

Merwyn

Character Name

Sorcerer 1, Rainbow Servant 10, Contemplative 1

CLASS

12 (12)

Character Level (CR)

88000 / 78000

EXP/NEXT LEVEL

Player Name

Human (Psionic) / Humanoid

RACE

0

AGE

Male

GENDER

None

Deity

Medium / 5 ft.

SIZE / FACE

Green

EYES

Custom Campaign

Region

6' 5" / 145 lbs.

HEIGHT / WEIGHT

Black, Short

HAIR

Lawful Good

Alignment

Points

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

DEX

Dexterity

18

+4

18

+4

CON

Constitution

18

+4

18

+4

INT

Intelligence

16

+3

16

+3

WIS

Wisdom

18

+4

18

+4

CHA

Charisma

22

+6

28

+9

HP

hit points

98

WOUNDS/CURRENT HP

AC

armor class

40

FLAT

35

TOUCH

27

BASE

10

ARMOR BONUS

6

SHIELD BONUS

4

STAT

4

SIZE

0

NATURAL ARMOR

3

DEFLECTION

2

DODGE

1

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

10

INITIATIVE

modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

Encumbrance

Light

MISS CHANCE

0

Arcane Spell Failure

0

ARMOR CHECK PENALTY

18

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+4

=

+3

+

+4

+

+0

+

-3

+

+0

+

REFLEX

(dexterity)

+8

=

+3

+

+4

+

+0

+

+1

+

+0

+

WILL

(wisdom)

+15

=

+11

+

+4

+

+0

+

+0

+

+0

+

TOTAL SKILLPOINTS: 75

SKILLS

MAX RANKS: 15/7.5

✓

Appraise

INT

3

=

3

✓

Balance

DEX

4

=

4

✓

Bluff

CHA

17

=

9

+

8

✓

Climb

STR

3

=

3

✓

Concentration

CON

19

=

4

+

15

✓

Craft (Alchemy)

INT

7

=

3

+

4

✓

Craft (Untrained)

INT

3

=

3

✓

Diplomacy

CHA

11

=

9

+

2

✓

Disguise

CHA

9

=

9

✓

Disguise (Act in character)

CHA

11

=

9

+

2

✓

Escape Artist

DEX

4

=

4

✓

Forgery

INT

3

=

3

✓

Gather Information

CHA

9

=

9

✓

Heal

WIS

4

=

4

✓

Hide

DEX

4

=

4

✓

Intimidate

CHA

11

=

9

+

2

✓

Jump

STR

24

=

3

+

21

✓

Knowledge (Arcana)

INT

18

=

3

+

15

✓

Knowledge (Religion)

INT

7

=

3

+

4

✓

Knowledge (Untrained)

INT

3

=

3

✓

Listen

WIS

6

=

4

+

2

✓

Move Silently

DEX

4

=

4

✓

Ride

DEX

4

=

4

✓

Search

INT

3

=

3

✓

Sense Motive

WIS

4

=

4

✓

Spellcraft

INT

17

=

3

+

12

+

2

✓

Spot

WIS

6

=

4

+

2

✓

Survival

WIS

4

=

4

✓

Swim

STR

3

=

3

✓

Use Rope

DEX

4

=

4

=

+

+

=

+

+

MELEE

attack bonus

+15/+10/+5

=

+11/+6/+1

+

+3

+

+0

+

+1

+

0

+

RANGED

attack bonus

+16/+11/+6

=

+11/+6/+1

+

+4

+

+0

+

+1

+

0

+

GRAPPLE

attack bonus

+15/+10/+5

=

+11/+6/+1

+

+3

+

+0

+

+1

+

+0

+

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+15/+15/+10/+5

1d8+3

20/x2

5 ft.

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

*Amulet of Natural Armor +3

+3

+0

0

This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor bonus of from +3. Faint transmutation; CL 5th

*Ring of Protection +2

+2

+0

0

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC. Faint abjuration; CL 5th

REBUKE AIR			
Turning Check Result	AIR Affected (Maximum Hit Dice)	Turning Check	1d20+0
Up to 0	6	Turn level	10
1 - 3	7	Turn damage	2d6+9
4 - 6	8	You command Air creatures with total hit dice up to 5.	
7 - 9	9		
10 - 12	10		
13 - 15	11		
16 - 18	12		
19 - 21	13		
22+	14		
REBUKE/DAY <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			

REBUKE SCALYKIND			
Turning Check Result	SCALYKIND Affected (Maximum Hit Dice)	Turning Check	1d20+0
Up to 0	6	Turn level	10
1 - 3	7	Turn damage	2d6+9
4 - 6	8		
7 - 9	9	You command Scalykind creatures with total hit dice up to 5.	
10 - 12	10		
13 - 15	11		
16 - 18	12		
19 - 21	13		
22+	14		
REBUKE/DAY <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			

TURN EARTH			
Turning Check Result	EARTH Affected (Maximum Hit Dice)	Turning Check	1d20+0
Up to 0	6	Turn level	10
1 - 3	7	Turn damage	2d6+9
4 - 6	8	You destroy Earth creatures with total hit dice up to 5.	
7 - 9	9		
10 - 12	10		
13 - 15	11		
16 - 18	12		
19 - 21	13		
22+	14		
TURN/DAY <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>			

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Amulet of Natural Armor +3	Equipped	1	0 / 18,000
This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor bonus of from +3. Faint transmutation; CL 5th			
Ring of Protection +2	Equipped	1	0 / 8,000
This ring offers continual magical protection in the form of a deflection bonus of +2 to AC. Faint abjuration; CL 5th			
Explorer's Outfit	Equipped	1	8 / 10
This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.			
Cloak of Charisma +6	Equipped	1	2 / 36,000
This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +6 enhancement bonus to her Charisma score. Moderate transmutation; CL 8th			
Belt, Battle Dancer's	Equipped	1	1 / 13,000
When wrapped around a character's waist, this belt confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus. Moderate transmutation; CL 10th			
Boots of Striding and Springing	Equipped	1	1 / 5,500
These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. She can jump with a +5 competence bonus on jump checks. Faint transmutation; CL 3rd			
Nightstick	Equipped	1	0 / 7,500
This black rod carved of darkly stained wood is inset with religious symbols of various deities. Anyone who possesses the rod and is able to turn or rebuke undead gains four more uses of the ability per day. Moderate necromancy; CL 10th			
TOTAL WEIGHT CARRIED/VALUE		4 lbs.	88,010gp

WEIGHT ALLOWANCE			
Light	76	Medium	153
Lift over head	230	Lift off ground	460
		Heavy	230
		Push / Drag	1150
MONEY			
			Total= 0 gp
MAGIC			
Languages			
Common, Draconic, Yip-yak, Yuan-Ti			
Other Companions			
Special Abilities			
Divine Metamagic(%CHOICE)			
Immunity to Poisons			
Poison bite. Requires a successful melee attack during a grapple. Fortitude (DC 10+CON modifier) negates. Initial and secondary damage, 1d4 CON. Can be delivered as a kiss to unresisting foes.			
Rebuke or command animals (reptilian creatures and snakes only) as an evil cleric rebukes or commands undead.			
Special Attacks			
Rebuke Air			[PH]
10/day (turn level 10) (turn damage 2d6+9)			
Rebuke Scalykind			[PH]
10/day (turn level 10) (turn damage 2d6+9)			
Turn Earth			[PH]
10/day (turn level 10) (turn damage 2d6+9)			
Special Qualities			
AC Bonus (Ex)			[My]
A Battle Dancer is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the Battle Dancer adds her Charisma bonus (if any) to her AC. In addition, a Battle Dancer gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five BattleDancer levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the BattleDancer is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. BONUS +10, LEVEL = 5, STAT = 9			
Aura of Good (Ex)			[PH]
Aura of Law (Ex)			[PH]
Cleric Spell Access			[My]
A 10th-level rainbow servant can learn and cast spells from the cleric list, even if they don't appear on the lists of any spellcasting class he has. Such spells are cast as divine spells if they don't appear on the sorcerer/wizard or bard spell lists. This class feature grants access to the spells, but not extra spells per day. The 10th-level rainbow servant can likewise read scrolls with cleric spells on them and use wands and staves that contain cleric spells.			
Detect Chaos (Sp)			[CD]
At will, a rainbow servant of 7th level or higher can use detect chaos, as the spell.			
Detect Evil (Sp)			[CD]
At will, a rainbow servant can use detect evil, as the spell.			
Detect Thoughts (Sp)			[CD]
At will, a 10th-level rainbow servant can use detect thoughts, as the spell. The save DC is Charisma based.			
Divine Health			[CD]
Extra Domain			[CD]
A rainbow servant gains the granted power and spell access of the Good domain at 1st level, the Air domain at 4th level, and the Law domain at 7th level. The rainbow servant generally uses a multicolored feather of a couatl as her divine focus. For an explanation of how nonclerics receive domain spells, see the Extra Domains section at the beginning of this chapter.			
Meager Fortitude			[UA]
You are sickly and weak of stomach.			
Murky-Eyed			[UA]
Your vision is obscured.			
Grow Wings (Su)			[CD]
Starting at 4th level, a rainbow servant can grow multicolored, feathered wings like that of a couatl. The wings, which allow flight at a speed of 60 feet with good maneuverability, have a daily duration of 1 minute per rainbow servant level, divided up however the rainbow servant wishes. It takes a standard action to grow or eliminate the feathered wings. Restrictive clothing and armor of any kind prevents the wings from growing, and a rainbow servant can't grow wings while grappling.			
Human Racial Traits (Ex)			[PH]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.			
Metamagic Specialist (Ex)			[PH2]
You can apply metamagic feats that you know to sorcerer spells without increasing the casting time. This benefit even lets you quicken your sorcerer spells with the Quicken Spell feat. You can use this class feature a number of times per			

day equal to 3 + your Int modifier (minimum 1). This is an extraordinary ability. Replaces: If you select this class feature, you do not gain a familiar.

Psionic [XPH]
Total Power Points 0; Base Power Points 0; Bonus Power Points 0

Timely Misdirection [CS]
If you succeed on a Bluff check to feint in combat (PH 68), your opponent can't make any attacks of opportunity against you until the start of its next turn. This effect is in addition to the normal benefits of a successful feint.

False Theurgy [CS]
As a swift action when casting a spell, you can adjust the spell's verbal and somatic components to mimic those of another spell of your choice of the same level. Any creature using Spellcraft or any other means to identify the spell you're casting believes it to be the other spell instead.

Collector of Stories [CS]
When you attempt a trained Knowledge check to identify a creature to learn its special powers or vulnerabilities, you gain a +5 competence bonus on the check.

Swift Concentration [CS]
You can maintain concentration on a spell or similar effect as a swift action.

Spells [PH]
A sorcerer casts arcane spells. Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Spells per Day/Spells Known [CD]
When a new rainbow servant level is gained, the character gains new spells per day as if she had also gained a level in whatever spellcasting class in which she could cast 3rd-level arcane spells before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that she adds the level of rainbow servant to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. If a character had more than one spellcasting class in which she could cast 3rd-level arcane spells before she became a rainbow servant, the player must decide which class to assign each level of rainbow servant for the purpose of determining spells per day and spells known.

Weapon and Armor Proficiency [CD]
Rainbow servants gain no proficiency in weapons or armor.

Weapon and Armor Proficiency [PH]
Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's arcane gestures, which can cause his spells with somatic components to fail.

+1 Caster Level (2x) [My]
Add an effective level to a spellcasting class you have

Feats

Acidic Splatter [CM]
As long as you have an acid spell of 2nd level or higher available to cast, you can throw an orb of acid as a ranged touch attack. The attack has a range of 5 feet per level of the highest-level acid spell you have available to cast and deals 1d6 points of damage per level of that acid spell. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting acid spells.

Dimensional Jaunt [CM]
With a single step, you can cross an entire room.
As long as you have a teleportation spell of 4th level or higher available to cast, you can spend a standard action to teleport yourself and carried objects up to your heavy load a distance of 5 feet per level of the highest-level teleportation spell you have available to cast. You can teleport only to a location that you can see (including one you are currently scrying). You can't bring along another creature (except for a familiar). As a secondary benefit, you gain a +1 competence bonus to your caster level when casting teleportation spells.

Divine Metamagic (Persistent Spell) [CD]
You can channel energy into some of your divine spells to make them more powerful.

When you take this feat, choose a metamagic feat that you know. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to divine spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a holy smite he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Extend Spell [PH]
You can cast spells that last longer than normal.

An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Heighten Spell [PH]
You can cast a spell as if it were a higher-level spell than it actually is.

A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

Invisible Needle [CM]

You can create tiny darts of force.

As long as you have a force spell of 3rd level or higher available to cast, you can use a standard action to hurl a tiny needle-shaped projectile created from pure force. This attack requires a successful ranged attack roll (not a ranged touch attack), and the dart has a range of 5 feet per level of the force spell. The needle deals 1d4 points of damage per level of the highest-level force spell you have available. Because it is composed of force, the needle can strike incorporeal creatures. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting force spells.

Persistent Spell [PG]

You can make a spell last all day. A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or fixed range (for example, comprehend languages or detect magic). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as detect magic or detect thoughts to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot six levels higher than the spell's actual level.

Touch Of Healing [CV]

You can channel divine energy into healing with a touch.

As long as you have a conjuration (healing) spell of 2nd level or higher available to cast, you can spend a standard action to touch a target creature and heal 3 points of damage per level of the highest-level conjuration (healing) spell you have available to cast. You can use this ability only on a target that has been reduced to one-half or fewer of its total hit points. The effect ends once you've healed the subject up to half its normal maximum hit points. This ability has no effect on creatures that can't be healed by cure spells. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting conjuration (healing) spells.

Alertness (Granted) [PH]

You have finely tuned senses.

You get a +2 bonus on all Listen checks and Spot checks. Special: The master of a familiar (see the Familiars sidebar, page 52) gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

Domains

Air
Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability

Good
You cast good spells at +1 caster level.

Law
You cast law spells at +1 caster level.

Scalykind
Rebuke or command animals (reptilian creatures and snakes only) as an evil cleric rebukes or commands undead.

Proficiencies

Aspergillum (Heavy), Battle Gauntlet, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Darts (Barbed), Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Ranged Spell, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Unarmed Strike

Templates

Psionic
Yuan-Ti (Tainted One)

Temporary Bonus

Haste
Mage Armor (Greater)
Shield

Innate

☐Poison (DC:17)

Rainbow Servant Spell-like Abilities

At Will Detect Chaos
At Will Detect Evil
At Will Detect Thoughts (DC:10)

INNATE Spell-like Abilities

☐☐☐Polymorph (Viper Form Only)

Innate Racial Spells

Name	School	Time	Duration	Range	Source
☐Poison	Necromancy	1 standard action	Instantaneous; see text	Touch	PH:p.262
[V, S, DF] TARGET: Living creature touched; EFFECT: Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save [DC 10 + 1/2 your caster level + your Wis modifier]. [SR:Yes; DC:17, Fortitude negates; see text]					
* =Domain/Specialty Spell					

Rainbow Servant Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Detect Chaos	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	PH:p.218
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: This spell functions like detect evil, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful. [SR:No]					
At Will Detect Evil	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	PH:p.218
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras [creatures, objects, or spells] in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming [see below], and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or [in the case of a cleric] class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two. ----- Aura Power ----- Creature/Object Faint Moderate Strong Overwhelming Evil creature1 [HD] 10 or lower 11-25 26-50 51 or higher Undead [HD] 2 or lower 3-8 9-20 21 or higher Evil outsider [HD] 1 or lower 2-4 5-10 11 or higher Cleric of an evil deity 2 [class levels] 1 2-4 5-10 11 or higher Evil magic item or spell [caster level] 2nd or lower 3rd-8th 9th-20th 21st or higher 1 Except for undead and outsiders, which have their own entries on the table. 2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies. Lingering Aura: An evil aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a creature or magic item]. If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength Duration of Lingering Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6x10 minutes Overwhelming 1d6 days Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
At Will Detect Thoughts	Divination [Mind-Affecting, Air Shugenja]	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	PH:p.220
[V, S, F/DF] TARGET: Cone-shaped emanation; EFFECT: You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of thoughts [from conscious creatures with Intelligence scores of 1 or higher]. 2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher [and at least 10 points higher than your own Intelligence score], you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting. 3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence [Int 1 or 2] have simple, instinctual thoughts that you can pick up. Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Arcane Focus: A copper piece. [SR:No; DC:10, Will negates; see text]					
* =Domain/Specialty Spell					

INNATE Spell-like Abilities

Name	School	Time	Duration	Range	Source
☐☐☐Polymorph (Viper Form Only)	Transmutation	1 standard action	12 minutes [D]	Touch	PH:p.263
[V, S, M] TARGET: Willing living creature touched; EFFECT: This functions as the Polymorph spell, except that you may only select Viper forms. [SR:No]					
* =Domain/Specialty Spell					

Sorcerer Spells

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

LEVEL 0 / Per Day:6 / Caster Level:12

Name	School	Time	Duration	Range	Source
☐☐☐☐Acid Splash	Conjuration (Creation) [Acid, Conjuration D1	action	Instantaneous	Close (55 ft.)	Mag:p.76
[V, S] TARGET: One missile of acid; EFFECT: You fire a small orb of acid at the target. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash effect. The spell deals 1d3 points of acid damage. You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. [SR:Yes]					
☐☐☐☐Disrupt Undead	Necromancy [Fire Shugenja, Necromancy D1	standard action	Instantaneous	Close (55 ft.)	PH:p.223
[V, S] TARGET: Ray; EFFECT: You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it. [SR:Yes]					
☐☐☐☐Electric Jolt	Evocation [Electricity]	1 standard action	Instantaneous	Close (55 ft.)	SC:p.78
[V,S] TARGET: Ray; EFFECT: You release a small stroke of electrical energy. You must succeed on a ranged touch attack with the ray to strike a target. The spell deals 1d3 points of electricity damage. [SR:Yes]					
☐☐☐☐Launch Item	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
[S] TARGET: One Fine item in your possession, weighing up to 10lbs; EFFECT: You cause a Fine item in your possession to fly at great speed to a target or location you specify, out to medium range 0. This spell is normally used to launch dangerous items [flasks of acid, thunderstones, and so on] farther than you could normally throw them. You can use this spell to make an attack with a splash weapon. If you choose to do so, you must make an attack roll as normal, but you suffer no penalties for range. [SR:No]					
☐☐☐☐Mage Hand	Transmutation [Earth Shugenja, .MOD, Trar1	standard action	Concentration	Close (55 ft.)	PH:p.249
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; EFFECT: You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. [SR:No]					
☐☐☐☐Mending	Transmutation [Earth Shugenja]	1 standard action	Instantaneous	10 ft.	PH:p.253
[V, S] TARGET: One object of up to 1 lb.; EFFECT: Mending repairs small breaks or tears in objects [but not warps, such as might be caused by a warp wood spell]. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staffs, or wands, nor does it affect creatures [including constructs]. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]					
☐☐☐☐Prestidigitation	Universal	1 standard action	1 hour	10 ft.	PH:p.264
[V, S] TARGET: See text; EFFECT: Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object [beyond just moving, cleaning, or soiling it] persists only 1 hour. [SR:No; DC:19, See text]					
☐☐☐☐Sonic Snap	Evocation [Sonic]	1 standard action	Instantaneous	Close (55 ft.)	SC:p.195
[V,S] TARGET: One creature or object; EFFECT: You create a brief but loud noise adjacent to the target. The subject takes 1 point of sonic damage and must succeed on a Will saving throw or be deafened for 1 round. This spell has no effect if cast into the area of a silence spell. [SR:Yes; DC:19, Will partial]					
☐☐☐☐Touch of Fatigue	Necromancy	1 standard action	12 rounds	Touch	PH:p.294
[V, S, M] TARGET: Creature touched; EFFECT: You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration. This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires. Material Component: A drop of sweat. [SR:Yes; DC:19, Fortitude negates]					
* =Domain/Specialty Spell					

Sorcerer Spells					
LEVEL 1 / Per Day:9 / Caster Level:12					
Name	School	Time	Duration	Range	Source
■■■■■ Charm Person	Enchantment (Charm) [Mind-Affecting, Enc1	standard action	12 hours	Close (55 ft.)	PH:p.209
[V, S] TARGET: One humanoid creature; EFFECT: This charm makes a humanoid creature regard you as its trusted friend and ally [treat the target's attitude as friendly]. If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. [Retries are not allowed.] An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming. [SR:Yes; DC:20, Will negates]					
■■■■■ Identify	Divination	1 hour	Instantaneous	Touch	PH:p.243
[V, S, M/DF] TARGET: One touched object; EFFECT: The spell determines all magic properties of a single magic item, including how to activate those functions [if appropriate], and how many charges are left [if any]. Identify does not function when used on an artifact. Arcane Material Component: A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting. [SR:No]					
■■■■■ Magic Missile (CL:13)	Evocation [Force, Evocation Domain]	1 standard action	Instantaneous	Medium (230 ft.)	PH:p.251
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile-two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage. [SR:Yes]					
■■■■■ Shield (CL:13)	Abjuration [Force, Abjuration Domain]	1 standard action	13 minutes [D]	Personal	PH:p.278
[V, S] TARGET: You; EFFECT: Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance. Unlike with a normal tower shield, you can't use the shield spell for cover. [SR:No]					
■■■■■ Summon Component	Conjuration (Summoning)	1 swift action	1 round	0 ft.	CM:p.118
[S] TARGET: Noncostly material component for a single spell; EFFECT: Create a noncostly spell component. [SR:No]					
LEVEL 2 / Per Day:8 / Caster Level:12					
Name	School	Time	Duration	Range	Source
■■■■■ Alter Self	Transmutation (Polymorph)	1 standard action	120 minutes [D]	Personal	PH:p.197
[V, S] TARGET: You; EFFECT: You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. The maximum HD of an assumed form is equal to your caster level, to a maximum of 5 HD at 5th level. You can change into a member of your own kind or even into yourself. You retain your own ability scores. Your class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part that the new form does not have [such as a mouth for a breath weapon or eyes for a gaze attack]. You keep all extraordinary special attacks and qualities derived from class levels, but you lose any from your normal form that are not derived from class levels. If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly [that is, speak a language] to use verbal components and must have limbs capable of fine manipulation to use somatic or material components. You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities [such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement], natural armor bonus, natural weapons [such as claws, bite, and so on], racial skill bonuses, racial bonus feats, and any gross physical qualities [presence or absence of wings, number of extremities, and so forth]. A body with extra limbs does not allow you to make more attacks [or more advantageous two-weapon attacks] than normal. You do not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent, and so forth. You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form. Your creature type and subtype [if any] remain the same regardless of your new form. You cannot take the form of any creature with a template, even if that template doesn't change the creature type or subtype. You can freely designate the new form's minor physical qualities [such as hair color, hair texture, and skin color] within the normal ranges for a creature of that kind. The new form's significant physical qualities [such as height, weight, and gender] are also under your control, but they must fall within the norms for the new form's kind. You are effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check. When the change occurs, your equipment, if any, either remains worn or held by the new form [if it is capable of wearing or holding the item], or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form. [SR:No]					
■■■■■ Cloud of Knives	Conjuration	1 standard action	1 round/level	Personal	PH2:p.107
[V,S,M] TARGET: You; EFFECT: Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20.					
■■■■■ Dimension Hop	Conjuration (Teleportation)	1 standard action	Instantaneous	Touch	PH2:p.110
[V] TARGET: Creature touched; EFFECT: Teleport subject 5 feet per two caster levels. The destination must be an unoccupied space within line of sight. [SR:Yes; DC:21, Will negates]					
■■■■■ Knock	Transmutation	1 standard action	Instantaneous; see text	Medium (220 ft.)	PH:p.246
[V] TARGET: One door, box, or chest with an area of up to 10 sq. ft./level; EFFECT: The knock spell opens stuck, barred, locked, held, or arcane locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains [provided they serve to hold closures shut]. If used to open an arcane locked door, the spell does not remove the arcane lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments [such as a portcullis], nor does it affect ropes, vines, and the like. The effect is limited by the area. Each spell can undo as many as two means of preventing egress. [SR:No]					
LEVEL 3 / Per Day:8 / Caster Level:12					
Name	School	Time	Duration	Range	Source
■■■■■ Dispel Magic	Abjuration [Abjuration Domain, Antimagic]	1 standard action	Instantaneous	Medium (220 ft.)	PH:p.223
[V, S] TARGET: One spellcaster, creature, or object; or 20-ft.-radius burst; EFFECT: You can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells [or at least their effects] within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel [but not counter] spell-like effects just as it does spells. Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of three ways: a targeted dispel, an area dispel, or a counterspell: Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make a dispel check [1d20 + your caster level, maximum +10] against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect. If you target an object or creature that is the effect of an ongoing spell [such as a monster summoned by monster summoning], you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface [such as a bag of holding] is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword [a masterwork sword, in fact]. Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself. Area Dispel: When dispel magic is used in this way, the spell affects everything within a 20-foot radius. For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell [which discharges the dispel magic spell so far as that target is concerned] or until you fail all your checks. The creature's magic items are not affected. For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel. For each ongoing area or effect spell whose point of origin is within the area of the dispel magic spell, you can make a dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the dispel magic spell, you can make a dispel check to end the effect, but only within the overlapping area. If an object or creature that is the effect of an ongoing spell [such as a monster summoned by monster summoning] is in the area, you can make a dispel check to end the spell that conjured that object or creature [returning it whence it came] in addition to attempting to dispel spells targeting the creature or object. You may choose to automatically succeed on dispel checks against any spell that you have cast. Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell. [SR:No]					
■■■■■ Haste	Transmutation [Air Shugenja, Transmutatic1	standard action	12 rounds	Close (55 ft.)	PH:p.239
[V, S, M] TARGET: 12 creatures, no two of which can be more than 30 ft. apart; EFFECT: The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. [This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.] A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class [if any] also makes you lose dodge bonuses. All of the hasted creature's modes of movement [including land movement, burrow, climb, fly, and swim] increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow. Material Component: A shaving of licorice root. [SR:Yes (harmless); DC:22, Fortitude negates (harmless)]					
■■■■■ Mage Armor, Greater (CL:13)	Conjuration (Creation) [Force]	1 standard action	1 hour/level [D]	Touch	SC:p.136
[V,S] TARGET: Creature touched; EFFECT: This spell functions like mage armor [PH 249], except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class. [SR:Yes (harmless); DC:22, Will negates (harmless)]					
LEVEL 4 / Per Day:8 / Caster Level:12					
Name	School	Time	Duration	Range	Source
■■■■■ Cure Critical Wounds	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.215
[V, S] TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 4d8 points of damage +1 point per caster level [maximum +20]. [SR:Yes (harmless); see text; DC:23, Will half (harmless); see text]					
■■■■■ Restoration	Conjuration (Healing) [Water Shugenja]	3 rounds	Instantaneous	Touch	PH:p.272
[V, S, M] TARGET: Creature touched; EFFECT: This spell functions like lesser restoration, except that it also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character who has a level restored by restoration has exactly the minimum number of experience points necessary to restore him or her to his or her previous level. Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score [your choice if more than one is drained]. It also eliminates any fatigue or exhaustion suffered by the target. Restoration does not restore levels or Constitution points lost due to death. Material Component: Diamond dust worth 100 gp that is sprinkled over the target. [SR:Yes (harmless); DC:23, Will negates (harmless)]					
■■■■■ Sandform	Transmutation	1 standard action	12 minutes [D]	Personal	Sa:p.119
[V,S,M] TARGET: You; EFFECT: You become an ooze with most immunities except to mind-affect; see text. [SR:No]					
■■■■■ Stone Shape	Transmutation [Earth, WujenEarth, Earth Si1	standard action	Instantaneous	Touch	PH:p.284
[V, S, M/DF] TARGET: Stone or stone object touched, up to 22 cu. ft.; EFFECT: You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work. Arcane Material Component: Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered. [SR:No]					
* =Domain/Specialty Spell					

Sorcerer Spells

LEVEL 5 / Per Day:7 / Caster Level:12

Name	School	Time	Duration	Range	Source
Acid Sheath	Conjuration (Creation) [Acid]	1 standard action	1 round/level [D]	Personal	SC:p.7
<p>[V,S,M,F] TARGET: You; EFFECT: You crush the fire ants between your fingers and rub the smashed mixture over your exposed flesh. The smashed ants liquefy, and the liquid covers your body in a thick, translucent sheath. You enclose yourself in a fluid sheath of acid that does not harm you. You can breathe normally and cast spells while the acid sheath is present. Any creature striking you deals normal damage, but at the same time the attacker takes 2 points of acid damage per caster level [maximum 30 points]. Reach weapons, such as longswords, do not endanger their users in this way. The acid sheath does not protect you against other attack forms, such as fire. If you are in a grapple, other creatures in the grapple takes acid damage once per round at the beginning of their turn. Any spell you cast with the acid descriptor while the sheath surrounds you deals an extra 1 point of damage per die. Material Component: A handful of fire ants [alive or dead]. Focus: A glass sculpture of a humanoid [worth 50 gp].</p>					
Revivify	Conjuration (Healing)	1 standard action	Instantaneous	Touch	SC:p.176
<p>[V,S,M] TARGET: Dead creature touched; EFFECT: Revivify miraculously restores life to a recently deceased creature. However, the spell must be cast within 1 round of the victim's death. Before the soul of the deceased has completely left the body, this spell halts its journey while repairing somewhat the damage to the body. This spell functions like raise dead [PH 268], except that the raised creature receives no level loss, no Constitution loss, and no loss of spells. The creature has -1 hit points [but is stable]. Material Component: Diamonds worth at least 1,000 gp. [SR:Yes [harmless]; DC:24, None; see text]</p>					
* =Domain/Speciality Spell					

Merwyn

Human (Psionic)

RACE

0

AGE

Male

GENDER

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

6' 5"

HEIGHT

145 lbs.

WEIGHT

Green

EYE COLOUR

Tanned

SKIN COLOUR

Black, Short

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Custom Campaign

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography: