

# Pryd

NAME  
Wiz7 Dorc2  
CLASS  
9  
Character Level

36000  
EXPERIENCE  
45000  
NEXT LEVEL

# Jason Pingol

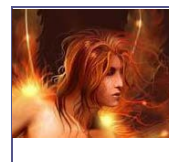
PLAYERNAME  
Elf, Fire  
RACE  
132  
AGE  
Medium  
SIZE  
Male  
GENDER

# Amaunator

DEITY  
5' 9"  
HEIGHT  
120 lbs.  
WEIGHT  
Violet - lt red  
EYES  
Flame Orange,  
HAIR

# Lawful Neutral

ALIGNMENT  
Low-light  
VISION  
-1  
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	13	+1	13	+1	13	+1
<b>DEX</b> Dexterity	16	+3	20	+5	20	+5
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	21	+5	23	+6	23	+6
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1
<b>CHA</b> Charisma	13	+1	13	+1	13	+1

<b>VP</b> Vitality	53	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		<b>WP</b> Wound Points	14	DAMAGE REDUCTION		SPEED	
<b>AC</b> armor class	25	20	17	10	6	0	5	0	2	2	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE
<b>INITIATIVE</b> modifier		+9 = +5 + +4		TOTAL		DEX MODIFIER		MISC MODIFIER			
<b>BASE ATTACK</b> bonus		+4									

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+6	+2	+2	+2	+0	+0		
<b>REFLEX</b> (dexterity)	+9	+2	+5	+2	+0	+0		
<b>WILL</b> (wisdom)	+11	+8	+1	+2	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+5	+4	+1	+0	+0	+0	
<b>RANGED</b> attack bonus	+9	+4	+5	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+5	+4	+1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d3+1	20/x2	5 ft.

Longbow +3 (Distant Shot/Ironwood)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
TH	30 ft.	20000 ft.	40000 ft.	60000 ft.	80000 ft.
	+14	+14	+12	+10	+8
Dam	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4
Special Properties	weapon can be used against any target within line of sight at no penalty for range., Wooden but functions as steel, does not burn				

Longsword +3 (Heavy Dwarven)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+8		1d8+4			
Special Properties	(Longsword +3)				

