

Lelia

NAME

Cla1 Can Wic Sor

Wiz Tha Wiz

CLASS

1/2

Character Level/ECL

1000

EXPERIENCE

3000

NEXT LEVEL

Bekah

PLAYERNAME

Human

RACE

18

AGE

Medium

SIZE

Female

GENDER

6' 0"

HEIGHT

190 lbs.

WEIGHT

0

POINTS

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

Low-light

VISION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	16	+3	16	+3	16	+3

HP

hit points

14

WOUNDS/CURRENT HP

AC

armor class

13

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+7

TOTAL

+3

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+1

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2 MISC MODIFIER
✓ Appraise	INT	3	= 3	+	+
✓ X Armor Proficiency		4	= 0	+	4.0 +
✓ Balance	DEX	3	= 3	+	+
✓ X Base Attack		4	= 0	+	4.0 +
✓ Bluff	CHA	3	= 3	+	+
✓ X Caster Level (Wicca)		4	= 0	+	4.0 +
✓ Climb	STR	3	= 3	+	+
✓ Concentration	CON	2	= 2	+	+
✓ Craft (Untrained)	INT	3	= 3	+	+
✓ Diplomacy	CHA	3	= 3	+	+
✓ Disguise	CHA	3	= 3	+	+
✓ Escape Artist	DEX	3	= 3	+	+
✓ Forgery	INT	3	= 3	+	+
✓ Gather Information	CHA	3	= 3	+	+
✓ Heal	WIS	1	= 1	+	+
✓ Hide	DEX	3	= 3	+	+
✓ Intimidate	CHA	5	= 3	+	2
✓ Jump	STR	3	= 3	+	+
✓ Listen	WIS	3	= 1	+	2.0 +
✓ Move Silently	DEX	3	= 3	+	+
✓ Ride	DEX	3	= 3	+	+
✓ Search	INT	3	= 3	+	+
✓ Sense Motive	WIS	1	= 1	+	+
✓ Spot	WIS	5	= 1	+	2.0 + 2
✓ Survival	WIS	1	= 1	+	+
✓ Swim	STR	3	= 3	+	+
✓ Use Rope	DEX	3	= 3	+	+
✓ X Weapon Proficiency		4	= 0	+	4.0 +
✓ X Wicca		4	= 0	+	4.0 +
			=	+	+
			=	+	+

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

RANGED
attack bonus

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE
attack bonus

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+0	1d3+3	20/x2	5 ft.

Longbow				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	20/x3	5 ft.
	30 ft.	100 ft.	200 ft.			300 ft.		400 ft.
TH	+4	+4	+2			+0		-2
Dam	1d8	1d8	1d8			1d8		1d8
Special Properties								

Longspear				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	20/x3	10 ft.
	To Hit	Dam				To Hit		Dam
2H	+4	1d8+4	2W-OH			N/A		N/A
Special Properties								

*Longsword				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam				To Hit		Dam
1H-P	+4	1d8+3	2W-P-(OH)			+0		1d8+3
1H-O	+4	1d8+1	2W-P-(OL)			+2		1d8+3
2H	+4	1d8+4	2W-OH			+0		1d8+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
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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Faerie Garb (Legacy)	Equipped	1	0.0	0.0	
Longbow	Carried	1	3.0	75.0	
0 lbs.					
Longspear	Carried	1	9.0	5.0	
Longsword	Equipped	1	4.0	15.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding	Equipped	1	0.0	0.0	
0 lbs.					
Claw	Carried	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			16 lbs.	95.0 gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

SPECIAL QUALITIES	
Any Weapon Rod	
Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.	
+4 racial bonus on saves against sleep and paralysis	

FEATS	
Advanced Wicca	
Armor Group Aptitude	
Every armor proficiency ranks the character buys after taking the feat allows the character to take proficiency in an armor group.	
Basic Wicca	
Blade Dance	
Hit Die Upgrade (, ,)	
Improved Initiative	
You get a +4 bonus on initiative checks.	
Skill Point Award Upgrade ()	
Skill Training ~ Singles ()	
Skill Training SS 1 (Base Attack)	
Skill Training Tier 1 (Armor Proficiency, Caster Level (Wicca), Weapon Proficiency, Wicca)	
Skill Training Tier 2 (Armor Proficiency, Caster Level (Wicca), Weapon Proficiency, Wicca)	
Weapon Group Aptitude (Broad)	
Weapon Group Aptitude (Local)	
Wicca	
Dragonblood	
Two-Weapon Fighting	
You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.	

PROFICIENCIES	
Axe (Orc Double), Axe (Throwing), Battleaxe, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Crossbow (Repeating Heavy), Crossbow (Repeating Light), Dagger, Dagger (Punching), Falchion, Glaive, Greataxe, Greatsword, Guisarme, Halberd, Halfspear, Handaxe, Javelin, Katana, Kukri, Lance, Longbow, Longspear, Longsword, Pick (Heavy), Pick (Light), Ranseur, Rapier, Scimitar, Shortbow, Shortsphear, Sword (Bastard), Sword (Short), Trident, Urgrosh (Dwarven), Wakizashi, Waraxe (Dwarven)	

LANGUAGES	
Common, Draconic	

TEMPLATES	
Dragonblooded	

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	3	2	0	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 1	PHB: p.196
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Amanuesis <i>Effect:</i> Copies 250 words per minute.	13	Will negates [object]	1 standard action	10 minute/level	Close (25 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 1	SC: p.9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 1	PHB: p.201
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Caltrops <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.		None	1 standard action	1 round/level	Close (25 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 1	SC: p.42
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	1 standard action	1 minute/level [D]	Medium (110 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.216
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	13	Will negates	1 standard action	1 round	Close (25 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 1	PHB: p.217
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 1	PHB: p.219
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Divination <i>Caster Level:</i> 1	PHB: p.219
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 1	PHB: p.223
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 1	SC: p.78
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.232
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ghost Sound <i>Effect:</i> Figment sounds.	13	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (25 ft.)	V,S,M	No	Illusion (Figment) <i>Caster Level:</i> 1	PHB: p.235
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 1	SC: p.130
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.		None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 1	SC: p.130
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.248
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (25 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 1	PHB: p.249
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 1	PHB: p.253
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Message <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	10 minutes/level	Medium (110 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 1	PHB: p.253
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Open/Close <i>Effect:</i> Opens or closes small or light things.	13	Will negates (object)	1 standard action	Instantaneous	Close (25 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 1	PHB: p.258
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 1	PHB: p.264
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 1	PHB: p.269
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 1	PHB: p.269
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 1	SC: p.173
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 1	PHB: p.272
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	13	Will negates [object]	1 standard action	1 minute/level [D]	Close (25 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 1	SC: p.190
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	13	Will partial	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 1	SC: p.195

* =Domain/Specialty Spell

Wizard Spells

Stick	13	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
<i>Effect:</i> Sticks one object to another; see text.									
Touch of Fatigue	13	Fortitude negates	1 standard action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294
<i>Effect:</i> Touch attack fatigues target.									
<i>Target:</i> Nonmagical, unattended object weighing up to 5lbs									
<i>Target:</i> Creature touched									
<i>Caster Level:</i> 1									

* =Domain/Speciality Spell