

## Dwarf Fighter

### Male Dwarf Fighter 7 - CR 6

Neutral Good Humanoid (Dwarf); Age: 51; Height: 4' 2"; Weight: 185lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	18/20	+4/+5	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	20	+5	
<b>INT</b> INTELLIGENCE	8	-1	
<b>WIS</b> WISDOM	14	+2	
<b>CHA</b> CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+11 =	+5	+5	+1			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
<b>REFLEX</b> (DEXTERITY)	+6 =	+2	+3	+1			
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
<b>WILL</b> (WISDOM)	+5 =	+2	+2	+1			
	Bravery: +2 vs. fear, Hardy +2: +2 vs. poison, spells, and spell-like abilities						

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	29 =	+11	+5	+3					
<b>Touch AC</b>	13	<b>Flat-Footed AC</b>		26					

	Total	BAB	Strength	Size	Misc
<b>CM Bonus</b>	+12 =	+7	+5*	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

	Total	BAB	Strength	Dexterity	Size
<b>CM Defense</b>	25 = 10	+7	+5*	+3	-

25 vs. Bull Rush (Stability: +4 CMD while standing on the ground); 25 vs. Trip (Stability: +4 CMD while standing on the ground)  
See the AC section (above) for situational modifiers that may also apply to CMD

<b>Base Attack</b>	+7	<b>HP</b>	112
Hatred +1: +1 vs. Goblinoids and Orcs		Damage / Current HP	
<b>Initiative</b>	+3		
<b>Speed</b>	20 ft		

### Heavy Shield Bash

Mainhand: +12/+7, 1d4+5 Crit: x2  
Both Hands: +12/+7, 1d4+7 1-Hand, B

Hatred +1: +1 vs. Goblinoids and Orcs

### +1 Keen Dwarven waraxe

Mainhand: +15/+10, 1d10+9 Crit: 19-20/x3  
Both Hands: +15/+10, 1d10+11 1-Hand, S

Hatred +1: +1 vs. Goblinoids and Orcs



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-1	DEX (3)	-	
Speed less than 30': -4 jump				
<b>Appraise</b>	-1	INT (-1)	-	
Greed: +2 to determine the price of nonmagic items with precious metals or gemstones				
<b>Bluff</b>	-1	CHA (-1)	-	
<b>Climb</b>	+5	STR (5)	1	
<b>Diplomacy</b>	-1	CHA (-1)	-	
<b>Disable Device</b>	-	DEX (3)	-	
<b>Disguise</b>	-1	CHA (-1)	-	
<b>Escape Artist</b>	-1	DEX (3)	-	
<b>Fly</b>	-1	DEX (3)	-	
<b>Handle Animal</b>	-	CHA (-1)	-	
<b>Heal</b>	+2	WIS (2)	-	
<b>Intimidate</b>	+3	CHA (-1)	1	
<b>Linguistics</b>	-	INT (-1)	-	
<b>Perception</b>	+4	WIS (2)	2	
Stonecunning: +2 bonus to notice unusual stonework, such as traps and hidden doors in stone walls or floors				
<b>Ride</b>	-1	DEX (3)	-	
<b>Sense Motive</b>	+2	WIS (2)	-	
<b>Sleight of Hand</b>	-	DEX (3)	-	
<b>Spellcraft</b>	-	INT (-1)	-	
<b>Stealth</b>	+0	DEX (3)	1	
<b>Survival</b>	+6	WIS (2)	1	
<b>Swim</b>	+5	STR (5)	1	
<b>Use Magic Device</b>	-	CHA (-1)	-	

### Feats, Traits & Flaws

#### Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### 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 Dexterity- and Strength-based skill checks.

#### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### Cleave

If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

#### Combat Reflexes (4 AoO/round)

You can make extra attacks of opportunity.

#### Deadly Aim -2/+4

Trade a penalty to ranged attacks for a bonus to ranged damage.

#### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

#### Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

#### Shield Focus

+1 Shield AC

#### Shield Proficiency

You can use a shield and take only the standard penalties.

## Feats, Traits & Flaws

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

### Vital Strike

Standard action: x2 weapon damage dice.

### Weapon Focus (Dwarven waraxe)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

### Weapon Specialization (Dwarven waraxe)

You gain a +2 bonus on all damage rolls you make using the selected weapon.

## Dagger

Mainhand: **+12/+7, 1d4+5**

Crit: 19-20/x2

Rng: 10'

Ranged: **+10/+5, 1d4+5**

Light, P/S

Hatred +1: +1 vs. Goblinoids and Orcs

## Masterwork Composite longbow (Str +5)

Ranged, Both Hands: **+11/+6, 1d8+5**

Crit: x3

Rng: 110'

2-Hand, P

Hatred +1: +1 vs. Goblinoids and Orcs

## +2 Full plate

**+11**

Max Dex: +3, Armor Check: -3

Spell Fail: 35%, Heavy

## +2 Heavy steel shield

**+5**

Max Dex: -, Armor Check: -1

Spell Fail: 15%, Shield

## Gear

**Total Weight Carried: 91/400lbs, Light Load**

**(Light: 133lbs, Medium: 266lbs, Heavy: 400lbs)**

Heavy Shield Bash	-
+1 Keen Dwarven waraxe	8 lbs
+2 Full plate	50 lbs
+2 Heavy steel shield	15 lbs
Arrows x40 <In: Handy haversack (60 @ 20.9 lbs)>	0.15 lbs
Bedroll	5 lbs
Belt of giant strength +2	1 lb
Cloak of resistance +1	1 lb
Dagger	1 lb
Explorer's Outfit (Free)	-
Handy haversack (60 @ 20.9 lbs)	5 lbs
Masterwork Composite longbow (Str +5) <In: Handy	3 lbs
Money <In: Handy haversack (60 @ 20.9 lbs)>	1.9 lbs
Potion of barkskin +3 <In: Handy haversack (60 @ 20.9	-
Potion of bear's endurance <In: Handy haversack (60 @	-
Potion of cure moderate wounds x2 <In: Handy haversack	-
Potion of displacement <In: Handy haversack (60 @ 20.9	-
Potion of enlarge person <In: Handy haversack (60 @	-
Potion of fly <In: Handy haversack (60 @ 20.9 lbs)>	-
Potion of haste <In: Handy haversack (60 @ 20.9 lbs)>	-
Potion of jump <In: Handy haversack (60 @ 20.9 lbs)>	-
Silk rope <In: Handy haversack (60 @ 20.9 lbs)>	5 lbs
Tindertwig x3 <In: Handy haversack (60 @ 20.9 lbs)>	-
Torch x3 <In: Handy haversack (60 @ 20.9 lbs)>	1 lb
Trail rations x2 <In: Handy haversack (60 @ 20.9 lbs)>	1 lb

## Experience & Wealth

Experience Points: **35000/51000**

Current Cash: **80 GP, 8 SP, 7 CP**

## Gear

**Total Weight Carried: 91/400lbs, Light Load**

**(Light: 133lbs, Medium: 266lbs, Heavy: 400lbs)**

Waterskin

4 lbs

## Special Abilities

### Bravery +2 (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear.

This bonus increases by +1 for every four levels beyond 2nd.

### Darkvision (60 feet)

You can see in the dark (black and white vision only).

### Defensive Training +4

+4 dodge bonus to AC against monsters of the Giant subtype.

### Greed

+2 to Appraise checks to determine the price of nonmagical goods that contain precious metals or gemstones.

### Hardy +2

Gain a racial bonus to saves vs Poison, Spells and Spell-Like effects.

### Hatred +1

+1 racial bonus to attacks against Goblinoids and Orcs.

### Slow and Steady

Your base speed is never modified by encumbrance.

### Stability +4

+4 CMD against bull rushes and trips while standing on the ground.

### Stonecunning +2

+2 racial bonus to Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. You receive a check to notice such things when you pass within 10', even if not actively looking.

### Weapon Training (Axes) +1 (Ex)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

## Tracked Resources

Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Dagger	<input type="checkbox"/>
Potion of barkskin +3	<input type="checkbox"/>
Potion of bear's endurance	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of displacement	<input type="checkbox"/>
Potion of enlarge person	<input type="checkbox"/>
Potion of fly	<input type="checkbox"/>
Potion of haste	<input type="checkbox"/>
Potion of jump	<input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/>

## Languages

Common

Dwarven

## Elf Wizard Evil

### Male Elf Wizard 7 - CR 6

Neutral Evil Humanoid (Elf); Age: **148**; Height: **6'**; Weight: **124lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	10	0	
<b>DEX</b> DEXTERITY	18	+4	
<b>CON</b> CONSTITUTION	16	+3	
<b>INT</b> INTELLIGENCE	20/24	+5/+7	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+6 =	+2	+3	+1			
	Elven Immunities: +2 vs. enchantments						
<b>REFLEX</b> (DEXTERITY)	+7 =	+2	+4	+1			
	Elven Immunities: +2 vs. enchantments						
<b>WILL</b> (WISDOM)	+6 =	+5		+1			
	Elven Immunities: +2 vs. enchantments						

Elven Immunities		Elven Immunities - Sleep						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 16 =			+4			+2		
<b>Touch AC</b> 16	<b>Flat-Footed AC</b> 12							
	BAB	Strength	Size	Misc				
<b>CM Bonus</b> +3 =	+3	0	-	-				
	BAB	Strength	Dexterity	Size				
<b>CM Defense</b> 19 = 10	+3	0	+4	-				
<b>Base Attack</b>	+3		<b>HP</b>	70				
<b>Initiative</b>	+4		Damage / Current HP					
<b>Speed</b>	30 ft							

### Masterwork Dagger

Mainhand: **+4, 1d4** Crit: 19-20/x2  
Rng: 10'  
Ranged: **+8, 1d4** Light, P/S

### Masterwork Light crossbow

Ranged: **+6, 1d8** Crit: 19-20/x2  
Rng: 80'  
Ranged, Both Hands: **+8, 1d8** 2-Hand, P

### Quarterstaff

Both Hands: **+3, 1d6** Crit: x2  
Double: **-1 (Off: -5), 1d6/1d6** Double, B, Monk



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+4	DEX (4)	-	
<b>Appraise</b>	+11	INT (7)	1	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+0	STR (0)	-	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Disable Device</b>	-	DEX (4)	-	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	+4	DEX (4)	-	
<b>Fly</b>	+14	DEX (4)	7	
<b>Handle Animal</b>	-	CHA (0)	-	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	+0	CHA (0)	-	
<b>Knowledge (arcana)</b>	+17	INT (7)	7	
<b>Knowledge (dungeoneering)</b>	+13	INT (7)	3	
<b>Knowledge (engineering)</b>	+13	INT (7)	3	
<b>Knowledge (geography)</b>	+14	INT (7)	4	
<b>Knowledge (history)</b>	+14	INT (7)	4	
<b>Knowledge (local)</b>	+14	INT (7)	4	
<b>Knowledge (nature)</b>	+14	INT (7)	4	
<b>Knowledge (nobility)</b>	+14	INT (7)	4	
<b>Knowledge (planes)</b>	+14	INT (7)	4	
<b>Knowledge (religion)</b>	+14	INT (7)	4	
<b>Linguistics</b>	-	INT (7)	-	
<b>Perception</b>	+9	WIS (0)	7	
<b>Ride</b>	+4	DEX (4)	-	
<b>Sense Motive</b>	+0	WIS (0)	-	
<b>Sleight of Hand</b>	-	DEX (4)	-	
<b>Spellcraft</b>	+17	INT (7)	7	
	Elven Magic: +2 to determine the properties of a magic item			
<b>Stealth</b>	+4	DEX (4)	-	
<b>Survival</b>	+0	WIS (0)	-	
<b>Swim</b>	+0	STR (0)	-	
<b>Use Magic Device</b>	-	CHA (0)	-	

### Feats, Traits & Flaws

- Combat Casting**  
+4 to Concentration checks to cast while on the defensive.
- Craft Wand**  
You can create magic wands.
- Elven Weapon Proficiencies**  
You are proficient with the Longsword, Rapier, Longbow (including Composite Longbow) and Shortbow (including Composite Shortbow).
- Eschew Materials**  
Cast spells without materials, if component cost is 1 gp or less.
- Greater Spell Penetration**  
+2 to caster level checks to overcome spell resistance.
- Scribe Scroll**  
You can create magic scrolls.
- Spell Penetration**  
+2 to caster levels checks to overcome spell resistance.

## Feats, Traits & Flaws

### Wizard Weapon Proficiencies

You are proficient with the Dagger, Crossbow (Light and Heavy) and Quarterstaff.

## Gear

### Total Weight Carried: 13/100lbs, Light Load (Light: 33lbs, Medium: 66lbs, Heavy: 100lbs)

Acid	1 lb
Antitoxin	-
Bedroll <In: Handy haversack (39 @ 17.36 lbs)>	5 lbs
Chalk <In: Handy haversack (39 @ 17.36 lbs)>	-
Cloak of resistance +1	1 lb
Crossbow bolts x20 <In: Handy haversack (39 @ 17.36 lbs)>	0.1 lbs
Everburning torch <In: Handy haversack (39 @ 17.36 lbs)>	1 lb
Explorer's Outfit (Free)	-
Handy haversack (39 @ 17.36 lbs)	5 lbs
Headband of vast intelligence +4 (Knowledge [arcana],	1 lb
Ink, black <In: Handy haversack (39 @ 17.36 lbs)>	-
Inkpen <In: Handy haversack (39 @ 17.36 lbs)>	-
Masterwork Dagger <In: Handy haversack (39 @ 17.36 lbs)>	1 lb
Masterwork Light crossbow <In: Handy haversack (39 @ 17.36 lbs)>	4 lbs
Money <In: Handy haversack (39 @ 17.36 lbs)>	0.36 lbs
Oil	1 lb
Paper x5 <In: Handy haversack (39 @ 17.36 lbs)>	-
Potion of barkskin +3	-
Potion of cure moderate wounds	-
Quarterstaff	4 lbs
Ring of protection +2	-
Scroll of Displacement <In: Handy haversack (39 @ 17.36 lbs)>	-
Scroll of Fly <In: Handy haversack (39 @ 17.36 lbs)>	-
Scroll of Haste <In: Handy haversack (39 @ 17.36 lbs)>	-
Scroll of See Invisibility <In: Handy haversack (39 @ 17.36 lbs)>	-
Tindertwig <In: Handy haversack (39 @ 17.36 lbs)>	-
Waterskin <In: Handy haversack (39 @ 17.36 lbs)>	4 lbs

## Special Abilities

### Arcane Bond (Ring of protection +2) (1/day) (Sp)

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork

### Elven Magic

+2 racial bonus on caster checks to overcome spell resistance. +2 to spellcraft checks to determine the properties of a magic item.

### Enchantment

You must spend 2 slots to cast spells from the Enchantment school.

### Evocation

Evokers revel in the raw power of magic, and can use it to create and destroy with shocking ease.

### Force Missile (10/day) (Sp)

As a standard action you can unleash a force missile that automatically strikes a foe, as *magic missile*. The force missile deals 1d4 points of damage plus the damage from your intense spells evocation power. This is a force effect. You can

### Intense Spells +3 (Su)

Whenever you cast an evocation spell that deals hit point damage, add 1/2 your wizard level to the damage (minimum +1). This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or

### Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

### Necromancy

You must spend 2 slots to cast spells from the Necromancy school.

## Tracked Resources

Acid	<input type="checkbox"/>
Antitoxin	<input type="checkbox"/>

## Experience & Wealth

Experience Points: 35000/51000

Current Cash: 3 GP, 6 SP, 9 CP

## Tracked Resources

Arcane Bond (Ring of protection +2) (1/day) (Sp)	<input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Force Missile (10/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Masterwork Dagger	<input type="checkbox"/>
Potion of barkskin +3	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Tindertwig	<input type="checkbox"/>

## Languages

Celestial	Gnome
Common	Goblin
Draconic	Orc
Elven	Sylvan
Gnoll	

## Spells & Powers

### Wizard Spell DC: 17 + spell level

CL: 7 (vs. SR: +13, Concentration: +14)

Melee Touch +3 Ranged Touch +7

Maximum Wizard spells per day: 4/\*x0; 6x1; 5x2; 4x3; 2x4

Wizard 0: Ray of Frost, Read Magic, Mage Hand, Detect Magic

Wizard 1: Magic Missile, Magic Missile, Magic Missile, Shield, Mage Armor, Burning Hands (DC 18), Feather Fall (DC 18)

Wizard 2: Bull's Strength, Scorching Ray, Scorching Ray, Invisibility, Invisibility, Glitterdust

Wizard 3: Haste, Slow (DC 20), Fireball (DC 20), Fireball (DC 20), Fly

Wizard 4: Dimension Door, Shout (DC 21), Shout (DC 21)

## Elf Wizard Evil, Wizard 7 – Spells in Spellbook

### Acid Splash Wizard 0

**School:** Conjuraton / Earth Elemental (Creation) [Acid]

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 + 5 ft./2 levels)

**Effect:** One missile of acid

**Duration:** Instantaneous

**Save:** None

**Resistance:** No

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. This acid disappears after 1 round.

**Alchemical Power Component: Acid (F)** : The spell deals +1 point of damage.

**Alchemical Power Component: Acid (M)** : The spell lasts 1 round longer than normal.

### Arcane Mark Wizard 0

**School:** Universal

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Effect:** One personal rune or mark, all of which must fit within 1 sq. ft.

**Duration:** Permanent

**Save:** None

**Resistance:** No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See *invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If an *arcane mark* is placed on a living being, the effect gradually fades in about a month.

*Arcane mark* must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).

### Dancing Lights Wizard 0

**School:** Evocation [Light]

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (100 + 10 ft./level)

**Effect:** Up to four lights, all within a 10-ft.-radius area

**Duration:** 1 minute (D)

**Save:** None

**Resistance:** No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

### Detect Magic Wizard 0

**School:** Divination

**Components:** V, S

**Casting Time:** 1 action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 min./level (D)

**Save:** None

**Resistance:** No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

*1st Round:* Presence or absence of magical auras.

*2nd Round:* Number of different magical auras and the power of the most potent aura.

*3rd Round:* The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

*Aura Strength:* An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

*Lingering Aura:* A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* 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 - 1d6 x 10 minutes

Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic 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.

*Detect magic* can be made permanent with a *permanency* spell.

### Detect Poison Wizard 0

**School:** Divination

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 + 5 ft./2 levels)

**Target:** One creature, one object, or a 5-ft. cube

**Duration:** Instantaneous

**Save:** None

**Resistance:** No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. 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.

## Elf Wizard Evil, Wizard 7 – Spells in Spellbook

### Flare Wizard 0

**School:** Evocation [Light]  
**Components:** V  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** burst of light  
**Duration:** Instantaneous  
**Save:** DC 17 Fortitude negates  
**Resistance:** Yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

### Ghost Sound Wizard 0

**School:** Illusion (Figment)  
**Components:** V, S, M (a bit of wool or a small lump of wax)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** Illusory sounds  
**Duration:** 1 round/level (D)  
**Save:** DC 17 Will disbelief  
**Resistance:** No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

### Light Wizard 0

**School:** Evocation / Wood Elemental [Light]  
**Components:** V, M/DF (a firefly)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Object touched  
**Duration:** 10 min./level  
**Save:** None  
**Resistance:** No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

### Mage Hand Wizard 0

**School:** Transmutation  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One nonmagical, unattended object weighing up to 5 lbs.  
**Duration:** Concentration  
**Save:** None  
**Resistance:** No

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.

### Mending Wizard 0

**School:** Transmutation / Metal Elemental  
**Components:** V, S  
**Casting Time:** 10 minutes  
**Range:** 10 ft.  
**Target:** One object of up to 1 lb./level  
**Duration:** Instantaneous  
**Save:** DC 17 Will negates (harmless, object)  
**Resistance:** Yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

### Message Wizard 0

**School:** Transmutation / Air Elemental [language-dependent]  
**Components:** V, S, F (a piece of copper wire)  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Target:** One creature/level  
**Duration:** 10 min./level  
**Save:** None  
**Resistance:** No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

## Elf Wizard Evil, Wizard 7 – Spells in Spellbook

### Open/Close Wizard 0

**School:** Transmutation  
**Components:** V, S, F (a brass key)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** Object weighing up to 30 lbs. or portal that can be opened or closed  
**Duration:** Instantaneous  
**Save:** DC 17 Will negates (object)  
**Resistance:** Yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

### Prestidigitation Wizard 0

**School:** Universal  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** 10 ft.  
**Target:** See text  
**Effect:** See text  
**Area:** See text  
**Duration:** 1 hour  
**Save:** DC 17 See text  
**Resistance:** No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation 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.

Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitiation 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.

### Ray of Frost Wizard 0

**School:** Evocation / Water Elemental [Cold]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** Ray  
**Duration:** Instantaneous  
**Save:** None  
**Resistance:** Yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

### Read Magic Wizard 0

**School:** Divination  
**Components:** V, S, F (a clear crystal or mineral prism)  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 min./level  
**Save:** DC 17

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

### Resistance Wizard 0

**School:** Abjuration  
**Components:** V, S, M/DF (a miniature cloak)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 minute  
**Save:** DC 17 Will negates (harmless)  
**Resistance:** Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

### Burning Hands Wizard 1

**School:** Evocation / Fire Elemental [Fire]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** 15 ft.  
**Area:** Cone-shaped burst  
**Duration:** Instantaneous  
**Save:** DC 18 Reflex half  
**Resistance:** Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

## Elf Wizard Evil, Wizard 7 – Spells in Spellbook

### Feather Fall Wizard 1

**School:** Transmutation / Air Elemental  
**Components:** V  
**Casting Time:** 1 immediate action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart  
**Duration:** Until landing or 1 round/level  
**Save:** DC 18 Will negates (harmless) or Will negates (object)  
**Resistance:** Yes (object)

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

### Mage Armor Wizard 1

**School:** Conjuration (Creation) [Force]  
**Components:** V, S, F (a piece of cured leather)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 hour/level (D)  
**Save:** DC 18 Will negates (harmless)  
**Resistance:** No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

### Magic Missile Wizard 1

**School:** Evocation [Force]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Target:** Up to five creatures, no two of which can be more than 15 ft. apart  
**Duration:** Instantaneous  
**Save:** None  
**Resistance:** Yes

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, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. 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.

### Shield Wizard 1

**School:** Abjuration / Void Elemental [Force]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 min./level (D)  
**Save:** DC 18

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The shield 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.

### Bull's Strength Wizard 2

**School:** Transmutation  
**Components:** V, S, M/DF (a few hairs, or a pinch of dung, from a bull)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 min./level  
**Save:** DC 19 Will negates (harmless)  
**Resistance:** Yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

### Glitterdust Wizard 2

**School:** Conjuration / Earth Elemental / Metal Elemental (Creation)  
**Components:** V, S, M (ground mica)  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Area:** Creatures and objects within 10-ft.-radius spread  
**Duration:** 1 round/level  
**Save:** DC 19

Save Will negates (blinding only); SR no A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks.



**Invisibility** **Wizard 2**

**School:** Illusion / Void Elemental (Glamer)  
**Components:** V, S, M/DF (an eyelash encased in gum arabic)  
**Casting Time:** 1 action  
**Range:** Personal or touch  
**Target:** You or a creature or object weighing no more than 100 lbs. /level

**Duration:** 1 min./level (D)  
**Save:** DC 19 Will negates (harmless) or Will negates (harmless, object)

**Resistance:** Yes (harmless) or yes (harmless, object)  
 The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bles*s that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

*Invisibility* can be made permanent (on objects only) with a *permanency* spell.

**Scorching Ray** **Wizard 2**

**School:** Evocation / Fire Elemental [Fire]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** One or more rays  
**Duration:** Instantaneous  
**Save:** None  
**Resistance:** Yes

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

**Fireball** **Wizard 3**

**School:** Evocation / Fire Elemental [Fire]  
**Components:** V, S, M (a ball of bat guano and sulfur)  
**Casting Time:** 1 action  
**Range:** Long (400 + 40 ft./level)  
**Area:** 20-ft.-radius spread  
**Duration:** Instantaneous  
**Save:** DC 20 Reflex half  
**Resistance:** Yes

A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

**Fly** **Wizard 3**

**School:** Transmutation / Air Elemental  
**Components:** V, S, F (a wing feather)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 min./level  
**Save:** DC 20 Will negates (harmless)  
**Resistance:** Yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

## Elf Wizard Evil, Wizard 7 – Spells in Spellbook

<p><b>Haste</b></p> <p><b>School:</b> Transmutation  <b>Components:</b> V, S, M (a shaving of licorice root)  <b>Casting Time:</b> 1 action  <b>Range:</b> Close (25 + 5 ft./2 levels)  <b>Target:</b> One creature/level, no two of which can be more than 30 ft. apart  <b>Duration:</b> 1 round/level  <b>Save:</b> DC 20 Fortitude negates (harmless)  <b>Resistance:</b> Yes (harmless)</p> <p>The transmuted creatures move and act more quickly than normal. This extra speed has several effects.</p> <p>When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. 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 <i>speed</i> weapon, 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.)</p> <p>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.</p> <p>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 <i>haste</i> effects don't stack. <i>Haste</i> dispels and counters <i>slow</i>.</p>	<p><b>Wizard 3</b></p>	<p><b>Dimension Door</b></p> <p><b>School:</b> Conjunction (Teleport)  <b>Components:</b> V  <b>Casting Time:</b> 1 action  <b>Range:</b> Long (400 + 40 ft./level)  <b>Target:</b> You and touched objects or other touched willing creatures  <b>Duration:</b> Instantaneous  <b>Save:</b> None and Will negates (object)  <b>Resistance:</b> No and yes (object)</p> <p>You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.</p>	<p><b>Wizard 4</b></p>
<p><b>Slow</b></p> <p><b>School:</b> Transmutation  <b>Components:</b> V, S, M (a drop of molasses)  <b>Casting Time:</b> 1 action  <b>Range:</b> Close (25 + 5 ft./2 levels)  <b>Target:</b> One creature/level, no two of which can be more than 30 ft. apart  <b>Duration:</b> 1 round/level  <b>Save:</b> DC 20 Will negates  <b>Resistance:</b> Yes</p> <p>An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. Multiple slow effects don't stack. Slow counters and dispels haste.</p>	<p><b>Wizard 3</b></p>	<p><b>Shout</b></p> <p><b>School:</b> Evocation / Air Elemental / Metal Elemental [Sonic]  <b>Components:</b> V  <b>Casting Time:</b> 1 action  <b>Range:</b> 30 ft.  <b>Area:</b> Cone-shaped burst  <b>Duration:</b> Instantaneous  <b>Save:</b> DC 21 Fortitude partial or Reflex negates (object); see text;  <b>Resistance:</b> Yes (object)</p> <p>You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A shout spell cannot penetrate a silence spell.</p>	<p><b>Wizard 4</b></p>

## Half-Elf Bard



### Female Half-Elf Bard 7 - CR 6

Chaotic Good Humanoid (Elf, Human); Age: **27**; Height: **5' 4"**; Weight: **110lb.**; Eyes: **Green**; Hair: **Red**; Skin: **Nice**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	14	+2	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	14	+2	
<b>WIS</b> WISDOM	12	+1	
<b>CHA</b> CHARISMA	20/22	+5/+6	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+4	=	+2	+2			
	Elven Immunities: +2 vs. enchantments, <b>Well Versed</b> : +4 vs. bardic performance, sonic, and language-dependant effects						
<b>REFLEX</b> (DEXTERITY)	+8	=	+5	+3			
	Elven Immunities: +2 vs. enchantments, <b>Well Versed</b> : +4 vs. bardic performance, sonic, and language-dependant effects						
<b>WILL</b> (WISDOM)	+6	=	+5	+1			
	Elven Immunities: +2 vs. enchantments, <b>Well Versed</b> : +4 vs. bardic performance, sonic, and language-dependant effects						

Elven Immunities		Elven Immunities - Sleep							
Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	20	=	+6		+3			+1	
<b>Touch AC</b>	14		<b>Flat-Footed AC</b>		16				
			BAB	Strength	Size	Misc			
<b>CM Bonus</b>	+7	=	+5	+2	-	-			
			BAB	Strength	Dexterity	Size			
<b>CM Defense</b>	21	=	10	+5	+2	+3	-		
<b>Base Attack</b>			+5						
			<b>HP</b>		77				
			Damage / Current HP						
<b>Initiative</b>			+3						
<b>Speed</b>			30 / 40 ft						

### +1 Cold Iron Longsword

Mainhand: **+8, 1d8+3** Crit: 19-20/x2  
Both Hands: **+8, 1d8+4** 1-Hand, S

### +1 Flaming Composite shortbow (Str +2)

Ranged, Both Hands: **+10, 1d6+3+1d6** Crit: x3  
**fire** Rng: 70'  
2-Hand, P

### Dagger

Mainhand: **+7, 1d4+2** Crit: 19-20/x2  
Ranged: **+8, 1d4+2** Rng: 10'  
Light, P/S

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+13	DEX (3)	7	
	Boots of striding and springing : +5 competence bonus to jump, Speed greater than 30' : +4 jump			
<b>Appraise</b>	+6	INT (2)	1	
<b>Bluff</b>	+19	CHA (6)	-	
<b>Climb</b>	+6	STR (2)	1	
<b>Diplomacy</b>	+18	CHA (6)	-	
<b>Disable Device</b>	-	DEX (3)	-	
<b>Disguise</b>	+10	CHA (6)	1	
<b>Escape Artist</b>	+7	DEX (3)	1	
<b>Fly</b>	+3	DEX (3)	-	
<b>Handle Animal</b>	-	CHA (6)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	+18	CHA (6)	-	
<b>Knowledge (arcana)</b>	+10	INT (2)	2	
<b>Knowledge (dungeoneering)</b>	+10	INT (2)	2	
<b>Knowledge (engineering)</b>	+10	INT (2)	2	
<b>Knowledge (geography)</b>	+10	INT (2)	2	
<b>Knowledge (history)</b>	+10	INT (2)	2	
<b>Knowledge (local)</b>	+10	INT (2)	2	
<b>Knowledge (nature)</b>	+10	INT (2)	2	
<b>Knowledge (nobility)</b>	+10	INT (2)	2	
<b>Knowledge (planes)</b>	+10	INT (2)	2	
<b>Knowledge (religion)</b>	+10	INT (2)	2	
<b>Linguistics</b>	+6	INT (2)	1	
<b>Perception</b>	+13	WIS (1)	7	
<b>Perform (keyboard instruments)</b>	+18	CHA (6)	7	
<b>Perform (sing)</b>	+19	CHA (6)	7	
<b>Ride</b>	+3	DEX (3)	-	
<b>Sense Motive</b>	+19	WIS (1)	-	
<b>Sleight of Hand</b>	+7	DEX (3)	1	
<b>Spellcraft</b>	+6	INT (2)	1	
<b>Stealth</b>	+7	DEX (3)	1	
<b>Survival</b>	+1	WIS (1)	-	
<b>Swim</b>	+2	STR (2)	-	
<b>Use Magic Device</b>	+16	CHA (6)	7	

### Feats, Traits & Flaws

#### Arcane Strike

As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.

#### 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 Dexterity- and Strength-based skill checks.

#### Bard Weapon Proficiencies

You are proficient with the Longsword, Rapier, Sap, Shortsword, Shortbow and Whip.

#### Dodge

+1 AC.

## Feats, Traits & Flaws

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Skill Focus (Perform [sing])

You get a +3 bonus on all checks involving the chosen skill.

### Toughness +7

You gain +3 hit points.

### Weapon Focus (Shortbow)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

## +2 Mithral Chain shirt

# +6

Max Dex: +6, Armor Check: -  
Spell Fail: 10%, Light

## Gear

### Total Weight Carried: 40.5/175lbs, Light Load (Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

+1 Cold Iron Longsword	4 lbs
+1 Flaming Composite shortbow (Str +2)	2 lbs
+2 Mithral Chain shirt	12.5 lbs
Alchemist's fire	1 lb
Arrows x40	0.15 lbs
Bedroll <In: Handy haversack (7 @ 13.42 lbs)>	5 lbs
Boots of striding and springing	1 lb
Dagger	1 lb
Explorer's Outfit (Free)	-
Handy haversack (7 @ 13.42 lbs)	5 lbs
Headband of alluring charisma +2	1 lb
Money <In: Handy haversack (7 @ 13.42 lbs)>	0.42 lbs
Musical instrument, masterwork: Accordion <In: Handy>	3 lbs
Potion of cure light wounds x2	-
Potion of cure moderate wounds	-
Silk rope <In: Handy haversack (7 @ 13.42 lbs)>	5 lbs
Tindertwig x3 <In: Handy haversack (7 @ 13.42 lbs)>	-
Torch x3	1 lb
Waterskin	4 lbs

## Special Abilities

### Bardic Knowledge +3 (Ex)

A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

### Bardic Performance (move action) (22 rounds/day)

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard

### Bardic Performance: Countersong (Su)

At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature

### Bardic Performance: Distraction (Su)

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard

### Bardic Performance: Fascinate (3 targets) (DC 19) (Su)

At 1st level a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard

### Bardic Performance: Inspire Competence +3 (Su)

A bard of 3rd level or higher can use his performance to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she

## Experience & Wealth

Experience Points: **35000/51000**

Current Cash: **6 GP, 8 SP, 7 CP**

## Special Abilities

### Bardic Performance: Inspire Courage +2 (Su)

A 1st level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's

### Bardic Performance: Suggestion (DC 19) (Sp)

A bard of 6th level or higher can use his performance to make a *suggestion* (as per the spell) to a creature that he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a

### Elf Blood

You are counted as both elven and human for any effect relating to race.

### Lore Master (1/day) (Ex)

At 5th level, the bard becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A bard can choose not to take 10 and can instead roll normally. In addition, once per day, the bard can take 20

### Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

### Versatile Performance (Keyboard Instruments) +18 (Ex)

You may substitute the final value of your Perform: Keyboard Instruments skill for Diplomacy or Intimidate checks

### Versatile Performance (Singing) +19 (Ex)

You may substitute the final value of your Perform: Sing skill for Bluff or Sense Motive checks

### Well Versed (Ex)

At 2nd level, the bard becomes resistant to the bardic performance of others, and to sonic effects in general. The bard gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects.

## Tracked Resources

Alchemist's fire

Arrows

Bardic Performance (move action) (22 rounds/day)

Dagger

Lore Master (1/day) (Ex)

Potion of cure light wounds

Potion of cure moderate wounds

Tindertwig

Torch

## Languages

Common  
Dwarven  
Elven

Giant  
Orc

## Spells & Powers

### **Bard Spell DC: 16 + spell level**

CL: 7 (vs. SR: +7, Concentration: +13)

Melee Touch +7 Ranged Touch +8

Maximum Bard spells known / per day: **6**\*/x0; **5/6**x1;  
**4/5**x2; **2/2**x3

Bard 0: Mage Hand, Prestidigitation (DC 16), Detect Magic, Dancing Lights, Message, Light

Bard 1: Confusion, Lesser (DC 17), Expeditious Retreat, Grease (DC 17), Cure Light Wounds, Feather Fall (DC 17)

Bard 2: Cure Moderate Wounds, Tongues, Invisibility, Glitterdust

Bard 3: Haste, Confusion (DC 19)

## Halfling Rogue

### Female Halfling Rogue 7 - CR 6

Chaotic Good Humanoid (Halfling); Age: 26; Height: 3';  
Weight: 34lb.; Eyes: Sienna; Hair: Red; Skin: Pale

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	16/18	+3/+4	
<b>DEX</b> DEXTERITY	20/22	+5/+6	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	13	+1	
<b>WIS</b> WISDOM	12	+1	
<b>CHA</b> CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+6 =	+2	+2	+1	+1		
		Fearless: +2 vs. fear					

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>REFLEX</b> (DEXTERITY)	+13 =	+5	+6	+1	+1		
		Trap Sense: +2 bonus vs. traps, Fearless: +2 vs. fear					

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>WILL</b> (WISDOM)	+5 =	+2	+1	+1	+1		
		Fearless: +2 vs. fear					

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	24 =	+5		+6	+1		+1	+1	

<b>Touch AC</b>	19	<b>Flat-Footed AC</b>	17
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Trap Sense: +2 bonus vs. traps

	BAB	Strength	Size	Misc
<b>CM Bonus</b>	+8 =	+5	+4*	-1

	BAB	Strength	Dexterity	Size
<b>CM Defense</b>	26 = 10	+5	+4*	+6*

See the AC section (above) for situational modifiers that may also apply to CMD

<b>Base Attack</b>	+5	<b>HP</b>	77
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Damage / Current HP

<b>Initiative</b>	+6
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<b>Speed</b>	20 ft
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### +1 Keen Rapier

Mainhand: **+14, 1d4+5** Crit: 15-20/x2  
Both Hands: **+14, 1d4+5** 1-Hand, P

### Dagger

Mainhand: **+12, 1d3+4** Crit: 19-20/x2  
Ranged: **+12, 1d3+4** Rng: 10'  
Light, P/S

### Masterwork Composite shortbow (Str +4)

Ranged, Both Hands: **+13, 1d4+4** Crit: x3  
Rng: 70'  
2-Hand, P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+18</b>	DEX (6)	7	
Speed less than 30' : -4 jump				
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>+11</b>	CHA (1)	7	
<b>Climb</b>	<b>+10</b>	STR (4)	1	
<b>Diplomacy</b>	<b>+5</b>	CHA (1)	1	
<b>Disable Device</b>	<b>+17</b>	DEX (6)	7	
<b>Disguise</b>	<b>+5</b>	CHA (1)	1	
<b>Escape Artist</b>	<b>+16</b>	DEX (6)	7	
<b>Fly</b>	<b>+8</b>	DEX (6)	-	
<b>Handle Animal</b>	-	CHA (1)	-	
<b>Heal</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidate</b>	<b>+5</b>	CHA (1)	1	
<b>Knowledge (dungeoneering)</b>	<b>+5</b>	INT (1)	1	
<b>Linguistics</b>	<b>+5</b>	INT (1)	1	
<b>Perception</b>	<b>+13</b>	WIS (1)	7	
Trapfinding: +3 to locate traps				
<b>Ride</b>	<b>+6</b>	DEX (6)	-	
<b>Sense Motive</b>	<b>+11</b>	WIS (1)	7	
<b>Sleight of Hand</b>	<b>+10</b>	DEX (6)	1	
<b>Spellcraft</b>	-	INT (1)	-	
<b>Stealth</b>	<b>+20</b>	DEX (6)	7	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	
<b>Swim</b>	<b>+4</b>	STR (4)	-	
<b>Use Magic Device</b>	<b>+11</b>	CHA (1)	7	

## Feats

### 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 Dexterity- and Strength-based skill checks.

### Cleave

If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

### Combat Reflexes (7 AoO/round)

You can make extra attacks of opportunity.

### Dodge

+1 AC.

### Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

### Rogue Weapon Proficiencies

You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

### Weapon Focus (Rapier)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

## Special Abilities

### Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

## +1 Mithral Chain shirt

# +5

Max Dex: +6, Armor Check: -  
Spell Fail: 10%, Light

## Experience & Wealth

Experience Points: **35000/51000**  
Current Cash: **25 GP, 3 SP, 5 CP**

## Gear

**Total Weight Carried: 17.25/225lbs, Light Load**  
**(Light: 75lbs, Medium: 150lbs, Heavy: 225lbs)**

+1 Keen Rapier	1 lb
+1 Mithral Chain shirt	6.25 lbs
Acid x2	1 lb
Alchemist's fire x2	1 lb
Arrows x40 <In: Handy haversack (58 @ 18.91	0.075 lbs
Bedroll <In: Handy haversack (58 @ 18.91 lbs)>	1.25 lbs
Belt of physical might (Str & Dex +2)	0.5 lbs
Chalk <In: Handy haversack (58 @ 18.91 lbs)>	-
Cloak of resistance +1	0.5 lbs
Dagger	0.5 lbs
Explorer's Outfit (Free)	-
Flask <In: Handy haversack (58 @ 18.91 lbs)>	1.5 lbs
Grappling hook <In: Handy haversack (58 @ 18.91	4 lbs
Handy haversack (58 @ 18.91 lbs)	2.5 lbs
Masterwork Composite shortbow (Str +4)	1 lb
Money <In: Handy haversack (58 @ 18.91 lbs)>	0.66 lbs
Piton x5 <In: Handy haversack (58 @ 18.91 lbs)>	0.5 lbs
Potion of barkskin +5	-
Potion of cure light wounds	-
Potion of haste x2 <In: Handy haversack (58 @ 18.91	-
Potion of invisibility <In: Handy haversack (58 @ 18.91	-
Ring of protection +1	-
Silk rope <In: Handy haversack (58 @ 18.91 lbs)>	5 lbs
Tindertwig x3 <In: Handy haversack (58 @ 18.91 lbs)>	-
Torch <In: Handy haversack (58 @ 18.91 lbs)>	1 lb
Wand of cure light wounds	-
Waterskin	1 lb

## Special Abilities

### Fearless

+2 racial bonus vs Fear saves.

### Resiliency (1/day) (Ex)

Once per day, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be

### Sneak Attack +4d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

### Trap Sense +2 (Ex)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character

### Trapfinding +3

A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

### Uncanny Dodge (Ex)

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized.

## Tracked Resources

Acid	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/>

## Tracked Resources

Arrows	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dagger									<input type="checkbox"/>
Potion of barkskin +5									<input type="checkbox"/>
Potion of cure light wounds									<input type="checkbox"/>
Potion of haste								<input type="checkbox"/>	<input type="checkbox"/>
Potion of invisibility									<input type="checkbox"/>
Resiliency (1/day) (Ex)									<input type="checkbox"/>
Tindertwig								<input type="checkbox"/>	<input type="checkbox"/>
Torch									<input type="checkbox"/>
Wand of cure light wounds	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Languages

Common	Gnome
Dwarven	Halfling

## Half-Orc Barbarian



### Male Half-Orc Barbarian 7 - CR 6

Neutral Good Humanoid (Human, Orc); Age: **24**; Height: **6' 3"**; Weight: **269lb.**; Eyes: **Red**; Hair: **Blue**; Skin: **Light green**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>20/22</b>	<b>+5/+6</b>	
<b>DEX</b> DEXTERITY	<b>14</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>18</b>	<b>+4</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>14</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+9</b>	=	<b>+5</b>	<b>+4</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+4</b>	=	<b>+2</b>	<b>+2</b>			
Trap Sense : +2 bonus vs. traps							
<b>WILL</b> (WISDOM)	<b>+4</b>	=	<b>+2</b>	<b>+2</b>			

#### Damage Reduction (1/-)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC 18</b>	=	<b>+6</b>		<b>+2</b>				
<b>Touch AC 12</b>								
<b>Flat-Footed AC 16</b>								

Trap Sense : +2 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
<b>+13</b>	=	<b>+7</b>	<b>+6*</b>	-

CM Defense	BAB	Strength	Dexterity	Size
<b>25</b>	=	<b>10</b>	<b>+7</b>	<b>+6*</b>
			<b>+2</b>	-

See the AC section (above) for situational modifiers that may also apply to CMD

<b>Base Attack</b>	<b>+7</b>	<b>HP</b>	<b>119</b>
<b>Initiative</b>	<b>+2</b>	Damage / Current HP	
<b>Speed</b>	<b>40 / 30 ft</b>		

#### +1 Vicious Greatsword

Both Hands: **+15/+10, 2d6+10+2d6** Crit: 19-20/x2  
**on charge+2d6 (& 1d6 to**  
**wielder)** 2-Hand, S

#### Dagger

Mainhand: **+13/+8, 1d4+6+2d6 on** Crit: 19-20/x2  
**charge** Rng: 10'  
 Light, P/S

Ranged: **+9/+4, 1d4+6+2d6 on**  
**charge**

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+11</b>	DEX (2)	7	
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+0</b>	CHA (0)	-	
<b>Climb</b>	<b>+15</b>	STR (6)	7	
<b>Diplomacy</b>	<b>+0</b>	CHA (0)	-	
<b>Disable Device</b>	<b>-</b>	DEX (2)	-	
<b>Disguise</b>	<b>+0</b>	CHA (0)	-	
<b>Escape Artist</b>	<b>+1</b>	DEX (2)	-	
<b>Fly</b>	<b>+1</b>	DEX (2)	-	
<b>Handle Animal</b>	<b>-</b>	CHA (0)	-	
<b>Heal</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidate</b>	<b>+9</b>	CHA (0)	4	
<b>Linguistics</b>	<b>-</b>	INT (0)	-	
<b>Perception</b>	<b>+9</b>	WIS (2)	4	
<b>Ride</b>	<b>+1</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+2</b>	WIS (2)	-	
<b>Sleight of Hand</b>	<b>-</b>	DEX (2)	-	
<b>Spellcraft</b>	<b>-</b>	INT (0)	-	
<b>Stealth</b>	<b>+1</b>	DEX (2)	-	
<b>Survival</b>	<b>+9</b>	WIS (2)	4	
<b>Swim</b>	<b>+10</b>	STR (6)	2	
<b>Use Magic Device</b>	<b>-</b>	CHA (0)	-	

## Feats, Traits & Flaws

### 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 Dexterity- and Strength-based skill checks.

### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Cleave

If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Vital Strike

Standard action: x2 weapon damage dice.

### Weapon Focus (Greatsword)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

## Special Abilities

### Darkvision (60 feet)

You can see in the dark (black and white vision only).

### Fast Movement +10 (Ex)

A barbarian's land speed is faster than the norm for her race by +10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the



**Masterwork Longbow**

Ranged, Both Hands: **+10/+5**, **1d8+2d6** Crit: x3  
**on charge** Rng: 100'  
 2-Hand, P

**Rhino hide****+6**

Max Dex: +4, Armor Check: -1  
 Spell Fail: 20%, Medium, Slows

**Gear**

**Total Weight Carried: 71.66/520lbs, Light Load**  
**(Light: 173lbs, Medium: 346lbs, Heavy: 520lbs)**

+1 Vicious Greatsword	8 lbs
Acid	1 lb
Alchemist's fire	1 lb
Arrows x40	0.15 lbs
Backpack (9 @ 18.66 lbs)	2 lbs
Bedroll <In: Backpack (9 @ 18.66 lbs)>	5 lbs
Belt of giant strength +2	1 lb
Boots of speed (10 rounds/day)	1 lb
Dagger	1 lb
Explorer's Outfit (Free)	-
Masterwork Longbow	3 lbs
Money <In: Backpack (9 @ 18.66 lbs)>	0.66 lbs
Potion of cure light wounds	-
Rhino hide	25 lbs
Rope <In: Backpack (9 @ 18.66 lbs)>	10 lbs
Tindertwig x3 <In: Backpack (9 @ 18.66 lbs)>	-
Torch x3 <In: Backpack (9 @ 18.66 lbs)>	1 lb
Waterskin	4 lbs

**Special Abilities****Improved Uncanny Dodge (Lv >=11) (Ex)**

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized.

**Orc Ferocity (1/day)**

1/day, when brought below 0 HP but not killed, you can fight on for 1 more round as if disabled. The next round, unless brought to at least 0 HP, you immediately fall unconscious and begin dying.

**Rage (20 rounds/day) (Ex)**

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level

**Renewed Vigor 1d8+4 Hp (1/day) (Ex)**

As a standard action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every four levels the barbarian has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. A

**Roused Anger (Ex)**

The barbarian may enter a rage even if fatigued. While raging after using this ability, the barbarian is immune to the fatigued condition. Once this rage ends, the barbarian is exhausted for 10 minutes per round spent raging.

**Strength Surge +7 (1/rage) (Ex)**

The barbarian adds her barbarian level on one Strength check or combat maneuver check, or to her Combat Maneuver Defense when an opponent attempts a maneuver against her. This power is used as an immediate action.

**Trap Sense +2 (Ex)**

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character

**Experience & Wealth**

Experience Points: **35000/51000**  
 Current Cash: **18 GP, 8 SP, 7 CP**

**Tracked Resources**

Alchemist's fire	<input type="checkbox"/>
Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Boots of speed (10 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Orc Ferocity (1/day)	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Rage (20 rounds/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Renewed Vigor 1d8+4 Hp (1/day) (Ex)	<input type="checkbox"/>
Strength Surge +7 (1/rage) (Ex)	<input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

**Languages**

Common

Orc

**Tracked Resources**Acid

## Human Cleric Good



### Male Human Cleric 7 - CR 6

Neutral Good Humanoid (Human); Deity: **Sarenrae**; Age: **31**; Height: **5' 7"**; Weight: **165lb**.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	12	+1	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	8	-1	
<b>WIS</b> WISDOM	20/22	+5/+6	
<b>CHA</b> CHARISMA	18/20	+4/+5	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+8 =	+5	+2	+1			
<b>REFLEX</b> (DEXTERITY)	+5 =	+2	+2	+1			
<b>WILL</b> (WISDOM)	+12 =	+5	+6	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 22 =	+9		+2			+1		
<b>Touch AC</b> 13	<b>Flat-Footed AC</b> 20							
<b>CM Bonus</b> +6 =	+5		+1					

CM Defense	Total	BAB	Strength	Dexterity	Size
19 = 10		+5	+1	+2	

<b>Base Attack</b>	+5	<b>HP</b>	77
<b>Initiative</b>	+2	Damage / Current HP	
<b>Speed</b>	30 / 20 ft		

### +1 Heavy mace

Mainhand: **+7, 1d8+2** Crit: x2  
Both Hands: **+7, 1d8+2** 1-Hand, B

### +1 Light crossbow

Ranged: **+6, 1d8+1** Crit: 19-20/x2  
Ranged, Both Hands: **+8, 1d8+1** Rng: 80'  
2-Hand, P

### Dagger

Mainhand: **+6, 1d4+1** Crit: 19-20/x2  
Ranged: **+7, 1d4+1** Rng: 10'  
Light, P/S

### +3 Breastplate

# +9

Max Dex: +3, Armor Check: -3  
Spell Fail: 25%, Medium, Slows

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-1	DEX (2)	-	
Speed less than 30' : -4 jump				
<b>Appraise</b>	-1	INT (-1)	-	
<b>Bluff</b>	+5	CHA (5)	-	
<b>Climb</b>	-2	STR (1)	-	
<b>Diplomacy</b>	+9	CHA (5)	1	
<b>Disable Device</b>	-	DEX (2)	-	
<b>Disguise</b>	+5	CHA (5)	-	
<b>Escape Artist</b>	-1	DEX (2)	-	
<b>Fly</b>	-1	DEX (2)	-	
<b>Handle Animal</b>	-	CHA (5)	-	
<b>Heal</b>	+12	WIS (6)	3	
<b>Intimidate</b>	+5	CHA (5)	-	
<b>Knowledge (arcana)</b>	+3	INT (-1)	1	
<b>Knowledge (history)</b>	+3	INT (-1)	1	
<b>Knowledge (planes)</b>	+5	INT (-1)	3	
<b>Knowledge (religion)</b>	+5	INT (-1)	3	
<b>Linguistics</b>	-	INT (-1)	-	
<b>Perception</b>	+6	WIS (6)	-	
<b>Ride</b>	-1	DEX (2)	-	
<b>Sense Motive</b>	+10	WIS (6)	1	
<b>Sleight of Hand</b>	-	DEX (2)	-	
<b>Spellcraft</b>	+3	INT (-1)	1	
<b>Stealth</b>	-1	DEX (2)	-	
<b>Survival</b>	+6	WIS (6)	-	
<b>Swim</b>	-2	STR (1)	-	
<b>Use Magic Device</b>	-	CHA (5)	-	

## Feats, Traits & Flaws

### 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 Dexterity- and Strength-based skill checks.

### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Combat Casting

+4 to Concentration checks to cast while on the defensive.

### Extra Channel

Each time you take this feat, you can use your ability to channel energy two more times per day than normal.

### Extra Channel

Each time you take this feat, you can use your ability to channel energy two more times per day than normal.

### Improved Channel

+2 DC for channel energy.

### Selective Channeling

Exclude targets from the area of your Channel Energy.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

## Gear

**Total Weight Carried: 43/130lbs, Light Load (Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)**

+1 Heavy mace <In: Handy haversack (34 @ 29.36	8 lbs
+1 Light crossbow	4 lbs
+3 Breastplate	30 lbs
Acid x2 <In: Handy haversack (34 @ 29.36 lbs)>	1 lb
Alchemist's fire x2 <In: Handy haversack (34 @ 29.36	1 lb
Bedroll <In: Handy haversack (34 @ 29.36 lbs)>	5 lbs
Cloak of resistance +1	1 lb
Crossbow bolts x20 <In: Handy haversack (34 @	0.1 lbs
Dagger	1 lb
Explorer's Outfit (Free)	-
Handy haversack (34 @ 29.36 lbs)	5 lbs
Headband of mental prowess (Wis & Cha +2)	1 lb
Holy symbol, silver (Sarenrae)	1 lb
Money <In: Handy haversack (34 @ 29.36 lbs)>	0.36 lbs
Potion of barkskin +2 <In: Handy haversack (34 @ 29.36	-
Potion of invisibility x2 <In: Handy haversack (34 @ 29.36	-
Ring of protection +1	-
Silk rope <In: Handy haversack (34 @ 29.36 lbs)>	5 lbs
Tindertwig <In: Handy haversack (34 @ 29.36 lbs)>	-
Torch <In: Handy haversack (34 @ 29.36 lbs)>	1 lb
Waterskin <In: Handy haversack (34 @ 29.36 lbs)>	4 lbs

## Special Abilities

### Aura (Ex)

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

### Cleric Channel Positive Energy 4d6 (12/day) (DC 20) (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of

### Cleric Domain (Healing)

**Granted Powers:** Your touch staves off pain and death, and your healing magic is particularly vital and potent.

### Cleric Domain (Sun)

**Granted Powers:** You see truth in the pure and burning light of the sun, and can call upon its blessing or wrath to work great deeds.

### Healer's Blessing (Su)

At 6th level, all of your cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower

### Rebuke Death (9/day) (Sp)

You can touch a living creature as a standard action, healing it for 1d4 points of damage plus 1 for every two cleric levels you possess. You can only use this ability on a creature that is below 0 hit points. You can use this ability a number of

### Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure

### Sun's Blessing (Su)

Whenever you channel positive energy to harm undead creatures, add your cleric level to the damage dealt. Undead do not add their channel resistance to their saves when you channel positive energy.

## Tracked Resources

Acid	<input type="checkbox"/> <input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/>
Cleric Channel Positive Energy 4d6 (12/day) (DC 20) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Experience & Wealth

Experience Points: **35000/51000**

Current Cash: **9 SP, 9 CP**

## Tracked Resources

Dagger	<input type="checkbox"/>
Potion of barkskin +2	<input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/> <input type="checkbox"/>
Rebuke Death (9/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tindertwig	<input type="checkbox"/>
Torch	<input type="checkbox"/>

## Languages

Common

## Spells & Powers

### Cleric Spell DC: 16 + spell level

CL: 7 (vs. SR: +7, Concentration: +13)

Melee Touch +6 Ranged Touch +7

Maximum Cleric spells per day: **4/\*x0; 6x1; 5x2; 3x3; 2x4**

Cleric 0: Stabilize, Detect Magic, Mending, Guidance

Cleric 1: Shield of Faith, Remove Fear, Comprehend

Languages, Sanctuary (DC 17), Endure Elements, Bless (x2)

Cleric 2: Restoration, Lesser (x2), Bull's Strength, Heat Metal (DC 18), Silence (DC 18), Hold Person (DC 18)

Cleric 3: Protection from Energy, Searing Light, Prayer, Prayer

Cleric 4: Neutralize Poison, Restoration, Fire Shield

## Sir Roderigo the Paladin

### Male Human Paladin 7 - CR 6

Lawful Good Humanoid (Human); Deity: **Iomedae**; Age: **23**;  
Height: **6'**; Weight: **190lb**.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>20/22</b>	<b>+5/+6</b>	
<b>Crowbar</b> : +2 circumstance bonus to force open a door or chest with a crowbar			
<b>DEX</b> DEXTERITY	<b>12</b>	<b>+1</b>	
<b>CON</b> CONSTITUTION	<b>18/20</b>	<b>+4/+5</b>	
<b>INT</b> INTELLIGENCE	<b>11</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>12</b>	<b>+1</b>	
<b>CHA</b> CHARISMA	<b>14</b>	<b>+2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+12</b>	= <b>+5</b>	<b>+5</b>		<b>+2</b>		
<b>REFLEX</b> (DEXTERITY)	<b>+5</b>	= <b>+2</b>	<b>+1</b>		<b>+2</b>		
<b>WILL</b> (WISDOM)	<b>+8</b>	= <b>+5</b>	<b>+1</b>		<b>+2</b>		

Immunity to Disease		Immunity to Fear (Ex)						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>27</b>	= <b>+11</b>	<b>+4</b>	<b>+1</b>			<b>+1</b>		
<b>Touch AC</b> <b>12</b>	<b>Flat-Footed AC</b> <b>26</b>	BAB	Strength	Size	Misc			
<b>CM Bonus</b> <b>+13</b>	= <b>+7</b>	<b>+6</b>	-	-				

CM Defense	25	= 10	BAB	Strength	Dexterity	Size
<b>Base Attack</b>	<b>+7</b>	<b>HP</b> <b>112</b>				
<b>Initiative</b>	<b>+1</b>	Damage / Current HP				
<b>Speed</b>	<b>30 / 20 ft</b>					

### +2 Cold Iron longsword

Main hand: **+15/+10, 1d8+8** Crit: 19-20/x2  
Both hands: **+15/+10, 1d8+11** 1-hand, S

### Composite longbow (Str +6)

Ranged, both hands: **+8/+3, 1d8+6** Crit: x3  
Rng: 110'  
2-hand, P

### Dagger

Main hand: **+13/+8, 1d4+6** Crit: 19-20/x2  
Ranged: **+8/+3, 1d4+6** Rng: 10'  
Light, P/S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-5</b>	DEX (1)	-	
<b>Speed less than 30'</b> : -4 jump				
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+2</b>	CHA (2)	-	
<b>Climb</b>	<b>+0</b>	STR (6)	-	
<b>Diplomacy</b>	<b>+12</b>	CHA (2)	7	
<b>Disable Device</b>	<b>-</b>	DEX (1)	-	
<b>Disguise</b>	<b>+2</b>	CHA (2)	-	
<b>Escape Artist</b>	<b>-5</b>	DEX (1)	-	
<b>Fly</b>	<b>-5</b>	DEX (1)	-	
<b>Handle Animal</b>	<b>+6</b>	CHA (2)	1	
<b>Heal</b>	<b>+6</b>	WIS (1)	2	
<b>Intimidate</b>	<b>+2</b>	CHA (2)	-	
<b>Knowledge (nobility)</b>	<b>+4</b>	INT (0)	1	
<b>Knowledge (religion)</b>	<b>+10</b>	INT (0)	7	
<b>Linguistics</b>	<b>-</b>	INT (0)	-	
<b>Perception</b>	<b>+1</b>	WIS (1)	-	
<b>Ride</b>	<b>-1</b>	DEX (1)	1	
<b>Sense Motive</b>	<b>+6</b>	WIS (1)	2	
<b>Sleight of Hand</b>	<b>-</b>	DEX (1)	-	
<b>Spellcraft</b>	<b>-</b>	INT (0)	-	
<b>Stealth</b>	<b>-5</b>	DEX (1)	-	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	
<b>Swim</b>	<b>+0</b>	STR (6)	-	
<b>Use Magic Device</b>	<b>-</b>	CHA (2)	-	

## Feats

### Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### 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 Dexterity- and Strength-based skill checks.

### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Channel Smite

Channel energy can be delivered through a Smite attack.

### Cleave

If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

### Lunge

Can increase reach by 5 ft, but take -2 to AC for 1 rd.

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

### Shield Focus

+1 Shield AC

### Shield Proficiency

You can use a shield and take only the standard penalties.

## Feats

**Simple Weapon Proficiency - All**  
Proficient with all simple weapons.

### +1 heavy steel shield

**+4**

Max Dex: -, Armor Check: -1  
Spell Fail: 15%, Shield

### +2 full plate

**+11**

Max Dex: +1, Armor Check: -5  
Spell Fail: 35%, Heavy, Slows

## Gear

**Total Weight Carried: 111.62/520lbs, Light Load**  
**(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)**

Heavy Shield Bash	-
+1 heavy steel shield	15 lbs
+2 Cold Iron longsword	4 lbs
+2 full plate	50 lbs
Acid	1 lb
Alchemist's fire	1 lb
Arrows x40	0.15 lbs
Artisan's outfit (Free)	-
Backpack (13 @ 21.62 lbs)	2 lbs
Bedroll <In: Backpack (13 @ 21.62 lbs)>	5 lbs
Belt of physical might (Str & Con +2)	1 lb
Composite longbow (Str +6)	3 lbs
Crowbar <In: Backpack (13 @ 21.62 lbs)>	5 lbs
Dagger	1 lb
Holy symbol, silver (lomedae)	1 lb
Money <In: Backpack (13 @ 21.62 lbs)>	0.62 lbs
Potion of cure light wounds	-
Ring of protection +1	-
Silk rope <In: Backpack (13 @ 21.62 lbs)>	5 lbs
Tindertwig x3 <In: Backpack (13 @ 21.62 lbs)>	-
Torch x3 <In: Backpack (13 @ 21.62 lbs)>	1 lb
Trail rations x3 <In: Backpack (13 @ 21.62 lbs)>	1 lb
Waterskin	4 lbs

## Special Abilities

**Aura of Courage +4 (10' radius) (Su)**

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is unconscious or

**Aura of Good (Ex)**

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

**Divine Bond (Weapon +1) (7 minutes) (1/day) (Sp)**

This bond allows a paladin to enhance her weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes the weapon to shed light as a torch. At 5th level, this spirit grants the

**Lay on Hands (3d6) (5/day) (Su)**

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can

**Mercy (Dazed) (Su)**

When you use your lay on hands ability, it also removes the dazed condition.

**Mercy (Shaken) (Su)**

When you use your lay on hands ability, it also removes the shaken condition.

## Experience & Wealth

Experience Points: **35000/51000**

Current Cash: **21 gp, 3 sp, 7 cp**

## Special Abilities

**Paladin Channel Positive Energy 4d6 (2/day) (DC 15)**

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage.

**Smite Evil (3/day) (Su)**

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if

## Spell-Like Abilities

**Detect Evil (At will) (Sp)**

## Tracked Resources

Acid	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/>
Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Divine Bond (Weapon +1) (7 minutes) (1/day) (Sp)	<input type="checkbox"/>
Lay on Hands (3d6) (5/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Paladin Channel Positive Energy 4d6 (2/day) (DC 15) (Su)	<input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Smite Evil (3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common

## Spells & Powers

**Paladin spells memorized (CL 4th; concentration +6)**

**Melee Touch +13 Ranged Touch +8**

**2nd—remove paralysis**

**1st—lesser restoration (2)**

## Premium Gnome Fighter (IV)

### Male Gnome Fighter 7 - CR 6

True Neutral Humanoid (Gnome); Age: 54; Height: 3' 5"; Weight: 40lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	16/18	+3/+4	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	20	+5	
<b>INT</b> INTELLIGENCE	9	-1	
<b>WIS</b> WISDOM	14	+2	
<b>CHA</b> CHARISMA	9	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+11 =	+5	+5	+1			
	Illusion Resistance: +2 vs. illusions						

<b>REFLEX</b> (DEXTERITY)	+6 =	+2	+3	+1			
	Illusion Resistance: +2 vs. illusions						

<b>WILL</b> (WISDOM)	+5 =	+2	+2	+1			
	Bravery: +2 vs. fear, Illusion Resistance: +2 vs. illusions						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 34 =	+12	+5	+3	+1	+1	+1	+1	

**Touch AC** 16    **Flat-Footed AC** 30

Defensive Training +4: +4 dodge bonus vs. Giants

CM Bonus	BAB	Strength	Size	Misc
+10 =	+7	+4*	-1	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
25 = 10	+7	+4*	+3	-1

See the AC section (above) for situational modifiers that may also apply to CMD

<b>Base Attack</b>	+7	<b>HP</b>	119
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Hatred +1: +1 vs. Goblinoids and Reptilian Humanoids

<b>Initiative</b>	+3	Damage / Current HP	
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<b>Speed</b>	20 ft
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### Heavy Shield Bash

Mainhand: +15/+10, 1d8+8    Crit: x2

Both Hands: +15/+10, 1d8+10    1-Hand, P

Hatred +1: +1 vs. Goblinoids and Reptilian Humanoids

### Masterwork Battleaxe

Mainhand: +13/+8, 1d6+4    Crit: x3

Both Hands: +13/+8, 1d6+6    1-Hand, S

Hatred +1: +1 vs. Goblinoids and Reptilian Humanoids

### +2 Bashing, Shield Spikes Heavy steel shield

**+5**

Max Dex: -, Armor Check: -1  
Spell Fail: 15%, Shield



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+0	DEX (3)	1	
Speed less than 30': -4 jump				
<b>Appraise</b>	-1	INT (-1)	-	
<b>Bluff</b>	-1	CHA (-1)	-	
<b>Climb</b>	+4	STR (4)	1	
<b>Diplomacy</b>	-1	CHA (-1)	-	
<b>Disable Device</b>	-	DEX (3)	-	
<b>Disguise</b>	-1	CHA (-1)	-	
<b>Escape Artist</b>	-1	DEX (3)	-	
<b>Fly</b>	+1	DEX (3)	-	
<b>Handle Animal</b>	+3	CHA (-1)	1	
<b>Heal</b>	+2	WIS (2)	-	
<b>Intimidate</b>	+3	CHA (-1)	1	
<b>Linguistics</b>	-	INT (-1)	-	
<b>Perception</b>	+4	WIS (2)	-	
<b>Ride</b>	+3	DEX (3)	1	
<b>Sense Motive</b>	+2	WIS (2)	-	
<b>Sleight of Hand</b>	-	DEX (3)	-	
<b>Spellcraft</b>	-	INT (-1)	-	
<b>Stealth</b>	+3	DEX (3)	-	
<b>Survival</b>	+6	WIS (2)	1	
<b>Swim</b>	+4	STR (4)	1	
<b>Use Magic Device</b>	-	CHA (-1)	-	

### Feats, Traits & Flaws

#### Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### 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 Dexterity- and Strength-based skill checks.

## Feats, Traits & Flaws

### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Dodge

+1 AC.

### Improved Shield Bash

You still get your shield bonus while using Shield Bash.

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Missile Shield (1/round)

1/round, when hit by a ranged weapon, take no damage.

### Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

### Shield Focus

+1 Shield AC

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Toughness +7

You gain +3 hit points.

### Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

### Weapon Focus (Shield, Heavy)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

### Weapon Specialization (Shield, Heavy)

You gain a +2 bonus on all damage rolls you make using the selected weapon.

## +3 Full plate

# +12

Max Dex: +3, Armor Check: -3

Spell Fail: 35%, Heavy

## Gear

### Total Weight Carried: 42.5/225lbs, Light Load

### (Light: 75lbs, Medium: 150lbs, Heavy: 225lbs)

Heavy Shield Bash	-
+2 Bashing, Shield Spikes Heavy steel shield	12.5 lbs
+3 Full plate	25 lbs
Amulet of natural armor +1	-
Belt of giant strength +2	0.5 lbs
Cloak of resistance +1	0.5 lbs
Explorer's Outfit (Free)	-
Masterwork Battleaxe	3 lbs
Money <In: Dropped to ground (1 @ 17.2 lbs)>	17.2 lbs
Ring of protection +1	-

## Special Abilities

### Bravery +2 (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

### Defensive Training +4

+4 dodge bonus to AC against monsters of the Giant subtype.

### Hatred +1

+1 racial bonus to attacks against humanoids of the reptilian and goblinoid subtypes.

### Illusion Resistance

+2 racial bonus to saves against illusions.

### Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

## Experience & Wealth

Experience Points: **35000/51000**

Current Cash: **860 GP**

## Special Abilities

### Weapon Training (Close) +1 (Ex)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

## Spell-Like Abilities

Dancing Lights (1/day) (Sp)

Ghost Sound (1/day) (Sp)

Prestidigitation (1/day) (Sp)

Speak with Animals (1/day) (Sp)

## Tracked Resources

Missile Shield (1/round)

## Languages

Common  
Gnome

Sylvan