\*: weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Dwarven Chain Shirt +2 (Twilight/Mithral/Radiant) (Chain Shirt +2 (Twilight/Mithral/Radiant)), 30hp/inch and 15 hardness, absorbs resistance 10 to energy attacks; armor absorbs first 10 points of energy and radiates light in 60' radius for rounds equal to points absorbed, Reduces arcane spell failure by 10%	Light	+6	+6	+0	0
*Amulet of Natural Armor +2		+2		+0	0
*Ring of Protection +2		+2		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6
✓ Appraise	INT	6	= 6	+	+
✓ Balance	DEX	7	= 5	+	2
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	1	= 1	+	+
✓ Concentration	CON	16	= 2	+ 12.0	2
✓ X Concentration (Wis)	WIS	15	= 1	+ 12.0	2
✓ Craft (Alchemy)	INT	9	= 6	+	3.0
✓ Craft (Untrained)	INT	6	= 6	+	+
✓ Diplomacy	CHA	1	= 1	+	+
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	5	= 5	+	+
✓ Forgery	INT	6	= 6	+	+
✓ Gather Information	CHA	1	= 1	+	+
✓ Heal	WIS	1	= 1	+	+
✓ Hide	DEX	5	= 5	+	+
✓ Intimidate	CHA	1	= 1	+	+
✓ Jump	STR	7	= 1	+	6
Knowledge (Arcana)	INT	21	= 6	+ 12.0	3
Knowledge (Architecture and Engineering)	INT	12	= 6	+ 5.0	1
Knowledge (Dungeoneering)	INT	11	= 6	+ 4.0	1
Knowledge (Nature)	INT	10	= 6	+ 3.0	1
Knowledge (Religion)	INT	20	= 6	+ 10.0	4
Knowledge (The Planes)	INT	13	= 6	+ 6.0	1
✓ Listen	WIS	3	= 1	+	2
✓ Move Silently	DEX	5	= 5	+	+
✓ Ride	DEX	6	= 5	+ 1.0	+
✓ Search	INT	12	= 6	+ 4.0	2
Search (Secret doors and hidden compartments)	INT	14	= 6	+ 4.0	4
✓ Sense Motive	WIS	1	= 1	+	+
Speak Language(Dwarven)		1	= 0	+ 1.0	+
Spellcraft	INT	20	= 6	+ 12.0	2
✓ Spot	WIS	3	= 1	+	2
✓ Survival	WIS	1	= 1	+	+
✓ Swim	STR	1	= 1	+	+
✓ Tumble	DEX	10	= 5	+ 5.0	+
✓ Use Rope	DEX	5	= 5	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Amulet of Natural Armor +2</b>	Equipped	1	0.0	8000.0
<b>Arrows + of Flaming</b> (Arrows +1 (20/Flaming)), +1d6 fire damage □□□□□ □□□□□ □□□□□ □□□□□	Backpack	1	3.0	3321.0
<b>Backpack</b> 3 lbs., 1 Arrows + of Flaming		1	2.0	2.0
<b>Bag of Holding (Type 1)</b> 0 lbs.	Equipped	1	15.0	2500.0
<b>Cloak of Resistance +2</b>	Equipped	1	1.0	4000.0
<b>Dwarven Bracers of Archery (Greater)</b> (Bracers of Archery (Greater))	Equipped	1	1.0	25000.0
<b>Dwarven Chain Shirt +2 (Twilight/Mithral/Radiant)</b> (Chain Shirt +2 (Twilight/Mithral/Radiant)), 30hp/inch and 15 hardness, absorbs resistance 10 to energy attacks; armor absorbs first 10 points of energy and radiates light in 60' radius for rounds equal to points absorbed; Reduces arcane spell failure by 10%	Equipped	1	12.5	50100.0
<b>Gloves of Dexterity +4</b>	Equipped	1	0.0	16000.0
<b>Headband of Intellect +2</b>	Equipped	1	0.0	4000.0
<b>Longbow +3 (Distant Shot/Ironwood)</b> 0 lbs. weapon can be used against any target within line of sight at no penalty for range., Wooden but functions as steel, does not burn	Carried	1	3.0	162375.0
<b>Longsword +3 (Heavy Dwarven)</b> (Longsword +3)	Carried	1	4.0	18315.0
Scholar's Outfit	Equipped	1	6.0	0.0
<b>Ring of Elemental Command (Fire)</b>	Equipped	1	0.0	200000.0
<b>Ring of Feather Falling</b>	Carried	1	0.0	2200.0
<b>Ring of Protection +2</b>	Equipped	1	0.0	8000.0
Spell Component Pouch	Equipped	1	2.0	5.0
Spellbook (Wizard's/Blank)	Equipped	1	3.0	15.0
<b>Wand (Detect Magic/Wizard/1st)</b> used □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□	Equipped	1	0.0	315.0
<b>Wand (Fear/Wizard/7th)</b> □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□	Equipped	1	0.0	11340.0
<b>Wand (Invisibility/Wizard/3rd)</b> □□□□□ □□□□□ □□□□□ □□	Equipped	1	0.0	1530.0
<b>Wand (Levitate/Wizard/3rd)</b> □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□	Equipped	1	0.0	3780.0
<b>Wand (Magic Missile/Wizard/3rd)</b> □□□□□ □□□□□ □□□□□ □□□□□	Equipped	2	0.0 (0.0)	900.0 (1800.0)
<b>Wand (Wall of Ice (Ice Plane)/Wizard/7th)</b> □□□□□	Equipped	1	0.0	2100.0
TOTAL WEIGHT CARRIED/VALUE			41.5 lbs.	524698.0 gp

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

SPECIAL ABILITIES	
+1 Racial Bonus on attacks against creatures of the Water Subtype	
+2 racial saving throw bonus against enchantment spells or effects.	
-2 Penalty on all Saves against Spells, Spell-like, or Supernatural Abilities with the Water or Cold Subtype or used by creatures of the Water or Cold Subtype	
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.	
Cast Divination spells at +2 caster levels.	
Cold Vulnerability (Ex): Take 50% more damage from cold based attacks	
Curse: May RAGE under stress.	
Elf Racial Level 1, Generalist Wizard: Cannot specialize, but may learn one additional spell per level and can cast one additional spell of the highest available.	
Fire Breath (Su): 2/day, 40' cone, breath weapon (1d6 per 2/level), Save Reflex DC:20	
Fire Resistance 15	
Fireburst (Sp): 3/day (recharge 1d4 rounds); Rage may trigger this effect	
Flame Aura (Su): At will your aura glows as if on fire allowing you to move faster and jump farther. (+10 to Movement and Jump Skill, -10 to Hide/Sneak Skill and outlines Invisibility and other similar magics)	
Flame Touched (Ex): Movement increased	
Immunity to magic sleep effects.	
Library: Allows research of spells at a reduced cost. Grants a Knowledge Check on any untrained Knowledge at -2. Grants a +1 to all Knowledge Checks.	
Overcast: May cast a spell normally above your limit that is written in your spellbook. Simple DC is 25 + 2 x spell level, Ritual DC is 20 + 2 x spell level. AEG Magic, pg.152.	
Permanently cast - Detect Magic	
Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage, she instead takes no damage.	
Scry Bonus (Su): A divine oracle add a +1 sacred bonus to the save DC of all her divination (scrying) spells.	
Spontaneous Freeform Casting: May Cast up to your max level any spell within the guidelines - Simple DC 35 + 2 x Spell level or Ritual DC 30 + Spell level. AEG Magic, pg.154.	
Summon Familiar	
Training with Master Mystic Zu gives a bonus to Concentration	
Trap Sense (Ex): +1 to Reflex saves and dodge bonus AC against traps	
Warm to the touch (Ex): You radiate warmth	

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Collegiate Wizard	Begin play with six 1st level plus 1 per point of INT modifier. Each wizard level you may add four spells to your spellbook.
Modify Spell	Choose a modification - Increase Power, Double Range, Double Duration, No Verbal Component, No Somatic Components, Double Area Or Number Of Targets
Sculpt Spell	[Lv+1] Modify an area spell by making it either a cylinder (10-ft.-radius, 30-ft.-high), a 40-ft.-cone, four 10-ft. cubes, a ball (20-ft.-radius spread) or 120-ft.-line.
Skill Focus (Knowledge (Religion))	You get a +3 bonus on all checks involving that skill.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Scribe Scroll	You can create a scroll of any spell that you know.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Fleet of Foot	+10 feet bonus to ground speed
Improved Initiative	You get a +4 bonus on initiative checks.
Modify Spell ~ Double Area or Number of Targets	[Lv+3] Make the area larger or double the number of targets (touch spells cannot be affected).
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] The character can cast the spell without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

DOMAINS	
Oracle	Cast Divination spells at +2 caster levels.

<b>PROFICIENCIES</b>
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Longbow, Longsword, Quarterstaff, Rapier, Shortbow, Spells(Ray), Unarmed Strike

<b>LANGUAGES</b>
Common, Draconic, Dwarven, Elven, Gnome, Goblin, Sylvan

<b>TEMPLATES</b>
Elf Wizard Lv:1
Truename

## Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐	Fireburst	19	Reflex half	1 standard action	Instantaneous	10 ft.	V,S,M	Yes	Evocation [Fire]	SC: Pg.93
<i>Effect:</i> All creatures within range take 1d8/caster level [max 5d8] of fire damage.						<i>Target:</i> Burst of fire extending 10 ft			<i>Caster Level:</i> 9	
* =Domain/Speciality Spell										

# Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	6	6	5	4	2	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<b>Acid Splash</b> <i>Effect:</i> Orb deals 1d3 acid damage.	17	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 9	PHB: pg.196
<b>Amanuesis</b> <i>Effect:</i> Copies 250 words per minute.	17	Will negates [object]	1 standard action	10 minute/level	Close (45 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 9	SC: Pg.9
<b>Arcane Mark</b> <i>Effect:</i> Inscribes a personal rune [visible or invisible].	17	None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 9	PHB: pg.201
<b>Caltrops</b> <i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.	17	None	1 standard action	1 round/level	Close (45 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 9	SC: Pg.42
<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	17	None	1 standard action	1 minute/level [D]	Medium (190 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 9	PHB: pg.216
<b>Daze</b> <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	17	Will negates	1 standard action	1 round	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 9	PHB: pg.217
<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	17	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 11	PHB: pg.219
<b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	17	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Divination <i>Caster Level:</i> 11	PHB: pg.219
<b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.	17	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 9	PHB: pg.223
<b>Electric Jolt</b> <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.	17	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 9	SC: Pg.78
<b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	17	Fortitude negates	1 standard action	Instantaneous	Close (45 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 9	PHB: pg.232
<b>Ghost Sound</b> <i>Effect:</i> Figmment sounds.	17	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (45 ft.)	V,S,M	No	Illusion (Figment) <i>Caster Level:</i> 9	PHB: pg.235
<b>Launch Bolt</b> <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.	17	None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 9	SC: Pg.130
<b>Launch Item</b> <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.	17	None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 9	SC: Pg.130
<b>Light</b> <i>Effect:</i> Object shines like a torch.	17	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 9	PHB: pg.248
<b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.	17	None	1 standard action	Concentration	Close (45 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 9	PHB: pg.249
<b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	17	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 9	PHB: pg.253
<b>Message</b> <i>Effect:</i> Whispered conversation at distance.	17	None	1 standard action	10 minutes/level	Medium (190 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 9	PHB: pg.253
<b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	17	Will negates (object)	1 standard action	Instantaneous	Close (45 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 9	PHB: pg.258
<b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	17	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 9	PHB: pg.264
<b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.	17	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 9	PHB: pg.269
<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	17	None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 11	PHB: pg.269
<b>Repair Minor Damage</b> <i>Effect:</i> Repair a construct 1 point of damage.	17	None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 9	SC: Pg.173
<b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	17	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 9	PHB: pg.272
<b>Silent Portal</b> <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	17	Will negates [object]	1 standard action	1 minute/level [D]	Close (45 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 9	SC: Pg.190
<b>Sonic Snap</b> <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	17	Will partial	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 9	SC: Pg.195

\* =Domain/Specialty Spell

## Wizard Spells

Stick	17	Will negates [object]	1 standard Instantaneous action	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.206
<i>Effect:</i> Sticks one object to another; see text.				<i>Target:</i> Nonmagical, unattended object weighing up to 5lbs <i>Caster Level:</i> 9				
Touch of Fatigue	17	Fortitude negates	1 standard 1 round/level action	Touch	V,S,M	Yes	Necromancy	PHB: pg.294
<i>Effect:</i> Touch attack fatigues target.				<i>Target:</i> Creature touched <i>Caster Level:</i> 9				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Benign Transposition	18	None	1 standard action	Instantaneous	Medium (190 ft.)	V	No	Conjuration (Teleportation)	SC: Pg.27
Effect: Two target creatures instantly swap positions.					Target: Two willing creatures of up to Large size			Caster Level: 9	
Burning Hands	18	Reflex half	1 standard action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.207
Effect: 1d4/level [max 5d4] fire damage					Target: Cone-shaped burst			Caster Level: 9	
Color Spray	18	Will negates	1 standard action	Instantaneous; see text	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting]	PHB: pg.210
Effect: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.					Target: Cone-shaped burst			Caster Level: 9	
Comprehend Languages	18	None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
Effect: You understand all spoken and written languages.					Target: You			Caster Level: 11	
Deep Breath	18	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: Pg.61
Effect: Your lungs are constantly filled with air for the duration of the spell.					Target: You			Caster Level: 9	
Disguise Self	18	None	1 standard action	10 minutes/level [D]	Personal	V,S	No	Illusion (Glamour)	PHB: pg.222
Effect: Changes your appearance.					Target: You			Caster Level: 9	
Distract Assailant	18	Will negates	1 swift action	1 round	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.69
Effect: Target is flatfooted till next turn.					Target: One creature			Caster Level: 9	
Enlarge Person	18	Fortitude negates	1 round	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes	Transmutation	PHB: pg.226
Effect: Creatures size increases to next category					Target: One humanoid creature			Caster Level: 9	
Expeditious Retreat	18	None	1 standard action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: pg.228
Effect: Your speed increases by 30 ft.					Target: You			Caster Level: 9	
Grease	18	See text	1 standard action	1 round/level [D]	Close (45 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.237
Effect: Makes 10-ft. square or one object slippery.					Target: One object or a 10-ft. square			Caster Level: 9	
Orb of Fire, Lesser	18	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Fire]	SC: Pg.151
Effect: Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of fire damage.					Target: One orb of fire			Caster Level: 9	
Ray of Clumsiness	18	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Abjuration	SC: Pg.166
Effect: Interferes with magical animation dealing 1d6 per caster level [max 15d6].					Target: Ray and One construct			Caster Level: 9	
Scholar's Touch	18	None	1 standard action	Concentration, up to 11 rounds	Personal	V,S,M,F	No	Divination	DoomDrea: Races of Destiny Pg.167
Effect: Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.					Target: One book/round			Caster Level: 11	
Silent Image	18	Will disbelief (if interacted with)	1 standard action	Concentration	Long (760 ft.)	V,S,F	No	Illusion (Figment)	PHB: pg.279
Effect: Creates minor illusion of your design.					Target: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]			Caster Level: 9	
Tenser's Floating Disk	18	None	1 standard action	1 hour/level	Close (45 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.294
Effect: Creates 3-ft.-diameter horizontal disk that holds 900 lbs					Target: 3-ft.-diameter disk of force			Caster Level: 9	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Black Karma Curse	19	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	PHB II: pg.103
Effect: If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack.					Target: One creature				
False Life	19	None	1 standard action	1 hour/level or until discharged; see text	Personal	V,S,M	No	Necromancy	PHB: pg.229
Effect: Gain 1d10 +1/level [max +10] temporary hp					Target: You			Caster Level: 9	
Force Ladder	19	None	1 standard action	1 minute/level	Close (45 ft.)	V,S,F	No	Evocation [Force]	SC: Pg.97
Effect: Creates a ladder from 10 to 60 ft. long by 2 ft. wide.					Target: One ladder of force 2 ft. wide and anywhere from 10 to 60 ft. long			Caster Level: 9	
Glitterdust	19	Will negates (blinding only)	1 standard action	1 round/level	Medium (190 ft.)	V,S,M	No	Conjuration (Creation) Caster Level: 9	PHB: pg.236
Effect: Blinds creatures, outlines invisible creatures.					Target: Creatures and objects within 10-ft.-radius spread				
Ironthunder Horn	19	Reflex negates	1 standard action	Instantaneous	30 ft.	V,S	Yes	Transmutation [Sonic] Caster Level: 9	SC: Pg.126
Effect: Creatures must save or be knocked prone.					Target: Cone-shaped burst				
Knock	19	None	1 standard action	Instantaneous; see text	Medium (190 ft.)	V	No	Transmutation	PHB: pg.246
Effect: Opens locked or magically sealed door.					Target: One door, box, or chest with an area of up to 10 sq. ft./level			Caster Level: 9	
Mechanus Mind	19	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	SC: Pg.140
Effect: Subject +4 resistance bonus on Will saves; see text					Target: Creature touched				
Mirror Image	19	None	1 standard action	1 minute/level [D]	Personal; see text	V,S	No	Illusion (Figment)	PHB: pg.254
Effect: Creates decoy duplicates of you [1d4 +1/3 levels, max +8].					Target: You			Caster Level: 9	
Protection from Arrows	19	Will negates (harmless)	1 standard action	1 hour/level or until discharged	Touch	V,S,F	Yes (harmless)	Abjuration	PHB: pg.266
Effect: Subject immune to most ranged attacks.					Target: Creature touched			Caster Level: 9	

