	20 = 7 + 10 + 3 + 0						
Knowledge (Nobility)*	INT	- = 7 + 0 + 0 + 0						
Knowledge (Planes)*	INT	16 = 7 + 4 + 3 + 2						
Knowledge (Religion)*	INT	- = 7 + 0 + 0 + 0						
Linguistics*	INT	15 = 7 + 5 + 3 + 0						
Perception	WIS	21 = 6 + 12 + 3 + 0						
Ride	DEX	9 = 5 + 1 + 3 + 3 - 3						
Sense Motive	WIS	6 = 6 + 0 + 0 + 0						
Sleight of Hand*	DEX	- = 5 + 0 + 0 + 3 - 3						
Spellcraft*	INT	22 = 7 + 12 + 3 + 0						
Stealth	DEX	8 = 5 + 7 + 0 + -1 - 3						
Survival	WIS	13 = 6 + 4 + 3 + 0						
Swim	STR	5 = 1 + 1 + 3 + 3 - 3						
Use Magic Device*	CHA	13 = 1 + 7 + 3 + 2						

Total ranks: 102 (0 from favored skill bonuses)
Languages: Abyssal, Aquan, Auran, Celestial, Common, Draconic, Druidic, Elder Elven, Elven, Gnome, Ignan, Infernal, Terran, Undercommon



Gear	#	Weight	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
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/Deafness	1	0		Pouch (Belt)
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)/Sorcerer/11th)(10)	1	0 (10 charges)		Equipped
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	0.06 (3 charges)		Wand sheath
Wand of Feather Fall	1	0.06 (50 charges)		Wand sheath
Wand of Inflict Moderate Wounds(30)	1	0.06 (30 charges)		Wand sheath
Wand of Scorching Ray(34)	1	0.06 (34 charges)		Wand sheath
Wand of Silence(49)	1	0.06 (49 charges)		Wand sheath
Wand spring sheath	1	1		Equipped

Wealth Total value of all gear & treasure: 156,906.80gp

pp: 11 gp: 21 sp: 6 cp: 10

- Gems**
100gp Coral x2
- Jewelry & art**
0gp Iron Rose

Spells

Innate Spells (racial)

At will: Detect Magic, Ghost Sound, Mage Hand, Prestidigitation

1/day: Blur ☐

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, Dancing Lights, Daze, Message

Level 1: Burning Hands, Charm Person, Enlarge Person, Grease, Obscuring Mist, Protection from Evil, Vanish

Level 2: Darkness, Glitterdust, Glitterdust, Mirror Image, Pyrotechnics, Web, Web

Level 3: Dispel Magic, Elemental Aura, Fly, Haste, Stinking Cloud, Summon Monster III

Level 4: Black Tentacles, Confusion, Detonate, Invisibility (Greater)

Level 5: Feeblemind, Telekinesis, Teleport

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, Know Direction, Read Magic, Resistance

Level 1: Expeditious Excavation, Faerie Fire, Faerie Fire, Hydraulic Push, Obscuring Mist, Produce Flame

Level 2: Chill Metal, Flaming Sphere, Resist Energy, Slipstream, Soften Earth and Stone, Wind Wall

Level 3: Aqueous Orb, Fireball, Magic Fang (Greater), Stone Shape

Level 4: Air Walk, Spike Stones, Wall of Fire

Level 5: Transmute Rock to Mud, Wall of Stone

Naerai (Water Body)
Player Elizabeth Dean
Race Elf (Harrow)
Gender Male
Alignment Chaotic Neutral
Deity
Char Level 12
Current xp 145003
Xp to next 210000
Classes
 Conjurer 3 (favored)
 Elemental Druid 3
 Arcane Hierophant 6

Max hit points 133
 Con hp 72
 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

Initiative 2 = 2 + 0
 Total Dex Misc
Speed
 Base Armored Squares
 Normal 30 20 4
 Run x3 90 60 12
 Run x4 120 80 16
 Climb 7 5 1
 Swim 7 5 1

Load	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	116	-	-	20	x4
Medium	233	+3	-3	20	x4
Heavy	350	+1	-6	20	x3

Melee Attack Bonus 7/2 = 6 + 2 + -1 + 0
 Total BAB Str Size Misc
Ranged Attack Bonus 7/2 = 6 + 2 + -1 + 0
 Total BAB Dex Size Misc
Combat Man. Bonus 9 = 6 + 2 + -1 + 1
 Total BAB Str Size Misc
Combat Man. Defense 21 = 9 + 2 + 10
 Total CMB Dex

Attributes	Ability Mod	Total	Base	Misc Mod	Temp Mod
Strength	2	14	14	0	
Dexterity	2	15	15	0	
Constitution	6	22	22	0	
Intelligence	7	24	20	4	
Wisdom	6	22	22	0	
Charisma	1	13	13	0	

Weapon	Attack Bonus	Damage	Crit	Type	Range	Special
Gauntlet	N/A	N/A	20/x2	B		
Slam	7	1d8+2	20/x2	B		
Dagger +1	N/A	N/A	19-20/x2	PS		
Spear tip +2 (Holy)	7/2	1d8+4	20/x3	P		
Touch Attack (Ray)	5/0		20/x2		10	

Saves
 Fortitude con 15 = 6 + 6 + 3 + 0
 Reflex dex 9 = 4 + 2 + 3 + 0
 Will wis 18 = 9 + 6 + 3 + 0

Armor Class 31 = 10 + 7 + 4 + 2 + 0 + 3 + 0 + 0 + -1 + 6
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural
Medium Armor Breastplate +1 (Dragonhide/Wild), Ring of Protection +3, bless, shield, owl's wisdom
Touch AC 14 **Flat-footed AC** 29 **Spell Resistance** 0
 Armor Check Penalty: -3 Arcane Spell Failure: 0% Max Dex Bonus: +3

Feats
Augment Summoning Creatures you summon gain +4 to Str and Con.
Practiced Elemental Druid Add up to four non-druid levels to determine caster level (CL=12).
Practiced Wizard Add up to four non-wizard levels to determine caster level (CL=12).
Reaching Spell Cast touch spells as ranged touch attacks from up to 30'.
Spell Focus (Conjuration, Evocation) Add +1 to DC of spells you cast from this school.

Special Abilities
Acid Dart (Sp) /day. Use standard action to hit foe within 30' with ranged touch (ray), doing 1d6+1 points of acid damage
Spontaneous Casting Swap prepared druid spell for summoning nature's ally of same level.
Vortex (Su) While underwater, use a standard action to become a whirlpool 10' to 20' high, 5' wide at its base (width=half height). You cannot make normal attacks and do not threaten surrounding squares. Creatures smaller than the vortex make Reflex save (DC 18) on contact or take damage as if hit by your slam. Must make second Reflex save or be suspended, automatically taking the slam damage each round. Captives can't move, take -4 Dex and a -2 to attack rolls and must succeed on a Concentration check (DC 15 + spell level) to cast a spell, but otherwise act normally. Eject any captives as a free action.
Scribe Scroll You can create a scroll of any spell that you know.
Ally Infusion (Ex) When casting summon nature's ally, infuse the summoned creature with: air (+1 Ref, +10' move, +1 AC), earth (+1 Fort, +4 armor), fire (+1 Ref, +1d4 fire damage, vuln to water or cold) or water (+1 Fort, DR 3/fire, vuln fire). If summoning a creature already infused with an element, instead it arrives with maximum hit points.
Arcane Bond (Su) You have selected to add your arcane power to your companion.
Arcane Companion Levels in wizard stack for determining the abilities of a companion.
Cantrips You learn a number of 0-level spells, which may be used repeatedly.
Conjuration School You have chosen to specialize in conjuration spells.
Divination Opposition School You have chosen divination as an opposition school.
Elemental Companion (Ex) Gain an elemental as a companion (effective level=12).
Elemental Sense (Ex) +2 bonus on Knowledge (Planes) and Craft (Alchemy) checks.
Elemental Shape (Su) /day: Change shape for up to 9 hours., You can change into any Small, Medium or Large elemental.
Harrowdream (Ex) Harrow elves cannot naturally sleep, even if they want to. If forced unconscious, become Shaken for one minute upon awaking.
Natural Armor Casting (Ex) You can ignore the chance of arcane spell failure due to any non-metallic light or medium armor.
Necromancy Opposition School You have chosen necromancy as an opposition school.
Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.
Spell Conduit (Ex) /day. Cast spell through an animal or plant in your line of sight. You may also cast through your companion or any creature you have summoned.
Strong Bond (Ex) Levels in arcane hierophant stack for determining the abilities of a companion.
Summoner's Charm (Su) When casting Conjuration (summoning) spells the duration is increased by 1 rounds.

Skills

Key	Total	Abl Mod	Class Mod	Misc Ranks	Train	Misc Mod	Armor
Acrobatics	DEX 2	2	0	0	0	3	-3
Appraise	INT 11	7	1	3	0	0	
Bluff	CHA 1	1	0	0	0	0	
Climb	STR 6	2	1	3	3	-3	
Craft (Alchemy)*	INT 20	7	6	3	4	0	
Diplomacy	CHA 1	1	0	0	0	0	
Disable Device*	DEX -	2	0	0	3	-3	
Disguise	CHA 8	1	7	0	0	0	
Escape Artist	DEX 2	2	0	0	3	-3	
Fly	DEX 11	2	8	3	1	-3	
Handle Animal*	CHA 6	1	2	3	0	0	
Heal	WIS 10	6	1	3	0	0	
Intimidate	CHA 4	1	1	0	2	0	
Knowledge (Arcana)*	INT 22	7	12	3	0	0	
Knowledge (Dungeoneering)*	INT -	7	0	0	0	0	
Knowledge (Engineering)*	INT -	7	0	0	0	0	
Knowledge (Geography)*	INT -	7	0	0	0	0	
Knowledge (History)*	INT -	7	0	0	0	0	
Knowledge (Local)*	INT -	7	0	0	0	0	
Knowledge (Nature)*	INT 20	7	10	3	0	0	
Knowledge (Nobility)*	INT -	7	0	0	0	0	
Knowledge (Planes)*	INT 16	7	4	3	2	0	
Knowledge (Religion)*	INT -	7	0	0	0	0	
Linguistics*	INT 15	7	5	3	0	0	
Perception	WIS 21	6	12	3	0	0	
Ride	DEX 6	2	1	3	3	-3	
Sense Motive	WIS 6	6	0	0	0	0	
Sleight of Hand*	DEX -	2	0	0	3	-3	
Spellcraft*	INT 22	7	12	3	0	0	
Stealth	DEX 5	2	7	0	-1	-3	
Survival	WIS 13	6	4	3	0	0	
Swim	STR 14	2	1	3	11	-3	
Use Magic Device*	CHA 13	1	7	3	2	0	

Total ranks: 102 (0 from favored skill bonuses)
Languages: Abyssal, Aquan, Auran, Celestial, Common, Draconic, Druidic, Elder Elven, Elven, Gnome, Ignan, Infernal, Terran, Undercommon



Gear	#	Weight	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
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/Deafness	1	0		Pouch (Belt)
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)/Sorcerer/11th)(10)	1	0 (10 charges)		Equipped
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	0.06 (3 charges)		Wand sheath
Wand of Feather Fall	1	0.06 (50 charges)		Wand sheath
Wand of Inflict Moderate Wounds(30)	1	0.06 (30 charges)		Wand sheath
Wand of Scorching Ray(34)	1	0.06 (34 charges)		Wand sheath
Wand of Silence(49)	1	0.06 (49 charges)		Wand sheath
Wand spring sheath	1	1		Equipped

Wealth Total value of all gear & treasure: 156,906.80gp

pp: 11 gp: 21 sp: 6 cp: 10

- Gems**
100gp Coral x2
- Jewelry & art**
0gp Iron Rose

Spells

Innate Spells (racial)

At will: Detect Magic, Ghost Sound, Mage Hand, Prestidigitation

1/day: Blur ☐

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, Dancing Lights, Daze, Message

Level 1: Burning Hands, Charm Person, Enlarge Person, Grease, Obscuring Mist, Protection from Evil, Vanish

Level 2: Darkness, Glitterdust, Glitterdust, Mirror Image, Pyrotechnics, Web, Web

Level 3: Dispel Magic, Elemental Aura, Fly, Haste, Stinking Cloud, Summon Monster III

Level 4: Black Tentacles, Confusion, Detonate, Invisibility (Greater)

Level 5: Feeblemind, Telekinesis, Teleport

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, Know Direction, Read Magic, Resistance

Level 1: Expeditious Excavation, Faerie Fire, Faerie Fire, Hydraulic Push, Obscuring Mist, Produce Flame

Level 2: Chill Metal, Flaming Sphere, Resist Energy, Slipstream, Soften Earth and Stone, Wind Wall

Level 3: Aqueous Orb, Fireball, Magic Fang (Greater), Stone Shape

Level 4: Air Walk, Spike Stones, Wall of Fire

Level 5: Transmute Rock to Mud, Wall of Stone

Rauros
Player Elizabeth Dean
Race Water Elemental
Gender Female
Alignment Neutral
Deity
Char Level 10
Current xp 0
Xp to next 155000
Classes
 Outsider 10

Max hit points 91
 Con hp 40
 Blinded -2:AC no:dex other
 Confused reduced action
 Dazed no:action
 Dying:
 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

Initiative 2 = 2 + 0
 Total Dex Misc
Speed

	Base	Armored	Squares
Normal	30	25	5
Run x3	90	75	15
Run x4	120	100	20
Climb	7	6	1
Swim	7	6	1

Load	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	153	-	-	25	x4
Medium	306	+3	-3	25	x4
Heavy	460	+1	-6	25	x3

Melee Attack Bonus 16/11 = 10 + 5 + 0 + 1
 Total BAB Str Size Misc
Ranged Attack Bonus 13/8 = 10 + 2 + 0 + 1
 Total BAB Dex Size Misc
Combat Man. Bonus 15 = 10 + 5 + 0 + 0
 Total BAB Str Size Misc
Combat Man. Defense 27 = 15 + 2 + 10
 Total CMB Dex

Attributes	Ability Mod	Total	Base	Misc Mod	Temp Mod
Strength	5	21 = 21 + 0			
Dexterity	2	14 = 14 + 0			
Constitution	4	18 = 18 + 0			
Intelligence	-2	6 = 6 + 0			
Wisdom	0	11 = 11 + 0			
Charisma	0	11 = 11 + 0			

Weapon	Attack Bonus	Damage	Crit	Type	Range	Special
Greatsword +2	18/13	2d6+9	19-20/x2	S		
power attack	15/10	2d6+18	19-20/x2	S		
Slam	17	1d8+8	20/x2	B		

Saves	Abl Total	Base Mod	Ability Mod	Magic Mod	Misc Mod	Temp Mod
Fortitude con	11 = 7 + 4 + 0 + 0					
Reflex dex	9 = 7 + 2 + 0 + 0					
Will wis	5 = 3 + 0 + 0 + 2					

Armor Class 25 = 10 + 0 + 4 + 2 + 1 + 2 + 0 + 0 + 0 + 6
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural
Armor Ring of Protection +2, bless, shield
 Damage Reduction: 5/-
Touch AC 15 Flat-footed AC 22 Spell Resistance 0
 Armor Check Penalty: 0 Arcane Spell Failure: 0% Max Dex Bonus:

Feats
Cleave -2 AC to strike a second adjacent target after hitting the first.
Dodge Gain +1 dodge to AC. Conditions that remove Dex bonus also remove this.
Fleet While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.
Mobility Gain +4 AC against attacks of opportunity caused by moving.
Power Attack Subtract 3 from melee attack to add 6 to damage (9 with two-handed weapon).
Special Abilities
Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as Dispel Magic (caster level 10).
Vortex (Su) While underwater, use a standard action to become a whirlpool 10' to 30' high, 5' wide at its base (width=half height). You cannot make normal attacks and do not threaten surrounding squares. Creatures smaller than the vortex make Reflex save (DC 20) on contact or take damage as if hit by your slam. Must make second Reflex save or be suspended, automatically taking the slam damage each round. Captives can't move, take -4 Dex and a -2 to attack rolls and must succeed on a Concentration check (DC 15 + spell level) to cast a spell, but otherwise act normally. Eject any captives as a free action.
Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.
Iron Will +2 on Will saves
Devotion (Ex) An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.
Evasion (Ex) Take no damage if saving against an attack that normally saves for half-damage
Immunity to Critical Hits (Ex) You are never subject to critical hits.
Immunity to Flanking (Ex) You cannot be flanked.
Immunity to Paralysis (Ex) You can never be paralyzed.
Immunity to Poison (Ex) You never take poison damage.
Immunity to Sleep (Ex) You are never subject to sleep effects.
Immunity to Sneak Attacks (Ex) You do not take additional damage from precision-based attacks, such as sneak attack.
Immunity to Stunning (Ex) You are never subject to stunning.
Link (Ex) Master may command with free action, or push with move action, gaining +4 bonus on wild empathy and Handle Animal checks made regarding an animal companion.
Share Spells (Ex) Master may cast spells with range of "personal" as touch spell on companion.
Proficiencies martial weapon; simple weapon

Skills

Key	Total	Abl Mod	Class Mod	Misc Mod	Armor
Acrobatics	DEX 7 = 2 + 5 + 0 + 0				
Appraise	INT -2 = -2 + 0 + 0 + 0				
Bluff	CHA 4 = 0 + 1 + 3 + 0				
Climb	STR 5 = 5 + 0 + 0 + 0				
Diplomacy	CHA 0 = 0 + 0 + 0 + 0				
Disable Device*	DEX - = 2 + 0 + 0 + 0				
Disguise	CHA 0 = 0 + 0 + 0 + 0				
Escape Artist	DEX 7 = 2 + 5 + 0 + 0				
Fly	DEX 2 = 2 + 0 + 0 + 0				
Handle Animal*	CHA - = 0 + 0 + 0 + 0				
Heal	WIS 0 = 0 + 0 + 0 + 0				
Intimidate	CHA 3 = 0 + 3 + 0 + 0				
Knowledge (Arcana)*	INT - = -2 + 0 + 0 + 0				
Knowledge (Dungeoneering)*	INT - = -2 + 0 + 0 + 0				
Knowledge (Engineering)*	INT - = -2 + 0 + 0 + 0				
Knowledge (Geography)*	INT - = -2 + 0 + 0 + 0				
Knowledge (History)*	INT - = -2 + 0 + 0 + 0				
Knowledge (Local)*	INT - = -2 + 0 + 0 + 0				
Knowledge (Nature)*	INT - = -2 + 0 + 0 + 0				
Knowledge (Nobility)*	INT - = -2 + 0 + 0 + 0				
Knowledge (Planes)*	INT 6 = -2 + 5 + 3 + 0				
Knowledge (Religion)*	INT - = -2 + 0 + 0 + 0				
Linguistics*	INT - = -2 + 0 + 0 + 0				
Perception	WIS 13 = 0 + 10 + 3 + 0				
Ride	DEX 2 = 2 + 0 + 0 + 0				
Sense Motive	WIS 4 = 0 + 1 + 3 + 0				
Sleight of Hand*	DEX - = 2 + 0 + 0 + 0				
Spellcraft*	INT - = -2 + 0 + 0 + 0				
Stealth	DEX 15 = 2 + 10 + 3 + 0				
Survival	WIS 0 = 0 + 0 + 0 + 0				
Swim	STR 23 = 5 + 10 + 3 + 5				
Use Magic Device*	CHA - = 0 + 0 + 0 + 0				

Total ranks: 50 (0 from favored skill bonuses)
Languages:



Gear				
	#	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

Spells

Lostwhite

Player Wordman
Race Half-Orc
Gender Female
Alignment Neutral Good
Deity The Lady
Char Level 12
Current xp 145003
Xp to next 315000

Classes
 Fighter 12 (favored)

Max hit points 174

Con hp 72

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

Dying:

Initiative 8 = 4 + 4
 Total Dex Misc

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	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	200	-	-	40	x4
Medium	400	+3	-3	40	x4
Heavy	600	+1	-6	40	x3

Attributes

	Abl Mod	Total	Base	Misc Mod	Temp Mod
Strength	6	23 = 21 + 2			
Dexterity	4	19 = 17 + 2			
Constitution	6	22 = 20 + 2			
Intelligence	2	14 = 14 + 0			
Wisdom	2	14 = 14 + 0			
Charisma	0	10 = 10 + 0			

Melee Attack Bonus 19/14/9 = 12 + 6 + 0 + 1
 Total BAB Str Size Misc

Ranged Attack Bonus 17/12/ = 12 + 4 + 0 + 1
 Total BAB Dex Size Misc

Combat Man. Bonus 18 = 12 + 6 + 0 + 0
 Total BAB Str Size Misc

Combat Man. Defense 32 = 18 + 4 + 10
 Total CMB Dex

Weapon	Attack Bonus	Damage	Crit	Type Range	Special
Flail +1 (Heavy/Icy Burst) <i>power attack</i>	23/18/13	1d10+12	17-20/x2	B	+1d6 cold, +1d10 cold on crit; +2 disarm; trip
Gauntlet	19/14/9	1d10+24	17-20/x2	B	
Greataxe +1 (Keen) <i>power attack</i>	21/16/11	2d6+11	17-20/x2	S	
Spined Shield	17/12/7	2d6+23	17-20/x2	S	3 spines per day
Strengthbow	13/8/3	1d10	19-20/x2	P 120	
	17/12/7	1d8+6	20/x3	P 110	

Saves

	Abl Mod	Total	Base Mod	Magic Mod	Misc Mod	Temp Mod
Fortitude con	17	17 = 8 + 6 + 3 + 0				
Reflex dex	13	13 = 4 + 4 + 3 + 2				
Will wis	11	11 = 4 + 2 + 3 + 2				

+3 Will vs. fear

Armor Class 25 = 10 + 10 + 0 + 4 + 0 + 1 + 0 + 0 + 0 + 0
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural

Heavy Armor Banded Mail +3 (Adamantine), Ring of Protection +1, bless

Touch AC 15 Flat-footed AC 21 Spell Resistance 0

Electricity Resistance (10)
 Damage Reduction: 3/-

Armor Check Penalty: -2 Arcane Spell Failure: 35% Max Dex Bonus: +4

Feats

Bleeding Critical [crit] On confirming a critical with a slashing or piercing weapon, deal additional 2d6 points of bleed damage. The effects of this feat stack.

Combat Expertise Subtract 4 from melee attacks and combat maneuver checks until your next turn to gain a +4 dodge bonus to AC.

Critical Focus You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Disarming Strike When a roll to confirm a critical exceeds opponent's CMD, you may disarm opponent in addition to doing damage.

Improved Critical (Flail (Heavy)) Double the critical range of this weapon. (Included)

Improved Disarm No AoO when using disarm. +2 to CMB and CMD for disarm.

Improved Initiative +4 to initiative checks.

Improved Vital Strike Vital Strike rolls additional damage (total of three times normal).

Iron Will +2 on Will saves

Lightning Reflexes You get a +2 bonus on all Reflex saving throws.

Power Attack Subtract 4 from melee attack to add 8 to damage (12 with two-handed weapon).

Vital Strike Roll base damage dice twice for one attack per round. Extra damage doesn't crit.

Weapon Focus (Flail (Heavy)) Weapon gains +1 to attack. (Included)

Special Abilities

Armor Training (Ex) Reduce armor check penalty and increase armor max dex bonus by +3

Bravery (Ex) You gain a +3 bonus to Will saves against fear effects.

Darkvision (Ex)

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks), Heavy Blades +1, Flails +2

Proficiencies armor, heavy; armor, light; armor, medium; martial weapon; shield; simple weapon; tower shield

Skills

Key	Total	Abl Mod	Class Mod	Misc Mod
Acrobatics	DEX 5	4	1	0 + 2 - 2
Appraise	INT 2	2	0	0 + 0 + 0
Bluff	CHA 0	0	0	0 + 0 + 0
Climb	STR 16	6	7	3 + 2 - 2
Craft (Armor)*	INT 6	2	1	3 + 0 + 0
Diplomacy	CHA 2	0	2	0 + 0 + 0
Disable Device*	DEX -	4	0	0 + 0 + 2 - 2
Disguise	CHA 0	0	0	0 + 0 + 0
Escape Artist	DEX 4	4	0	0 + 0 + 2 - 2
Fly	DEX 4	4	0	0 + 0 + 2 - 2
Handle Animal*	CHA 5	0	2	3 + 0 + 0
Heal	WIS 4	2	2	0 + 0 + 0
Intimidate	CHA 17	0	12	3 + 2 + 2
Knowledge (Arcana)*	INT -	2	0	0 + 0 + 0
Knowledge (Dungeoneering)*	INT -	2	0	0 + 0 + 0
Knowledge (Engineering)*	INT -	2	0	0 + 0 + 0
Knowledge (Geography)*	INT -	2	0	0 + 0 + 0
Knowledge (History)*	INT -	2	0	0 + 0 + 0
Knowledge (Local)*	INT 3	2	1	0 + 0 + 0
Knowledge (Nature)*	INT -	2	0	0 + 0 + 0
Knowledge (Nobility)*	INT -	2	0	0 + 0 + 0
Knowledge (Planes)*	INT -	2	0	0 + 0 + 0
Knowledge (Religion)*	INT -	2	0	0 + 0 + 0
Linguistics*	INT -	2	0	0 + 0 + 0
Perception	WIS 8	2	6	0 + 0 + 0
Ride	DEX 10	4	3	3 + 2 - 2
Sense Motive	WIS 4	2	2	0 + 0 + 0
Sleight of Hand*	DEX -	4	0	0 + 0 + 2 - 2
Spellcraft*	INT -	2	0	0 + 0 + 0
Stealth	DEX 6	4	2	0 + 0 + 2 - 2
Survival	WIS 9	2	4	3 + 0 + 0
Swim	STR 11	6	2	3 + 2 - 2
Use Magic Device*	CHA 1	0	1	0 + 0 + 0

Total ranks: 48 (0 from favored skill bonuses)

Languages: Common, Draconic, Giant, Orc



Gear	#	Weight	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

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

pp: 9 gp: 28 sp: 5 cp:

Gems

1000gp Emerald x2
 100gp Amber x5
 100gp Tourmaline x7

Jewelry & art

0gp Iron Rose

Spells

Lostwhite (Enlarged)
Player Wordman
Race Half-Orc
Gender Female
Alignment Neutral Good
Deity The Lady
Char Level 12
Current xp 145003
Xp to next 315000
Classes
 Fighter 12

Max hit points 174
 Con hp 72
 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

Initiative 7 = 3 + 4
 Total Dex Misc
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	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	266	-	-	40	x4
Medium	533	+3	-3	40	x4
Heavy	800	+1	-6	40	x3

Melee Attack Bonus 19/14/9 = 12 + 7 + -1 + 1
 Total BAB Str Size Misc
Ranged Attack Bonus 15/10/ = 12 + 3 + -1 + 1
 Total BAB Dex Size Misc
Combat Man. Bonus 19 = 12 + 7 + -1 + 0
 Total BAB Str Size Misc
Combat Man. Defense 32 = 19 + 3 + 10
 Total CMB Dex

Attributes	Ability Mod	Total	Base	Misc Mod	Temp Mod
Strength	7	25 = 23 + 2			
Dexterity	3	17 = 15 + 2			
Constitution	6	22 = 20 + 2			
Intelligence	2	14 = 14 + 0			
Wisdom	2	14 = 14 + 0			
Charisma	0	10 = 10 + 0			

Weapon	Attack Bonus	Damage	Crit	Type Range	Special
Flail +1 (Heavy/Icy Burst)	23/18/13	2d8+13	17-20/x2	B	+1d6 cold, +1d10 cold on crit; +2 disarm; trip
power attack	19/14/9	2d8+25	17-20/x2	B	
Gauntlet	19/14/9	1d4+7	20/x2	B	
Greatsword +1 (Keen)	21/16/11	3d6+12	17-20/x2	S	
power attack	17/12/7	3d6+24	17-20/x2	S	
Spined Shield	11/6/1	2d8	19-20/x2	P 120	3 spines per day
Strengthbow	15/10/5	2d6+6	20/x3	P 110	

Saves

	Abl Mod	Total	Base Mod	Ability Mod	Magic Mod	Misc Mod	Temp Mod
Fortitude con	17	17 = 8 + 6 + 3 + 0					
Reflex dex	12	12 = 4 + 3 + 3 + 2					
Will wis	11	11 = 4 + 2 + 3 + 2					

+3 Will vs. fear

Armor Class 23 = 10 + 10 + 0 + 3 + 0 + 1 + 0 + 0 + -1 + 0
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural
Heavy Armor Banded Mail +3 (Adamantine), Ring of Protection +1
 Damage Reduction: 3/-
Touch AC 13 Flat-footed AC 20 Spell Resistance 0
 Armor Check Penalty: -2 Arcane Spell Failure: 35% Max Dex Bonus: +4

Feats

Bleeding Critical [crit] On confirming a critical with a slashing or piercing weapon, deal additional 2d6 points of bleed damage. The effects of this feat stack.

Combat Expertise Subtract 4 from melee attacks and combat maneuver checks until your next turn to gain a +4 dodge bonus to AC.

Critical Focus You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Disarming Strike When a roll to confirm a critical exceeds opponent's CMD, you may disarm opponent in addition to doing damage.

Improved Critical (Flail (Heavy)) Double the critical range of this weapon. (Included)

Improved Disarm No AoO when using disarm. +2 to CMB and CMD for disarm.

Improved Initiative +4 to initiative checks.

Improved Vital Strike Vital Strike rolls additional damage (total of three times normal).

Iron Will +2 on Will saves

Lightning Reflexes You get a +2 bonus on all Reflex saving throws.

Power Attack Subtract 4 from melee attack to add 8 to damage (12 with two-handed weapon).

Vital Strike Roll base damage dice twice for one attack per round. Extra damage doesn't crit.

Weapon Focus (Flail (Heavy)) Weapon gains +1 to attack. (Included)

Special Abilities

Armor Training (Ex) Reduce armor check penalty and increase armor max dex bonus by +3

Bravery (Ex) You gain a +3 bonus to Will saves against fear effects.

Darkvision (Ex)

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks), Heavy Blades +1, Flails +2

Proficiencies armor, heavy; armor, light; armor, medium; martial weapon; shield; simple weapon; tower shield

Skills

Key	Total	Abl Mod	Class Mod	Misc Mod
Acrobatics	DEX 4	3	1	0 + 2 - 2
Appraise	INT 2	2	0	0 + 0 + 0
Bluff	CHA 0	0	0	0 + 0 + 0
Climb	STR 17	7	7	3 + 2 - 2
Craft (Armor)*	INT 6	2	1	1 + 3 + 0
Diplomacy	CHA 2	0	2	0 + 0 + 0
Disable Device*	DEX -	3	0	0 + 0 + 2 - 2
Disguise	CHA 0	0	0	0 + 0 + 0
Escape Artist	DEX 3	3	0	0 + 0 + 2 - 2
Fly	DEX 3	3	0	0 + 0 + 2 - 2
Handle Animal*	CHA 5	0	2	3 + 0 + 0
Heal	WIS 4	2	2	0 + 0 + 0
Intimidate	CHA 17	0	12	3 + 2 + 2
Knowledge (Arcana)*	INT -	2	0	0 + 0 + 0
Knowledge (Dungeoneering)*	INT -	2	0	0 + 0 + 0
Knowledge (Engineering)*	INT -	2	0	0 + 0 + 0
Knowledge (Geography)*	INT -	2	0	0 + 0 + 0
Knowledge (History)*	INT -	2	0	0 + 0 + 0
Knowledge (Local)*	INT 3	2	1	0 + 0 + 0
Knowledge (Nature)*	INT -	2	0	0 + 0 + 0
Knowledge (Nobility)*	INT -	2	0	0 + 0 + 0
Knowledge (Planes)*	INT -	2	0	0 + 0 + 0
Knowledge (Religion)*	INT -	2	0	0 + 0 + 0
Linguistics*	INT -	2	0	0 + 0 + 0
Perception	WIS 8	2	6	0 + 0 + 0
Ride	DEX 9	3	3	3 + 2 - 2
Sense Motive	WIS 4	2	2	0 + 0 + 0
Sleight of Hand*	DEX -	3	0	0 + 0 + 2 - 2
Spellcraft*	INT -	2	0	0 + 0 + 0
Stealth	DEX 5	3	2	0 + 0 + 2 - 2
Survival	WIS 9	2	4	3 + 0 + 0
Swim	STR 12	7	2	3 + 2 - 2
Use Magic Device*	CHA 1	0	1	0 + 0 + 0

Total ranks: 48 (0 from favored skill bonuses)
Languages: Common, Draconic, Giant, Orc



Gear	#	Weight	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 gp: 28 sp: 5 cp:

Gems

1000gp Emerald x2
 100gp Amber x5
 100gp Tourmaline x7

Jewelry & art

0gp Iron Rose

Spells

Sikarsis
Player Wordman
Race Assarai
Gender Male
Alignment Chaotic Neutral
Deity Engelan
Char Level 12
Current xp 145003
Xp to next 210000
Classes
 Cleric 12 (favored)

Max hit points 134

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:att,dmg,save,skill,abil
 Stunned -2:AC no:dex

Dying:

Initiative 4 = 4 + 0
 Total Dex Misc

Speed

	Base	Armored	Squares
Normal	30	20	4
Run x3	90	60	12
Run x4	120	80	16
Climb	7	5	1
Swim	7	5	1

Load	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	86	-	-	20	x4
Medium	173	+3	-3	20	x4
Heavy	260	+1	-6	20	x3

Melee Attack Bonus 12/7 = 9 + 3 + 0 + 0 **Ranged Attack Bonus 13/8 = 9 + 4 + 0 + 0**
 Total BAB Str Size Misc Total BAB Dex Size Misc

Combat Man. Bonus 12 = 9 + 3 + 0 + 0 **Combat Man. Defense 26 = 12 + 4 + 10**
 Total BAB Str Size Misc Total CMB Dex

Weapon	Attack Bonus	Damage	Crit	Type	Range	Special
Gauntlet	12/7	1d3+3	20/x2	B		
Claw	12/12	1d4+3	20/x2	S		
Mace +1 (Heavy/Spell Storing)	13/8	1d8+4	20/x2	B		Stored bestow curse
Touch Attack (Ray)	13/8		20/x2		10	

Attributes

	Abl Mod	Total	Base	Misc Mod	Temp Mod
Strength	3	17	17	0	
Dexterity	4	18	16	2	
Constitution	5	20	20	0	
Intelligence	1	12	12	0	
Wisdom	7	24	24	0	
Charisma	4	18	16	2	

Saves

	Abl Mod	Total	Base Mod	Magic Mod	Misc Mod	Temp Mod
Fortitude con	16	8	5	0	3	
Reflex dex	11	4	4	0	3	
Will wis	18	8	7	0	3	

+5 vs. disease

Armor Class 26 = 10 + 8 + 3 + 3 + 0 + 0 + 0 + 0 + 0 + 2
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural

Medium Armor Breastplate +2 (Adamantine/Fortification (Light)), Shield +1 (Heavy/Steel/Energy Resistance (Fire)), bless, owl's wisdom

Touch AC 13 Flat-footed AC 23 Spell Resistance 0

Armor Check Penalty: -4 Arcane Spell Failure: 40% Max Dex Bonus: +3

Fire Resistance (5)
 Damage Reduction: 2/-

Feats

Extra Channel You can channel energy two additional times per day.

Point-Blank Shot Gain +1 to attack and damage for ranged attacks within 30'.

Precise Shot Shoot into melee without taking the -4 penalty.

Quick Channel You may channel energy as a move action by spending 2 daily uses of that ability.

Reaching Spell Cast touch spells as ranged touch attacks from up to 30'.

Selective Channeling When you channel energy, you can choose 4 targets in the area. These targets are not affected by your channeled energy.

Special Abilities

Channel Positive Energy (Su) Hurt undead (Will save, DC 20 halves) or heal living within 30' for 8d6.

Assarai Swimmer (Ex) +4 Swim. Double swim speed. Hold breath for 5 minutes.

Healer's Blessing (Su) All of your cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower Spell metamagic feat.

Orisons You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Purifying Touch (Su) /day. Touch a willing creature to give it a new saving throw against each effect currently affecting it (vs. original DC).

Resistant Touch (Sp) /day. Use standard action transfer your +3 resistance bonus to ally you touch for 1 minute.

Restorative Touch (Su) /day. Use a standard action to touch a creature, removing either the dazed, fatigued, shaken, sickened, or staggered condition.

Scavenger (Ex) +5 save vs. disease. Make two survival checks when finding food, or shelter for self or other Assarai.

Spontaneous Casting Swap any prepared spell for a cure spell of the same level.

Survivor (Ex) Dropping below 0hp makes you nauseated instead of unconscious

Proficiencies armor, light; armor, medium; shield; simple weapon

Skills

Key	Total	Abl	Class	Misc
Acrobatics	12	4	6	3 + 3 - 4
Appraise	5	1	1	3 + 0
Bluff	4	4	0	0 + 0
Climb	5	3	2	3 + 1 - 4
Diplomacy	12	4	5	3 + 0
Disable Device*	-	4	0	0 + 4 - 4
Disguise	4	4	0	0 + 0
Escape Artist	4	4	0	0 + 4 - 4
Fly	4	4	0	0 + 4 - 4
Handle Animal*	5	4	1	0 + 0
Heal	13	7	3	3 + 0
Intimidate	5	4	1	0 + 0
Knowledge (Arcana)*	5	1	1	3 + 0
Knowledge (Dungeoneering)*	-	1	0	0 + 0
Knowledge (Engineering)*	-	1	0	0 + 0
Knowledge (Geography)*	-	1	0	0 + 0
Knowledge (History)*	-	1	0	0 + 0
Knowledge (Local)*	2	1	1	0 + 0
Knowledge (Nature)*	-	1	0	0 + 0
Knowledge (Nobility)*	-	1	0	0 + 0
Knowledge (Planes)*	-	1	0	0 + 0
Knowledge (Religion)*	9	1	5	3 + 0
Linguistics*	7	1	3	3 + 0
Perception	13	7	6	0 + 0
Perform (Oratory)*	6	4	2	0 + 0
Profession (Brewer)*	11	7	1	3 + 0
Ride	5	4	1	3 + 1 - 4
Sense Motive	11	7	1	3 + 0
Sleight of Hand*	5	4	1	3 + 1 - 4
Spellcraft*	7	1	3	3 + 0
Stealth	9	4	0	0 + 9 - 4
Survival	8	7	1	0 + 0
Swim	22	3	2	3 + 18 - 4
Use Magic Device*	5	4	1	0 + 0

Total ranks: 48 (12 from favored skill bonuses)
Languages: Aquan, Goblin, Infernal, Undercommon



Gear	#	Weight	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/ Fortification (Light))	1	30		Equipped
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
Iron 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
Scroll (Cure Moderate Wounds)	1	0.01		Haversack
Scroll (Hold Person/Divine)	2	0.01		Haversack
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 Resistance (Fire))	1	15		Equipped
Strand of Prayer Beads (Lesser)	1	0.5		Pouch (Belt)
Touch Attack (Ray)	1	0		Carried
Wand of Cure Light Wounds(30)	1	0.06	(30 charges)	Wand sheath
Wand of Inflict Critical Wounds(15)	1	0.06	(15 charges)	Wand sheath
Wand of Inflict Serious Wounds(9)	1	0.06	(9 charges)	Wand sheath
Wand of Owl's Wisdom(45)	1	0.06	(45 charges)	Wand sheath
Wand of Protection from Evil	1	0.06	(50 charges)	Wand sheath
Wand of Restoration (Lesser)(42)	1	0.06	(42 charges)	Wand sheath
Wand spring sheath	1	1		Equipped

Wealth Total value of all gear & treasure: 123,273.89gp

pp: 29 gp: 15 sp: 7 cp: 9

Gems
500gp Topaz (Golden Yellow)
Jewelry & art
0gp Iron Rose

Spells	0	1	2	3	4	5	6	7	8	9
Cleric										
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
Player
Race Dragon (Brass/Adult)
Gender Male
Alignment Chaotic Good
Deity
Char Level 14
Current xp 0
Xp to next 635000
Classes
 Sorcerer
 Dragon 14

Max hit points 172
 Con hp 70
 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

Initiative 5 = 1 + 4
 Total Dex Misc
Speed Base Armored Squares
 Normal 30 60 12
 Run x3 90 180 36
 Run x4 120 240 48
 Climb 7 15 3
 Swim 7 15 3

Load	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	800	-	-	60	x4
Medium	1600	+3	-3	60	x4
Heavy	2400	+1	-6	60	x3

Melee Attack Bonus 20/15/1 = 14 + 7 + -1 + 0
 Total BAB Str Size Misc
Ranged Attack Bonus 14/9/4 = 14 + 1 + -1 + 0
 Total BAB Dex Size Misc
Combat Man. Bonus 22 = 14 + 7 + -1 + 1
 Total BAB Str Size Misc
Combat Man. Defense 33 = 22 + 1 + 10
 Total CMB Dex

Attributes	Ability Mod	Total	Base	Misc Mod	Temp Mod
Strength	7	25 = 25 + 0			
Dexterity	1	12 = 12 + 0			
Constitution	5	21 = 21 + 0			
Intelligence	3	16 = 16 + 0			
Wisdom	3	17 = 17 + 0			
Charisma	5	20 = 16 + 4			

Weapon	Attack Bonus	Damage	Crit	Type	Range	Special
Bite	20	2d6+10	20/x2	BPS		
Bite [Magic Fang (Greater)]	23	2d6+13	20/x2	BPS		
power attack	16	2d6+22	20/x2	BPS		
Claw	20/20	1d8+7	20/x2	PS		
power attack	16/16	1d8+15	20/x2	PS		
Tail Slap	15	1d8+10	20/x2	BPS		
Wings	15/15	1d6+3	20/x2	BPS		

Saves

	Abl Mod	Total	Base Mod	Ability Mod	Magic Mod	Misc Mod	Temp Mod
Fortitude con	14	9 + 5 + 0 + 0					
Reflex dex	10	9 + 1 + 0 + 0					
Will wis	12	9 + 3 + 0 + 0					

Armor Class 32 = 10 + 4 + 0 + 1 + 0 + 0 + 0 + 0 + 0 + -1 + 18
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural
Armor
 Damage Reduction: 5/Magic
Touch AC 10 **Flat-footed AC** 31 **Spell Resistance** 22
 Armor Check Penalty: 0 Arcane Spell Failure: 0% Max Dex Bonus:

Feats

Flyby Attack When flying you can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Greater Spell Focus (Enchantment) Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Hover You can halt your movement while flying, allowing you to hover without needing to make a Fly skill check., Hovering within 20 feet of the ground in an area with lots of loose debris creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Improved Initiative +4 to initiative checks.

Power Attack Subtract 4 from melee attack to add 8 to damage (12 with two-handed weapon).

Spell Focus (Enchantment) Add +1 to DC of spells you cast from this school.

Vital Strike Roll base damage dice twice for one attack per round. Extra damage doesn't crit.

Special Abilities

Breath Weapon (Su) 80' Line of Fire 12d4 fire, DC 22, usable every 1d4 rounds. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.

Desert Wind (Su) A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creature in its path must make a Fortitude save or be blinded for 1d4 rounds by the sand. The save DC for this effect is 22.

Sleep Breath (Su) Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a Will save or fall asleep for 1d6+6 rounds.

Frightful Presence (Ex) Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 180 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 22). On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Immunity to Fire (Ex) You never take fire damage.

Immunity to Magical Sleep (Ex) You are never subject to magic sleep effects.

Immunity to Paralysis (Ex) You can never be paralyzed.

Move Sand (Sp) A young or older brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, 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

Skills

Key	Total	Abl Mod	Class Mod	Misc Mod	Armor	
Acrobatics	DEX	1	1	0	0	0
Appraise	INT	3	3	0	0	0
Bluff	CHA	22	5	14	3	0
Climb	STR	7	7	0	0	0
Diplomacy	CHA	22	5	14	3	0
Disable Device*	DEX	-	1	0	0	0
Disguise	CHA	5	5	0	0	0
Escape Artist	DEX	1	1	0	0	0
Fly	DEX	12	1	14	0	+3
Handle Animal*	CHA	-	5	0	0	0
Heal	WIS	20	3	14	3	0
Intimidate	CHA	5	5	0	0	0
Knowledge (Arcana)*	INT	-	3	0	0	0
Knowledge (Dungeoneering)*	INT	-	3	0	0	0
Knowledge (Engineering)*	INT	-	3	0	0	0
Knowledge (Geography)*	INT	-	3	0	0	0
Knowledge (History)*	INT	-	3	0	0	0
Knowledge (Local)*	INT	-	3	0	0	0
Knowledge (Nature)*	INT	-	3	0	0	0
Knowledge (Nobility)*	INT	-	3	0	0	0
Knowledge (Planes)*	INT	-	3	0	0	0
Knowledge (Religion)*	INT	-	3	0	0	0
Linguistics*	INT	20	3	14	3	0
Perception	WIS	20	3	14	3	0
Ride	DEX	1	1	0	0	0
Sense Motive	WIS	20	3	14	3	0
Sleight of Hand*	DEX	-	1	0	0	0
Spellcraft*	INT	20	3	14	3	0
Stealth	DEX	-3	1	0	0	+4
Survival	WIS	20	3	14	3	0
Swim	STR	7	7	0	0	0
Use Magic Device*	CHA	-	5	0	0	0

Total ranks: 126 (0 from favored skill bonuses)
Languages: Common, Draconic



Gear	#	Weight	Description	Location
Bite (Natural/Primary)	1	0		Equipped
Bite (Natural/Primary)	1	0		Equipped
Bite (Natural/Primary)	1	0		Equipped
Claw (Natural/Primary)	1	0		Equipped
Claw (Natural/Primary)	1	0		Equipped
Headband of Alluring Charisma +4	1	1		Equipped
Ring of Energy Resistance (Minor/Cold)	1	0		Equipped
Tail Slap (Natural/Secondary)	1	0		Equipped
Wings (Natural/Secondary)	1	0		Equipped

Wealth Total value of all gear & treasure: 28,000.00gp

pp: gp: sp: cp:

Gems
Jewelry & art

Spells

Innate Spells (racial)

At will: Endure Elements, Speak with Animals, Suggestion

Sorcerer	0	1	2	3	4	5	6	7	8	9
Save DC	15	16	17	18	19	20	21	22	23	24
Spells known	8	5	3	2	1	0	0	0	0	0
Cast per day		□□□□□	□□□□□	□□□□□	□□□□					

Level 0: Arcane Mark, Dancing Lights, Daze, Detect Magic, Ghost Sound, Mage Hand, Message, Prestidigitation

Level 1: Alarm, Charm Person, Comprehend Languages, Mage Armor, Protection from Evil

Level 2: Alter Self, Detect Thoughts, See Invisibility

Level 3: Arcane Sight, Hold Person

Level 4: Confusion

Yolannorak
Player
Race Dragon (Copper/Adult)
Gender Female
Alignment Chaotic Good
Deity
Char Level 15
Current xp 0
Xp to next 890000
Classes
 Sorcerer
 Dragon 15

Max hit points 177
 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
 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

Initiative 5 = 1 + 4
 Total Dex Misc
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	Max Weight	Max Dex	Check Penalty	Speed	Run
Light	800	-	-	40	x4
Medium	1600	+3	-3	40	x4
Heavy	2400	+1	-6	40	x3

Melee Attack Bonus 21/16/1 = 15 + 7 + -1 + 0
 Total BAB Str Size Misc
Ranged Attack Bonus 15/10/ = 15 + 1 + -1 + 0
 Total BAB Dex Size Misc
Combat Man. Bonus 23 = 15 + 7 + -1 + 1
 Total BAB Str Size Misc
Combat Man. Defense 34 = 23 + 1 + 10
 Total CMB Dex

Attributes	Ability Mod	Total	Base	Misc Mod	Temp Mod
Strength	7	25 = 25 + 0			
Dexterity	1	12 = 12 + 0			
Constitution	5	21 = 21 + 0			
Intelligence	4	18 = 18 + 0			
Wisdom	4	19 = 19 + 0			
Charisma	6	22 = 18 + 4			

Weapon	Attack Bonus	Damage	Crit	Type	Range	Special
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		

Saves

	Abl Mod	Total	Base Mod	Ability Mod	Magic Mod	Misc Mod	Temp Mod
Fortitude con	14	9 + 5 + 0 + 0					
Reflex dex	10	9 + 1 + 0 + 0					
Will wis	13	9 + 4 + 0 + 0					

Armor Class 33 = 10 + 4 + 0 + 1 + 0 + 0 + 0 + 0 + 0 + -1 + 19
 Total Armor Shield Dex Dodge Deflect Misc Class Size Natural
Armor
 Damage Reduction: 5/Magic
Touch AC 10 Flat-footed AC 32 Spell Resistance 23
 Armor Check Penalty: 0 Arcane Spell Failure: 0% Max Dex Bonus:

- Feats**
- Greater Spell Focus (Illusion)** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.
 - Improved Critical (Bite, Claw)** Double the critical range of this weapon. (Included)
 - Improved Initiative +4** to initiative checks.
 - Improved Natural Attack (Bite)** Attacks made by one natural weapon leaves vicious wounds.
 - Power Attack** Subtract 4 from melee attack to add 8 to damage (12 with two-handed weapon).
 - Spell Focus (Illusion)** Add +1 to DC of spells you cast from this school.
 - Vital Strike** Roll base damage dice twice for one attack per round. Extra damage doesn't crit.

- Special Abilities**
- Breath Weapon (Su)** 80' Line of Acid 12d6 acid, DC 22, usable every 1d4 rounds. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.
 - Breath Weapon (Su)** 40' Cone of Slow DC 22 for 1d6+6 rounds, usable every 1d4 rounds. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.
 - Climb Stone (Ex)** A copper dragon can climb on stone surfaces as though using the spider climb spell.
 - Frightful Presence (Ex)** Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 180 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 23). On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.
 - Immunity to Acid (Ex)** You never take acid damage.
 - Immunity to Magical Sleep (Ex)** You are never subject to magic sleep effects.
 - Immunity to Paralysis (Ex)** You can never be paralyzed.
 - Trap Master (Ex)** A juvenile or older copper dragon receives a +6 bonus Craft (traps) and Perception checks made to locate a trap.
 - Uncanny Dodge (Ex)** A young or older copper dragon is always looking out for an ambush. He can never be caught flat-footed. This ability functions like the rogue ability of the same name.

Proficiencies

Skills

Key	Total	Abl Mod	Class Mod	Misc Mod	Armor	
Acrobatics	DEX	1	1	0	0	0
Appraise	INT	4	4	0	0	0
Bluff	CHA	24	6	15	3	0
Climb	STR	7	7	0	0	0
Craft (Traps)*	INT	28	4	15	3	6
Diplomacy	CHA	24	6	15	3	0
Disable Device*	DEX	-	1	0	0	0
Disguise	CHA	6	6	0	0	0
Escape Artist	DEX	1	1	0	0	0
Fly	DEX	13	1	15	0	+3
Handle Animal*	CHA	-	6	0	0	0
Heal	WIS	4	4	0	0	0
Intimidate	CHA	6	6	0	0	0
Knowledge (Arcana)*	INT	-	4	0	0	0
Knowledge (Dungeoneering)*	INT	-	4	0	0	0
Knowledge (Engineering)*	INT	-	4	0	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 (Planes)*	INT	-	4	0	0	0
Knowledge (Religion)*	INT	-	4	0	0	0
Linguistics*	INT	-	4	0	0	0
Perception	WIS	22	4	15	3	0
Perform (Comedy)*	CHA	21	6	15	0	0
Ride	DEX	1	1	0	0	0
Sense Motive	WIS	22	4	15	3	0
Sleight of Hand*	DEX	-	1	0	0	0
Spellcraft*	INT	22	4	15	3	0
Stealth	DEX	15	1	15	0	-1
Survival	WIS	4	4	0	0	0
Swim	STR	7	7	0	0	0
Use Magic Device*	CHA	24	6	15	3	0

Total ranks: 150 (0 from favored skill bonuses)
Languages: Common, Draconic, Elven, Gnome, Halfling



Gear				
	#	Weight	Description	Location
Amulet of Mighty Claws +1 evil outsider bane	1	0.02		Equipped
Bite (Natural/Primary)	1	0		Equipped
Bite (Natural/Primary)	1	0	All natural attacks +2d6 vs. evil outsiders	Equipped
Claw (Natural/Primary)	1	0		Equipped
Claw (Natural/Primary)	1	0		Equipped
Headband of Alluring Charisma +4	1	1		Equipped
Tail Slap (Natural/Secondary)	1	0		Equipped
Wings (Natural/Secondary)	1	0		Equipped

Wealth Total value of all gear & treasure: 36,000.00gp

pp: gp: sp: cp:

Gems
Jewelry & art

Spells

Innate Spells (racial)

At will: Grease, Hideous Laughter, Stone Shape

Sorcerer	0	1	2	3	4	5	6	7	8	9
Save DC	16	17	18	19	20	21	22	23	24	25
Spells known	8	5	3	2	1	0	0	0	0	0
Cast per day		□□□□□	□□□□□	□□□□□	□□□□					
		□□□	□□□	□						

Level 0: Acid Splash, Detect Magic, Ghost Sound, Light, Message, Open/Close, Prestidigitation, Read Magic

Level 1: Alarm, Identify, Mage Armor, Magic Missile, Ventriloquism

Level 2: Alter Self, Invisibility, Misdirection

Level 3: Dispel Magic, Major Image

Level 4: Rainbow Pattern