

Gian

NAME

Rog5

Wiz5

Art1

CLASS

11

Character Level

55000

EXPERIENCE

66000

NEXT LEVEL

Dan Elm

PLAYERNAME

Human

RACE

Medium

SIZE

25

AGE

Male

GENDER

Mystra

DEITY

6' 1"

HEIGHT

160 lbs.

WEIGHT

Brown

EYES

Bald,

HAIR

Neutral Good

ALIGNMENT

Low-Light (60')

VISION

0

POINTS



ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

14

+2

14

+2

14

+2

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

10

+0

10

+0

10

+0

INT

Intelligence

18

+4

18

+4

18

+4

WIS

Wisdom

13

+1

13

+1

13

+1

CHA

Charisma

15

+2

15

+2

15

+2

VP

Vitality

60

AC

armor class

19

TOTAL

19

FLAT

14

TOUCH

10

BASE

5

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL

1

MISC

MISS CHANCE

10

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

WP

Wound Points

10

DAMAGE REDUCTION

SPEED

Walk 30 ft.

INITIATIVE

modifier

+9

TOTAL

+3

DEX MODIFIER

+6

MISC MODIFIER

BASE ATTACK

bonus

+5

SAVING THROWS

FORTITUDE

(constitution)

+3

=

+2

+

+0

+

+1

+

+0

+

+0

+

REFLEX

(dexterity)

+11

=

+7

+

+3

+

+1

+

+0

+

+0

+

WILL

(wisdom)

+9

=

+7

+

+1

+

+1

+

+0

+

+0

+

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

MELEE

attack bonus

+7

=

+5

+

+2

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+8

=

+5

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+7

=

+5

+

+2

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+8

DAMAGE

1d3+2

CRITICAL

20/x2

Crossbow

(Heavy/Masterwork)

CURRENT HAND

TYPE

SIZE

CRITICAL

30 ft.

120 ft.

240 ft.

360 ft.

480 ft.

To Hit

+9

+9

+7

+5

+3

Dam

1d10

1d10

1d10

1d10

1d10

Special Properties

Dagger

(Masterwork)

CURRENT HAND

TYPE

SIZE

CRITICAL

Carried

PS

M

19-20/x2

To Hit

Dam

1H-P

+9

1d4+2

2W-P-(OH)

+5

1d4+2

1H-O

+9

1d4+1

2W-P-(OL)

+7

1d4+2

2H

+9

1d4+2

2W-OH

+7

1d4+1

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

To Hit

+9

+7

+5

+3

+1

Dam

1d4+2

1d4+2

1d4+2

1d4+2

1d4+2

Special Properties

\*Rapier

CURRENT HAND

TYPE

SIZE

CRITICAL

Primary

P

M

18-20/x2

To Hit

Dam

1H-P

+8

1d6+2

2W-P-(OH)

+4

1d6+2

1H-O

+8

1d6+1

2W-P-(OL)

+6

1d6+2

2H

+8

1d6+3

2W-OH

+4

1d6+1

Special Properties

\*: 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

\*Mithral Shirt +1

Light

+5

+6

+0

10

30hp/inch and 15 hardness

\*Ring of Protection +1

+1

+0

0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	14/7
					RANKS	MISC MODIFIER
✓ Appraise	INT	12	=	4	+ 8.0	+
✓ Balance	DEX	13	=	3	+ 8.0	+ 2
✓ Bluff	CHA	6	=	2	+ 4.0	+
✓ Climb	STR	3	=	2	+ 1.0	+
✓ Concentration	CON	13	=	0	+ 13.0	+
✓ Craft (Untrained)	INT	4	=	4	+	+
✓ Decipher Script	INT	11	=	4	+ 7.0	+
✓ Diplomacy	CHA	4	=	2	+	+ 2
✓ Disable Device	INT	14	=	4	+ 10.0	+
✓ Disguise	CHA	4	=	2	+ 2.0	+
✓ Escape Artist	DEX	10	=	3	+ 7.0	+
✓ Forgery	INT	8	=	4	+ 4.0	+
✓ Gather Information	CHA	3	=	2	+ 1.0	+
✓ Heal	WIS	1	=	1	+	+
✓ Intimidate	CHA	4	=	2	+ 2.0	+
✓ Jump	STR	6	=	2	+ 2.0	+ 2
✓ Knowledge (Arcana)	INT	8	=	4	+ 4.0	+
✓ Listen	WIS	8	=	1	+ 5.0	+ 2
✓ Open Lock	DEX	13	=	3	+ 10.0	+
✗ Psychic-Blink Teleport		1	=	0	+ 1.0	+
✗ Psychic-Enhance Ability	WIS	2	=	1	+ 1.0	+
✗ Psychic-Enhance Senses	WIS	2	=	1	+ 1.0	+
✓ ✗ Psychic-Mental Contact	CHA	3	=	2	+ 1.0	+
✗ Psychic-Psychic Healing	WIS	2	=	1	+ 1.0	+
✓ Ride	DEX	3	=	3	+	+
✓ Search	INT	20	=	4	+ 11.0	+ 5
✓ Sense Motive	WIS	6	=	1	+ 5.0	+
✓ Sneak	DEX	16	=	3	+ 13.0	+
✓ Sneak (Hide)	DEX	16	=	3	+ 13.0	+
✓ Spellcraft	INT	17	=	4	+ 13.0	+
✓ Spot	WIS	16	=	1	+ 8.0	+ 7
✓ Survival	WIS	1	=	1	+	+
✓ Swim	STR	2	=	2	+	+
✓ Tumble	DEX	10	=	3	+ 7.0	+
✓ Use Magic Device	CHA	3	=	2	+ 1.0	+
✓ Use Rope	DEX	4	=	3	+ 1.0	+
			=	+	+	
			=	+	+	

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.  
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack		1	2.0	2.0	
21.12 lbs., 1 Wand (Acid Splash), 1 Wand (Detect Magic), 1 Wand (Light), 2 Tanglefoot Bag, 1 Wand (Disguise Self/Wizard/1st), 1 Bead of Force, 1 Elixir of Sneaking, 1 Gian's Spellbook #1, 1 Gian's Spellbook #2, 1 Bolts, Crossbow (50), 1 Caltrops					
Mithral Shirt +1	Equipped	1	10.0	2100.0	
30hp/inch and 15 hardness					
Bead of Force	Backpack	1	0.0	3000.0	
☐					
Blanket (Winter)	Sack	1	3.0	0.5	
Bolts, Crossbow (50)	Backpack	1	5.0	5.0	
☐					
Brooch of Shielding	Equipped	1	0.0	1500.0	
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐					
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☐					
Caltrops	Backpack	1	2.0	1.0	
Cloak of Resistance +1	Equipped	1	1.0	1000.0	
Crossbow (Heavy/Masterwork)	Carried	1	8.0	350.0	
0 lbs.					
Dagger (Masterwork)	Carried	1	1.0	302.0	
Elixir of Sneaking	Backpack	1	0.0	250.0	
☐					
Everburning Torch	Sack	1	1.0	110.0	
Eyes of the Eagle	Equipped	1	0.0	2500.0	
Flint and Steel	Sack	1	0.0	1.0	
Gian's Spellbook #1	Backpack	1	3.0	15.0	
(Spellbook (Wizard's/Blank))					
Gian's Spellbook #2	Backpack	1	3.0	15.0	
(Spellbook (Wizard's/Blank))					
Hammer	Sack	1	2.0	0.5	
Lens of Detection	Equipped	1	1.0	3500.0	
+5 to Survival while Tracking					
Little Red Hat	Equipped	1	0.0	0.0	
Explorer's Outfit	Equipped	1	8.0	0.0	
Pearl of Power (1st Level)	Equipped	1	0.0	1000.0	
Rapier	Equipped	1	2.0	20.0	
Rations (Trail/Per Day)	Sack	6	1.0 (6.0)	0.5 (3.0)	
☐☐☐☐☐ ☐					
Ring of Protection +1	Equipped	1	0.0	2000.0	
Ring of Sustenance	Equipped	1	0.0	2500.0	
Sack		1	0.5	0.1	
109.88 lbs., 1 Blanket (Winter), 1 Thieves' Tools, 1 Waterskin (Filled), 1 Tent, 3133 Coin (Gold), 5 Coin (Copper), 6 Coin (Silver), 1 Everburning Torch, 1 Wine (Common/Pitcher), 1 Flint and Steel, 1 Hammer, 6 Rations (Trail/Per Day), 1 Sunrod, 3 Tindertwig, 3 Torch					
Sunrod	Sack	1	1.0	2.0	
☐					
Tanglefoot Bag	Backpack	2	4.0 (8.0)	50.0 (100.0)	
☐☐					
Tent	Sack	1	20.0	10.0	
Thieves' Tools	Sack	1	1.0	30.0	
Tindertwig	Sack	3	0.0 (0.0)	1.0 (3.0)	
☐☐☐					
Torch	Sack	3	1.0 (3.0)	0.01 (0.03)	
☐☐☐					
Wand (Acid Splash)	Backpack	1	0.0	375.0	
(Wand (Acid Splash/Wizard/1st))					
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐					
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Wand (Detect Magic)	Backpack	1	0.06	375.0	
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐					
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Wand (Disguise Self/Wizard/1st)	Backpack	1	0.0	180.0	
☐☐☐☐☐ ☐☐☐☐☐ ☐☐					
Wand (Light)	Backpack	1	0.06	375.0	
TOTAL WEIGHT CARRIED/VALUE			23 lbs.21626.33 gp		

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐					
☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐					
Waterskin (Filled)		Sack	1	4.0	1.0
Wine (Common/Pitcher)		Sack	1	6.0	0.2
TOTAL WEIGHT CARRIED/VALUE				23 lbs.21626.33 gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

MONEY					
Coin (Gold): 3133[Sack]					
Coin (Silver): 6[Sack]					
Coin (Copper): 5[Sack]					
Minor Title<fund><fund>Own 1/5th Brightstone Keep</fund><fund>Owe GM					
2100gp</fund><fund>					
Total = 3133.65 gp					

MAGIC					
Wand: Acid Splash</magic><magic>Wand: Detect Magic</magic><magic>Wand: Light</magic><magic>					

SPECIAL ABILITIES					
Evasion (Ex)					
Literacy: Character is able to read & write in any language he can speak.					
Ranged Ledgerdremain 1/day (Su)					
Sneak Attack +3d6					
Summon Familiar					
Trap Sense (Ex) +1					
Trapfinding					
Uncanny Dodge (Dex bonus to AC)					

FEATS					
Ambidexterity	Ignore off-hand penalties				
Craft Wondrous Item	You can create any wondrous item whose prerequisites you meet.				
Improved Initiative	You get a +4 bonus on initiative checks.				
Practiced Spellcaster (Wizard)	Gain up to +4 in a spell caster class of your choice to a max of your hit dice.				
Psychopotation	You have the potential to learn psychopotation skills.				
Quick Reconnoiter	You can make one Spot check and one Listen check each round as a free action. Also gain +2 to initiative.				
Still Spell	A stilled spell can be cast with no somatic components.				
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.				
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.				
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.				
Scribe Scroll	You can create a scroll of any spell that you know.				
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.				
Alertness	You get a +2 bonus on all Listen checks and Spot checks.				
Improved Toughness	Gain hp equal to your current HD				

PROFICIENCIES					
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword (Short), Unarmed Strike					

LANGUAGES					
Celestial, Common, Draconic, Elven, Orc					

TEMPLATES					
Low-light vision					
Truename					

# 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	5	4	3	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash	14	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
Effect: Orb deals 1d3 acid damage.					Target: One missile of acid			Caster Level: 10	
□□□□□ Amanuensis	14	Will negates [object]	1 standard action	10 minute/level	Close (50 ft.)	V, S	Yes [object]	Transmutation	SPELL CO: Pg.9
Effect: Copies 250 words per minute.					Target: Object or objects with writing			Caster Level: 10	
□□□□□ Arcane Mark	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
Effect: Inscribes a personal rune [visible or invisible].					Target: One personal rune or mark, all of which must fit within 1 sq. ft.			Caster Level: 10	
□□□□□ Caltrops	14	None	1 standard action	1 round/level	Close (50 ft.)	V, S	No	Conjuration (Creation)	SPELL CO: Pg.42
Effect: 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.					Target: See text			Caster Level: 10	
□□□□□ Dancing Lights	14	None	1 standard action	1 minute/level [D]	Medium (210 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
Effect: Creates torches or other lights.					Target: Up to four lights, all within a 10- ft.-radius area			Caster Level: 11	
□□□□□ Daze	14	Will negates	1 standard action	1 round	Close (50 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
Effect: Humanoid creature of 4 HD or less loses next action.					Target: One humanoid creature of 4 HD or less			Caster Level: 10	
□□□□□ Detect Magic	14	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation			Caster Level: 10	
□□□□□ Detect Poison	14	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects poison in one creature or small object.					Target: One creature, one object, or a 5-ft. cube			Caster Level: 10	
□□□□□ Disrupt Undead	14	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
Effect: Deals 1d6 damage to one undead.					Target: Ray			Caster Level: 10	
□□□□□ Electric Jolt	14	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Evocation [Electricity]	SPELL CO: Pg.78
Effect: Ranged touch attack delivers 1d3 electric damage.					Target: Ray			Caster Level: 10	
□□□□□ Flare	14	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of light			Caster Level: 10	
□□□□□ Ghost Sound	14	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (50 ft.)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
Effect: Figment sounds.					Target: Illusory sounds			Caster Level: 10	
□□□□□ Launch Bolt	14	None	1 standard action	Instantaneous	Touch	V, S, M	No	Transmutation	SPELL CO: Pg.130
Effect: Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.					Target: One crossbow bolt in your possession			Caster Level: 10	
□□□□□ Launch Item	14	None	1 standard action	Instantaneous	Touch	S	No	Transmutation	SPELL CO: Pg.130
Effect: Launch an item safely to the target you specify where it will act normally upon impact.					Target: One Fine item in your possession, weighing up to 10lbs			Caster Level: 10	
□□□□□ Light	14	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
Effect: Object shines like a torch.					Target: Object touched			Caster Level: 10	
□□□□□ Mage Hand	14	None	1 standard action	Concentration	Close (50 ft.)	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.			Caster Level: 10	
□□□□□ Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Makes minor repairs on an object.					Target: One object of up to 1 lb.			Caster Level: 10	
□□□□□ Message	14	None	1 standard action	10 minutes/level	Medium (200 ft.)	V, S, F	No	Transmutation [Language-Dependent]	RSRD: SpellsM-O.rtf
Effect: Whispered conversation at distance.					Target: 1 creature/level			Caster Level: 10	
□□□□□ Open/Close	14	Will negates (object)	1 standard action	Instantaneous	Close (50 ft.)	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Opens or closes small or light things.					Target: Object weighing up to 30 lb. or portal that can be opened or closed			Caster Level: 10	
□□□□□ Prestidigitation	14	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
Effect: Performs minor tricks.					Target: See text			Caster Level: 10	
□□□□□ Ray of Frost	14	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Evocation [Cold]	RSRD: SpellsP-R.rtf
Effect: Ray deals 1d3 cold damage.					Target: Ray			Caster Level: 10	
□□□□□ Read Magic	14	None	1 standard action	10 minutes/level	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 10	
□□□□□ Repair Minor Damage	14	None	1 standard action	Instantaneous	Touch	V, S	No	Transmutation	SPELL CO: Pg.173
Effect: Repair a construct 1 point of damage.					Target: Construct touched			Caster Level: 10	
□□□□□ Resistance	14	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Subject gains +1 on saving throws.					Target: Creature touched			Caster Level: 10	
□□□□□ Silent Portal	14	Will negates [object]	1 standard action	1 minute/level [D]	Close (50 ft.)	S	Yes [object]	Illusion (Glamer)	SPELL CO: Pg.190
Effect: Negates the sound of opening/closing any portal [door, window, etc.].					Target: One portal			Caster Level: 10	
□□□□□ Sonic Snap	14	Will partial	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Evocation [Sonic]	SPELL CO: Pg.195
Effect: Deal 1 pt of damage and target must save or be deafened for 1 round.					Target: One creature or object			Caster Level: 10	

\* =Domain/Speciality Spell

# Wizard Spells

Stick	14	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SPELL CO: Pg.206
Effect: Sticks one object to another; see text.					Target: Nonmagical, unattended object weighing up to 5lbs				
Touch of Fatigue	14	Fortitude negates	1 standard action	1 round/level	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf
Effect: Touch attack fatigues target.					Target: Creature touched			Caster Level: 10	
LEVEL 1									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Accelerated Movement	15	N/A	1 swift action	1 round/level [D]	Personal	S,M	N/A	Transmutation	SPELL CO: Pg.7
Effect: You can move at your normal speed while using Balance, Climb or Move Silently.					Target: You			Caster Level: 10	
Animate Rope	15	None	1 standard action	1 round/level	Medium (200 ft.)	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
Effect: Makes a rope move at your command.					Target: One ropelike object, length up to 50 ft. + 5 ft./level; see text			Caster Level: 10	
Burning Hands	15	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsA-B.rtf
Effect: 1d4/level [max 5d4] fire damage					Target: Cone-shaped burst			Caster Level: 10	
Charm Person	15	Will negates	1 standard action	1 hour/level	Close (50 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
Effect: Makes one person your friend.					Target: One humanoid creature			Caster Level: 10	
Comprehend Languages	15	None	1 standard action	10 minutes/level	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
Effect: You understand all spoken and written languages.					Target: You			Caster Level: 10	
Distract Assailant	15	Will negates	1 swift action	1 round	Close (50 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.69
Effect: Target is flatfooted till next turn.					Target: One creature			Caster Level: 10	
Enlarge Person	15	Fortitude negates	1 round	1 minute/level [D]	Close (50 ft.)	V, S, M	Yes	Transmutation	RSRD: SpellsD-E.rtf
Effect: Creatures size increases to next category					Target: One humanoid creature			Caster Level: 10	
Expeditious Retreat	15	None	1 standard action	1 minute/level [D]	Personal	V, S	No	Transmutation	RSRD: SpellsD-E.rtf
Effect: Your speed increases by 30 ft.					Target: You			Caster Level: 10	
Familiar Pocket	15	None	1 standard action	1 hour/level [D]	Touch	V,S,M	No	Universal	SPELL CO: Pg.88
Effect: Creates an extra-dimensional safe haven for a Tiny or smaller familiar.					Target: One container or garment with a pocket touched			Caster Level: 10	
Feather Fall	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	Close (50 ft.)	V	Yes (object)	Transmutation	RSRD: SpellsF-G.rtf
Effect: Objects or creatures fall slowly.					Target: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart			Caster Level: 10	
Floating Disk	15	None	1 standard action	1 hour/level	Close (50 ft.)	V, S, M	No	Evocation [Force]	RSRD: SpellsF-G.rtf
Effect: Creates 3-ft.-diameter horizontal disk that holds 1000 lbs					Target: 3-ft.-diameter disk of force			Caster Level: 10	
Guided Shot	15	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SPELL CO: Pg.108
Effect: No range increment penalties and target denied AC bonus for anything less than total cover.					Target: You			Caster Level: 10	
Identify	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination	RSRD: SpellsH-L.rtf
Effect: Determines properties of magic item.					Target: One touched object			Caster Level: 10	
Instant Search	15	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SPELL CO: Pg.124
Effect: You can make one Search check in this round as a free action. You gain a +2 insight bonus on the check.					Target: You			Caster Level: 10	
Mage Armor	15	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	RSRD: SpellsM-O.rtf
Effect: Gives subject +4 armor bonus.					Target: Creature touched			Caster Level: 10	
Magic Missile	15	None	1 standard action	Instantaneous	Medium (200 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
Effect: 1 missile/2 levels [max 5] that do 1d4+1 damage each.					Target: Up to five creatures, no two of which can be more than 15 ft. apart			Caster Level: 10	
Mount	15	None	1 round	2 hours/level [D]	Close (50 ft.)	V, S, M	No	Conjuration (Summoning)	RSRD: SpellsM-O.rtf
Effect: Summons riding horse for 2 hours/level.					Target: One mount			Caster Level: 10	
Orb of Acid, Lesser	15	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Acid]	SPELL CO: Pg.150
Effect: Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] of acid damage.					Target: One orb of acid			Caster Level: 10	
Orb of Cold, Lesser	15	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Cold]	SPELL CO: Pg.151
Effect: Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of cold damage.					Target: One orb of cold			Caster Level: 10	
Orb of Electricity, Lesser	15	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Electricity]	SPELL CO: Pg.151
Effect: Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of electricity damage.					Target: One orb of electricity			Caster Level: 10	
Orb of Fire, Lesser	15	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Fire]	SPELL CO: 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: 10	
Orb of Sound, Lesser	15	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Sonic]	SPELL CO: Pg.151
Effect: Ranged Touch attack deals 1d6/two caster level [max 10d6] points of sonic damage.					Target: One orb of sonic			Caster Level: 10	
Parching Touch	15	Fort Partial; see text	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	Custom: Sand Storm Pg.118-119
Effect: Deal 1d6 dessication damage. Save or become dehydrated and lose 1 constitution point.					Target: 10 living creatures touched			Caster Level: 10	
Protection from Evil	15	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					Target: Creature touched			Caster Level: 10	
Ray of Enfeeblement	15	None	1 standard action	1 minute/level	Close (50 ft.)	V, S	Yes	Necromancy	RSRD: SpellsP-R.rtf
Effect: Ray deals 1d6 +1/2 levels [max +5] Str damage.					Target: Ray			Caster Level: 10	
Scholar's Touch	15	None	1 standard action	Concentration, up to 10 rounds	Personal	V,S,M,F	No	Divination	Custom: 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: 10	
Shield	15	None	1 standard action	1 minute/level [D]	Personal	V, S	No	Abjuration [Force]	RSRD: SpellsS.rtf
Effect: Invisible disc gives +4 to AC, blocks magic missiles.					Target: You			Caster Level: 10	
* =Domain/Specialty Spell									

## Wizard Spells

Shock	Grasp	15	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]	RSRD: SpellsS.rtf
Effect: Touch delivers 1d6/level [max 5d6] electricity damage.						Target: Creature or object touched		Caster Level: 10		
Sleep		15	Will negates	1 round	1 minute/level	Medium (200 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
Effect: Puts 4 HD of creatures into magical slumber.						Target: One or more living creatures within a 10-ft.-radius burst		Caster Level: 10		
Sniper's Shot		15	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SPELL CO: Pg.194
Effect: Your ranged attacks made before the start of your next turn can be a sneak attacks regardless of the distance, but only if you can sneak attack as the class ability.						Target: You		Caster Level: 10		
Summon Monster I		15	None	1 round	1 round/level [D]	Close (50 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.						Target: One summoned creature		Caster Level: 10		
True Strike		15	None	1 standard action	See text	Personal	V, F	No	Divination	RSRD: SpellsT-Z.rtf
Effect: +20 on your next attack roll.						Target: You		Caster Level: 10		
Unseen Servant		15	None	1 standard action	1 hour/level	Close (50 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
Effect: Invisible force obeys your commands.						Target: One invisible, mindless, shapeless servant		Caster Level: 10		

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Balancing Lorecall	16	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SPELL CO: Pg.23
Effect: Gain +4 insight bonus to balance bonus; see text.					Target: You			Caster Level: 10	
■■■■■Bear's Endurance	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Con for 1 minutes/level.					Target: Creature touched			Caster Level: 10	
■■■■■Blur	16	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V	Yes (harmless)	Illusion (Glamer)	RSRD: SpellsA-B.rtf
Effect: Attacks miss subject 20% of the time.					Target: Creature touched			Caster Level: 10	
■■■■■Cat's Grace	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
Effect: Subject gains +4 to Dex for 1 minutes/level.					Target: Creature touched			Caster Level: 10	
■■■■■Darkness	16	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
Effect: 20-ft. radius of supernatural shadow.					Target: Object touched			Caster Level: 11	
■■■■■False Life	16	None	1 standard action	1 hour/level or until discharged; see text	Personal	V, S, M	No	Necromancy	RSRD: SpellsF-G.rtf
Effect: Gain 1d10 +1/level [max +10] temporary hp					Target: You			Caster Level: 10	
■■■■■Familiar Pocket	16	None	1 standard action	1 hour/level [D]	Touch	V,S,M	No	Universal	SPELL CO: Pg.88
Effect: Creates an extra-dimensional safe haven for a Tiny or smaller familiar.					Target: One container or garment with a pocket touched			Caster Level: 10	
■■■■■Invisibility	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	1 minute/level [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	RSRD: SpellsH-L.rtf
Effect: Subject is invisible for 1 minutes/level or until it attacks.					Target: You or a creature or object weighing no more than 100 lbs/level			Caster Level: 10	
■■■■■Knock	16	None	1 standard action	Instantaneous; see text	Medium (200 ft.)	V	No	Transmutation	RSRD: SpellsH-L.rtf
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: 10	
■■■■■Mirror Image	16	None	1 standard action	1 minute/level [D]	Personal; see text	V, S	No	Illusion (Figment)	RSRD: SpellsM-O.rtf
Effect: Creates decoy duplicates of you [1d4 +1/3 levels, max +8].					Target: You			Caster Level: 10	
■■■■■Resist Energy	16	Fortitude negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Ignores first 20 points of damage/attack from specified energy type.					Target: Creature touched			Caster Level: 10	
■■■■■Scorching Ray	16	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Evocation [Fire]	RSRD: SpellsS.rtf
Effect: 2 rays, ranged touch attack deals 4d6 fire damage.					Target: 1 ray + 1 ray/4 levels [see text]			Caster Level: 10	
■■■■■See Invisibility	16	None	1 standard action	10 minutes/level [D]	Personal	V, S, M	No	Divination	RSRD: SpellsS.rtf
Effect: Reveals invisible creatures or objects.					Target: You			Caster Level: 10	
■■■■■Spider Climb	16	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsS.rtf
Effect: Grants ability to walk on walls and ceilings.					Target: Creature touched			Caster Level: 10	
■■■■■Web	16	Reflex negates; see text	1 standard action	10 minutes/level [D]	Medium (200 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
Effect: Fills 20-ft.-radius spread with sticky spiderwebs.					Target: Webs in a 20-ft.-radius spread			Caster Level: 10	
■■■■■Wraithstrike	16	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.243
Effect: Makes your melee attacks become touch attacks.					Target: You			Caster Level: 10	
■■■■■Zone of Glacial Cold	16	Fort half	1 standard action	10 rounds	Medium (200 ft.)	V,S,M	No	Conjuration [Cold]	Custom: Frostburn Pg.106
Effect: Zone deals 1d6 cold damage each round.					Target: 20-ft.-radius			Caster Level: 10	

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐Arcane Sight	17	None	1 standard action	1 minute/level [D]	Personal	V, S	No	Divination	RSRD: SpellsA-B.rtf
Effect: Magical auras become visible to you.					Target: You			Caster Level: 10	
☐☐☐☐Blink	17	None	1 standard action	1 round/level [D]	Personal	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
Effect: You randomly vanish and reappear for 1 round/level.					Target: You			Caster Level: 10	
☐☐☐☐Displacement	17	Will negates (harmless)	1 standard action	1 round/level [D]	Touch	V, M	Yes (harmless)	Illusion (Glamer)	RSRD: SpellsD-E.rtf
Effect: Attacks miss subject 50%.					Target: Creature touched			Caster Level: 10	
☐☐☐☐Fireball	17	Reflex half	1 standard action	Instantaneous	Long (800 ft.)	V, S, M	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
Effect: 1d6/level [max 10d6] fire damage, 20-ft. radius.					Target: 20-ft.-radius spread			Caster Level: 10	
* = Domain/Specialty Spell									

\* =Domain/Speciality Spell

## Wizard Spells

<div><div></div><div></div><div></div><div></div></div> Fly	17	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, F/DF	Yes (harmless)	Transmutation	RSRD: SpellsF-G.rtf
Effect: Subject flies at speed of 60 ft.					Target: Creature touched			Caster Level: 10	
<div><div></div><div></div><div></div><div></div></div> Force Lightning	17	Fort partial	1 standard action	5	Close (50 ft.)	V,S,M	Yes	Evocation [Electricity]	Custom: Custom
Effect: Ranged touch attack deals 1d4+10. Successful Fort save imposes a -1 to attack and AC for one round, failed save indicates paralysis for 1 round.					Target: Ray			Caster Level: 10	
<div><div></div><div></div><div></div><div></div></div> Lance of Disruption	17	Fortitude half	1 standard action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Custom: Custom
Effect: Beam of force causes 5d4+20 to all in the area of effect					Target: From caster 5ft wide beam out to 60ft length			Caster Level: 10	
<div><div></div><div></div><div></div><div></div></div> Lightning Bolt	17	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	RSRD: SpellsH-L.rtf
Effect: Electricity deals 1d6/level [max 10d6].					Target: 120-ft. line			Caster Level: 10	
<div><div></div><div></div><div></div><div></div></div> Mage Armor, Greater	17	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force]	SPELL CO: Pg.136
Effect: As mage armor, except gain +6 armor bonus.					Target: Creature touched			Caster Level: 10	
<div><div></div><div></div><div></div><div></div></div> Nondetection	17	Will negates (harmless, object)	1 standard action	1 hour/level	Touch	V, S, M	Yes (harmless, object)	Abjuration	RSRD: SpellsM-O.rtf
Effect: Hides subject from divination, scrying.					Target: Creature or object touched			Caster Level: 10	
<div><div></div><div></div><div></div><div></div></div> Scintillating Sphere	17	Reflex half	1 standard action	Instantaneous	Long (800 ft.)	V,S,M	Yes	Evocation [Electricity]	SPELL CO: Pg.181
Effect: As fireball, 1d6/caster level [max 10d6] of electrical damage.					Target: 20-ft.-radius burst			Caster Level: 10	
<div><div></div><div></div><div></div><div></div></div> Steeldance	17	None	1 standard action	1 round/level	Medium (200 ft.)	V,S,F	No	Evocation	SPELL CO: Pg.206
Effect: Causes two daggers to hover and attack creatures that come near; see text.					Target: Two swords or daggers			Caster Level: 10	
* =Domain/Speciality Spell									



## Spellbook: Gian's Spellbook #1

### Wizard

Level 0	Level 1	Level 2	Level 3
<input type="checkbox"/> Acid Splash (DC:14) <input type="checkbox"/> Arcane Mark (DC:14) <input type="checkbox"/> Dancing Lights (DC:14) <input type="checkbox"/> Daze (DC:14) <input type="checkbox"/> Detect Magic (DC:14) <input type="checkbox"/> Detect Poison (DC:14) <input type="checkbox"/> Disrupt Undead (DC:14) <input type="checkbox"/> Electric Jolt (DC:14) <input type="checkbox"/> Flare (DC:14) <input type="checkbox"/> Ghost Sound (DC:14) <input type="checkbox"/> Launch Bolt (DC:14) <input type="checkbox"/> Light (DC:14) <input type="checkbox"/> Mage Hand (DC:14) <input type="checkbox"/> Mending (DC:14) <input type="checkbox"/> Message (DC:14) <input type="checkbox"/> Open/Close (DC:14) <input type="checkbox"/> Prestidigitation (DC:14) <input type="checkbox"/> Ray of Frost (DC:14) <input type="checkbox"/> Read Magic (DC:14) <input type="checkbox"/> Repair Minor Damage (DC:14) <input type="checkbox"/> Resistance (DC:14) <input type="checkbox"/> Silent Portal (DC:14) <input type="checkbox"/> Stick (DC:14) <input type="checkbox"/> Touch of Fatigue (DC:14)	<input type="checkbox"/> Animate Rope (DC:15) <input type="checkbox"/> Burning Hands (DC:15) <input type="checkbox"/> Charm Person (DC:15) <input type="checkbox"/> Comprehend Languages (DC:15) <input type="checkbox"/> Distract Assailant (DC:15) <input type="checkbox"/> Enlarge Person (DC:15) <input type="checkbox"/> Expeditious Retreat (DC:15) <input type="checkbox"/> Feather Fall (DC:15) <input type="checkbox"/> Floating Disk (DC:15) <input type="checkbox"/> Guided Shot (DC:15) <input type="checkbox"/> Identify (DC:15) <input type="checkbox"/> Instant Search (DC:15) <input type="checkbox"/> Mage Armor (DC:15) <input type="checkbox"/> Magic Missile (DC:15) <input type="checkbox"/> Mount (DC:15) <input type="checkbox"/> Orb of Acid, Lesser (DC:15) <input type="checkbox"/> Orb of Cold, Lesser (DC:15) <input type="checkbox"/> Orb of Electricity, Lesser (DC:15) <input type="checkbox"/> Orb of Fire, Lesser (DC:15) <input type="checkbox"/> Orb of Sound, Lesser (DC:15) <input type="checkbox"/> Parching Touch (DC:15) <input type="checkbox"/> Protection from Evil (DC:15) <input type="checkbox"/> Ray of Enfeeblement (DC:15) <input type="checkbox"/> Scholar's Touch (DC:15) <input type="checkbox"/> Shield (DC:15) <input type="checkbox"/> Shocking Grasp (DC:15) <input type="checkbox"/> Sleep (DC:15) <input type="checkbox"/> Sniper's Shot (DC:15) <input type="checkbox"/> Summon Monster I (DC:15) <input type="checkbox"/> True Strike (DC:15) <input type="checkbox"/> Unseen Servant (DC:15)	<input type="checkbox"/> Bear's Endurance (DC:16) <input type="checkbox"/> Blur (DC:16) <input type="checkbox"/> Cat's Grace (DC:16) <input type="checkbox"/> Darkness (DC:16) <input type="checkbox"/> False Life (DC:16) <input type="checkbox"/> Familiar Pocket (DC:16) <input type="checkbox"/> Invisibility (DC:16) <input type="checkbox"/> Knock (DC:16) <input type="checkbox"/> Mirror Image (DC:16) <input type="checkbox"/> Resist Energy (DC:16) <input type="checkbox"/> Scorching Ray (DC:16) <input type="checkbox"/> See Invisibility (DC:16) <input type="checkbox"/> Spider Climb (DC:16) <input type="checkbox"/> Web (DC:16) <input type="checkbox"/> Wraithstrike (DC:16) <input type="checkbox"/> Zone of Glacial Cold (DC:16)	<input type="checkbox"/> Blink (DC:17) <input type="checkbox"/> Displacement (DC:17) <input type="checkbox"/> Fireball (DC:17)

## Spellbook: Gian's Spellbook #2

### Wizard

Level 3
<input type="checkbox"/> Fly (DC:17) <input type="checkbox"/> Force Lightning (DC:17) <input type="checkbox"/> Lance of Disruption (DC:17) <input type="checkbox"/> Lightning Bolt (DC:17) <input type="checkbox"/> Mage Armor, Greater (DC:17) <input type="checkbox"/> Nondetection (DC:17) <input type="checkbox"/> Scintillating Sphere (DC:17)

# Gian



Human

RACE

25

AGE

Male

GENDER

Low-Light (60')

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

6' 1"

HEIGHT

160 lbs.

WEIGHT

Brown

EYE COLOUR

Caucasian

SKIN COLOUR

Bald,

HAIR

Death, Trolls, Darkness

PHOBIAS

Creative, Logical

PERSONALITY TRAITS

Writing

INTERESTS

Enunciates very clearly, "Read My Lips."

SPOKEN STYLE

Far, far away

RESIDENCE

Faerun

LOCATION

None

REGION

## Description:

Bald (Permanent) - Magical accident

Craft Points @2800 (7th level)

## Biography:

25 years old, traveled around the land. Ambushed by goblins and awoke in a dungeon cell. Freed from captivity by a drow elf, aasimar, elf & squirrel (kercpa)?

Travels with group. Aided in capture of wyrmling white dragon for some kobolds.



## Notes:

### Character Sheet Notes:

Light, Detect Magic, Acid Splash

Companions:

Lu- Phil

Jessabelle - Bekah

Aaron Herbert - Richard

Turk - Jason

### Tybalt:

Gian died while fighting Trolls.

Spirit Cat: Akin to a Familiar

Tybalt is seen only by Gian. Gian will have 'cat-like' impulses.

Gian will be very protective of Tybalt. If he dies, Gian dies.

Playing notes: During odd times you will stroke or hold Tybalt.

(GM will prompt)

Detriments: As a result of death, and a gruesome one at that,

Gian has the following detriments:

1. Phobia of Trolls;
2. Phobia of Darkness;
3. Traumatic recall of death (Like a veteran)

### NPCs:

Duke Borba Drefus - Explorer/Friend - Gave Brightstone keep to party, if they secure it against others.

Tom - Friend - Messenger from Duke Borba Drefus

The Hunter - ENEMY - An agent of the drow after Lu.

Kurjan - Enemy/Dead - Evil Cleric

Belak - Enemy/Dead - Evil druid, caretaker of gulthias tree.

SUNLESS CITADEL Contacts:

Yesdryl - Un-Friendly - Kobold Sorceress and Leader of Sunless

Citadel Tribe

Calcryx - Un-Friendly - White Wyrmling

### Quests:

In-progress:

DONE:

Clear Brightstone Keep

Defeat Belak the Druid and stop the gulthias tree

Recover Wyrmling for Kobolds - Acquired key to Dragon Priest

Tomb

Find Siblings in Sunless Citadel - Monetary Reward