\* =Domain/Speciality Spell

## Wizard Spells

Ray of Stupidity	19	None	1 standard action	Instantaneous	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 9	SC: Pg.167
<i>Effect:</i> Ranged touch attack takes 1d4+1 Intelligence damage.					<i>Target:</i> Ray				
Scorching Ray	19	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Fire] Caster Level: 9	PHB: pg.274
<i>Effect:</i> 2 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 1 ray + 1 ray/4 levels [see text]				
Shatter	19	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic] Caster Level: 9	PHB: pg.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature				
Shroud of Undeath	19	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy Caster Level: 9	SC: Pg.189
<i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					<i>Target:</i> You				
Slide, Greater	19	Will negates	1 standard action	Instantaneous	Medium (190 ft.)	V	Yes	Transmutation Caster Level: 9	SC: Pg.192
<i>Effect:</i> Slide the subject 20 feet in any direction; does not provoke attack of opportunity.					<i>Target:</i> One creature				
Spectral Hand	19	None	1 standard action	1 minute/level [D]	Medium (190 ft.)	V,S	No	Necromancy Caster Level: 9	PHB: pg.282
<i>Effect:</i> Creates disembodied glowing hand to deliver touch attacks.					<i>Target:</i> One spectral hand				
Web	19	Reflex negates; see text	1 standard action	10 minutes/level [D]	Medium (190 ft.)	V,S,M	No	Conjuration (Creation) Caster Level: 9	PHB: pg.301
<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.					<i>Target:</i> Webs in a 20-ft.-radius spread				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alter Fortune	20	None	1 immediate action	Instantaneous	Close (50 ft.)	V,X	No	Divination	PHB II: pg.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					<i>Target:</i> One creature		<i>Caster Level:</i> 11		
Chain Missile	20	None	1 standard action	Instantaneous	Long (760 ft.)	V,S	Yes	Evocation [Force]	SC: Pg.44
<i>Effect:</i> Creates 1 missile/2 levels that deals 1d4+1 [Max 10d4+10] each to the primary target, each secondary target takes only 1d4+1 from one missile.					<i>Target:</i> One creature, + one/2 levels which must be within 30 ft. of the primary target		<i>Caster Level:</i> 9		
Corpse Candle	20	None	1 standard action	1 minute/level [D]; see text	Close (45 ft.)	S,M	No	Conjuration (Creation) Caster Level: 9	SC: Pg.53
<i>Effect:</i> Create ghostly hand and candle that sheds 5 ft. of light, you can direct it to move 50 ft a round. Reveals hidden, ethereal, and invisible beings and items.					<i>Target:</i> Ghostly hand and candle				
Dispel Magic	20	None	1 standard action	Instantaneous	Medium (190 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 9		
Dragonskin	20	N/A	1 standard action	10 minutes/level	Personal	S,M	N/A	Transmutation	SC: Pg.73
<i>Effect:</i> Gain armor enhancement bonus of +1/2 levels [max +5] and energy resistance 10 [20 after 10th level] to one energy type.					<i>Target:</i> You		<i>Caster Level:</i> 9		
Enhance Familiar	20	None	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Universal	SC: Pg.81
<i>Effect:</i> Grants familiar +2 bonus on saves, attack rolls and melee damage, as well as a +2 bonus to AC.					<i>Target:</i> Familiar touched		<i>Caster Level:</i> 9		
Haste	20	Fortitude negates (harmless)	1 standard action	1 round/level	Close (45 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: pg.239
<i>Effect:</i> 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 9		
Mage Armor, Greater	20	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force] Caster Level: 9	SC: Pg.136
<i>Effect:</i> As mage armor, except gain +6 armor bonus.					<i>Target:</i> Creature touched				
Magic Circle against Evil	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good] Caster Level: 9	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<i>Target:</i> 10-ft.-radius emanation from touched creature				
Phantom Steed	20	None	10 minutes	1 hour/level [D]	0 ft.	V,S	No	Conjuration (Creation) Caster Level: 9	PHB: pg.260
<i>Effect:</i> Magic horse appears for 1 hour/level.					<i>Target:</i> One quasi-real, horselike creature				
Scintillating Sphere	20	Reflex half	1 standard action	Instantaneous	Long (760 ft.)	V,S,M	Yes	Evocation [Electricity] Caster Level: 9	SC: Pg.181
<i>Effect:</i> As fireball, 1d6/caster level [max 10d6] of electrical damage.					<i>Target:</i> 20-ft.-radius burst				
Shrink Item	20	Will negates (object)	1 standard action	1 day/level; see text	Touch	V,S	Yes (object)	Transmutation	PHB: pg.279
<i>Effect:</i> Object shrinks to one-sixteenth size.					<i>Target:</i> One touched object of up to 2 cu. ft./level		<i>Caster Level:</i> 9		
Spell Vulnerability	20	Fortitude negates	1 round	1 minute/level	Close (45 ft.)	V,S	No	Transmutation	SC: Pg.200
<i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.					<i>Target:</i> One creature		<i>Caster Level:</i> 9		
Suspension of Sense	20	None [object]	1 standard action	24 hours or until discharged, then 6 rounds; see text	Touch	V,S,M	No [object]	Illusion (Glamour)	SC: Pg.216
<i>Effect:</i> Imbue object with held silence spell until command word is used.					<i>Target:</i> One object		<i>Caster Level:</i> 9		
Tongues	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, M/DF	No	Divination	PHB: pg.294
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 11		
Tremorsense	20	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,F/DF	N/A	Transmutation	SC: Pg.224
<i>Effect:</i> You can automatically pinpoint the location of any object or creature within 30 feet that is in contact with the ground.					<i>Target:</i> You		<i>Caster Level:</i> 9		
Vampiric Touch	20	None	1 standard action	Instantaneous/1 hour; see text	Touch	V,S	Yes	Necromancy	PHB: pg.298
<i>Effect:</i> Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 9		

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Baleful Blink	21	Fortitude negates	1 standard action	1 round/level	Close (45 ft.)	V	No	Transmutation	PHB II: pg.102
<i>Effect:</i> Creature has 50% miss chance on any attack. No miss chance to hit affected creature.					<i>Target:</i> One creature			<i>Caster Level:</i> 9	
☐☐☐☐☐ Celerity	21		1 immediate action	Instantaneous	Personal	V		Transmutation	PHB II: pg.105
<i>Effect:</i> Can immediately take a standard action as if you had readied an action. You are dazed until the end of your next turn.					<i>Target:</i> You			<i>Caster Level:</i> 9	
* =Domain/Specialty Spell									



## Wizard Spells

□□□□□ Dimensional Anchor	21	None	1 standard action	1 minute/level	Medium (190 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.221
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray		<i>Caster Level:</i> 9		
□□□□□ Evard's Black Tentacles	21	None	1 standard action	1 round/level [D]	Medium (190 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.228
<i>Effect:</i> Tentacles grapple all within 15 ft. spread.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 9		
□□□□□ Forceward	21	Will negates; see text	1 round	1 minute/level	15 ft.	V,S	Yes	Abjuration [Force]	SC: Pg.98
<i>Effect:</i> Create an unmoving, transparent sphere of force centered on you; see text					<i>Target:</i> 15-ft.-radius sphere centered on you		<i>Caster Level:</i> 9		
□□□□□ Invisibility, Greater	21	Will negates (harmless)	1 standard action	1 round/level [D]	Personal or touch	V,S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	PHB: pg.245
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 9		
□□□□□ Know Vulnerabilities	21	Will negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Divination	SC: Pg.129
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.					<i>Target:</i> One creature		<i>Caster Level:</i> 11		
□□□□□ Orb of Acid	21	Fortitude partial; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Acid]	SC: Pg.150
<i>Effect:</i> Ranged Touch attack deals 1d6 points of acid damage per caster level [max 15d6]. Fort save to avoid becoming sick for 1 round.					<i>Target:</i> One orb of acid		<i>Caster Level:</i> 9		
□□□□□ Otiluke's Resilient Sphere	21	Reflex negates	1 standard action	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes	Evocation [Force]	PHB: pg.258
<i>Effect:</i> Force globe protects but traps one subject.					<i>Target:</i> 1 ft./level diameter sphere, centered around a creature		<i>Caster Level:</i> 9		
□□□□□ Polymorph	21	None	1 standard action	1 minute/level [D]	Touch	V,S,M	No	Transmutation	PHB: pg.263
<i>Effect:</i> Gives one willing subject a new form.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 9		
□□□□□ Vortex of Teeth	21	None	1 standard action	1 round/level [D]	Medium (190 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.232
<i>Effect:</i> Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.					<i>Target:</i> Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center]		<i>Caster Level:</i> 9		
□□□□□ Wall of Fire	21	None	1 standard action	Concentration + 1 round/level	Medium (190 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.298
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage					<i>Target:</i> Opaque sheet of flame up to 20 ft./level long or a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high		<i>Caster Level:</i> 9		

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Anticold Sphere	22	None	1 standard action	10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold]	SC: Pg.13
<i>Effect:</i> Immune to cold and Hedge creatures of the cold subtype.					<i>Target:</i> 10-ft.-radius emanation, centered on you		<i>Caster Level:</i> 9		
□□□□□ Dimension Shuffle	22	Will negates; see text	1 standard action	Instantaneous	Close (45 ft.)	V	Yes	Conjuration (Teleportation)	PHB II: pg.110
<i>Effect:</i> Teleport any subject creature to any other spot within 30 ft. [See restrictions in text].					<i>Target:</i> One creature/level, no two of which can are more than 30 ft. apart		<i>Caster Level:</i> 9		
□□□□□ Feeblemind	22	Will negates; see text	1 standard action	Instantaneous	Medium (190 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.229
<i>Effect:</i> Subject's Int and Cha drop to 1.					<i>Target:</i> One creature		<i>Caster Level:</i> 9		
□□□□□ Fire Shield, Mass	22	Will negates [harmless]	1 round	1 round/level [D]	Close (45 ft.)	V,S,M	Yes [harmless]	Evocation [Fire or Cold]	SC: Pg.92
<i>Effect:</i> Creatures attacking subjects take fire damage; you're protected from heat or cold.					<i>Target:</i> One or more allied creatures, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 9		
□□□□□ Hidden Lodge	22	None	10 minutes	24 hours	Close (45 ft.)	V,S,F	No	Conjuration (Creation)	SC: Pg.113
<i>Effect:</i> As leomund's secure shelter, except it is camouflaged.					<i>Target:</i> 20-ft.-square structure		<i>Caster Level:</i> 9		
□□□□□ Leomund's Secret Chest	22	None	10 minutes	Sixty days or until discharged	See text	V,S,F	No	Conjuration (Summoning)	PHB: pg.247
<i>Effect:</i> Hides expensive chest on Ethereal Plane; you retrieve it at will.					<i>Target:</i> One chest and up to 1 cu. ft./level. of goods		<i>Caster Level:</i> 9		
□□□□□ Lucent Lance	22	None	1 standard action	Instantaneous	Close (45 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SC: Pg.134
<i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text.					<i>Target:</i> Ray		<i>Caster Level:</i> 9		
□□□□□ Mordenkainen's Faithful Hound	22	None	1 standard action	1 hour/level or until discharged, then 1 round/level; see text	Close (45 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.255
<i>Effect:</i> Phantom dog can guard, attack.					<i>Target:</i> Phantom watchdog		<i>Caster Level:</i> 9		
□□□□□ Rary's Telepathic Bond	22	None	1 standard action	10 minutes/level [D]	Close (50 ft.)	V,S,M	No	Divination	PHB: pg.268
<i>Effect:</i> Link lets allies communicate.					<i>Target:</i> You plus One willing creature/per 3 levels, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 11		
□□□□□ Teleport	22	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	PHB: pg.292
<i>Effect:</i> Instantly transports you as far as 100 miles/level.					<i>Target:</i> You and touched objects or other touched willing creatures		<i>Caster Level:</i> 9		

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Legend Lore	23	None	See text	See text	Personal	V,S,M,F	No	Divination	PHB: pg.246
<i>Effect:</i> Lets you learn tales about a person, place, or thing.					<i>Target:</i> You		<i>Caster Level:</i> 11		
□□□□□ Planar Binding	23	Will negates	10 minutes	Instantaneous	Close (45 ft.)	V,S	No and Yes; see text	Conjuration (Calling)	PHB: pg.262
<i>Effect:</i> As lesser planar binding, but up to 12 HD.					<i>Target:</i> Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear		<i>Caster Level:</i> 9		

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Forcecage	24	None	1 standard action	2 hours/level [D]	Close (45 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.233
<i>Effect:</i> Cube or cage of force imprisons all inside.					<i>Target:</i> Barred cage 20 or windowless cell 10		<i>Caster Level:</i> 9		

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Celerity, Greater	25		1 immediate action	Instantaneous	Personal	V		Transmutation	PHB II: pg.105
<i>Effect:</i> Can immediately take a full action or [standard and move action] as if you had readied an action. You are dazed until the end of your next turn.					<i>Target:</i> You		<i>Caster Level:</i> 9		
□□□□□ Discern Location	25	None	10 minutes	Instantaneous	Unlimited	V,S, DF	No	Divination	PHB: pg.222
<i>Effect:</i> Reveals exact location of creature or object.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 11		

\* =Domain/Speciality Spell



## Wizard Spells

▣▣▣▣▣▣ Excavate

25

None

1 standard Instantaneous  
action

Close (45 ft.)

V,S,M

No

Transmutation

SC: Pg.85

*Effect:*

As with passwall, create tunnel/passage through wooden, plaster or stone walls, but not through metal or harder material.

*Target:* One 5-ft.-by 8 ft. opening, 1 ft. deep/level

*Caster Level:* 9

\* =Domain/Specialty Spell



Pryad



Elf, Fire
RACE
132
AGE
Male
GENDER
Low-light
VISION
Lawful Neutral
ALIGNMENT
Right
DOMINANT HAND
5' 9"
HEIGHT
120 lbs.
WEIGHT
Violet - lt red
EYE COLOUR
Gray
SKIN COLOUR
Flame Orange,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
Sulasspryn
RESIDENCE
Thar
LOCATION
None
REGION

Description:  
Spell Points: 143

Biography:

## Notes:

Character Sheet Notes: