

Wimark Copledike

NAME
FvSI8
CLASS
8
Character Level

28000
EXPERIENCE
36000
NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	12	+1	12	+1	12	+1
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	18	+4	18	+4	18	+4
CHA Charisma	17	+3	19	+4	19	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+9	= +6	+3	+0	+0	+0		
REFLEX (dexterity)	+7	= +6	+1	+0	+0	+0		
WILL (wisdom)	+10	= +6	+4	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9/+4	= +6/+1	+3	+0	+0	+0	
RANGED attack bonus	+7/+2	= +6/+1	+1	+0	+0	+0	
GRAPPLE attack bonus	+9/+4	= +6/+1	+3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9/+4	1d3+3	20/x2	5 ft.

Crossbow, Light	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.
TH	30 ft.	80 ft.	160 ft.	240 ft.	320 ft.
	+7/+2	+7/+2	+5/+0	+3/-2	+1/-4
Dam	1d8	1d8	1d8	1d8	1d8
Special Properties					

Pick +1 (Heavy)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x4	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+11/+6	1d6+4	2W-P-(OH)	+5/+0	1d6+4
1H-O	+7/+2	1d6+2	2W-P-(OL)	+7/+2	1d6+4
2H	+11/+6	1d6+5	2W-OH	+1	1d6+2
Special Properties					

*Shortspear +1	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	20/x3	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+10/+5	1d6+4	2W-P-(OH)	+4/-1	1d6+4
1H-O	+6/+1	1d6+2	2W-P-(OL)	+6/+1	1d6+4
2H	+10/+5	1d6+5	2W-OH	+0	1d6+2
TH	20 ft.	30 ft.	40 ft.	60 ft.	80 ft.
	+8/+3	+6/+1	+6/+1	+4/-1	+2/-3
Dam	1d6+4	1d6+4	1d6+4	1d6+4	1d6+4
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
Barding (Studded Leather)	Light	+3	+5	-1	15
*Chain Shirt +2	Light	+6	+4	-1	20
*Shield +1 (Heavy/Metal)	Heavy	+3		-1	15

Skylar

PLAYERNAME
Human
RACE
28
AGE
Medium
SIZE
Male
GENDER

WOUNDS/CURRENT HP									
HP hit points	70								
AC armor class	20	19	:	11	=	10	+		
TOTAL		FLAT		TOUCH		BASE			
INITIATIVE modifier		+1	=	+1	+	+0			
		TOTAL		DEX MODIFIER		MISC MODIFIER			
BASE ATTACK bonus		+6/+1							

Bahamut

DEITY
6' 3"
HEIGHT
Gray
EYES
222 lbs.
WEIGHT
Red, Curly
HAIR

Neutral Good

ALIGNMENT
VISION
0
POINTS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS	11/5.5
✓ Appraise	INT	3	= 3	+ +
✓ Balance	DEX	-1	= 1	+ + -2
✓ Bluff	CHA	4	= 4	+ +
✓ Climb	STR	1	= 3	+ + -2
✓ Concentration	CON	13	= 3	+10.0+
✓ Craft (Untrained)	INT	3	= 3	+ +
✓ Diplomacy	CHA	11	= 4	+ 7.0 +
✓ Disguise	CHA	4	= 4	+ +
✓ Escape Artist	DEX	-1	= 1	+ + -2
✓ Forgery	INT	3	= 3	+ +
✓ Gather Information	CHA	4	= 4	+ +
✓ Handle Animal	CHA	9	= 4	+ 5.0 +
✓ Heal	WIS	16	= 4	+10.0+ 2
✓ Hide	DEX	-1	= 1	+ + -2
✓ Intimidate	CHA	4	= 4	+ +
✓ Jump	STR	1	= 3	+ + -2
Knowledge (Arcana)	INT	13	= 3	+10.0+
Knowledge (Religion)	INT	4	= 3	+ 1.0 +
Knowledge (The Planes)	INT	4	= 3	+ 1.0 +
✓ Listen	WIS	4	= 4	+ +
✓ Move Silently	DEX	-1	= 1	+ + -2
✓ Profession (Bookkeeper)	WIS	5	= 4	+ 1.0 +
✓ Ride	DEX	4	= 1	+ 1.0 + 2
✓ Search	INT	3	= 3	+ +
✓ Sense Motive	WIS	4	= 4	+ +
✓ Spellcraft	INT	15	= 3	+10.0+ 2
✓ Spot	WIS	4	= 4	+ +
✓ Survival	WIS	4	= 4	+ +
✓ Swim	STR	-1	= 3	+ + -4
✓ Tumble	DEX	0	= 1	+ 1.0 + -2
✓ Use Rope	DEX	1	= 1	+ +
			=	+ +
			=	+ +

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 0 lbs.	Handy Haversack	1	2.0	2.0	
Barding (Studded Leather)	Warhorse (Light)	1	20.0	50.0	
Bedroll	Saddlebags	1	5.0	0.1	
Bit and Bridle	Warhorse (Light)	1	1.0	2.0	
Blanket (Winter)	Saddlebags	1	3.0	0.5	
Bolts, Crossbow (10)	Equipped	1	1.0	1.0	
000000 000000					
Bolts, Crossbow (10)	Handy Haversack	2	1.0 (2.0)	1.0 (2.0)	
000000 000000 000000 000000					
Canvas (Sq. Yd.)	Saddlebags	10	1.0 (10.0)	0.1 (1.0)	
Case (Map or Scroll) 0 lbs., 5 Parchment (Sheet)	Handy Haversack	1	0.5	1.0	
Chain Shirt +2	Equipped	1	25.0	4250.0	
Chest 0.28 lbs., 11 Coin (Gold), 3 Coin (Silver)	Handy Haversack	1	25.0	2.0	
Cloak of Charisma +2	Equipped	1	2.0	4000.0	
Crossbow, Light 0 lbs.	Carried	1	4.0	35.0	
Crystal of Fire Assault (Lesser) This augment crystal grants you an extra 1d6 fire damage to the weapon's damage. This bonus damage doesn't stack with any fire damage dealt by the weapon.	Equipped	1	0.0	3000.0	
Everburning Torch	Equipped	1	1.0	110.0	
Everlasting Feedbag When you place an everlasting feedbag around the muzzle of a horse, donkey or other equine animal, suitable feed fills the bag and is continuously replenished until it is removed from the animal. Any uneaten feed disappears at that time. An everlasting feedbag can be used once per day.	Saddlebags	1	1.0	800.0	
Everlasting Rations This pouch contains enough trail rations to feed a Medium creature for one day. Every morning at sunrise, the pouch magically creates another day's worth of rations.	Handy Haversack	1	2.0	350.0	
Handy Haversack 42.33 lbs., 2 Scroll (Shield of Faith), 1 Sealing Wax, 1 Sewing Needle, 1 Inkpen, 1 Ink (1 Oz. Vial), 1 Backpack, 1 Everlasting Rations, 1 Refilling Mug, 1 Mirror (Small/Steel), 1 Musical Instrument (Flute), 1 Case (Map or Scroll), 1 Scroll (Bless), 1 Scroll (Bull's Strength), 1 Scroll (Comprehend Languages), 1 Traveler's Outfit, 1 Chest, 2 Bolts, Crossbow (10)	Equipped	1	5.0	2000.0	
Healer's Kit 000000 000000	Equipped	1	1.0	50.0	
Holy Symbol (Silver)	Equipped	1	1.0	25.0	
Holy Water (Flask) 0000	Potion Bandolier	4	1.0 (4.0)	25.0 (100.0)	
Ink (1 Oz. Vial)	Handy Haversack	1	0.0	8.0	
Inkpen	Handy Haversack	1	0.0	0.1	
Mirror (Small/Steel)	Handy Haversack	1	0.5	10.0	
Musical Instrument (Flute)	Handy Haversack	1	3.0	5.0	
Necklace of Copper Dragon Scales Upon touching one of the six scales that make up this necklace and uttering a command word, you gain resistance to acids 5 for 1 hour. Once all six scales are used, the necklace becomes dull and loses its magic. 000000 0	Equipped	1	1.0	135.0	
Traveler's Outfit	Handy Haversack	1	5.0	0.0	
Parchment (Sheet)	Case (Map or Scroll)	5	0.0 (0.0)	0.2 (1.0)	
Pick +1 (Heavy)	Carried	1	6.0	2308.0	
Potion Bandolier 4 lbs., 4 Holy Water (Flask) You can ready a potion as a free action.	Equipped	1	1.0	60.0	
Pouch (Belt) 0 lbs.	Equipped	1	0.5	1.0	
Refilling Mug When you recite the command word, this mug fills with 12 ounces of the last non-magical/non-alchemical liquid that was poured into it.	Handy Haversack	1	1.0	500.0	
TOTAL WEIGHT CARRIED/VALUE			70.5 lbs.	27223.7 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Ring of Communication When you activate a ring of communication for the next minute you can clearly hear any words spoken by anyone within 1 mile who is wearing another ring of communication to which you are attuned. The volume of the speech and the background noise at either end make no difference; whispers are audible above even the sounds of combat. Any two or more ring wearers need only touch their rings together and speak the command word in unison to attune the rings to each other. Any number of rings can become attuned to one another in this manner, so long as all are touched together at the same time. A ring remains attuned to the others until you attune it to a different ring.	Equipped	1	0.0	2000.0	
Ring of Mystic Healing A ring of mystic healing provides a boost to your healing spells. When casting cure spells, you gain a +1 competence bonus to your caster level. This is a continuous effect and requires no activation. In addition, this ring has 3 charges which are renewed each day at dawn. Spending charges grants a bonus to the damage healed by the next cure spell you cast before the end of your turn. 1 charge:+2d6. 2 charges:+3d6 3 charges:+4d6.	Equipped	1	0.0	3500.0	
Rope (Silk/50 Ft.)	Saddlebags	1	5.0	10.0	
Saddle (Riding)	Warhorse (Light)	1	25.0	10.0	
Saddlebags 54 lbs., 1 Rope (Silk/50 Ft.), 1 Salt (Per Lb.), 1 Soap (Per Lb.), 1 Spade or Shovel, 1 Tent, 1 Bedroll, 1 Blanket (Winter), 10 Canvas (Sq. Yd.), 1 Everlasting Feedbag	Warhorse (Light)	1	8.0	4.0	
Salt (Per Lb.)	Saddlebags	1	1.0	5.0	
Scroll (Bless) □	Handy Haversack	1	0.01	25.0	
Scroll (Bull's Strength) □	Handy Haversack	1	0.01	150.0	
Scroll (Comprehend Languages) □	Handy Haversack	1	0.01	25.0	
Scroll (Shield of Faith) □□	Handy Haversack	2	0.01 (0.02)	25.0 (50.0)	
Sealing Wax	Handy Haversack	1	1.0	1.0	
Sewing Needle	Handy Haversack	1	0.0	0.5	
Shield +1 (Heavy/Metal)	Equipped	1	15.0	1170.0	
Shortspear +1	Equipped	1	3.0	2301.0	
Soap (Per Lb.)	Saddlebags	1	1.0	0.5	
Spade or Shovel	Saddlebags	1	8.0	2.0	
Tent	Saddlebags	1	20.0	10.0	
Warhorse (Light) 108 lbs., 1 Saddle (Riding), 1 Saddlebags, 1 Bit and Bridle, 1 Barding (Studded Leather)	Equipped	1	0.0	150.0	
TOTAL WEIGHT CARRIED/VALUE			70.5 lbs.	27223.7 gp	

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

MONEY	
Coin (Gold): 11[Chest]	
Coin (Silver): 3[Chest]	
Total = 11.3 gp	

Feats	
Combat Expertise	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] When you use the attack action or the full attack action in melee, you can take a penalty of as much as 5 on your attack roll and add the same number as a dodge bonus to your Armor Class.
Craft Wondrous Item	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You can create any wondrous item whose prerequisites you meet.
Eschew Materials	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You can cast any spell that has a material component costing 1 gp or less without needing that component.
Scribe Scroll	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You can create a scroll of any spell that you know.
Weapon Focus (Pick (Heavy))	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Light)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] 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.
Armor Proficiency (Medium)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] 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.
Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf] You make attack rolls with simple weapons normally.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Shortsphear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike









LANGUAGES
Common, Draconic, Giant, Ignan

TEMPLATES







Favored Soul Spells

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


LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Create Water		None	1 standard	Instantaneous action	Close (25 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 2 gallons of pure water.					<i>Target:</i> Up to 2 gallons of water			<i>Caster Level:</i> 1	
 Cure Minor Wounds	14	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
 Detect Magic		None	1 standard	Concentration, up to 1 minutes [D] action	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
 Detect Poison		None	1 standard	Instantaneous action	Close (25 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 1	
 Mending	14	Will negates (harmless, object)	1 standard	Instantaneous action	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 1	
 Purify Food and Drink	14	Will negates (object)	1 standard	Instantaneous action	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Purifies 1 cu. ft. of food or water.					<i>Target:</i> 1 cu. ft. of contaminated food and water			<i>Caster Level:</i> 1	
 Read Magic		None	1 standard	10 minutes action	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 1	
 Resistance	14	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	



LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Bless		None	1 standard	1 minutes action	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 1	
 Comprehend Languages		None	1 standard	10 minutes action	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 1	
 Cure Light Wounds	15	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+1 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
 Endure Elements	15	Will negates (harmless)	1 standard	24 hours action	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
 Shield of Faith	15	Will negates (harmless)	1 standard	1 minutes action	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Aura grants +2 deflection bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
 Summon Monster I		None	1 round	1 rounds [D]	Close (25 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 1	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Bull's Strength	16	Will negates (harmless)	1 standard	1 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 1 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
 Cure Moderate Wounds	16	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+1 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
 Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
 Summon Monster II		None	1 round	1 rounds [D]	Close (25 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 1	
 Zone of Truth	16	Will negates	1 standard	1 minutes action	Close (25 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 1	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Cure Serious Wounds	17	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 3d8+1 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
 Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Inscription harms those who pass it.					<i>Target:</i> Object touched or up to 5 sq. ft			<i>Caster Level:</i> 1	

* =Domain/Specialty Spell

Favored Soul Spells

<div><div></div><div></div><div></div><div></div><div></div></div> Invisibility Purge	None	1 standard action	1 minutes [D]	Personal	V, S	No	Evocation	RSRD: SpellsH-L.rtf	
<i>Effect:</i> Dispels invisibility within 5 ft				<i>Target:</i> You		<i>Caster Level:</i> 1			
<div><div></div><div></div><div></div><div></div><div></div></div> Summon Monster III	None	1 round	1 rounds [D]	Close (25 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf	
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 1			
LEVEL 4									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div><div></div><div></div><div></div><div></div><div></div></div> Cure Critical Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 4d8+1 damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 1			
<div><div></div><div></div><div></div><div></div><div></div></div> Planar Ally, Lesser	None		10 minutes	Instantaneous	Close (25 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.				<i>Target:</i> One called elemental or outsider of 6 HD or less		<i>Caster Level:</i> 1			
<div><div></div><div></div><div></div><div></div><div></div></div> Summon Monster IV	None	1 round	1 rounds [D]	Close (25 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf	
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 1			
* =Domain/Speciality Spell									

Wimark Copledike

RACE	Human
AGE	28
GENDER	Male
VISION	Neutral Good
ALIGNMENT	Right
DOMINANT HAND	6' 3"
HEIGHT	222 lbs.
WEIGHT	Gray
EYE COLOUR	Olive
SKIN COLOUR	Red, Curly
HAIR	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE	
RESIDENCE	
LOCATION	None
REGION	

Description:

Wimark came looking for Derrick because he heard of Derrick breathing fire and his kinship with Dragons, specifically gold dragons. (The information about dragon kinship probably was a "note" from my benefactor totem dragon who is looking out for me and after my progression, even if I don't know it.) Wimark wields a short spear as he considers this his "Tooth" and the "bite of Bahamut". He carries a Heavy Pick in reverence to his patron deity, Bahamut, as well. The unwieldy-ness of the pick is why he carries and utilizes the spear in most combat.

Biography: