

P10. Drake de la Forêt

CHARACTER LEVEL (favored class =) Lawful Evil
 ALIGNMENT
Drake, Forest Large Male 0 0' 0lb.
 RACE SIZE GENDER AGE HEIGHT WEIGHT
 DEITY SKIN HAIR EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	19	+4		
DEX Dexterity	14	+2		
CON Constitution	14	+2		
INT Intelligence	9	-1		
WIS Wisdom	11	+0		
CHA Charisma	12	+1		

HP TOTAL 60 DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE HERO PTS 0
 +6 = 2 + 0
 TOTAL DEX MOD. MISC MOD.



AC 17 = 10 + [] + [] + 2 + -1 **TOUCH 11**
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER
 + 6 + [] + [] + [] **FLAT-FOOTED 15**
 NATURAL ARMOR DEFLECT MODIFIER MISC MODIFIER DODGE BONUS

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION) 7 = 5 + 2 + [] + [] + []
REFLEX (DEXTERITY) 7 = 5 + 2 + [] + [] + []
WILL (WISDOM) 5 = 5 + [] + [] + [] + []

BASE ATTACK BONUS +7 **SPELL RESISTANCE**
CMB 12 = 7 + 4 + 1
 TOTAL BASE ATTACK STRENGTH MODIFIER SIZE MODIFIER
CMD 24 = 7 + 4 + 2 + 1 + 10
 TOTAL BASE ATTACK STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON				ATTACK BONUS	CRITICAL
Bite (Drake, Forest)				+10	x2
TYPE	RANGE	AMMUNITION	DAMAGE		
B/P/S			2d6+4		

WEAPON				ATTACK BONUS	CRITICAL
Tail slap (Drake, Forest)				+5	x2
TYPE	RANGE	AMMUNITION	DAMAGE		
B/S			1d8+2		

SPEED LAND 30 FT. 6 SQ. 30 FT. 6 SQ. MODIFIERS
 BASE SPEED WITH ARMOR
 60 FT. Average 30 FT. FT. FT. FT.
 FLY MANEUVERABILITY SWIM CLIMB BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	2	=Dex 2	+ 0	+ []
✓ Appraise	-1	=Int -1	+ 0	+ []
✓ Bluff	1	=Cha 1	+ 0	+ []
✓ Climb	4	=Str 4	+ 0	+ []
✓ Diplomacy	1	=Cha 1	+ 0	+ []
Disguise	1	=Cha 1	+ 0	+ []
Escape Artist	2	=Dex 2	+ 0	+ []
✓ Fly	10	=Dex 2	+ 7 + 3	+ []
✓ Heal	0	=Wis 0	+ 0	+ []
✓ Intimidate	11	=Cha 1	+ 7 + 3	+ []
✓ Perception	13	=Wis 0	+ 7 + 3	+ []
Ride	2	=Dex 2	+ 0	+ []
✓ Sense Motive	0	=Wis 0	+ 0	+ []
✓ Stealth	8	=Dex 2	+ 7 + 3	+ []
✓ Survival	0	=Wis 0	+ 0	+ []
✓ Swim	22	=Str 4	+ 7 + 3	+ []

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES
 Draconic



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+12	24
Disarm	+12	24
Feint	+12	24
Grapple	+12	24
Overrun	+12	24
Pull	+12	24
Push	+12	24
Sunder	+12	24
Trip	+12	24

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 0 lbs
 Light 232 lbs
 Medium 466 lbs
 Heavy 700 lbs

EXPERIENCE

Current 0
 Next Level

TRACKED RESOURCES

Resource	Max.	Used
Speed Surge (3/day) (Ex)	3	

GEAR**Gear In No Container**

Qty	Item	Weight	Cost
	none		

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (60 feet)
 Low-Light Vision
 Scent (Ex)
 Immunity to Acid
 Immunity to Paralysis
 Immunity to Sleep
 Flight (60 feet, Average)
 Swimming (30 feet)
 Acidic Cloud (Su)
 Aquatic Adaptation (Ex)
 Speed Surge (3/day) (Ex)

FEATS SUMMARY

Improved Initiative
 Improved Natural Attack (Bite [Drake, Forest])
 Power Attack -2/+4
 Simple Weapon Proficiency - All
 Skill Focus (Perception)

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

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

Low-Light Vision

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

Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Immunity to Acid

You are immune to acid damage.

Immunity to Paralysis

You are immune to paralysis.

Immunity to Sleep

You are immune to sleep effects.

Flight (60 feet, Average)

A creature with this ability can cease or resume flight as a free action. If the creature has wings, flight is an extraordinary ability. Otherwise, it is spell-like or supernatural, and it is ineffective in an antimagic field; the creature loses its ability to fly for as long as the antimagic effect persists.

Swimming (30 feet)

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid a hazard. You may take 10 on swim checks, even when distracted or endangered.

Acidic Cloud (Su)

A forest drake can, as a standard action, spit a ball of acid that bursts into a cloud on impact. This attack has a range of 60 feet and deals 4d6 points of acid damage (Reflex DC 14 half) to all creatures within the resulting 10-foot-radius spread. The cloud remains for 1d4 rounds once created, acting as a 10-foot-radius obscuring mist (it no longer causes damage), but a strong wind disperses it in a single round. Once a forest drake has used its acidic cloud breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Aquatic Adaptation (Ex)

A forest drake can breathe underwater indefinitely and can freely use its breath weapon and other abilities while underwater. The acidic cloud created by that attack dissipates after 1 round if used underwater.

Speed Surge (3/day) (Ex)

Three times per day as a swift action, a drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

FEATS

Improved Initiative (Combat)

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Improved Natural Attack (Bite [Drake, Forest])

Attacks made by one of this creature's natural attacks leave vicious wounds.

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms (not an unarmed strike). The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Power Attack -2/+4 (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Skill Focus (Perception)

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

MAGIC ITEMS

No magic items.

P16. Soldat Drow

Fighter 6

CHARACTER LEVEL (favored class = Fighter)

Chaotic Evil

ALIGNMENT

Drow

Medium
SIZE

Male
GENDER

124
AGE

5' 11"
HEIGHT

121lb.
WEIGHT

Abraxas
DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	13	+1		
DEX Dexterity	20	+5		
CON Constitution	14	+2		
INT Intelligence	13	+1		
WIS Wisdom	10	+0		
CHA Charisma	9	-1		

HP HIT POINTS	TOTAL	DR
58		

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	HERO PTS
+5 = 5 + 0	0
TOTAL	DEX MOD.
	MISC MOD.

AC 20	= 10 +	4	+		+	5	+		TOUCH 16
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
								1	FLAT-FOOTED 14
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	7	5	2			
REFLEX (DEXTERITY)	7	2	5			
WILL (WISDOM)	2	2				

Situational Modifiers

Will Saves: +2 vs. fear

All Saves: +2 vs. enchantments

BASE ATTACK BONUS +6	SPELL RESISTANCE 12
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CMB 7	= 6	+	1	+	0			
TOTAL	BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER			
CMD 23	= 6	+	1	+	5	+	0	+ 10
TOTAL	BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER	

WEAPON [in main hand]			ATTACK BONUS	CRITICAL
+1 Agile Rapier			+12/+7	18-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P			1d6+13	

WEAPON			ATTACK BONUS	CRITICAL
Masterwork Hand crossbow			+12/+7	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P	30'		1d4	



SPEED	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS
LAND	BASE SPEED	WITH ARMOR	
	FT.	FT.	
	FLY	MANEUVERABILITY	SWIM
			CLIMB
			BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	8	=Dex 5	+ 3	+ 0
Appraise	1	=Int 1	+ 0	+ 0
Bluff	-1	=Cha -1	+ 0	+ 0
✓ Climb	7	=Str 1	+ 3 + 3	+ 0
Diplomacy	-1	=Cha -1	+ 0	+ 0
Disguise	-1	=Cha -1	+ 0	+ 0
Escape Artist	5	=Dex 5	+ 0	+ 0
Fly	5	=Dex 5	+ 0	+ 0
Heal	0	=Wis 0	+ 0	+ 0
✓ Intimidate	-1	=Cha -1	+ 0	+ 0
Perception	8	=Wis 0	+ 6	+ 0
Perform (dance)	-1	=Cha -1	+ 0	+ 0
✓ Ride	5	=Dex 5	+ 0	+ 0
Sense Motive	0	=Wis 0	+ 0	+ 0
Stealth	11	=Dex 5	+ 6	+ 0
✓ Survival	0	=Wis 0	+ 0	+ 0
✓ Swim	1	=Str 1	+ 0	+ 0

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES	
Drow Sign Language • Elven • Undercommon	



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+7	23
Dirty Trick	+7	23
Disarm	+7	23
Drag	+7	23
Feint	+7	23
Grapple	+7	23
Overrun	+7	23
Pull	+7	23
Push	+7	23
Reposition	+7	23
Steal	+7	23
Sunder	+7	23
Trip	+7	23

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 18 lbs
 Light 50 lbs
 Medium 100 lbs
 Heavy 150 lbs

EXPERIENCE

Current 0
 Next Level 35000

TRACKED RESOURCES

Resource	Max.	Used
Crossbow bolt, acid	5	
Crossbow bolt, drow poison	5	
Crossbow bolt, fire	5	
Dancing Lights (1/day) (Sp)	1	
Darkness (1/day) (Sp)	1	
Faerie Fire (1/day) (Sp)	1	

GEAR**Gear In No Container**

Qty	Item	Weight	Cost
1	+1 Agile Rapier	2 lbs	8320 GP
1	Masterwork Hand crossbow	2 lbs	400 GP
1	Mithral Chain shirt	12.5 lbs	1100 GP
5	Crossbow bolt, acid	0.1 lbs	200 GP
5	Crossbow bolt, drow poison	0.1 lbs	500 GP
5	Crossbow bolt, fire	0.1 lbs	250 GP

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (120 feet)
 Low-Light Vision
 Bravery +2 (Ex)
 Drow Immunities - Sleep
 Elven Immunities
 Spell Resistance (12)
 Light Blindness (Ex)
 Weapon Training (Blades, Light) +1 (Ex)
 Dancing Lights (1/day) (Sp)
 Darkness (1/day) (Sp)
 Faerie Fire (1/day) (Sp)
 Poison Use (Ex)

FEATS SUMMARY

Armor Proficiency (Heavy)
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Blind-Fight
 Dodge
 Martial Weapon Proficiency - All
 Power Attack -2/+4
 Rapid Reload (Hand crossbow)
 Shield Proficiency
 Simple Weapon Proficiency - All
 Tower Shield Proficiency
 Weapon Finesse
 Weapon Focus (Rapier)
 Weapon Specialization (Rapier)

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (120 feet)

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

Low-Light Vision

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

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.

Drow Immunities - Sleep

You are immune to magic sleep effects.

Elven Immunities

+2 save bonus vs Enchantments.

Spell Resistance (12)

You have Spell Resistance.

Light Blindness (Ex)

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

Weapon Training (Blades, Light) +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.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Blades, Light: dagger, kama, kukri, rapier, sickle, starknife, and short sword.

Dancing Lights (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Darkness (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Faerie Fire (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Poison Use (Ex)

You do not risk poisoning yourself accidentally while poisoning a weapon.

FEATS

Armor Proficiency (Heavy) (Combat)

You are skilled at wearing heavy armor.

Prerequisites: Light Armor Proficiency, Medium Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Fighters and paladins automatically have Heavy Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency (Light) (Combat)

You are skilled at wearing light armor.

Benefit: 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.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency (Medium) (Combat)

You are skilled at wearing medium armor.

Prerequisite: Light Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

Blind-Fight (Combat)

You are skilled at attacking opponents that you cannot clearly perceive.

Benefit: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

Normal: Regular attack roll modifiers invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Dodge (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Power Attack -2/+4 (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Rapid Reload (Hand crossbow) (Combat)

Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with.

You can reload such a weapon quickly.

Prerequisite: Weapon Proficiency (crossbow type chosen) or Exotic Weapon Proficiency (firearm).

Benefit: The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for a heavy crossbow or one-handed firearm), or a standard action (for a two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity.

If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a onehanded firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm.

Shield Proficiency (Combat)

You are trained in how to properly use a shield.

Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Tower Shield Proficiency (Combat)

You are trained in how to properly use a tower shield.

Prerequisite: Shield Proficiency.

Benefit: When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Normal: A character using a shield with which he is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

Weapon Finesse (Combat)

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Weapon Focus (Rapier) (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Weapon Specialization (Rapier) (Combat)

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon..

MAGIC ITEMS

+1 Agile Rapier

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon. You can't wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

Agile

Agile weapons are unusually well balanced and responsive. A wielder with the Weapon Finesse feat can choose to apply her Dexterity modifier to damage rolls with the weapon in place of her Strength modifier. This modifier to damage is not increased for two-handed weapons, but is still reduced for off-hand weapons. The agile weapon enhancement can only be placed on melee weapons that are usable with the Weapon Finesse feat.

Construction Requirements Craft Magic Arms and Armor, cat's grace

Masterwork Hand crossbow

You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. A hand crossbow fires standard crossbow bolts, like those used by light and heavy crossbows.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Mithral Chain shirt (Armor)

Covering the torso, this shirt is made up of thousands of interlocking metal rings.

Mithral

Mithral is a rare, silvery metal that is lighter than steel but just as hard. When worked like steel, it can be used to create amazing armor, and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty on all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a quarterstaff cannot.) Mithral weapons count as silver for the purpose of overcoming damage reduction.

Weapons and armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below. Mithral has 30 hit points per inch of thickness and hardness 15.

P16. Tirailleur Drow

Rogue 4

Chaotic Evil

CHARACTER LEVEL (favored class = Rogue)

ALIGNMENT

Drow

Medium

Male

127

6' 4"

126lb.

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

Abraxas

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	12	+1		
DEX Dexterity	22	+6		
CON Constitution	12	+1		
INT Intelligence	10	+0		
WIS Wisdom	12	+1		
CHA Charisma	11	+0		

HP HIT POINTS	TOTAL	31	DR	
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WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE				HERO PTS
+10	=	6	+	0
TOTAL		DEX MOD.		MISC MOD.

AC 19	=	10	+	3	+		+	5	+		TOUCH 16
TOTAL				ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
				NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	FLAT-FOOTED 13

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	2	1	1			
REFLEX (DEXTERITY)	10	4	6			
WILL (WISDOM)	2	1	1			

Situational Modifiers

Reflex Saves: +1 bonus vs. traps

All Saves: +2 vs. enchantments

BASE ATTACK BONUS +3	SPELL RESISTANCE 10
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CMB 4	=	3	+	1	+	0				
TOTAL		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER				
CMD 20	=	3	+	1	+	6	+	0	+	10
TOTAL		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER		

WEAPON [in main hand]			ATTACK BONUS	CRITICAL
+1 Agile Shortsword			+11	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P			1d6+7	

WEAPON			ATTACK BONUS	CRITICAL
Masterwork Hand crossbow			+10	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P	30'		1d4	



SPEED	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS
LAND	BASE SPEED		
	WITH ARMOR		
FLY	FT.	FT.	
MANEUVERABILITY	SWIM	CLIMB	BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	13	=Dex 6	+ 4 + 3	
✓ Appraise	0	=Int 0	+ 0	
✓ Bluff	0	=Cha 0	+ 0	
✓ Climb	8	=Str 1	+ 4 + 3	
✓ Diplomacy	0	=Cha 0	+ 0	
✓ Disguise	7	=Cha 0	+ 4 + 3	
✓ Escape Artist	13	=Dex 6	+ 4 + 3	
Fly	6	=Dex 6	+ 0	
Heal	1	=Wis 1	+ 0	
✓ Intimidate	7	=Cha 0	+ 4 + 3	
✓ Perception	10	=Wis 1	+ 4 + 3	
Ride	6	=Dex 6	+ 0	
✓ Sense Motive	8	=Wis 1	+ 4 + 3	
✓ Stealth	13	=Dex 6	+ 4 + 3	
Survival	1	=Wis 1	+ 0	
✓ Swim	1	=Str 1	+ 0	

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES

Elven • Undercommon



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+4	20
Dirty Trick	+4	20
Disarm	+4	20
Drag	+4	20
Feint	+4	20
Grapple	+4	20
Overrun	+4	20
Pull	+4	20
Push	+4	20
Reposition	+4	20
Steal	+4	20
Sunder	+4	20
Trip	+4	20

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (120 feet)
 Low-Light Vision
 Evasion (Ex)
 Trap Sense +1 (Ex)
 Uncanny Dodge (Ex)
 Drow Immunities - Sleep
 Elven Immunities
 Spell Resistance (10)
 Light Blindness (Ex)
 Sneak Attack +2d6
 Dancing Lights (1/day) (Sp)
 Darkness (1/day) (Sp)
 Faerie Fire (1/day) (Sp)
 Poison Use (Ex)
 Trapfinding +2

FEATS SUMMARY

Armor Proficiency (Light)
 Dodge
 Improved Initiative
 Rogue Weapon Proficiencies
 Simple Weapon Proficiency - All
 Weapon Finesse
 Weapon Focus (Shortsword)

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 24.4 lbs
 Light 43 lbs
 Medium 86 lbs
 Heavy 130 lbs

EXPERIENCE

Current 0
 Next Level 15000

TRACKED RESOURCES

Resource	Max.	Used
Crossbow bolt, drow poison	4	
Dancing Lights (1/day) (Sp)	1	
Darkness (1/day) (Sp)	1	
Drow poison	1	
Faerie Fire (1/day) (Sp)	1	
Potion of cure light wounds	1	

GEAR**Gear In No Container**

Qty	Item	Weight	Cost
1	+1 Agile Shortsword	2 lbs	8310 GP
1	Masterwork Hand crossbow	2 lbs	400 GP
1	Masterwork Studded leather armor	20 lbs	175 GP
1	Potion of cure light wounds		50 GP
4	Crossbow bolt, drow poison	0.1 lbs	400 GP
1	Drow poison		75 GP

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (120 feet)

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

Low-Light Vision

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

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.

Trap Sense +1 (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 reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

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. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Drow Immunities - Sleep

You are immune to magic sleep effects.

Elven Immunities

+2 save bonus vs Enchantments.

Spell Resistance (10)

You have Spell Resistance.

Light Blindness (Ex)

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

Sneak Attack +2d6

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.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

Dancing Lights (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Darkness (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Faerie Fire (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Poison Use (Ex)

You do not risk poisoning yourself accidentally while poisoning a weapon.

Trapfinding +2

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.

FEATS

Armor Proficiency (Light) (Combat)

You are skilled at wearing light armor.

Benefit: 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.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

Dodge (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative (Combat)

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Rogue Weapon Proficiencies

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

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Weapon Finesse (Combat)

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Weapon Focus (Shortsword) (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

MAGIC ITEMS

+1 Agile Shortsword

Short swords are some of the most common weapons found in any martial society, and thus designs are extremely varied, depending on the region and creator. Most are around 2 feet in length. Their blades can be curved or straight, single- or double-edged, and wide or narrow. Hilts may be ornate or simple, with crossguards, basket hilts, or no guard at all. Such weapons are often used on their own, but can also be paired as a matched set, or used in conjunction with a dagger or longer sword.

Agile

Agile weapons are unusually well balanced and responsive. A wielder with the Weapon Finesse feat can choose to apply her Dexterity modifier to damage rolls with the weapon in place of her Strength modifier. This modifier to damage is not increased for two-handed weapons, but is still reduced for off-hand weapons. The agile weapon enhancement can only be placed on melee weapons that are usable with the Weapon Finesse feat.

Construction Requirements Craft Magic Arms and Armor, cat's grace

Masterwork Hand crossbow

You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. A hand crossbow fires standard crossbow bolts, like those used by light and heavy crossbows.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Masterwork Studded leather armor (Armor)

An improved form of leather armor, studded leather armor is covered with dozens of metal protuberances. While these rounded studs offer little defense individually, in the numbers they are arrayed in upon such armor, they help catch lethal edges and channel them away from vital spots. The rigidity caused by the additional metal does, however, result in less mobility than is afforded by a suit of normal leather armor.

Potion of cure light wounds

Cures 1d8 damage +1/level (max +5).

P17. Arcaniste Drow

Sorcerer 8

CHARACTER LEVEL (favored class = Sorcerer)

Chaotic Evil

ALIGNMENT

Drow

Medium

Female

124

6' 4"

136lb.

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

Abraxas

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	10	+0		
DEX Dexterity	16	+3		
CON Constitution	12	+1		
INT Intelligence	12	+1		
WIS Wisdom	10	+0		
CHA Charisma	22	+6		

HP HIT POINTS	TOTAL	50	DR	
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WOUNDS/CURRENT HP	
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NONLETHAL DAMAGE	
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INITIATIVE	HERO PTS	0
+3 = 3 + 0	TOTAL	3
	DEX MOD.	3
	MISC MOD.	0

AC 22	= 10 +	4	+	4	+	3	+		TOUCH 14
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
	+		+	1	+		+		FLAT-FOOTED 19
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	6	2	1	1	2	
REFLEX (DEXTERITY)	6	2	3	1		
WILL (WISDOM)	7	6		1		

Situational Modifiers

All Saves: +2 vs. enchantments

BASE ATTACK BONUS +4 **SPELL RESISTANCE** 14

CMB 4	= 4	+	0	+	0				
TOTAL	BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER				
CMD 18	= 4	+	0	+	3	+	0	+	10
TOTAL	BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER		

WEAPON [in main hand]			ATTACK BONUS	CRITICAL
Masterwork Dagger			+5	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P/S	10'		1d4	



SPEED	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS
LAND	BASE SPEED	WITH ARMOR	
	FT.	FT.	FT.
	FLY	MANEUVERABILITY	SWIM
			CLIMB
			BURROW

SKILLS

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	3	=Dex 3	+ 0	+
✓ Appraise	1	=Int 1	+ 0	+
✓ Bluff	6	=Cha 6	+ 0	+
Climb	0	=Str 0	+ 0	+
Diplomacy	6	=Cha 6	+ 0	+
Disguise	6	=Cha 6	+ 0	+
Escape Artist	3	=Dex 3	+ 0	+
✓ Fly	3	=Dex 3	+ 0	+
Heal	0	=Wis 0	+ 0	+
✓ Intimidate	6	=Cha 6	+ 0	+
✓ Knowledge (arcana)	8	=Int 1	+ 4 + 3	+
Knowledge (planes)	5	=Int 1	+ 4	+
Perception	6	=Wis 0	+ 4	+
Ride	3	=Dex 3	+ 0	+
Sense Motive	0	=Wis 0	+ 0	+
✓ Spellcraft	12	=Int 1	+ 8 + 3	+
Stealth	3	=Dex 3	+ 0	+
Survival	0	=Wis 0	+ 0	+
Swim	0	=Str 0	+ 0	+
✓ Use Magic Device	13	=Cha 6	+ 4 + 3	+

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES

Drow Sign Language • Elven • Undercommon



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+4	18
Dirty Trick	+4	18
Disarm	+4	18
Drag	+4	18
Feint	+4	18
Grapple	+4	18
Overrun	+4	18
Pull	+4	18
Push	+4	18
Reposition	+4	18
Steal	+4	18
Sunder	+4	18
Trip	+4	18

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (120 feet)
 Low-Light Vision
 Damage Reduction (5/lethal)
 Drow Immunities - Sleep
 Damage Resistance, Cold (5)
 Elven Immunities
 Spell Resistance (14)
 Light Blindness (Ex)
 Dancing Lights (1/day) (Sp)
 Darkness (1/day) (Sp)
 Faerie Fire (1/day) (Sp)
 Grave Touch (4 rds) (9/day) (Sp)
 Poison Use (Ex)
 Undead

FEATS SUMMARY

Dark Adept
 Empower Spell
 Eschew Materials
 Great Fortitude
 Simple Weapon Proficiency - All
 Spell Focus (Necromancy)
 Weapon Focus (Ray)

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 2 lbs
 Light 33 lbs
 Medium 66 lbs
 Heavy 100 lbs

EXPERIENCE

Current 0
 Next Level 75000

TRACKED RESOURCES

Resource	Max.	Used
Dancing Lights (1/day) (Sp)	1	
Darkness (1/day) (Sp)	1	
Detect Magic (1/day) (Sp)	1	
Faerie Fire (1/day) (Sp)	1	
Feather Fall (1/day) (Sp)	1	
Grave Touch (4 rds) (9/day) (Sp)	9	
Levitate (1/day) (Sp)	1	
Masterwork Dagger	1	
Potion of cure moderate wounds	1	
Wand of False Life	10	

GEAR**Gear In No Container**

Qty	Item	Weight	Cost
1	Cloak of resistance +1	1 lb	1000 GP
1	Masterwork Dagger	1 lb	302 GP
1	Potion of cure moderate wounds		300 GP
1	Ring of protection +1		2000 GP
1	Scroll of Haste		150 GP
1	Wand of False Life		900 GP

SPELL SUMMARY

SORCERER SPELLS

Spell Level:	0	1	2	3	4
Casts Per Day:	8	8	6	4	

Level	Spell	Casting Time	Range	DC/Resist	Duration
0	Acid Splash	1 action	Close (25 + 5 ft./2 levels)	16 No	Instantaneous
0	Detect Magic	1 action	60 ft.	16 No	Concentration, up to 1 min./level (D)
0	Ghost Sound	1 action	Close (25 + 5 ft./2 levels)	16 No	1 round/level (D)
0	Mage Hand	1 action	Close (25 + 5 ft./2 levels)	16 No	Concentration
0	Mending	10 minutes	10 ft.	16 Yes (harmless, object)	Instantaneous
0	Message	1 action	Medium (100 + 10 ft./level)	16 No	10 min./level
0	Read Magic	1 action	Personal	16	10 min./level
0	Touch of Fatigue	1 action	Touch	17 Yes	1 round/level
1	Burning Hands	1 action	15 ft.	17 Yes	Instantaneous
1	Chill Touch	1 action	Touch	18 Yes	Instantaneous
1	Corrosive Touch	1 action	Touch	17 Yes	Instantaneous
1	Mage Armor	1 action	Touch	17 No	1 hour/level (D)
1	Magic Missile	1 action	Medium (100 + 10 ft./level)	17 Yes	Instantaneous
1	Shield	1 action	Personal	17	1 min./level (D)
2	Acid Arrow	1 action	Long (400 + 40 ft./level)	18 No	1 round + 1 round per three levels
2	Blindness/Deafness	1 action	Medium (100 + 10 ft./level)	19 Yes	Permanent (D)
2	False Life	1 action	Personal	19	1 hour/level or until discharged; see text
2	Scorching Ray	1 action	Close (25 + 5 ft./2 levels)	18 Yes	Instantaneous
3	Fireball	1 action	Long (400 + 40 ft./level)	19 Yes	Instantaneous
3	Haste	1 action	Close (25 + 5 ft./2 levels)	19 Yes (harmless)	1 round/level
3	Vampiric Touch	1 action	Touch	20 Yes	Instantaneous/1 hour; see text
4	Fear	1 action	30 ft.	21 Yes	1 round/level or 1 round; see text

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (120 feet)

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

Low-Light Vision

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

Damage Reduction (5/lethal)

You have Damage Reduction against non-lethal damage

Drow Immunities - Sleep

You are immune to magic sleep effects.

Damage Resistance, Cold (5)

You have the specified Damage Resistance against Cold attacks.

Elven Immunities

+2 save bonus vs Enchantments.

Spell Resistance (14)

You have Spell Resistance.

Light Blindness (Ex)

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

Dancing Lights (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Darkness (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Faerie Fire (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Grave Touch (4 rds) (9/day) (Sp)

Starting at 1st level, you can make a melee touch attack as a standard action that causes a living creature to become shaken for a number of rounds equal to 1/2 your sorcerer level (minimum 1). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your sorcerer level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Poison Use (Ex)

You do not risk poisoning yourself accidentally while poisoning a weapon.

Undead

The taint of the grave runs through your family. Perhaps one of your ancestors became a powerful lich or vampire, or maybe you were born dead before suddenly returning to life. Either way, the forces of death move through you and touch your every action.

Bloodline Arcana: Some undead are susceptible to your mind-affecting spells. Corporeal undead that were once humanoids are treated as humanoids for the purposes of determining which spells affect them.

Bloodline Powers: You can call upon the foul powers of the afterlife. Unfortunately, the more you draw upon them, the closer you come to joining them.

FEATS

Dark Adept (General)

Benefit: You gain the following spell-like abilities, each usable 1/day at a caster level of your character level: detect magic, feather fall, levitate.

Empower Spell (Metamagic)

You can increase the power of your spells, causing them to deal more damage.

Benefit: All variable, numeric effects of an empowered spell are increased by half, including bonuses to those dice rolls.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Eschew Materials

You can cast many spells without needing to utilize minor material components.

Benefit: You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Great Fortitude

You are resistant to poisons, diseases, and other maladies.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Spell Focus (Necromancy)

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Weapon Focus (Ray) (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

MAGIC ITEMS

Cloak of resistance +1 (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus; Cost 500 gp

Masterwork Dagger

A dagger is a fighting knife. Its blade is usually less than 1 foot long, and can be curved or straight, with one edge or two. Dagger designs vary widely, and can have many different names (such as a thrusting dagger being called a "dirk"). You get a +2 bonus on Sleight of Hand skill checks made to conceal a dagger on your body.

Potion of cure moderate wounds

Cures 2d8 damage +1/level (max +10).

Ring of protection +1 (Ring)

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring; Cost 1,000 gp

Scroll of Haste

Haste, Fortitude negates (harmless) (DC 13)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with 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 speed 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.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.

Wand of False Life

False Life,

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

SORCERER SPELLS

Acid Arrow

School Conjuration, Earth Elemental(Creation); **Level** 2

Casting Time 1 action

Components Verbal, Somatic, Material, Focus

Range Long (400 + 40 ft./level)

Effect One arrow of acid

Duration 1 round + 1 round per three levels

Saving Throw None; **Spell Resistance** No

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

Acid Splash

School Conjuration, Earth Elemental(Creation); **Level** 0

Casting Time 1 action

Components Verbal, Somatic

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

Effect One missile of acid

Duration Instantaneous

Saving Throw None; **Spell 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.

Blindness/Deafness

School Necromancy; **Level** 2

Casting Time 1 action

Components Verbal

Range Medium (100 + 10 ft./level)

Target One living creature

Duration Permanent (D)

Saving Throw DC 19 Fortitude negates; **Spell Resistance** Yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Burning Hands

School Evocation, Fire Elemental; **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range 15 ft.

Area Cone-shaped burst

Duration Instantaneous

Saving Throw DC 17 Reflex half; **Spell 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.

Chill Touch

School Necromancy; **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target Creature or creatures touched (up to one/level)

Duration Instantaneous

Saving Throw DC 18 Fortitude partial or Will negates; see text; **Spell Resistance** Yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.

Corrosive Touch

School Conjuration(Creation); **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target creature or object touched

Duration Instantaneous

Saving Throw none; **Spell Resistance** Yes

Your successful melee touch attack deals 1d4 points of acid damage per caster level (maximum 5d4).

Detect Magic

School Divination; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range 60 ft.

Area Cone-shaped emanation

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

Saving Throw None; **Spell 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.

False Life

School Necromancy; **Level** 2

Casting Time 1 action

Components Verbal, Somatic, Material

Range Personal

Target You

Duration 1 hour/level or until discharged; see text

Saving Throw ; Spell Resistance

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Fear

School Necromancy; **Level** 4

Casting Time 1 action

Components Verbal, Somatic, Material

Range 30 ft.

Area Cone-shaped burst

Duration 1 round/level or 1 round; see text

Saving Throw DC 21 Will partial; **Spell Resistance** Yes

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

Fireball

School Evocation, Fire Elemental; **Level** 3

Casting Time 1 action

Components Verbal, Somatic, Material

Range Long (400 + 40 ft./level)

Area 20-ft.-radius spread

Duration Instantaneous

Saving Throw DC 19 Reflex half; **Spell 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.

Ghost Sound

School Illusion(Figment); **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Material

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

Effect Illusory sounds

Duration 1 round/level (D)

Saving Throw DC 16 Will disbelief; **Spell 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.

Haste

School Transmutation; **Level** 3

Casting Time 1 action

Components Verbal, Somatic, Material

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

Target One creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** Yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with 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 speed 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.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.

Mage Armor

School Conjuration(Creation); **Level** 1

Casting Time 1 action

Components Verbal, Somatic, Focus

Range Touch

Target Creature touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); **Spell 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.

Mage Hand

School Transmutation; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

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

Target One nonmagical, unattended object weighing up to 5 lbs.

Duration Concentration

Saving Throw None; **Spell 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.

Magic Missile

School Evocation; **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range Medium (100 + 10 ft./level)

Target Up to five creatures, no two of which can be more than 15 ft. apart

Duration Instantaneous

Saving Throw None; **Spell 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.

Mending

School Transmutation, Metal Elemental; **Level** 0

Casting Time 10 minutes

Components Verbal, Somatic

Range 10 ft.

Target One object of up to 1 lb./level

Duration Instantaneous

Saving Throw Will negates (harmless, object); **Spell 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

School Transmutation, Air Elemental; **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Focus

Range Medium (100 + 10 ft./level)

Target One creature/level

Duration 10 min./level

Saving Throw None; **Spell 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.

Read Magic

School Divination; **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Focus

Range Personal

Target You

Duration 10 min./level

Saving Throw ; **Spell Resistance**

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.

Scorching Ray

School Evocation, Fire Elemental; **Level** 2

Casting Time 1 action

Components Verbal, Somatic

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

Effect One or more rays

Duration Instantaneous

Saving Throw None; **Spell 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.

Shield

School Abjuration, Void Elemental; **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range Personal

Target You

Duration 1 min./level (D)

Saving Throw ; **Spell Resistance**

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.

Touch of Fatigue

School Necromancy; **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Material

Range Touch

Target Creature touched

Duration 1 round/level

Saving Throw DC 17 Fortitude negates; **Spell Resistance** Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Vampiric Touch

School Necromancy; **Level** 3

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target Living creature touched

Duration Instantaneous/1 hour; see text

Saving Throw None; **Spell Resistance** Yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

P17. Capitaine Drow

Cleric 5, Fighter 3

Chaotic Evil

CHARACTER LEVEL (Favored class = Cleric)

ALIGNMENT

Drow
RACE

Medium
SIZE

Female
GENDER

124
AGE

5' 11"
HEIGHT

121lb.
WEIGHT

Abraxas
DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	14	+2		
DEX Dexterity	14	+2		
CON Constitution	12	+1		
INT Intelligence	16	+3		
WIS Wisdom	22	+6		
CHA Charisma	10	+0		

HP HIT POINTS	TOTAL	60	DR	
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WOUNDS/CURRENT HP	
-------------------	--

NONLETHAL DAMAGE	
------------------	--

INITIATIVE	HERO PTS
+2 = 2 + 0	0
TOTAL	DEX MOD.
	MISC MOD.

AC 27	= 10 +	9	+	2	+	2	+		TOUCH 16
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
	+		+	2	+		+	2	FLAT-FOOTED 23
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	8	7	1			
REFLEX (DEXTERITY)	4	2	2			
WILL (WISDOM)	11	5	6			

Situational Modifiers

Will Saves: +1 vs. fear

All Saves: +2 vs. enchantments • +1 morale vs. fear

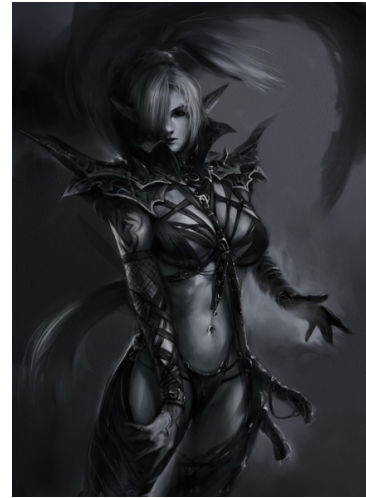
BASE ATTACK BONUS +6	SPELL RESISTANCE 14
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CMB 9	= 6	+	2	+	0			
TOTAL	BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER			
CMD 24	= 6	+	2	+	2	+	0	+ 10
TOTAL	BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER	

WEAPON				ATTACK BONUS	CRITICAL
Heavy Shield Bash				+9/+4	x2
TYPE	RANGE	AMMUNITION	DAMAGE		
B			1d4+4		

WEAPON [in main hand]				ATTACK BONUS	CRITICAL
+1 Whip				+11/+6	x2
TYPE	RANGE	AMMUNITION	DAMAGE		
S			1d3+5		

WEAPON				ATTACK BONUS	CRITICAL
Masterwork Hand crossbow				+12/+7	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE		
P	30'		1d4+2		



SPEED	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS
LAND	BASE SPEED	WITH ARMOR	
	FT.	FT.	
	FLY	MANEUVERABILITY	SWIM
			CLIMB
			BURROW

SKILLS					
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.	
Acrobatics	-1	=Dex	2	+	0
✓ Appraise	3	=Int	3	+	0
Bluff	0	=Cha	0	+	0
✓ Climb	-1	=Str	2	+	0
✓ Diplomacy	0	=Cha	0	+	0
Disguise	0	=Cha	0	+	0
Escape Artist	-1	=Dex	2	+	0
Fly	-1	=Dex	2	+	0
✓ Heal	13	=Wis	6	+	4
✓ Intimidate	11	=Cha	0	+	8
✓ Knowledge (arcana)	10	=Int	3	+	4
✓ Knowledge (dungeoneering)	10	=Int	3	+	4
✓ Knowledge (religion)	10	=Int	3	+	4
Perception	16	=Wis	6	+	8
✓ Ride	-1	=Dex	2	+	0
✓ Sense Motive	6	=Wis	6	+	0
✓ Spellcraft	14	=Int	3	+	8
Stealth	-1	=Dex	2	+	0
✓ Survival	6	=Wis	6	+	0
✓ Swim	-1	=Str	2	+	0

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES	
Abyssal • Drow Sign Language • Elven • Infernal • Undercommon	



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+9	24
Dirty Trick	+9	24
Disarm	+11	26
Drag	+9	24
Feint	+9	24
Grapple	+9	24
Overrun	+9	24
Pull	+9	24
Push	+9	24
Reposition	+9	24
Steal	+9	24
Sunder	+9	24
Trip	+11	26

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (120 feet)
 Low-Light Vision
 Bravery +1 (Ex)
 Drow Immunities - Sleep
 Elven Immunities
 Spell Resistance (14)
 Light Blindness (Ex)
 Touch of Evil (2 rds) (9/day) (Sp)
 Dancing Lights (1/day) (Sp)
 Darkness (1/day) (Sp)
 Faerie Fire (1/day) (Sp)
 Touch of Evil (2 rds) (9/day) (Sp)
 Aura (Ex)
 Cleric Channel Negative Energy 3d6 (3/day) (DC 12) (Su)
 Cleric Domain (Evil)
 Cleric Domain (Magic)
 Hand of the Acolyte (9/day) (9/day) (Su)
 Poison Use (Ex)
 Spontaneous Casting

FEATS SUMMARY

Armor Proficiency (Heavy)
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Combat Expertise +/-2
 Dark Adept
 Exotic Weapon Proficiency (Whip)
 Improved Disarm
 Improved Trip
 Martial Weapon Proficiency - All
 Shield Proficiency
 Simple Weapon Proficiency - All
 Tower Shield Proficiency
 Weapon Focus (Whip)

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 47.2 lbs
 Light 58 lbs
 Medium 116 lbs
 Heavy 175 lbs

EXPERIENCE

Current 0
 Next Level 75000

TRACKED RESOURCES

Resource	Max. Used
Cleric Channel Negative Energy 3d6 (3/day) (DC 12) (Su)	3
Crossbow bolt, drow poison	2
Crossbow bolts	10
Dancing Lights (1/day) (Sp)	1
Darkness (1/day) (Sp)	1
Detect Magic (1/day) (Sp)	1
Drow poison	1
Faerie Fire (1/day) (Sp)	1
Feather Fall (1/day) (Sp)	1
Hand of the Acolyte (9/day) (9/day) (Su)	9
Levitate (1/day) (Sp)	1
Touch of Evil (2 rds) (9/day) (Sp)	9
Wand of Spiritual Weapon	10

GEAR**Gear In No Container**

Qty	Item	Weight	Cost
1	+1 Whip	2 lbs	2301 GP
1	Masterwork Hand crossbow	2 lbs	400 GP
1	Masterwork Heavy steel shield	15 lbs	170 GP
1	Mithral Full plate	25 lbs	10500 GP
1	Scroll of Cure Moderate Wounds		150 GP
1	Scroll of Cure Moderate Wounds		150 GP
1	Scroll of Cure Moderate Wounds		150 GP
1	Scroll of Dispel Magic		375 GP
1	Scroll of Silence		150 GP
1	Wand of Spiritual Weapon		450 GP
2	Crossbow bolt, drow poison	0.1 lbs	200 GP
10	Crossbow bolts	0.1 lbs	1 GP
1	Drow poison		75 GP
1	Holy symbol, silver (Abraxas)	1 lb	25 GP

SPELL SUMMARY

CLERIC SPELLS

Spell Level:	0	1	2	3
Casts Per Day:	4	5	4	2

Level	Spell	Casting Time	Range	DC	Resist	Duration
0	Bleed	1 action	Close (25 + 5 ft./2 levels)	16	Yes	Instantaneous
0	Detect Magic	1 action	60 ft.	16	No	Concentration, up to 1 min./level (D)
0	Guidance	1 action	Touch	16	Yes	1 minute or until discharged
0	Stabilize	1 action	Close (25 + 5 ft./2 levels)	16	Yes (harmless)	Instantaneous
1	Bless (x2)	1 action	50 ft.	17	Yes (harmless)	1 min./level
1	Cure Light Wounds	1 action	Touch	17	Yes (harmless); see text	Instantaneous
1	Divine Favor	1 action	Personal	17		1 minute
1	Shield of Faith	1 action	Touch	17	Yes (harmless)	1 min./level
1*	Protection from Good	1 action	Touch	17	No; see text	1 min./level (D)
2	Hold Person (x2)	1 action	Medium (100 + 10 ft./level)	18	Yes	1 round/level (D); see text
2	Sound Burst (x2)	1 action	Close (25 + 5 ft./2 levels)	18	Yes	Instantaneous
2*	Align Weapon	1 action	Touch	18	Yes (harmless, object)	1 min./level
3	Deeper Darkness	1 action	Touch	19	No	10 min./level (D)
3	Dispел Magic	1 action	Medium (100 + 10 ft./level)	19	No	Instantaneous
3*	Dispел Magic	1 action	Medium (100 + 10 ft./level)	19	No	Instantaneous

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (120 feet)

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

Low-Light Vision

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

Bravery +1 (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.

Drow Immunities - Sleep

You are immune to magic sleep effects.

Elven Immunities

+2 save bonus vs Enchantments.

Spell Resistance (14)

You have Spell Resistance.

Light Blindness (Ex)

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

Touch of Evil (2 rds) (9/day) (Sp)

You can cause a creature to become sickened as a melee touch attack. Creatures sickened by your touch count as good for the purposes of spells with the evil descriptor. This ability lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Dancing Lights (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Darkness (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Faerie Fire (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Touch of Evil (2 rds) (9/day) (Sp)

You can cause a creature to become sickened as a melee touch attack. Creatures sickened by your touch count as good for the purposes of spells with the evil descriptor. This ability lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

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 Negative Energy 3d6 (3/day) (DC 12) (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 energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Cleric Domain (Evil)

Granted Powers: You are sinister and cruel, and have wholly pledged your soul to the cause of evil.

Cleric Domain (Magic)

Granted Powers: You are a true student of all things mystical, and see divinity in the purity of magic.

Hand of the Acolyte (9/day) (9/day) (Su)

You can cause your melee weapon to fly from your grasp and strike a foe before instantly returning. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Wisdom modifier to the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Poison Use (Ex)

You do not risk poisoning yourself accidentally while poisoning a weapon.

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 spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see channel energy).

FEATS

Armor Proficiency (Heavy) (Combat)

You are skilled at wearing heavy armor.

Prerequisites: Light Armor Proficiency, Medium Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Fighters and paladins automatically have Heavy Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency (Light) (Combat)

You are skilled at wearing light armor.

Benefit: 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.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency (Medium) (Combat)

You are skilled at wearing medium armor.

Prerequisite: Light Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

Combat Expertise +/-2 (Combat)

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Dark Adept (General)

Benefit: You gain the following spell-like abilities, each usable 1/day at a caster level of your character level: detect magic, feather fall, levitate.

Exotic Weapon Proficiency (Whip) (Combat)

Choose one type of exotic weapon, such as the spiked chain or whip. You understand how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

Improved Disarm (Combat)

You are skilled at knocking weapons from a foe's grasp.

Prerequisite: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to disarm you.

Normal: You provoke an attack of opportunity when performing a disarm combat maneuver.

Improved Trip (Combat)

You are skilled at sending your opponents to the ground.

Prerequisite: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

Normal: You provoke an attack of opportunity when performing a trip combat maneuver.

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Shield Proficiency (Combat)

You are trained in how to properly use a shield.

Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Tower Shield Proficiency (Combat)

You are trained in how to properly use a tower shield.

Prerequisite: Shield Proficiency.

Benefit: When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Normal: A character using a shield with which he is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

Weapon Focus (Whip) (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

MAGIC ITEMS

+1 Whip

A whip deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with a 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon. You can't wield a whip in two hands in order to apply 1-1/2 times your Strength modifier to damage rolls.

Masterwork Hand crossbow

You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. A hand crossbow fires standard crossbow bolts, like those used by light and heavy crossbows.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Masterwork Heavy steel shield

You strap a heavy steel shield to your forearm and grip it with your hand. A heavy steel shield is so heavy that you can't use your shield hand for anything else. Whether wooden or steel, a heavy shield offers the same basic protection and attack benefits, though the two versions respond differently to some spells and effects (such as rusting grasp). A druid can use a heavy wooden shield, but not a heavy steel shield.

Shield Bash Attacks: You can bash an opponent with a heavy shield. See "heavy shield" on Table 1-5: Martial Weapons for the damage dealt by a shield bash with a heavy shield. Used this way, a heavy shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed weapon. If you use your shield as a weapon, you lose its AC bonus until your next turn. An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Mithral Full plate (Armor)

This metal suit comprises multiple pieces of interconnected and overlaying metal plates, incorporating the benefits of numerous types of lesser armor. A complete suit of full plate (or platemail, as it is often called) includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4x100) gold pieces.

Mithral

Mithral is a rare, silvery metal that is lighter than steel but just as hard. When worked like steel, it can be used to create amazing armor, and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty on all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a quarterstaff cannot.) Mithral weapons count as silver for the purpose of overcoming damage reduction.

Weapons and armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below. Mithral has 30 hit points per inch of thickness and hardness 15.

Scroll of Cure Moderate Wounds

Cure Moderate Wounds, Will half (harmless); see text (DC 13)

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Scroll of Cure Moderate Wounds

Cure Moderate Wounds, Will half (harmless); see text (DC 13)

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Scroll of Cure Moderate Wounds

Cure Moderate Wounds, Will half (harmless); see text (DC 13)

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Scroll of Dispel Magic

Dispel Magic, None

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonесkin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stonесkin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stonесkin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Scroll of Silence

Silence, Will negates; see text or none (object) (DC 13)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.

Wand of Spiritual Weapon

Spiritual Weapon, None

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action. A spiritual weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object). If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos (battleaxe), evil (light flail), good (warhammer), law (longsword).

CLERIC SPELLS

Bleed

School Necromancy; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

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

Target One living creature

Duration Instantaneous

Saving Throw DC 16 Will negates; **Spell Resistance** Yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Bless (x2)

School Enchantment(Compulsion); **Level** 1

Casting Time 1 action

Components Verbal, Somatic, Divine Focus

Range 50 ft.

Area The caster and all allies within a 50-ft. burst, centered on the caster

Duration 1 min./level

Saving Throw None; **Spell Resistance** Yes (harmless)

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels bane.

Cure Light Wounds

School Conjurat(Healing); **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target Creature touched

Duration Instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Deeper Darkness

School Evocation; **Level** 3

Casting Time 1 action

Components Verbal, Material or Divine Focus

Range Touch

Target Object touched

Duration 10 min./level (D)

Saving Throw None; **Spell Resistance** No

This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines. This spell does not stack with itself. Deeper darkness can be used to counter or dispel any light spell of equal or lower spell level.

Detect Magic

School Divination; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range 60 ft.

Area Cone-shaped emanation

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

Saving Throw None; **Spell 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.

Dispel Magic

School Abjuration, Void Elemental; **Level** 3

Casting Time 1 action

Components Verbal, Somatic

Range Medium (100 + 10 ft./level)

Target One spellcaster, creature, or object

Duration Instantaneous

Saving Throw None; **Spell Resistance** No

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonkskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stonkskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stonkskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Divine Favor

School Evocation; **Level** 1

Casting Time 1 action

Components Verbal, Somatic, Divine Focus

Range Personal

Target You

Duration 1 minute

Saving Throw ; Spell Resistance

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

Guidance

School Divination, Void Elemental; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target Creature touched

Duration 1 minute or until discharged

Saving Throw Will negates (harmless); **Spell Resistance** Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Hold Person (x2)

School Enchantment(Compulsion); **Level** 2

Casting Time 1 action

Components Verbal, Somatic, Focus or Divine Focus

Range Medium (100 + 10 ft./level)

Target One humanoid creature

Duration 1 round/level (D); see text

Saving Throw DC 18 Will negates; see text; **Spell Resistance** Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Shield of Faith

School Abjuration; **Level** 1

Casting Time 1 action

Components Verbal, Somatic, Material

Range Touch

Target Creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **Spell Resistance** Yes (harmless)

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Sound Burst (x2)

School Evocation; **Level** 2

Casting Time 1 action

Components Verbal, Somatic, Focus or Divine Focus

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

Area 10-ft.-radius spread

Duration Instantaneous

Saving Throw DC 18 Fortitude partial; **Spell Resistance** Yes

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

Stabilize

School Conjuration(Healing); **Level** 0

Casting Time 1 action

Components Verbal, Somatic

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

Target One living creature

Duration Instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** Yes (harmless)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Align Weapon

School Transmutation; **Level** 2

Casting Time 1 action

Components Verbal, Somatic, Divine Focus

Range Touch

Target Weapon touched or 50 projectiles (all of which must be together at the time of casting)

Duration 1 min./level

Saving Throw Will negates (harmless, object); **Spell Resistance** Yes (harmless, object)

Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment. You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon chaotic, evil, good, or lawful, align weapon is a chaotic, evil, good, or lawful spell, respectively.

Dispel Magic

School Abjuration, Void Elemental; **Level** 3

Casting Time 1 action

Components Verbal, Somatic

Range Medium (100 + 10 ft./level)

Target One spellcaster, creature, or object

Duration Instantaneous

Saving Throw None; **Spell Resistance** No

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonkskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stonkskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stonkskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Protection from Good

School Abjuration; **Level** 1

Casting Time 1 action

Components Verbal, Somatic, Material or Divine Focus

Range Touch

Target Creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** No; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target.

P17. Sylvanian

CHARACTER LEVEL (favored class =)

Neutral Good

ALIGNMENT

Treant

Huge
SIZE

Male
GENDER

0
AGE

0'
HEIGHT

0lb.
WEIGHT

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	29	+9		
DEX Dexterity	8	-1		
CON Constitution	21	+5		
INT Intelligence	12	+1		
WIS Wisdom	16	+3		
CHA Charisma	13	+1		

HP HIT POINTS	TOTAL 114	DR
-------------------------	--------------	----

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	HERO PTS 0
TOTAL -1	DEX MOD. -1
MISC MOD. 0	

AC 21	= 10 +		+		+	-1	+	-2	TOUCH 7
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
		+ 14		+		+		+	FLAT-FOOTED 21
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	13	8	5			
REFLEX (DEXTERITY)	3	4	-1			
WILL (WISDOM)	9	4	3		2	

BASE ATTACK BONUS +9	SPELL RESISTANCE
CMB 20	= 9 + 9 +
TOTAL	BASE ATTACK
CMD 29	= 9 + 9 + -1 + + 10
TOTAL	BASE ATTACK

WEAPON			ATTACK BONUS	CRITICAL
Slam x2 (Treant)			+17 x2	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			2d6+9	

WEAPON			ATTACK BONUS	CRITICAL
Trample (DC 25) (Treant)			+16	
TYPE	RANGE	AMMUNITION	DAMAGE	
B			2d6+13	



SPEED LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS
	BASE SPEED		
	WITH ARMOR		
FT.	FT.	FT.	FT.
FLY	MANEUVERABILITY	SWIM	CLIMB BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	-1	=Dex -1	0	+
Appraise	1	=Int 1	0	+
Bluff	1	=Cha 1	0	+
Climb	9	=Str 9	0	+
Diplomacy	9	=Cha 1	8	+
Disguise	1	=Cha 1	0	+
Escape Artist	-1	=Dex -1	0	+
Fly	-5	=Dex -1	0	+
Heal	3	=Wis 3	0	+
Intimidate	9	=Cha 1	8	+
Knowledge (nature)	9	=Int 1	8	+
✓ Perception	14	=Wis 3	6 + 3	+
Ride	-1	=Dex -1	0	+
Sense Motive	11	=Wis 3	6	+
✓ Stealth	-9	=Dex -1	0	+
Survival	3	=Wis 3	0	+
Swim	9	=Str 9	0	+

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES

Common • Sylvan • Treant



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+20	29
Disarm	+20	29
Feint	+20	29
Grapple	+20	29
Overrun	+20	29
Pull	+20	29
Push	+20	29
Sunder	+22	31
Trip	+20	29

MONEY

Platinum 0
Gold 0
Silver 0
Copper 0
Valuables 0

ENCUMBRANCE

Current 0 lbs
Light 1864 lbs
Medium 3732 lbs
Heavy 5600 lbs

EXPERIENCE

Current 0
Next Level

TRACKED RESOURCES

Resource	Max.	Used
----------	------	------

GEAR

Gear In	No Container	Weight	Cost
Qty	Item		
	none		

SPECIAL ABILITY/FEATURE SUMMARY

Low-Light Vision
Treespeech (Ex)
Damage Reduction (10/slashing)
Immunity to Mind-Affecting attacks
Immunity to Paralysis
Immunity to Poison
Immunity to Polymorph
Immunity to Sleep
Immunity to Stunning
Vulnerability to Fire
+16 Stealth in forests (Ex)
Double Damage Against Objects (Ex)
Rock Throwing (180 feet) (Ex)
Animate Trees (Sp)

FEATS SUMMARY

Alertness
Improved Critical (Slam)
Improved Sunder
Iron Will
Power Attack -3/+6
Weapon Focus (Slam)

TRAITS

SPECIAL ABILITIES/FEATURES

Low-Light Vision

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

Treespeech (Ex)

Members of this race have the ability to converse with plants as if subject to a continual speak with plants spell.

Damage Reduction (10/slashing)

You have Damage Reduction against all except Slashing attacks.

Immunity to Mind-Affecting attacks

You are immune to Mind-Affecting attacks.

Immunity to Paralysis

You are immune to paralysis.

Immunity to Poison

You are immune to poison.

Immunity to Polymorph

You are immune to Polymorph effects.

Immunity to Sleep

You are immune to sleep effects.

Immunity to Stunning

You are immune to being stunned.

Vulnerability to Fire

You are vulnerable (+50% damage) to Fire damage.

+16 Stealth in forests (Ex)

You gain a bonus to Stealth Checks under the listed conditions.

Double Damage Against Objects (Ex)

If this creature makes a full attack against an object or structure, it deals double damage.

Rock Throwing (180 feet) (Ex)

This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 its Strength bonus.

Animate Trees (Sp)

A treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rockthrowing abilities), gaining the treant's vulnerability to fire. If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

FEATS

Alertness

You often notice things that others might miss.

Benefit: You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Improved Critical (Slam) (Combat)

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Improved Sunder (Combat)

You are skilled at damaging your foes' weapons and armor.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to sunder your gear.

Normal: You provoke an attack of opportunity when performing a sunder combat maneuver.

Iron Will

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Power Attack -3/+6 (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Weapon Focus (Slam) (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

MAGIC ITEMS

No magic items.

P20. Araignée Géante Recluse

CHARACTER LEVEL (favored class =) True Neutral
 ALIGNMENT
Spider, Giant Medium Male 0 0' 0lb.
 RACE SIZE GENDER AGE HEIGHT WEIGHT

DEITY SKIN HAIR EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	11	+0		
DEX Dexterity	17	+3		
CON Constitution	12	+1		
INT Intelligence	0	+0		
WIS Wisdom	10	+0		
CHA Charisma	2	-4		

HP TOTAL 18 DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE HERO PTS 0
 +3 = 3 + 0
 TOTAL DEX MOD. MISC MOD.

AC 14 = 10 + [] + [] + 3 + [] **TOUCH 13**
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER
 + 1 + [] + [] + [] **FLAT-FOOTED 11**
 NATURAL ARMOR DEFLECT MODIFIER MISC MODIFIER DODGE BONUS

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION) 4 = 3 + 1 + [] + [] + []
REFLEX (DEXTERITY) 4 = 1 + 3 + [] + [] + []
WILL (WISDOM) 1 = 1 + [] + [] + [] + []

BASE ATTACK BONUS +2 **SPELL RESISTANCE**
CMB 2 = 2 + 0 + 0
 TOTAL BASE ATTACK STRENGTH MODIFIER SIZE MODIFIER
CMD 15 = 2 + 0 + 3 + 0 + 10
 TOTAL BASE ATTACK STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
Bite (Spider, Giant)			+2	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B/P/S			1d6	



SPEED LAND 30 FT. 6 SQ. 30 FT. 6 SQ. MODIFIERS
 BASE SPEED WITH ARMOR
 FT. FT. 30 FT. FT.
 FLY MANEUVERABILITY SWIM CLIMB BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	3	=Dex 3	0	+
Appraise	0	=Int 0	0	+
Bluff	-4	=Cha -4	0	+
Climb	24	=Str 0	0	+
Diplomacy	-4	=Cha -4	0	+
Disguise	-4	=Cha -4	0	+
Escape Artist	3	=Dex 3	0	+
Fly	3	=Dex 3	0	+
Heal	0	=Wis 0	0	+
Intimidate	-4	=Cha -4	0	+
Perception	4	=Wis 0	0	+
Ride	3	=Dex 3	0	+
Sense Motive	0	=Wis 0	0	+
Stealth	7	=Dex 3	0	+
Survival	0	=Wis 0	0	+
Swim	0	=Str 0	0	+

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+2	15
Disarm	+2	15
Feint	+2	15
Grapple	+2	15
Overrun	+2	15
Pull	+2	15
Push	+2	15
Sunder	+2	15
Trip	+2	15

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 0 lbs
 Light 38 lbs
 Medium 76 lbs
 Heavy 115 lbs

EXPERIENCE

Current 0
 Next Level

TRACKED RESOURCES

Resource	Max.	Used
Web (3 HP) (8/day) (DC 12) (Ex)	8	

GEAR**Gear In No Container**

Qty	Item	Weight	Cost
	none		

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (60 feet)
 Tremorsense (60 feet)
 Immunity to Mind-Affecting attacks
 Climbing (30 feet)
 +4 Perception in webs
 +4 Stealth in webs (Ex)
 Poison: Bite - injury (DC 14) (Ex)
 Web (3 HP) (8/day) (DC 12) (Ex)

FEATS SUMMARY

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TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

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

Tremorsense (60 feet)

A creature with tremorsense automatically senses the location of anything in contact with the ground as long as it is on the ground. To detect a creature, the creature must be moving, but physical actions (including spells with somatic components) counts.

Immunity to Mind-Affecting attacks

You are immune to Mind-Affecting attacks.

Climbing (30 feet)

You have a climb speed.

You gain a +8 racial bonus to climb checks. You may take 10 on climb checks, even when rushed or threatened.

+4 Perception in webs

+4 Perception in webs

+4 Stealth in webs (Ex)

You gain a bonus to Stealth Checks under the listed conditions.

Poison: Bite - injury (DC 14) (Ex)

You have a poison attack.

Web (3 HP) (8/day) (DC 12) (Ex)

Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a -4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

FEATS

MAGIC ITEMS

No magic items.

P21. Dretch

CHARACTER LEVEL (favored class =)	Chaotic Evil				
ALIGNMENT	Small Male 0 0' 0lb.				
Demon, Dretch	Small	Male	0	0'	0lb.
RACE	SIZE	GENDER	AGE	HEIGHT	WEIGHT
DEITY	SKIN	HAIR	EYES		

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	12	+1		
DEX Dexterity	10	+0		
CON Constitution	14	+2		
INT Intelligence	5	-3		
WIS Wisdom	11	+0		
CHA Charisma	11	+0		

HP	TOTAL	DR
HIT POINTS	18	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE				HERO PTS	
+0	=	0	+	0	0
TOTAL		DEX MOD.		MISC MOD.	

AC 14	=	10	+		+		+		+	1	TOUCH 11
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER			
		+3									FLAT-FOOTED 14
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	5	3	2			
REFLEX (DEXTERITY)	0					
WILL (WISDOM)	3	3				

BASE ATTACK BONUS +2	SPELL RESISTANCE									
CMB 2	=	2	+	1	+	-1				
TOTAL		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER				
CMD 12	=	2	+	1	+	0	+	-1	+	10
TOTAL		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER		

WEAPON				ATTACK BONUS	CRITICAL
Bite (Demon, Dretch)				+4	x2
TYPE	RANGE	AMMUNITION	DAMAGE		
B/P/S			1d4+1		

WEAPON				ATTACK BONUS	CRITICAL
Claw x2 (Demon, Dretch)				+4 x2	x2
TYPE	RANGE	AMMUNITION	DAMAGE		
B/S			1d4+1		



SPEED LAND	20 FT. 4 SQ.	20 FT. 4 SQ.	MODIFIERS
	BASE SPEED		
	WITH ARMOR		
FLY	MANEUVERABILITY	SWIM	CLIMB BURROW

SKILLS					
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.	
Acrobatics	0	=Dex 0	0	+	
Appraise	-3	=Int -3	0	+	
✓ Bluff	0	=Cha 0	0	+	
Climb	1	=Str 1	0	+	
Diplomacy	0	=Cha 0	0	+	
Disguise	0	=Cha 0	0	+	
✓ Escape Artist	5	=Dex 0	2 + 3	+	
Fly	2	=Dex 0	0	+	
Heal	0	=Wis 0	0	+	
Intimidate	0	=Cha 0	0	+	
✓ Perception	5	=Wis 0	2 + 3	+	
Ride	0	=Dex 0	0	+	
✓ Sense Motive	0	=Wis 0	0	+	
✓ Stealth	9	=Dex 0	2 + 3	+	
Survival	0	=Wis 0	0	+	
Swim	1	=Str 1	0	+	

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES	
Abyssal	(can't speak)



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+2	12
Disarm	+2	12
Feint	+2	12
Grapple	+2	12
Overrun	+2	12
Pull	+2	12
Push	+2	12
Sunder	+2	12
Trip	+2	12

MONEY

Platinum 0
Gold 0
Silver 0
Copper 0
Valuables 0

ENCUMBRANCE

Current 0 lbs
Light 32.25 lbs
Medium 64.5 lbs
Heavy 97.5 lbs

EXPERIENCE

Current 0
Next Level

TRACKED RESOURCES

Resource	Max.	Used
Cause Fear (1/day) (Sp)	1	
Stinking Cloud (1/day) (Sp)	1	

GEAR

Gear In	No Container	Weight	Cost
Qty	Item		
	none		

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (60 feet)
Telepathy (100 feet) (Su)
Damage Reduction (5/cold iron or good)
Immunity to Electricity
Immunity to Poison
Damage Resistance, Acid (10)
Damage Resistance, Cold (10)
Damage Resistance, Fire (10)
Summon (level 1, 1 dretch 35%) (1/day) (Sp)

FEATS SUMMARY

Martial Weapon Proficiency - All
Simple Weapon Proficiency - All
Toughness +3

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

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

Telepathy (100 feet) (Su)

The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Damage Reduction (5/cold iron or good)

You have Damage Reduction against all except Good or Cold Iron attacks.

Immunity to Electricity

You are immune to electricity damage.

Immunity to Poison

You are immune to poison.

Damage Resistance, Acid (10)

You have the specified Damage Resistance against Acid attacks.

Damage Resistance, Cold (10)

You have the specified Damage Resistance against Cold attacks.

Damage Resistance, Fire (10)

You have the specified Damage Resistance against Fire attacks.

Summon (level 1, 1 dretch 35%) (1/day) (Sp)

A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

FEATS

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Toughness +3

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

MAGIC ITEMS

No magic items.

P23. Drider

Chaotic Evil

CHARACTER LEVEL (favored class = Sorcerer)

ALIGNMENT

Drider (Sorcerer)

Large
SIZE

Male
GENDER

0
AGE

0'
HEIGHT

0lb.
WEIGHT

Abraxas
DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	24	+7		
DEX Dexterity	14	+2		
CON Constitution	18	+4		
INT Intelligence	14	+2		
WIS Wisdom	14	+2		
CHA Charisma	24	+7		

HP HIT POINTS	TOTAL	DR
	104	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE			HERO PTS
+2	= 2	+ 0	0
TOTAL	DEX MOD.	MISC MOD.	

AC 28	= 10 +	4	+	4	+	2	+	-1	TOUCH 12
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
		+ 8						+ 1	
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	
									FLAT-FOOTED 25

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	7	3	4			
REFLEX (DEXTERITY)	5	3	2			
WILL (WISDOM)	9	7	2			

BASE ATTACK BONUS +7	SPELL RESISTANCE 18
CMB 15	= 7 + 7 + 1
TOTAL	BASE ATTACK STRENGTH MODIFIER SIZE MODIFIER
CMD 28	= 7 + 7 + 2 + 1 + 10
TOTAL	BASE ATTACK STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON [in both hands]			
+2 Heavy mace	ATTACK BONUS	CRITICAL	
	+16/+11	x2	
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d8+12

WEAPON			
Bite (Drider (Sorcerer))	ATTACK BONUS	CRITICAL	
	+9	x2	
TYPE	RANGE	AMMUNITION	DAMAGE
B/P/S			1d4+3

WEAPON			
Masterwork Composite longbow (Str +2)	ATTACK BONUS	CRITICAL	
	+9/+4	x3	
TYPE	RANGE	AMMUNITION	DAMAGE
P	110'		1d8+2



SPEED LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS
	BASE SPEED		
	20 FT.		
	FLY	MANEUVERABILITY	SWIM
		CLIMB	BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	2	=Dex	2 + 0 +	
Appraise	2	=Int	2 + 0 +	
Bluff	7	=Cha	7 + 0 +	
✓ Climb	28	=Str	7 + 10 + 3 +	
Diplomacy	7	=Cha	7 + 0 +	
Disguise	7	=Cha	7 + 0 +	
✓ Escape Artist	2	=Dex	2 + 0 +	
✓ Fly	0	=Dex	2 + 0 +	
Heal	2	=Wis	2 + 0 +	
✓ Intimidate	20	=Cha	7 + 10 + 3 +	
Knowledge (arcana)	12	=Int	2 + 10 +	
✓ Perception	15	=Wis	2 + 10 + 3 +	
Ride	2	=Dex	2 + 0 +	
Sense Motive	2	=Wis	2 + 0 +	
✓ Spellcraft	15	=Int	2 + 10 + 3 +	
✓ Stealth	15	=Dex	2 + 10 + 3 +	
✓ Survival	2	=Wis	2 + 0 +	
✓ Swim	7	=Str	7 + 0 +	

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES	
Common • Elven • Undercommon	



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+15	28
Disarm	+15	28
Feint	+15	28
Grapple	+15	28
Overrun	+15	28
Pull	+15	28
Push	+15	28
Sunder	+15	28
Trip	+15	28

MONEY

Platinum 0
Gold 0
Silver 0
Copper 0
Valuables 0

ENCUMBRANCE

Current 14 lbs
Light 466 lbs
Medium 932 lbs
Heavy 1400 lbs

EXPERIENCE

Current 0
Next Level

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (120 feet)
Immunity to Sleep
Spell Resistance (18)
Climbing (20 feet)
Poison: Bite - injury (DC 19) (Ex)
Web (10 HP) (8/day) (DC 19) (Ex)

FEATS SUMMARY

Blind-Fight
Combat Casting
Dodge
Simple Weapon Proficiency - All
Weapon Focus (Bite)
Weapon Focus (Heavy mace)

TRACKED RESOURCES

Resource	Max.	Used
Arrows	20	
Clairaudience/Clairvoyance (1/day) (Sp)	1	
Dancing Lights (At will) (Sp)	0	
Darkness (At will) (Sp)	0	
Deeper Darkness (1/day) (Sp)	1	
Detect Good (Constant) (Sp)	0	
Detect Law (Constant) (Sp)	0	
Detect Magic (Constant) (Sp)	0	
Dispel Magic (1/day) (Sp)	1	
Faerie Fire (At will) (Sp)	0	
Levitate (1/day) (Sp)	1	1
Potion of Bull's Strength	1	1
Suggestion (1/day) (Sp)	1	
Web (10 HP) (8/day) (DC 19) (Ex)	8	

GEAR

Gear In No Container	Qty	Item	Weight	Cost
	1	+2 Heavy mace	8 lbs	8312 GP
	1	Masterwork Composite longbow (Str +2)	3 lbs	600 GP
	1	Potion of Bull's Strength		300 GP
	20	Arrows	0.15 lbs	1 GP

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (120 feet)

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

Immunity to Sleep

You are immune to sleep effects.

Spell Resistance (18)

You have Spell Resistance.

Climbing (20 feet)

You have a climb speed.

You gain a +8 racial bonus to climb checks. You may take 10 on climb checks, even when rushed or threatened.

Poison: Bite - injury (DC 19) (Ex)

You have a poison attack.

Web (10 HP) (8/day) (DC 19) (Ex)

Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a -4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

FEATS

Blind-Fight (Combat)

You are skilled at attacking opponents that you cannot clearly perceive.

Benefit: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

Normal: Regular attack roll modifiers invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Combat Casting

You are adept at spellcasting when threatened or distracted.

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Dodge (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Weapon Focus (Bite) (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Weapon Focus (Heavy mace) (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

MAGIC ITEMS

+2 Heavy mace

A heavy mace has a larger head and a longer handle than a light mace.

Masterwork Composite longbow (Str +2)

You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use it with proficiency). If your Strength modifier is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength modifier on damage rolls, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost. If you have a negative modifier due to low Strength, apply it to damage rolls when you use a composite longbow. A composite longbow fires arrows.

For the purposes of Weapon Proficiency and similar feats, a composite longbow is treated as if it were a longbow.

Potion of Bull's Strength

Bull's Strength, Will negates (harmless) (DC 13)

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.

P24. Eclaireur Drow / Remplace Troglodyte

Ranger 2, Rogue 4

Chaotic Evil

CHARACTER LEVEL (Favored class = Rogue)

ALIGNMENT

Drow **Medium** **Male** **125** **6' 3"** **123lb.**
 RACE SIZE GENDER AGE HEIGHT WEIGHT

Abraxas

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	12	+1		
DEX Dexterity	26	+8		
CON Constitution	16	+3		
INT Intelligence	10	+0		
WIS Wisdom	14	+2		
CHA Charisma	12	+1		

HP HIT POINTS	TOTAL	DR
	58	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE				HERO PTS
+8	=	8	+	0
TOTAL		DEX MOD.		MISC MOD.
				0

AC 21	=	10	+	6	+		+	5	+		TOUCH 15
TOTAL				ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
				NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	FLAT-FOOTED 16

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	7	4	3			
REFLEX (DEXTERITY)	15	7	8			
WILL (WISDOM)	3	1	2			

Situational Modifiers

Reflex Saves: +1 bonus vs. traps

All Saves: +2 vs. enchantments

BASE ATTACK BONUS	+5	SPELL RESISTANCE	12
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CMB 6	=	5	+	1	+	0				
TOTAL		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER				
CMD 21	=	5	+	1	+	8	+	0	+	10
TOTAL		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER		

WEAPON		ATTACK BONUS	CRITICAL
Masterwork Shortsword		+12	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P			1d6+1

WEAPON [in main hand]		ATTACK BONUS	CRITICAL
+2 Hand crossbow		+13/+13	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P	30'		1d4+7



SPEED LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS	
	BASE SPEED		WITH ARMOR	
	FT.	FT.	FT.	FT.
	FLY	MANEUVERABILITY	SWIM	CLIMB BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	16	=Dex 8	+ 6 + 3	-1
✓ Appraise	0	=Int 0	+ 0	
✓ Bluff	1	=Cha 1	+ 0	
✓ Climb	1	=Str 1	+ 0	-1
✓ Diplomacy	1	=Cha 1	+ 0	
✓ Disguise	1	=Cha 1	+ 0	
✓ Escape Artist	16	=Dex 8	+ 6 + 3	-1
✓ Fly	7	=Dex 8	+ 0	-1
✓ Handle Animal	10	=Cha 1	+ 6 + 3	
✓ Heal	2	=Wis 2	+ 0	
✓ Intimidate	1	=Cha 1	+ 0	
✓ Knowledge (geography)	4	=Int 0	+ 1 + 3	
✓ Knowledge (nature)	9	=Int 0	+ 6 + 3	
✓ Perception	13	=Wis 2	+ 6 + 3	
✓ Ride	11	=Dex 8	+ 1 + 3	-1
✓ Sense Motive	2	=Wis 2	+ 0	
✓ Stealth	16	=Dex 8	+ 6 + 3	-1
✓ Survival	2	=Wis 2	+ 0	
✓ Swim	0	=Str 1	+ 0	-1
✓ Use Magic Device	10	=Cha 1	+ 6 + 3	

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES

Elven • Undercommon



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+6	21
Dirty Trick	+6	21
Disarm	+6	21
Drag	+6	21
Feint	+6	21
Grapple	+6	21
Overrun	+6	21
Pull	+6	21
Push	+6	21
Reposition	+6	21
Steal	+6	21
Sunder	+6	21
Trip	+6	21

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (120 feet)
 Low-Light Vision
 Evasion (Ex)
 Trap Sense +1 (Ex)
 Uncanny Dodge (Ex)
 Drow Immunities - Sleep
 Elven Immunities
 Spell Resistance (12)
 Light Blindness (Ex)
 Sneak Attack +2d6
 Dancing Lights (1/day) (Sp)
 Darkness (1/day) (Sp)
 Faerie Fire (1/day) (Sp)
 Favored Enemy (Elves +2) (Ex)
 Poison Use (Ex)
 Track +1
 Trapfinding +2
 Wild Empathy +3 (Ex)

FEATS SUMMARY

Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Deadly Aim -2/+4
 Martial Weapon Proficiency - All
 Point Blank Shot
 Rapid Reload (Hand crossbow)
 Rapid Shot
 Rogue Weapon Proficiencies
 Shield Proficiency
 Simple Weapon Proficiency - All
 Weapon Finesse
 Weapon Focus (Hand crossbow)

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 18.5 lbs
 Light 43 lbs
 Medium 86 lbs
 Heavy 130 lbs

EXPERIENCE

Current 15000
 Next Level 35000

TRACKED RESOURCES

Resource	Max.	Used
Crossbow bolt, acid	20	
Dancing Lights (1/day) (Sp)	1	
Darkness (1/day) (Sp)	1	
Faerie Fire (1/day) (Sp)	1	
Potion of bear's endurance	1	1
Potion of cat's grace	1	1
Potion of cure moderate wounds	1	

GEAR**Gear In No Container**

Qty	Item	Weight	Cost
1	+2 Hand crossbow	2 lbs	8400 GP
1	Masterwork Shortsword	2 lbs	310 GP
1	Mithral Agile breastplate	12.5 lbs	4400 GP
1	Potion of bear's endurance		300 GP
1	Potion of cat's grace		300 GP
1	Potion of cure moderate wounds		300 GP
20	Crossbow bolt, acid	0.1 lbs	800 GP

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (120 feet)

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

Low-Light Vision

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

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.

Trap Sense +1 (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 reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

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. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Drow Immunities - Sleep

You are immune to magic sleep effects.

Elven Immunities

+2 save bonus vs Enchantments.

Spell Resistance (12)

You have Spell Resistance.

Light Blindness (Ex)

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

Sneak Attack +2d6

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.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

Dancing Lights (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Darkness (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Faerie Fire (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Favored Enemy (Elves +2) (Ex)

At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Poison Use (Ex)

You do not risk poisoning yourself accidentally while poisoning a weapon.

Track +1

A ranger adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

Trapfinding +2

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.

Wild Empathy +3 (Ex)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

FEATS

Armor Proficiency (Light) (Combat)

You are skilled at wearing light armor.

Benefit: 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.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency (Medium) (Combat)

You are skilled at wearing medium armor.

Prerequisite: Light Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

Deadly Aim -2/+4 (Combat)

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Point Blank Shot (Combat)

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Rapid Reload (Hand crossbow) (Combat)

Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with.

You can reload such a weapon quickly.

Prerequisite: Weapon Proficiency (crossbow type chosen) or Exotic Weapon Proficiency (firearm).

Benefit: The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for a heavy crossbow or one-handed firearm), or a standard action (for a two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity.

If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm.

Rapid Shot (Combat)

You can make an additional ranged attack.

Prerequisites: Dex 13, Point-Blank Shot.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Rogue Weapon Proficiencies

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

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Shield Proficiency (Combat)

You are trained in how to properly use a shield.

Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Weapon Finesse (Combat)

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Weapon Focus (Hand crossbow) (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

MAGIC ITEMS

+2 Hand crossbow

You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. A hand crossbow fires standard crossbow bolts, like those used by light and heavy crossbows.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Masterwork Shortsword

Short swords are some of the most common weapons found in any martial society, and thus designs are extremely varied, depending on the region and creator. Most are around 2 feet in length. Their blades can be curved or straight, single- or double-edged, and wide or narrow. Hilts may be ornate or simple, with crossguards, basket hilts, or no guard at all. Such weapons are often used on their own, but can also be paired as a matched set, or used in conjunction with a dagger or longer sword.

Mithral Agile breastplate (Armor)

This breastplate is specially crafted in a manner that allows extra maneuverability for some physical activities. The armor check penalty for Climb checks and jump checks is only -1 (masterwork and mithral versions of this armor reduce this penalty as well as the normal penalty).

Mithral

Mithral is a rare, silvery metal that is lighter than steel but just as hard. When worked like steel, it can be used to create amazing armor, and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty on all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a quarterstaff cannot.) Mithral weapons count as silver for the purpose of overcoming damage reduction.

Weapons and armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below. Mithral has 30 hit points per inch of thickness and hardness 15.

Potion of bear's endurance

Subject gains +4 to Con for 1 min./level.

Potion of cat's grace

Subject gains +4 to Dex for 1 min./level.

Potion of cure moderate wounds

Cures 2d8 damage +1/level (max +10).

P24. Ilverae Parastric

Bard 11

CHARACTER LEVEL (favored class = Bard)

Chaotic Evil

ALIGNMENT

Drow, Noble

Medium

Female

124

6' 1"

127lb.

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

Abraxas

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	12	+1		
DEX Dexterity	26	+8		
CON Constitution	20	+5		
INT Intelligence	16	+3		
WIS Wisdom	10	+0		
CHA Charisma	22	+6		

HP HIT POINTS	TOTAL	124	DR	
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WOUNDS/CURRENT HP	
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NONLETHAL DAMAGE	
------------------	--

INITIATIVE				HERO PTS
+8	=	8	+	0
TOTAL		DEX MOD.		MISC MOD.

AC 25	=	10	+	6	+		+	6	+		+		+		+		TOUCH 19
TOTAL				ARMOR BONUS				SHIELD BONUS				DEX MODIFIER				SIZE MODIFIER	
				NATURAL ARMOR				DEFLECT MODIFIER				MISC MODIFIER				DODGE BONUS	
								2								1	FLAT-FOOTED 18

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	10	3	5		2	
REFLEX (DEXTERITY)	18	7	8		3	
WILL (WISDOM)	9	7			2	

Situational Modifiers

All Saves: +2 vs. enchantments •+4 vs. bardic performance, sonic, and language-dependant effects

BASE ATTACK BONUS +8	SPELL RESISTANCE 22
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CMB 9	=	8	+	1	+	0				
TOTAL		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER				
CMD 28	=	8	+	1	+	8	+	0	+	10
TOTAL		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER		

WEAPON [in main hand]		ATTACK BONUS	CRITICAL
+1 Hand crossbow		+19/+19/+19/+14	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P	30'		1d4+2



SPEED	30 FT. 6 SQ.	60 FT. 12 SQ.	MODIFIERS
LAND	BASE SPEED	WITH ARMOR	
	FT.	FT.	FT.
FLY	MANEUVERABILITY	SWIM	CLIMB BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	22	=Dex 8	+ 0	+
✓ Appraise	5	=Int 3	+ 0	+
✓ Bluff	22	=Cha 6	+ 0	+
✓ Climb	3	=Str 1	+ 0	+
✓ Craft (alchemy)	25	=Int 3	+ 11 + 3	+
✓ Diplomacy	8	=Cha 6	+ 0	+
Disable Device	8	=Dex 8	+ 0	+
✓ Disguise	22	=Cha 6	+ 0	+
✓ Escape Artist	18	=Dex 8	+ 5 + 3	+
Fly	22	=Dex 8	+ 0	+
Handle Animal	8	=Cha 6	+ 0	+
Heal	2	=Wis 0	+ 0	+
✓ Intimidate	22	=Cha 6	+ 11 + 3	+
✓ Knowledge (arcana)	20	=Int 3	+ 7 + 3	+
✓ Knowledge (history)	16	=Int 3	+ 3 + 3	+
✓ Linguistics	5	=Int 3	+ 0	+
✓ Perception	18	=Wis 0	+ 11 + 3	+
✓ Perform (act)	22	=Cha 6	+ 11 + 3	+
✓ Perform (dance)	22	=Cha 6	+ 11 + 3	+
✓ Perform (sing)	22	=Cha 6	+ 11 + 3	+
Ride	10	=Dex 8	+ 0	+
✓ Sense Motive	22	=Wis 0	+ 0	+
✓ Sleight of Hand	10	=Dex 8	+ 0	+
✓ Spellcraft	17	=Int 3	+ 9 + 3	+
✓ Stealth	22	=Dex 8	+ 9 + 3	+
Survival	2	=Wis 0	+ 0	+
Swim	3	=Str 1	+ 0	+
✓ Use Magic Device	8	=Cha 6	+ 0	+

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES

Abyssal • Common • Drow Sign Language • Elven • Undercommon



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+9	28
Dirty Trick	+9	28
Disarm	+9	28
Drag	+9	28
Feint	+9	28
Grapple	+9	28
Overrun	+9	28
Pull	+9	28
Push	+9	28
Reposition	+9	28
Steal	+9	28
Sunder	+9	28
Trip	+9	28

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (120 feet)
 Low-Light Vision
 Drow Immunities - Sleep
 Elven Immunities
 Spell Resistance (22)
 Light Blindness (Ex)
 Bardic Performance (move action) (30 rounds/day)
 Bardic Performance: Countersong (Su)
 Bardic Performance: Dirge of Doom (Su)
 Bardic Performance: Distraction (Su)
 Bardic Performance: Fascinate (4 targets) (DC 21) (Su)
 Bardic Performance: Inspire Competence +4 (Su)
 Bardic Performance: Inspire Courage +3 (Su)
 Bardic Performance: Inspire Greatness (1 allies) (Su)
 Bardic Performance: Suggestion (DC 21) (Sp)
 Dancing Lights (At will) (Sp)
 Deeper Darkness (At will) (Sp)
 Detect Magic (Constant) (Sp)
 Dispel Magic (1/day) (Sp)
 Divine Favor (1/day) (Sp)
 Faerie Fire (At will) (Sp)
 Featherfall (At will) (Sp)
 Levitate (At will) (Sp)
 Suggestion (1/day) (Sp)
 Bardic Knowledge +5 (Ex)
 Jack of All Trades: Trained skills (Ex)
 Lore Master (2/day) (Ex)
 Poison Use (Ex)
 Versatile Performance (Acting) +22 (Ex)
 Versatile Performance (Dance) +22 (Ex)
 Versatile Performance (Singing) +22 (Ex)
 Well Versed (Ex)

FEATS SUMMARY

Armor Proficiency (Light)
 Bard Weapon Proficiencies
 Brew Potion
 Point Blank Shot
 Rapid Reload (Hand crossbow)
 Rapid Shot
 Shield Proficiency
 Simple Weapon Proficiency - All
 Skill Focus (Craft [alchemy])
 Throw Anything

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 38.5 lbs
 Light 43 lbs
 Medium 86 lbs
 Heavy 130 lbs

EXPERIENCE

Current 0
 Next Level 220000

TRACKED RESOURCES

Resource	Max.	Used
Acid	12	
Alchemist's fire	12	
Bardic Performance (move action) (30 rounds/day)	30	
Dancing Lights (At will) (Sp)	1	
Dispel Magic (1/day) (Sp)	1	
Divine Favor (1/day) (Sp)	1	
Lore Master (2/day) (Ex)	2	
Potion of bear's endurance	1	1
Potion of Cat's Grace	1	1
Potion of cure moderate wounds	2	
Potion of mage armor	1	
Suggestion (1/day) (Sp)	1	

GEAR**Gear In No Container**

Qty	Item	Weight	Cost
1	+1 Hand crossbow	2 lbs	2400 GP
1	+2 Mithral Chain shirt	12.5 lbs	5100 GP
1	Potion of bear's endurance		300 GP
1	Potion of Cat's Grace		300 GP
2	Potion of cure moderate wounds		600 GP
1	Potion of mage armor		50 GP
1	Ring of protection +2		8000 GP
1	Shifter's headband (+2 Cha)		4500 GP
12	Acid	1 lb	120 GP
12	Alchemist's fire	1 lb	240 GP

SPELL SUMMARY

BARD SPELLS

Spell Level:	0	1	2	3	4
Casts Per Day:	7	6	5	3	

Level	Spell	Casting Time	Range	DC/Resist	Duration
0	Detect Magic	1 action	60 ft.	16 No	Concentration, up to 1 min./level (D)
0	Ghost Sound	1 action	Close (25 + 5 ft./2 levels)	16 No	1 round/level (D)
0	Mage Hand	1 action	Close (25 + 5 ft./2 levels)	16 No	Concentration
0	Mending	10 minutes	10 ft.	16 Yes (harmless, object)	Instantaneous
0	Prestidigitation	1 action	10 ft.	16 No	1 hour
0	Read Magic	1 action	Personal	16	10 min./level
1	Charm Person	1 action	Close (25 + 5 ft./2 levels)	17 Yes	1 hour/level
1	Cure Light Wounds	1 action	Touch	17 Yes (harmless); see text	Instantaneous
1	Disguise Self	1 action	Personal	17	10 min./level (D)
1	Grease	1 action	Close (25 + 5 ft./2 levels)	17 No	1 min./level (D)
1	Hideous Laughter	1 action	Close (25 + 5 ft./2 levels)	17 Yes	1 round/level
1	Vanish	1 action	personal or touch	17 Yes (harmless)	1 round/level (up to 5 rounds) (D)
2	Alter Self	1 action	Personal	18	1 min./level (D)
2	Cure Moderate Wounds	1 action	Touch	18 Yes (harmless); see text	Instantaneous
2	Glitterdust	1 action	Medium (100 + 10 ft./level)	18 No	1 round/level
2	Heroism	1 action	Touch	18 Yes (harmless)	10 min./level
2	Mirror Image	1 action	Personal	18	1 min./level
3	Confusion	1 action	Medium (100 + 10 ft./level)	19 Yes	1 round/level
3	Fear	1 action	30 ft.	19 Yes	1 round/level or 1 round; see text
3	Haste	1 action	Close (25 + 5 ft./2 levels)	19 Yes (harmless)	1 round/level
3	Slow	1 action	Close (25 + 5 ft./2 levels)	19 Yes	1 round/level
4	Discordant Blast	1 action	10 ft. or 30 ft.	20 Yes	Instantaneous
4	Dominate Person	1 round	Close (25 + 5 ft./2 levels)	20 Yes	1 day/level
4	Modify Memory	1 round	Close (25 + 5 ft./2 levels)	20 Yes	Permanent

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (120 feet)

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

Low-Light Vision

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

Drow Immunities - Sleep

You are immune to magic sleep effects.

Elven Immunities

+2 save bonus vs Enchantments.

Spell Resistance (22)

You have Spell Resistance.

Light Blindness (Ex)

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

Bardic Performance (move action) (30 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 can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop and previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

At 7th level, a bard can start a bardic performance as a move action instead of a standard action. At 13th level, a bard can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and such performances are language dependent. A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

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 within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Bardic Performance: Dirge of Doom (Su)

A bard of 8th level or higher can use his performance to foster a sense of growing dread in his enemies, causing them to take become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the bard's performance. The effect persists for as long as the enemy is within 30 feet and the bard continues the performance. The performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of doom is a mind-affecting fear effect, and it relies on audible and visual components.

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 himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Bardic Performance: Fascinate (4 targets) (DC 21) (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 must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 bard's level + bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat requires the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Bardic Performance: Inspire Competence +4 (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 continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th).

Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Bardic Performance: Inspire Courage +3 (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 performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Bardic Performance: Inspire Greatness (1 allies) (Su)

A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally while using this performance (up to a maximum of four at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

Bardic Performance: Suggestion (DC 21) (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 standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance.

A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability and relies on audible components.

At 18th level, a bard can use this ability against any number of fascinated creatures.

Dancing Lights (At will) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Deeper Darkness (At will) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Detect Magic (Constant) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Dispel Magic (1/day) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Divine Favor (1/day) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Faerie Fire (At will) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Featherfall (At will) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Levitate (At will) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Suggestion (1/day) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Bardic Knowledge +5 (Ex)

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

Jack of All Trades: Trained skills (Ex)

At 10th level, the bard can use any skill, even if the skill normally requires him to be trained.

Lore Master (2/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 on any Knowledge skill check as a standard action. He can use this ability one additional time per day for every six levels he possesses beyond 5th, to a maximum of three times per day at 17th level.

Poison Use (Ex)

You do not risk poisoning yourself accidentally while poisoning a weapon.

Versatile Performance (Acting) +22 (Ex)

You may substitute the final value of your Perform: Act skill for Bluff or Disguise checks

Versatile Performance (Dance) +22 (Ex)

You may substitute the final value of your Perform: Dance skill for Acrobatics or Fly checks

Versatile Performance (Singing) +22 (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.

FEATS

Armor Proficiency (Light) (Combat)

You are skilled at wearing light armor.

Benefit: 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.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

Bard Weapon Proficiencies

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

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Brew Potion (Item Creation)

You can create magic potions.

Prerequisite: Caster level 3rd.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Magic Items for more information.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Point Blank Shot (Combat)

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Rapid Reload (Hand crossbow) (Combat)

Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with.

You can reload such a weapon quickly.

Prerequisite: Weapon Proficiency (crossbow type chosen) or Exotic Weapon Proficiency (firearm).

Benefit: The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for a heavy crossbow or one-handed firearm), or a standard action (for a two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity.

If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm.

Rapid Shot (Combat)

You can make an additional ranged attack.

Prerequisites: Dex 13, Point-Blank Shot.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Shield Proficiency (Combat)

You are trained in how to properly use a shield.

Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Skill Focus (Craft [alchemy])

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Throw Anything (Combat)

You are used to throwing things you have on hand.

Benefit: You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Normal: You take a -4 penalty on attack rolls made with an improvised weapon.

MAGIC ITEMS

+1 Hand crossbow

You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. A hand crossbow fires standard crossbow bolts, like those used by light and heavy crossbows.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

+2 Mithral Chain shirt (Armor)

Covering the torso, this shirt is made up of thousands of interlocking metal rings.

Mithral

Mithral is a rare, silvery metal that is lighter than steel but just as hard. When worked like steel, it can be used to create amazing armor, and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty on all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a quarterstaff cannot.) Mithral weapons count as silver for the purpose of overcoming damage reduction.

Weapons and armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below. Mithral has 30 hit points per inch of thickness and hardness 15.

Potion of bear's endurance

Subject gains +4 to Con for 1 min./level.

Potion of Cat's Grace

Cat's Grace, Will negates (harmless) (DC 13)

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Potion of cure moderate wounds

Cures 2d8 damage +1/level (max +10).

Potion of mage armor

Gives subject +4 armor bonus.

Ring of protection +2 (Ring)

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring; Cost 4,000 gp

Shifter's headband (+2 Cha) (Headband)

This band of reddish fox fur is marked on the front with a distinctive symbol that constantly shifts into a different character. The headband grants the wearer an enhancement bonus to one mental ability score (Intelligence, Wisdom, or Charisma) of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. This bonus is chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a headband of vast intelligence.

If the wearer is a creature who uses magic to change form, she gains the following additional benefits.

Shifter's headband +2: The wearer treats her caster level as if it were one level higher when casting spells or creating extracts of the polymorph subschool.

Shifter's headband +4: Once per day while under the effect of a polymorph spell or extract, the wearer can assume another form allowed by that effect. This is a standard action.

Shifter's headband +6: Whenever the wearer changes her shape with a polymorph effect, she gains DR 5/silver for 1 minute (this ends if she returns to her natural form).

These additional shapeshifter abilities are cumulative. For example, a creature wearing a shifter's headband +4 gains the extra transformation ability and treats her caster level as 1 higher than normal for polymorph spells and extracts.

Construction Requirements Craft Wondrous Item, polymorph self; Cost 2,250 gp

BARDS SPELLS

Alter Self

School Transmutation(Polymorph); **Level** 2

Casting Time 1 action

Components Verbal, Somatic, Material

Range Personal

Target You

Duration 1 min./level (D)

Saving Throw ; Spell Resistance

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

Charm Person

School Enchantment, Wood Elemental(Charm); **Level** 1

Casting Time 1 action

Components Verbal, Somatic

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

Target One humanoid creature

Duration 1 hour/level

Saving Throw DC 17 Will negates; **Spell Resistance** Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Confusion

School Enchantment(Compulsion); **Level** 3

Casting Time 1 action

Components Verbal, Somatic, Material or Divine Focus

Range Medium (100 + 10 ft./level)

Target All creatures in a 15-ft.-radius burst

Duration 1 round/level

Saving Throw DC 19 Will negates; **Spell Resistance** Yes

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d% - Behavior

01-25 - Act normally

26-50 - Do nothing but babble incoherently

51-75 - Deal 1d8 points of damage + Str modifier to self with item in hand

76-100 - Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cure Light Wounds

School Conjunction(Healing); **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target Creature touched

Duration Instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Cure Moderate Wounds

School Conjunction(Healing); **Level** 2

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target Creature touched

Duration Instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** Yes (harmless); see text

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Detect Magic

School Divination; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range 60 ft.

Area Cone-shaped emanation

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

Saving Throw None; **Spell 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.

Discordant Blast

School Evocation; **Level** 4

Casting Time 1 action

Components Verbal, Somatic

Range 10 ft. or 30 ft.

Area see text

Duration Instantaneous

Saving Throw none; **Spell Resistance** Yes

You create a wave of thunder and force, either in a 10-foot radius burst centered on you or in 30-foot cone-shaped burst. Creatures in the area take 3d6 points of sonic damage and are pushed away as if bull rushed. Make a combat maneuver check and apply its results to each creature in the area. Your CMB for this bull rush is equal to your caster level plus your Charisma modifier. This bull rush does not provoke an attack of opportunity. A discordant blast cannot penetrate a silence spell (or any similar magical silence effect).

Disguise Self

School Illusion(Glamer); **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range Personal

Target You

Duration 10 min./level (D)

Saving Throw ; Spell Resistance

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

Dominate Person

School Enchantment(Compulsion); **Level** 4

Casting Time 1 round

Components Verbal, Somatic

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

Target One humanoid

Duration 1 day/level

Saving Throw DC 20 Will negates; **Spell Resistance** Yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description). Changing your orders or giving a dominated creature a new command is a move action. By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on. Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

Fear

School Necromancy; **Level** 3

Casting Time 1 action

Components Verbal, Somatic, Material

Range 30 ft.

Area Cone-shaped burst

Duration 1 round/level or 1 round; see text

Saving Throw DC 19 Will partial; **Spell Resistance** Yes

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

Ghost Sound

School Illusion(Figment); **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Material

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

Effect Illusory sounds

Duration 1 round/level (D)

Saving Throw DC 16 Will disbelief; **Spell 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.

Glitterdust

School Conjunction, Earth Elemental, Metal Elemental(Creation); **Level** 2

Casting Time 1 action

Components Verbal, Somatic, Material

Range Medium (100 + 10 ft./level)

Area Creatures and objects within 10-ft.-radius spread

Duration 1 round/level

Saving Throw ; **Spell Resistance** No

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.

Grease

School Conjunction, Earth Elemental(Creation); **Level** 1

Casting Time 1 action

Components Verbal, Somatic, Material

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

Target One object or 10-ft. square

Duration 1 min./level (D)

Saving Throw DC 17 See text; **Spell Resistance** No

A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed. The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

Alchemical Power Component: Acid (M): The grease is acidic and deals 1 point of acid damage per round to any creature in the area or holding the greased object.

Haste

School Transmutation; **Level** 3

Casting Time 1 action

Components Verbal, Somatic, Material

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

Target One creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** Yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with 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 speed 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.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.

Heroism

School Enchantment(Compulsion); **Level** 2

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target Creature touched

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** Yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Hideous Laughter

School Enchantment(Compulsion); **Level** 1

Casting Time 1 action

Components Verbal, Somatic, Material

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

Target One creature; see text

Duration 1 round/level

Saving Throw DC 17 Will negates; **Spell Resistance** Yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration. A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Mage Hand

School Transmutation; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

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

Target One nonmagical, unattended object weighing up to 5 lbs.

Duration Concentration

Saving Throw None; **Spell 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

School Transmutation, Metal Elemental; **Level** 0

Casting Time 10 minutes

Components Verbal, Somatic

Range 10 ft.

Target One object of up to 1 lb./level

Duration Instantaneous

Saving Throw Will negates (harmless, object); **Spell 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.

Mirror Image

School Illusion(Figment); **Level** 2

Casting Time 1 action

Components Verbal, Somatic

Range Personal

Target You

Duration 1 min./level

Saving Throw ; Spell Resistance

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you. When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment. An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

Modify Memory

School Enchantment(Compulsion); **Level** 4

Casting Time 1 round

Components Verbal, Somatic

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

Target One living creature

Duration Permanent

Saving Throw DC 20 Will negates; **Spell Resistance** Yes

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate charm, geas/quest, suggestion, or similar spells.

- Allow the subject to recall with perfect clarity an event it actually experienced.

- Change the details of an event the subject actually experienced.

- Implant a memory of an event the subject never experienced.

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost. A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream, too much wine, or another similar excuse.

Prestidigitation

School Universal; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range 10 ft.

Target See text

Area See text

Effect See text

Duration 1 hour

Saving Throw DC 16 See text; **Spell 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 prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Read Magic

School Divination; **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Focus

Range Personal

Target You

Duration 10 min./level

Saving Throw ; Spell Resistance

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.

Slow

School Transmutation; **Level** 3

Casting Time 1 action

Components Verbal, Somatic, Material

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

Target One creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw DC 19 Will negates; **Spell Resistance** Yes

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.

Vanish

School Illusion(Glamer); **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range personal or touch

Target creature touched

Duration 1 round/level (up to 5 rounds) (D)

Saving Throw Will negates (harmless); **Spell Resistance** Yes (harmless)

This spell functions like invisibility, except the effect only lasts for 1 round per caster level (maximum of 5 rounds). Like invisibility, the spell immediately ends if the subject attacks any creature.

P24. Troglodyte

CHARACTER LEVEL (Favored class =)	Medium				Male	0	0'	0lb.
Troglodyte	SIZE	GENDER	AGE	HEIGHT	WEIGHT			
RACE	SKIN		HAIR		EYES			
DEITY								

Chaotic Evil

ALIGNMENT

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	12	+1		
DEX Dexterity	9	-1		
CON Constitution	14	+2		
INT Intelligence	8	-1		
WIS Wisdom	11	+0		
CHA Charisma	11	+0		

HP	TOTAL	DR
HIT POINTS	13	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	HERO PTS
-1 = -1 + 0	0
TOTAL	DEX MOD.
	MISC MOD.

AC 15	= 10 +		+		+	-1	+		TOUCH 9
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
		6							FLAT-FOOTED 15
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	7	3	2		2	
REFLEX (DEXTERITY)	-1		-1			
WILL (WISDOM)	0					

BASE ATTACK BONUS +1	SPELL RESISTANCE
CMB 2	= 1 + 1 + 0
TOTAL	BASE ATTACK
CMD 11	= 1 + 1 -1 + 0 + 10
TOTAL	BASE ATTACK
	STRENGTH MODIFIER
	DEXTERITY MODIFIER
	SIZE MODIFIER

WEAPON		ATTACK BONUS	CRITICAL
Bite (Troglodyte)		-3	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B/P/S			1d4

WEAPON		ATTACK BONUS	CRITICAL
Claw x2 (Troglodyte)		-3 x2	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B/S			1d4

WEAPON [in main hand]		ATTACK BONUS	CRITICAL
Club		+2	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B	10'		1d6+1

WEAPON		ATTACK BONUS	CRITICAL
Javelin		-2	x2
TYPE	RANGE	AMMUNITION	DAMAGE
P	30'	x3	1d6+1



SPEED LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS
	BASE SPEED		
	WITH ARMOR		
FLY	MANEUVERABILITY	SWIM	CLIMB BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	-1	=Dex -1	0	
Appraise	-1	=Int -1	0	
Bluff	0	=Cha 0	0	
✓ Climb	1	=Str 1	0	
Diplomacy	0	=Cha 0	0	
Disguise	0	=Cha 0	0	
Escape Artist	-1	=Dex -1	0	
Fly	-1	=Dex -1	0	
✓ Heal	0	=Wis 0	0	
Intimidate	0	=Cha 0	0	
Perception	0	=Wis 0	0	
✓ Ride	-1	=Dex -1	0	
Sense Motive	0	=Wis 0	0	
Stealth	5	=Dex -1	2	
✓ Survival	0	=Wis 0	0	
Swim	1	=Str 1	0	

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES	
Draconic	



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+2	11
Disarm	+2	11
Feint	+2	11
Grapple	+2	11
Overrun	+2	11
Pull	+2	11
Push	+2	11
Sunder	+2	11
Trip	+2	11

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 9 lbs
 Light 43 lbs
 Medium 86 lbs
 Heavy 130 lbs

EXPERIENCE

Current 0
 Next Level

TRACKED RESOURCES

Resource	Max.	Used
Club	1	
Javelin	3	

GEAR

Gear In		No Container	Weight	Cost
Qty	Item			
1	Club		3 lbs	
3	Javelin		2 lbs	3 GP

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (90 feet)
 Stench (30 feet, 10 rounds) (DC 13)
 +4 Stealth in rocky areas (Ex)

FEATS SUMMARY

Great Fortitude
 Simple Weapon Proficiency - All

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TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (90 feet)

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

Stench (30 feet, 10 rounds) (DC 13)

A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

+4 Stealth in rocky areas (Ex)

You gain a bonus to Stealth Checks under the listed conditions.

FEATS

Great Fortitude

You are resistant to poisons, diseases, and other maladies.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

MAGIC ITEMS

No magic items.

P28. Golem de chair Elfique

Fighter 1

True Neutral

CHARACTER LEVEL (Favored class =)

ALIGNMENT

Golem, Flesh

Large

Male

0

0'

0lb.

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	22	+6		
DEX Dexterity	22	+6		
CON Constitution	0	+0		
INT Intelligence	0	+0		
WIS Wisdom	11	+0		
CHA Charisma	1	-5		

HP HIT POINTS	TOTAL 105	DR
-------------------------	--------------	----

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	HERO PTS
+6 = 6 + 0	0
TOTAL	DEX MOD.
	MISC MOD.

AC 27 = 10 +			6	-1	TOUCH 15
TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	
	+ 12				FLAT-FOOTED 21
	NATURAL ARMOR	DEFLECT MODIFIER	MISC MODIFIER	DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	5	5				
REFLEX (DEXTERITY)	9	3	6			
WILL (WISDOM)	3	3				

BASE ATTACK BONUS +10	SPELL RESISTANCE
CMB 17 = 10 + 6 + 1	
TOTAL	BASE ATTACK
	STRENGTH MODIFIER
	SIZE MODIFIER
CMD 33 = 10 + 6 + 6 + 1 + 10	
TOTAL	BASE ATTACK
	STRENGTH MODIFIER
	DEXTERITY MODIFIER
	SIZE MODIFIER

WEAPON			
Slam x2 (Golem, Flesh)	ATTACK BONUS	CRITICAL	
	+15 x2	x2	
TYPE	RANGE	AMMUNITION	DAMAGE
B			2d8+6

WEAPON			
+1 Composite longbow (Str +6)	ATTACK BONUS	CRITICAL	
	+13/+8	x3	
TYPE	RANGE	AMMUNITION	DAMAGE
P	110'		2d6+13

WEAPON			
+1 Composite longbow (Str +6)	ATTACK BONUS	CRITICAL	
	+13/+8	x3	
TYPE	RANGE	AMMUNITION	DAMAGE
P	110'		2d6+13



SPEED LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS
	BASE SPEED		
	WITH ARMOR		
FT.	FT.	FT.	FT.
FLY	MANEUVERABILITY	SWIM	CLIMB BURROW

SKILLS					
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.	
Acrobatics	6	=Dex 6	+ 0	+ 0	
Appraise	0	=Int 0	+ 0	+ 0	
Bluff	-5	=Cha -5	+ 0	+ 0	
✓ Climb	6	=Str 6	+ 0	+ 0	
Diplomacy	-5	=Cha -5	+ 0	+ 0	
Disguise	-5	=Cha -5	+ 0	+ 0	
Escape Artist	6	=Dex 6	+ 0	+ 0	
Fly	4	=Dex 6	+ 0	+ 0	
Heal	0	=Wis 0	+ 0	+ 0	
✓ Intimidate	-5	=Cha -5	+ 0	+ 0	
Perception	0	=Wis 0	+ 0	+ 0	
✓ Ride	6	=Dex 6	+ 0	+ 0	
Sense Motive	0	=Wis 0	+ 0	+ 0	
Stealth	2	=Dex 6	+ 0	+ 0	
✓ Survival	0	=Wis 0	+ 0	+ 0	
✓ Swim	6	=Str 6	+ 0	+ 0	

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+17	33
Disarm	+17	33
Feint	+17	33
Grapple	+17	33
Overrun	+17	33
Pull	+17	33
Push	+17	33
Sunder	+17	33
Trip	+17	33

MONEY

Platinum 0
Gold 0
Silver 0
Copper 0
Valuables 0

ENCUMBRANCE

Current 12 lbs
Light 346 lbs
Medium 692 lbs
Heavy 1040 lbs

EXPERIENCE

Current 0
Next Level 2000

TRACKED RESOURCES

Resource	Max.	Used
----------	------	------

GEAR

Gear In No Container

Qty	Item	Weight	Cost
1	+1 Composite longbow (Str +6)	6 lbs	3100 GP
1	+1 Composite longbow (Str +6)	6 lbs	3100 GP

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (60 feet)
Low-Light Vision
Damage Reduction (5/adamantine)
Construct Traits (+30 HP)
Immunity to Ability Damage
Immunity to Ability Drain
Immunity to Bleeds
Immunity to Death and Necromancy effects (Ex)
Immunity to Disease
Immunity to Energy Drain
Immunity to Exhausted
Immunity to Fatigue
Immunity to Magic (Ex)
Immunity to Mind-Affecting attacks
Immunity to Non-lethal Damage
Immunity to Paralysis
Immunity to Poison
Immunity to Sleep
Immunity to Stunning
Berserk (Ex)

FEATS SUMMARY

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Deadly Aim -3/+6
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

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

Low-Light Vision

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

Damage Reduction (5/adamantine)

You have Damage Reduction against all except Adamantine attacks.

Construct Traits (+30 HP)

Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage. Constructs have no CON score. They gain bonus HP based on size.

Immunity to Ability Damage

Immunity to ability damage

Immunity to Ability Drain

Immunity to ability drain

Immunity to Bleeds

You are immune to bleeds.

Immunity to Death and Necromancy effects (Ex)

You are immune to Death and Necromancy effects.

Immunity to Disease

You are immune to diseases.

Immunity to Energy Drain

Immune to energy drain

Immunity to Exhausted

You are immune to the exhausted condition.

Immunity to Fatigue

You are immune to the fatigued condition.

Immunity to Magic (Ex)

A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. • A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds (no save). • A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

Immunity to Mind-Affecting attacks

You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage

You are immune to Non-Lethal Damage

Immunity to Paralysis

You are immune to paralysis.

Immunity to Poison

You are immune to poison.

Immunity to Sleep

You are immune to sleep effects.

Immunity to Stunning

You are immune to being stunned.

Berserk (Ex)

When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

FEATS

Armor Proficiency (Heavy) (Combat)

You are skilled at wearing heavy armor.

Prerequisites: Light Armor Proficiency, Medium Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Fighters and paladins automatically have Heavy Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency (Light) (Combat)

You are skilled at wearing light armor.

Benefit: 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.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency (Medium) (Combat)

You are skilled at wearing medium armor.

Prerequisite: Light Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

Deadly Aim -3/+6 (Combat)

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Shield Proficiency (Combat)

You are trained in how to properly use a shield.

Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Tower Shield Proficiency (Combat)

You are trained in how to properly use a tower shield.

Prerequisite: Shield Proficiency.

Benefit: When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Normal: A character using a shield with which he is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

MAGIC ITEMS

+1 Composite longbow (Str +6)

You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use it with proficiency). If your Strength modifier is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength modifier on damage rolls, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost. If you have a negative modifier due to low Strength, apply it to damage rolls when you use a composite longbow. A composite longbow fires arrows.

For the purposes of Weapon Proficiency and similar feats, a composite longbow is treated as if it were a longbow.

+1 Composite longbow (Str +6)

You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use it with proficiency). If your Strength modifier is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength modifier on damage rolls, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost. If you have a negative modifier due to low Strength, apply it to damage rolls when you use a composite longbow. A composite longbow fires arrows.

For the purposes of Weapon Proficiency and similar feats, a composite longbow is treated as if it were a longbow.

P29. Elementaire d'Eau Taille G

CHARACTER LEVEL (favored class =) True Neutral
 ALIGNMENT
Elemental, Water, Large Large Male 0 0' 0lb.
 RACE SIZE GENDER AGE HEIGHT WEIGHT
 DEITY SKIN HAIR EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	20	+5		
DEX Dexterity	14	+2		
CON Constitution	17	+3		
INT Intelligence	6	-2		
WIS Wisdom	11	+0		
CHA Charisma	11	+0		

HP TOTAL 80 DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE HERO PTS 0
 +2 = 2 + 0
 TOTAL DEX MOD. MISC MOD.

AC 18 = 10 + [] + [] + 2 + -1 **TOUCH 12**
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER
 + 6 + [] + [] + 1 **FLAT-FOOTED 15**
 NATURAL ARMOR DEFLECT MODIFIER MISC MODIFIER DODGE BONUS

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION) 9 = 6 + 3 + [] + [] + []
REFLEX (DEXTERITY) 8 = 6 + 2 + [] + [] + []
WILL (WISDOM) 2 = 2 + [] + [] + [] + []

BASE ATTACK BONUS +8 **SPELL RESISTANCE**
CMB 14 = 8 + 5 + 1
 TOTAL BASE ATTACK STRENGTH MODIFIER SIZE MODIFIER
CMD 27 = 8 + 5 + 2 + 1 + 10
 TOTAL BASE ATTACK STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
Slam x2 (Elemental, Water, Large)			+12 x2	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d8+5	



SPEED LAND 20 FT. 4 SQ. 20 FT. 4 SQ. MODIFIERS
 BASE SPEED WITH ARMOR
 90 FT. FT. FT. FT.
 FLY MANEUVERABILITY SWIM CLIMB BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	9	=Dex 2	+ 4 + 3	+
Appraise	-2	=Int -2	+ 0	+
✓ Bluff	0	=Cha 0	+ 0	+
Climb	5	=Str 5	+ 0	+
Diplomacy	0	=Cha 0	+ 0	+
Disguise	0	=Cha 0	+ 0	+
✓ Escape Artist	11	=Dex 2	+ 6 + 3	+
Fly	0	=Dex 2	+ 0	+
Heal	0	=Wis 0	+ 0	+
Intimidate	0	=Cha 0	+ 0	+
✓ Knowledge (planes)	5	=Int -2	+ 4 + 3	+
✓ Perception	9	=Wis 0	+ 6 + 3	+
Ride	2	=Dex 2	+ 0	+
✓ Sense Motive	0	=Wis 0	+ 0	+
✓ Stealth	5	=Dex 2	+ 4 + 3	+
Survival	0	=Wis 0	+ 0	+
✓ Swim	24	=Str 5	+ 8 + 3	+

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES
 Aquan



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+14	27
Disarm	+14	27
Feint	+14	27
Grapple	+14	27
Overrun	+14	27
Pull	+14	27
Push	+14	27
Sunder	+14	27
Trip	+14	27

MONEY

Platinum 0
Gold 0
Silver 0
Copper 0
Valuables 0

ENCUMBRANCE

Current 0 lbs
Light 266 lbs
Medium 532 lbs
Heavy 800 lbs

EXPERIENCE

Current 0
Next Level

TRACKED RESOURCES

Resource	Max.	Used
----------	------	------

GEAR

Gear In	No Container	Weight	Cost
Qty	Item		
	none		

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (60 feet)
Damage Reduction (5/-)
Immunity to Bleeds
Immunity to Critical Hits
Immunity to Flanking
Immunity to Paralysis
Immunity to Poison
Immunity to Precision Damage
Immunity to Sleep
Immunity to Stunning
Swimming (90 feet)
Drench (Ex)
Vortex (DC 19) (Su)
Water Mastery (Ex)

FEATS SUMMARY

Cleave
Dodge
Great Cleave
Martial Weapon Proficiency - All
Power Attack -3/+6
Simple Weapon Proficiency - All

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

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

Damage Reduction (5/-)

You have Damage Reduction against all attacks.

Immunity to Bleeds

You are immune to bleeds.

Immunity to Critical Hits

You are immune to Critical Hits

Immunity to Flanking

You are immune to flanking.

Immunity to Paralysis

You are immune to paralysis.

Immunity to Poison

You are immune to poison.

Immunity to Precision Damage

You are immune to Precision Damage

Immunity to Sleep

You are immune to sleep effects.

Immunity to Stunning

You are immune to being stunned.

Swimming (90 feet)

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid a hazard. You may take 10 on swim checks, even when distracted or endangered.

Drench (Ex)

The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Vortex (DC 19) (Su)

Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form, otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

Water Mastery (Ex)

A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

FEATS

Cleave (Combat)

You can strike two adjacent foes with a single swing.

Prerequisites: STR 13, Power Attack, base attack bonus +1.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Addition from Great Cleave: You may use Cleave against any number of opponents per round.

Dodge (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Great Cleave (Combat)

You can strike many adjacent foes with a single blow.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Power Attack -3/+6 (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

MAGIC ITEMS

No magic items.

P29. Zombie Elfique

CHARACTER LEVEL (favored class =) **Neutral Evil**
 ALIGNMENT
Human Zombie **Medium** **Male** **18** **5' 9"** **175lb.**
 RACE SIZE GENDER AGE HEIGHT WEIGHT
 DEITY SKIN HAIR EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	17	+3		
DEX Dexterity	10	+0		
CON Constitution	0	+0		
INT Intelligence	0	+0		
WIS Wisdom	10	+0		
CHA Charisma	10	+0		

HP TOTAL 12
 HIT POINTS DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE HERO PTS 0
 +0 = 0 + 0
 TOTAL DEX MOD. MISC MOD.

AC 12 = 10 + [] + [] + [] + [] **TOUCH 10**
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER
 + 2 + [] + [] + [] **FLAT-FOOTED 12**
 NATURAL ARMOR DEFLECT MODIFIER MISC MODIFIER DODGE BONUS

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION) 0 = [] + [] + [] + [] + []
REFLEX (DEXTERITY) 0 = [] + [] + [] + [] + []
WILL (WISDOM) 3 = 3 + [] + [] + [] + []

BASE ATTACK BONUS +1 **SPELL RESISTANCE**
CMB 4 = 1 + 3 + 0
 TOTAL BASE ATTACK STRENGTH MODIFIER SIZE MODIFIER
CMD 14 = 1 + 3 + 0 + 0 + 10
 TOTAL BASE ATTACK STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
Slam (Zombie)			+4	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d6+4	



SPEED LAND 30 FT. 6 SQ. 30 FT. 6 SQ. MODIFIERS
 BASE SPEED WITH ARMOR
 FT. FT. FT. FT.
 FLY MANEUVERABILITY SWIM CLIMB BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	0	=Dex	0 +	0 +
Appraise	0	=Int	0 +	0 +
Bluff	0	=Cha	0 +	0 +
Climb	3	=Str	3 +	0 +
Diplomacy	0	=Cha	0 +	0 +
Disguise	0	=Cha	0 +	0 +
Escape Artist	0	=Dex	0 +	0 +
Fly	0	=Dex	0 +	0 +
Heal	0	=Wis	0 +	0 +
Intimidate	0	=Cha	0 +	0 +
Perception	0	=Wis	0 +	0 +
Ride	0	=Dex	0 +	0 +
Sense Motive	0	=Wis	0 +	0 +
Stealth	0	=Dex	0 +	0 +
Survival	0	=Wis	0 +	0 +
Swim	3	=Str	3 +	0 +

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES
 Common



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+4	14
Disarm	+4	14
Feint	+4	14
Grapple	+4	14
Overrun	+4	14
Pull	+4	14
Push	+4	14
Sunder	+4	14
Trip	+4	14

MONEY

Platinum 0
Gold 0
Silver 0
Copper 0
Valuables 0

ENCUMBRANCE

Current 0 lbs
Light 86 lbs
Medium 173 lbs
Heavy 260 lbs

EXPERIENCE

Current 0
Next Level

TRACKED RESOURCES

Resource	Max.	Used
----------	------	------

GEAR

Gear In	No Container	Weight	Cost
Qty	Item		
	none		

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (60 feet)
Damage Reduction (5/slashing)
Undead Traits
Staggered (Ex)

FEATS SUMMARY

Simple Weapon Proficiency - All
Toughness +3

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

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

Damage Reduction (5/slashing)

You have Damage Reduction against all except Slashing attacks.

Undead Traits

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. Undead have no CON score, and use their CHA bonus for CON effects.

Staggered (Ex)

Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

FEATS

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Toughness +3

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

MAGIC ITEMS

No magic items.

P30. Demon, Vrock

CHARACTER LEVEL (favored class =) **Demon, Vrock** **Large** **Male** **0** **0'** **0lb.**
 ALIGNMENT **Chaotic Evil**
 RACE **Demon, Vrock** SIZE GENDER AGE HEIGHT WEIGHT
 DEITY SKIN HAIR EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	21	+5		
DEX Dexterity	15	+2		
CON Constitution	25	+7		
INT Intelligence	14	+2		
WIS Wisdom	16	+3		
CHA Charisma	16	+3		

HP TOTAL **130** DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE HERO PTS
+6 = **2** + **0** **0**
 TOTAL DEX MOD. MISC MOD.

AC 22 = 10 + [] + [] + **2** + **-1** **TOUCH 11**
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER
 + **11** + [] + [] + [] **FLAT-FOOTED 20**
 NATURAL ARMOR DEFLECT MODIFIER MISC MODIFIER DODGE BONUS

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION) 15 = 6 + 7 + [] + 2 + []
REFLEX (DEXTERITY) 12 = 6 + 2 + [] + 4 + []
WILL (WISDOM) 8 = 3 + 3 + [] + 2 + []

BASE ATTACK BONUS +9 **SPELL RESISTANCE 20**
CMB 15 = 9 + 5 + 1
 TOTAL BASE ATTACK STRENGTH MODIFIER SIZE MODIFIER
CMD 27 = 9 + 5 + 2 + 1 + 10
 TOTAL BASE ATTACK STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
Bite (Demon, Vrock)			+12	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B/P/S			1d8+11	

WEAPON			ATTACK BONUS	CRITICAL
Claw x2 (Demon, Vrock)			+12 x2	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B/S			2d6+11	

WEAPON			ATTACK BONUS	CRITICAL
Talon x2 (Demon, Vrock)			+12 x2	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
S			1d6+11	



SPEED **LAND** **30 FT. 6 SQ.** **30 FT. 6 SQ.** MODIFIERS
 BASE SPEED WITH ARMOR
50 FT. Average [] FT. [] FT. [] FT.
 FLY MANEUVERABILITY SWIM CLIMB BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	4	=Dex 2	+ 0	+ []
Appraise	4	=Int 2	+ 0	+ []
✓ Bluff	5	=Cha 3	+ 0	+ []
Climb	7	=Str 5	+ 0	+ []
Diplomacy	5	=Cha 3	+ 0	+ []
Disguise	5	=Cha 3	+ 0	+ []
Escape Artist	4	=Dex 2	+ 0	+ []
✓ Fly	14	=Dex 2	+ 9 + 3	+ []
Heal	5	=Wis 3	+ 0	+ []
✓ Intimidate	17	=Cha 3	+ 9 + 3	+ []
✓ Knowledge (planes)	16	=Int 2	+ 9 + 3	+ []
✓ Perception	25	=Wis 3	+ 9 + 3	+ []
Ride	4	=Dex 2	+ 0	+ []
✓ Sense Motive	17	=Wis 3	+ 9 + 3	+ []
✓ Spellcraft	16	=Int 2	+ 9 + 3	+ []
✓ Stealth	12	=Dex 2	+ 9 + 3	+ []
✓ Survival	17	=Wis 3	+ 9 + 3	+ []
Swim	7	=Str 5	+ 0	+ []

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES

Abyssal • Celestial • Common



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+15	27
Disarm	+15	27
Feint	+15	27
Grapple	+15	27
Overrun	+15	27
Pull	+15	27
Push	+15	27
Sunder	+15	27
Trip	+15	27

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 0 lbs
 Light 306 lbs
 Medium 612 lbs
 Heavy 920 lbs

EXPERIENCE

Current 0
 Next Level

TRACKED RESOURCES

Resource	Max.	Used
Heroism (1/day) (Sp)	1	1
Mirror Image (1/day) (Sp)	1	
Spores (1 / 3 rounds) (Ex)	1	
Stunning Screech (1/hour) (DC 21) (Su)	1	
Telekinesis (At will) (Sp)	0	
Teleport, Greater (self plus 50 lbs. of objects only) (At will) (Sp)	0	

GEAR

Gear In	No Container	Weight	Cost
Qty	Item		
	none		

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (60 feet)
 Telepathy (100 feet) (Su)
 Damage Reduction (10/good)
 Immunity to Electricity
 Immunity to Poison
 Damage Resistance, Acid (10)
 Damage Resistance, Cold (10)
 Damage Resistance, Fire (10)
 Spell Resistance (20)
 Flight (50 feet, Average)
 Summon (level 3, 1 vrock 35%) (1/day) (Sp)
 Dance of Ruin (DC 17) (Su)
 Spores (1 / 3 rounds) (Ex)
 Stunning Screech (1/hour) (DC 21) (Su)

FEATS SUMMARY

Cleave
 Combat Reflexes (3 AoO/round)
 Improved Initiative
 Lightning Reflexes
 Martial Weapon Proficiency - All
 Power Attack -3/+6
 Simple Weapon Proficiency - All

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

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

Telepathy (100 feet) (Su)

The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Damage Reduction (10/good)

You have Damage Reduction against all except Good attacks.

Immunity to Electricity

You are immune to electricity damage.

Immunity to Poison

You are immune to poison.

Damage Resistance, Acid (10)

You have the specified Damage Resistance against Acid attacks.

Damage Resistance, Cold (10)

You have the specified Damage Resistance against Cold attacks.

Damage Resistance, Fire (10)

You have the specified Damage Resistance against Fire attacks.

Spell Resistance (20)

You have Spell Resistance.

Flight (50 feet, Average)

A creature with this ability can cease or resume flight as a free action. If the creature has wings, flight is an extraordinary ability. Otherwise, it is spell-like or supernatural, and it is ineffective in an antimagic field; the creature loses its ability to fly for as long as the antimagic effect persists.

Summon (level 3, 1 vrock 35%) (1/day) (Sp)

A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Dance of Ruin (DC 17) (Su)

A vrock can dance and chant as a full-round action-at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vocks are dancing (the DC continues to increase with additional vocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Spores (1 / 3 rounds) (Ex)

A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting bless on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (1/hour) (DC 21) (Su)

Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot radius spread must succeed on a DC 20 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

FEATS

Cleave (Combat)

You can strike two adjacent foes with a single swing.

Prerequisites: STR 13, Power Attack, base attack bonus +1.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Reflexes (3 AoO/round) (Combat)

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Improved Initiative (Combat)

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Lightning Reflexes

You have faster reflexes than normal.

Benefit: You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Power Attack -3/+6 (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

MAGIC ITEMS

No magic items.

P31. Ixilano

CHARACTER LEVEL (favored class =) **Lawful Evil**
 ALIGNMENT
Aboleth Huge Male 0 0' 0lb.
 RACE SIZE GENDER AGE HEIGHT WEIGHT
 DEITY SKIN HAIR EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	20	+5		
DEX Dexterity	12	+1		
CON Constitution	22	+6		
INT Intelligence	15	+2		
WIS Wisdom	17	+3		
CHA Charisma	17	+3		

HP TOTAL 90 DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE HERO PTS 0
 +5 = 1 + 0
 TOTAL DEX MOD. MISC MOD.

AC 20 = 10 + [] + [] + 1 + -2 **TOUCH 9**
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER
 + 11 + [] + [] + [] **FLAT-FOOTED 19**
 NATURAL ARMOR DEFLECT MODIFIER MISC MODIFIER DODGE BONUS

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION) 8 = 2 + 6 + [] + [] + []
REFLEX (DEXTERITY) 5 = 2 + 1 + [] + 2 + []
WILL (WISDOM) 11 = 6 + 3 + [] + 2 + []

BASE ATTACK BONUS +6 **SPELL RESISTANCE**
CMB 13 = 6 + 5 + []
 TOTAL BASE ATTACK STRENGTH MODIFIER SIZE MODIFIER
CMD 24 = 6 + 5 + 1 + [] + 10
 TOTAL BASE ATTACK STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
Tentacle x4 (Aboleth)			+10 x4	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B/S			1d6+5	



SPEED LAND 10 FT. 2 SQ. 10 FT. 2 SQ. MODIFIERS
 BASE SPEED WITH ARMOR
 60 FT. FT. FT. FT.
 FLY MANEUVERABILITY SWIM CLIMB BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	1	=Dex 1	+ 0	+ []
Appraise	2	=Int 2	+ 0	+ []
Bluff	11	=Cha 3	+ 8	+ []
✓ Climb	5	=Str 5	+ 0	+ []
Diplomacy	3	=Cha 3	+ 0	+ []
Disguise	3	=Cha 3	+ 0	+ []
✓ Escape Artist	1	=Dex 1	+ 0	+ []
✓ Fly	-3	=Dex 1	+ 0	+ []
Heal	3	=Wis 3	+ 0	+ []
✓ Intimidate	14	=Cha 3	+ 8	+ 3
Knowledge (Enter Choice)	10	=Int 2	+ 8	+ []
✓ Perception	14	=Wis 3	+ 8	+ 3
Ride	1	=Dex 1	+ 0	+ []
Sense Motive	3	=Wis 3	+ 0	+ []
✓ Spellcraft	13	=Int 2	+ 8	+ 3
✓ Stealth	-7	=Dex 1	+ 0	+ []
✓ Survival	3	=Wis 3	+ 0	+ []
✓ Swim	24	=Str 5	+ 8	+ 3

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES
 Aboleth • Aklo • Aquan • Undercommon



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+13	24
Disarm	+13	24
Feint	+13	24
Grapple	+13	24
Overrun	+13	24
Pull	+13	24
Push	+13	24
Sunder	+13	24
Trip	+13	Immune

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 0 lbs
 Light 532 lbs
 Medium 1064 lbs
 Heavy 1600 lbs

EXPERIENCE

Current 0
 Next Level

TRACKED RESOURCES

Resource	Max.	Used
Dominate Monster (3/day) (Sp)	3	
Hypnotic Pattern (At will) (Sp)	0	
Illusory Wall (At will) (Sp)	0	
Mirage Arcana (At will) (Sp)	0	
Persistent Image (At will) (Sp)	0	
Programmed Image (At will) (Sp)	0	
Project Image (At will) (Sp)	0	
Veil (At will) (Sp)	0	

GEAR

Gear In	No Container	Weight	Cost
Qty	Item		
	none		

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (60 feet)
 Mucus Cloud (DC 20) (Ex)
 Swimming (60 feet)
 Slime (DC 20) (Ex)

FEATS SUMMARY

Improved Initiative
 Iron Will
 Lightning Reflexes
 Simple Weapon Proficiency - All
 Weapon Focus (Tentacle)

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

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

Mucus Cloud (DC 20) (Ex)

While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours.

The save DC is Constitution-based.

Swimming (60 feet)

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid a hazard. You may take 10 on swim checks, even when distracted or endangered.

Slime (DC 20) (Ex)

A creature hit by an aboleth's tentacle must succeed on a DC 20 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new 'flesh' is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

FEATS

Improved Initiative (Combat)

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Iron Will

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Lightning Reflexes

You have faster reflexes than normal.

Benefit: You get a +2 bonus on all Reflex saving throws.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Weapon Focus (Tentacle) (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

MAGIC ITEMS

No magic items.

P32. Kardrogas

Barbarian (Urban Barbarian) 6, Pain Taster 5

Chaotic Evil

CHARACTER LEVEL (Favored class = Barbarian)

ALIGNMENT

Drow Medium Male 124 5' 11" 121lb.
RACE SIZE GENDER AGE HEIGHT WEIGHT

Abraxas

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	30	+10		
DEX Dexterity	16	+3		
CON Constitution	20	+5		
INT Intelligence	12	+1		
WIS Wisdom	10	+0		
CHA Charisma	12	+1		

HP HIT POINTS	TOTAL	DR
	137	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE				HERO PTS
+3	=	3	+	0
TOTAL		DEX MOD.		MISC MOD.
				0

AC 20	=	10	+	6	+		+	3	+		TOUCH 14
TOTAL				ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
										1	FLAT-FOOTED 16
				NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	15	8	5		2	
REFLEX (DEXTERITY)	7	4	3			
WILL (WISDOM)	4	4				

Situational Modifiers

Fortitude Saves: +4 vs. hot or cold environments and to resist damage from suffocation

Reflex Saves: +2 bonus vs. traps

All Saves: +2 vs. enchantments • +4 circumstance bonus vs. pain

BASE ATTACK BONUS +11 **SPELL RESISTANCE** 17

CMB 21	=	11	+	10	+	0
TOTAL		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER
CMD 35	=	11	+	10	+	3
TOTAL		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER
						SIZE MODIFIER

WEAPON [in both hands]		ATTACK BONUS	CRITICAL
+2 Falcata		+21/+16/+11	17-20/x3
TYPE	RANGE	AMMUNITION	DAMAGE
S			1d8+26

WEAPON		ATTACK BONUS	CRITICAL
Masterwork Hand crossbow		+16/+11/+6	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P	30'		1d4



SPEED	35 FT. 7 SQ.	35 FT. 7 SQ.	MODIFIERS
LAND	BASE SPEED	WITH ARMOR	
FLY	MANEUVERABILITY	SWIM	CLIMB
		BURROW	

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	17	=Dex 3	+ 11 + 3	+
Appraise	1	=Int 1	+ 0	+
Bluff	1	=Cha 1	+ 0	+
✓ Climb	10	=Str 10	+ 0	+
✓ Diplomacy	1	=Cha 1	+ 0	+
Disguise	1	=Cha 1	+ 0	+
✓ Escape Artist	11	=Dex 3	+ 5 + 3	+
Fly	3	=Dex 3	+ 0	+
✓ Heal	0	=Wis 0	+ 0	+
✓ Intimidate	15	=Cha 1	+ 11 + 3	+
✓ Perception	16	=Wis 0	+ 11 + 3	+
✓ Ride	3	=Dex 3	+ 0	+
✓ Sense Motive	0	=Wis 0	+ 0	+
Stealth	9	=Dex 3	+ 6	+
✓ Survival	4	=Wis 0	+ 1 + 3	+
✓ Swim	10	=Str 10	+ 0	+

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES	
Drow Sign Language	• Elven • Undercommon



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+21	35
Dirty Trick	+21	35
Disarm	+21	35
Drag	+21	35
Feint	+21	35
Grapple	+21	35
Overrun	+21	35
Pull	+21	35
Push	+21	35
Reposition	+21	35
Steal	+21	35
Sunder	+21	35
Trip	+21	35

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (120 feet)
 Low-Light Vision
 Improved Uncanny Dodge (Lv >=15) (Ex)
 Trap Sense +2 (Ex)
 Damage Reduction (10/lethal)
 Damage Reduction (2/-)
 Drow Immunities - Sleep
 Elven Immunities
 Spell Resistance (17)
 Light Blindness (Ex)
 Cruelty +2d6
 Rage (17 rounds/day) (Ex)
 Dancing Lights (1/day) (Sp)
 Darkness (1/day) (Sp)
 Faerie Fire (1/day) (Sp)
 Blood Control (Ex)
 Controlled Rage (Ex)
 Crowd Control +3 (Ex)
 Disciple of Vigor +4
 Pain Mastery (Ex)
 Poison Use (Ex)
 Powerful Blow +2 (1/rage) (Ex)
 Surprise Accuracy +2 (1/rage) (Ex)
 Swift Foot (+5 ft) (Ex)

FEATS SUMMARY

Armor Proficiency (Light)
 Diehard
 Endurance
 Exotic Weapon Proficiency (Falcata)
 Great Fortitude
 Improved Critical (Falcata)
 Martial Weapon Proficiency - All
 Power Attack -3/+6
 Shield Proficiency
 Simple Weapon Proficiency - All

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 20.5 lbs
 Light 532 lbs
 Medium 1064 lbs
 Heavy 1600 lbs

EXPERIENCE

Current 0
 Next Level 220000

TRACKED RESOURCES

Resource	Max.	Used
Crossbow bolt, drow poison	20	
Dancing Lights (1/day) (Sp)	1	
Darkness (1/day) (Sp)	1	
Drow poison	2	
Faerie Fire (1/day) (Sp)	1	
Potion of bear's endurance	1	
Potion of cat's grace	1	
Powerful Blow +2 (1/rage) (Ex)	1	
Rage (17 rounds/day) (Ex)	17	
Surprise Accuracy +2 (1/rage) (Ex)	1	

GEAR**Gear In No Container**

Qty	Item	Weight	Cost
1	+2 Falcata	4 lbs	8318 GP
1	+2 Mithral Chain shirt	12.5 lbs	5100 GP
1	Masterwork Hand crossbow	2 lbs	400 GP
1	Potion of bear's endurance		300 GP
1	Potion of cat's grace		300 GP
20	Crossbow bolt, drow poison	0.1 lbs	2000 GP
2	Drow poison		150 GP

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (120 feet)

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

Low-Light Vision

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

Improved Uncanny Dodge (Lv >=15) (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. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker has at least four more rogue levels than you have levels of uncanny dodge.

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 reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Damage Reduction (10/lethal)

You have Damage Reduction against non-lethal damage

Damage Reduction (2/-)

You have Damage Reduction against all attacks.

Drow Immunities - Sleep

You are immune to magic sleep effects.

Elven Immunities

+2 save bonus vs Enchantments.

Spell Resistance (17)

You have Spell Resistance.

Light Blindness (Ex)

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

Cruelty +2d6

At 2nd level, a pain taster gains the sneak attack ability, but only when using slashing weapons. This additional damage stacks with any sneak attack damage he may possess from other classes.

A pain taster is particularly adept at delivering cruelty damage with a whip. As long as he chooses to inflict lethal damage with his whip, he inflicts cruelty damage on every strike. If he has sneak attack as well, the additional sneak attack damage only applies if the conditions for a successful sneak attack are met as well. When attacking with a whip using cruelty, the pain taster ignores the restriction on damaging creatures with high armor or natural armor bonuses.

Rage (17 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 after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like Bear's Endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

Dancing Lights (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Darkness (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Faerie Fire (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Blood Control (Ex)

If an attack would deal HP or CON damage due to blood loss (ex: stirges, vampires, wounding weapon ability), reduce the bleeding damage by 1/round per Pain Taster level.

As a free action, make a Concentration check against the save DC of any poison you are affected by to delay both the initial and secondary damage by 1 minute.

Controlled Rage (Ex)

When an urban barbarian rages, instead of making a normal rage she may apply a +4 morale bonus to her Strength, Dexterity, or Constitution. This bonus increases to +6 when she gains greater rage and +8 when she gains mighty rage. She may apply the full bonus to one ability score or may split the bonus between several scores in increments of +2. When using a controlled rage, an urban barbarian gains no bonus on Will saves, takes no penalties to AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills. This ability otherwise follows the normal rules for rage.

Note: To implement this ability, use the activated abilities on the In-Play tab, dividing up the bonus as desired. As you increase the other statistics, the Strength bonus will decrease. If you want a controlled rage with only a strength bonus, and no Dexterity or Constitution modifiers (and no AC penalty or Will save bonus), activate this ability on the In-Play tab, then activate Rage.

Crowd Control +3 (Ex)

At 1st level, an urban barbarian gains a +1 bonus on attack rolls and a +1 dodge bonus to AC when adjacent to two or more enemies. In addition, her movement is not impeded by crowds, and she gains a bonus equal to 1/2 her barbarian level on Intimidate checks to influence crowds (Core Rulebook 436). This ability replaces fast movement.

Disciple of Vigor +4

With 1 hour of preparation, grant yourself a +4 Enhancement bonus to STR for 24h. You can change the discipline(s) available to you by spending 1h preparation and expending 2,000gp or materials.

Pain Mastery (Ex)

You have a perverse tolerance for pain that grants you a +4 circumstance bonus on saving throws against pain effects (such as that caused by symbol of pain or other effects especially noted to cause pain) and gives you damage reduction 5/— against nonlethal damage. You gain a +1 circumstance bonus on attack rolls and weapon damage rolls anytime you have sustained lethal damage in the previous round (whether self-inflicted or otherwise).

At 5th level, the pain taster's tolerance and enjoyment of pain increases his resistance to nonlethal damage so that he now has damage reduction 10/— against all nonlethal damage. He also gains a +2 circumstance bonus on attack rolls and weapon damage rolls anytime he sustains lethal damage in the previous round (whether self-inflicted or otherwise).

Furthermore, the pain taster can now combine two routines when he uses his disciple of pain ability. The time and cost required remains the same, but he can combine the bonuses of two routines into one. Alternatively, he can double any one routine, gaining a +4 enhancement bonus to an ability score rather than two +2 enhancement bonuses to any two scores.

Poison Use (Ex)

You do not risk poisoning yourself accidentally while poisoning a weapon.

Powerful Blow +2 (1/rage) (Ex)

The barbarian gains a +1 bonus on a single damage roll. This bonus increases by +1 for every 4 levels the barbarian has attained. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

Surprise Accuracy +2 (1/rage) (Ex)

The barbarian gains a +1 morale bonus on one attack roll. This bonus increases by +1 for every 4 levels the barbarian has attained. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

Swift Foot (+5 ft) (Ex)

The barbarian gains a 5-foot enhancement bonus to her speed. This increase is always active while the barbarian is raging. A barbarian can select this rage power up to three times. Its effects stack.

FEATS

Armor Proficiency (Light) (Combat)

You are skilled at wearing light armor.

Benefit: 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.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

Diehard

You are especially hard to kill. Not only do your wounds automatically stabilize when grievously injured, but you can remain conscious and continue to act even at death's door.

Prerequisite: Endurance.

Benefit: When your hit point total is below 0, but you are not dead, you automatically stabilize. You do not need to make a Constitution check each round to avoid losing additional hit points. You may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you are staggered. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some swift actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If your negative hit points are equal to or greater than your Constitution score, you immediately die.

Normal: A character without this feat who is reduced to negative hit points is unconscious and dying.

Endurance

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Exotic Weapon Proficiency (Falcata) (Combat)

Choose one type of exotic weapon, such as the spiked chain or whip. You understand how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he is not proficient takes a –4 penalty on attack rolls.

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

Great Fortitude

You are resistant to poisons, diseases, and other maladies.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Improved Critical (Falcata) (Combat)

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Power Attack -3/+6 (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shield Proficiency (Combat)

You are trained in how to properly use a shield.

Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

MAGIC ITEMS

+2 Falcata

This heavy blade has a single sharp edge, concave at the bottom and convex at the top, with a hook-shaped hilt. Its shape distributes the weight to give it the momentum of an axe with the cutting edge of a sword, much like a larger version of a kukri. The hooked hilt is sometimes carved to resemble the head of a horse or bird of prey, and may have a thin chain stretched across its opening, acting as a partial guard for the hand and fingers.

+2 Mithral Chain shirt (Armor)

Covering the torso, this shirt is made up of thousands of interlocking metal rings.

Mithral

Mithral is a rare, silvery metal that is lighter than steel but just as hard. When worked like steel, it can be used to create amazing armor, and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty on all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a quarterstaff cannot.) Mithral weapons count as silver for the purpose of overcoming damage reduction.

Weapons and armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below. Mithral has 30 hit points per inch of thickness and hardness 15.

Masterwork Hand crossbow

You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. A hand crossbow fires standard crossbow bolts, like those used by light and heavy crossbows.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Potion of bear's endurance

Subject gains +4 to Con for 1 min./level.

Potion of cat's grace

Subject gains +4 to Dex for 1 min./level.

P38. Demon, Babau

Chaotic Evil

CHARACTER LEVEL (favored class =)

ALIGNMENT

Demon, Babau

Medium

Male

0

0'

0lb.

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	21	+5		
DEX Dexterity	13	+1		
CON Constitution	20	+5		
INT Intelligence	14	+2		
WIS Wisdom	13	+1		
CHA Charisma	16	+3		

HP HIT POINTS	TOTAL	DR
	73	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	HERO PTS
+5 = 1 + 0	0
TOTAL	DEX MOD.
	MISC MOD.

AC 19 = 10 +			1		TOUCH 11
TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	
	+ 8				FLAT-FOOTED 18
	NATURAL ARMOR	DEFLECT MODIFIER	MISC MODIFIER	DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	10	5	5			
REFLEX (DEXTERITY)	6	5	1			
WILL (WISDOM)	5	2	1		2	

BASE ATTACK BONUS +7	SPELL RESISTANCE 17
CMB 12 = 7 + 5 + 0	
TOTAL	BASE ATTACK
	STRENGTH MODIFIER
	SIZE MODIFIER
CMD 23 = 7 + 5 + 1 + 0 + 10	
TOTAL	BASE ATTACK
	STRENGTH MODIFIER
	DEXTERITY MODIFIER
	SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
Bite (Demon, Babau)			+12	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B/P/S			1d6+5	

WEAPON			ATTACK BONUS	CRITICAL
Claw x2 (Demon, Babau)			+12 x2	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B/S			1d6+5	

WEAPON			ATTACK BONUS	CRITICAL
Longspear			+12/+7	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
P			1d8+7	



SPEED LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS	
	BASE SPEED		WITH ARMOR	
	FT.	FT.	FT.	FT.
	FLY	MANEUVERABILITY	SWIM	CLIMB BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	11	=Dex 1	+ 7 + 3	+
Appraise	2	=Int 2	+ 0	+
✓ Bluff	3	=Cha 3	+ 0	+
Climb	12	=Str 5	+ 7	+
Diplomacy	3	=Cha 3	+ 0	+
✓ Disable Device	9	=Dex 1	+ 7 + 3	+
Disguise	3	=Cha 3	+ 0	+
✓ Escape Artist	11	=Dex 1	+ 7 + 3	+
Fly	1	=Dex 1	+ 0	+
Heal	1	=Wis 1	+ 0	+
Intimidate	3	=Cha 3	+ 0	+
✓ Perception	19	=Wis 1	+ 7 + 3	+
Ride	1	=Dex 1	+ 0	+
✓ Sense Motive	11	=Wis 1	+ 7 + 3	+
✓ Sleight of Hand	11	=Dex 1	+ 7 + 3	+
✓ Stealth	22	=Dex 1	+ 7 + 3	+
Survival	1	=Wis 1	+ 0	+
Swim	5	=Str 5	+ 0	+

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES

Abyssal • Celestial • Draconic



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+12	23
Disarm	+12	23
Feint	+12	23
Grapple	+12	23
Overrun	+12	23
Pull	+12	23
Push	+12	23
Sunder	+12	23
Trip	+12	23

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 9 lbs
 Light 153 lbs
 Medium 306 lbs
 Heavy 460 lbs

EXPERIENCE

Current 0
 Next Level

TRACKED RESOURCES

Resource	Max. Used
Darkness (At will) (Sp)	0
Dispel Magic (At will) (Sp)	0
See Invisibility (Constant) (Sp)	0
Teleport, Greater (self plus 50 lbs. of objects only) (At will) (Sp)	0

GEAR

Gear In No Container		
Qty	Item	Cost
1	Longspear	5 GP

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (60 feet)
 Telepathy (100 feet) (Su)
 Damage Reduction (10/cold iron or good)
 Immunity to Electricity
 Immunity to Poison
 Damage Resistance, Acid (10)
 Damage Resistance, Cold (10)
 Damage Resistance, Fire (10)
 Spell Resistance (17)
 Sneak Attack +2d6
 Summon (level 3, 1 babau at 40%) (1/day) (Sp)
 Protective Slime (Su)

FEATS SUMMARY

Combat Reflexes (2 AoO/round)
 Improved Initiative
 Iron Will
 Martial Weapon Proficiency - All
 Simple Weapon Proficiency - All
 Skill Focus (Stealth)

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

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

Telepathy (100 feet) (Su)

The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Damage Reduction (10/cold iron or good)

You have Damage Reduction against all except Good or Cold Iron attacks.

Immunity to Electricity

You are immune to electricity damage.

Immunity to Poison

You are immune to poison.

Damage Resistance, Acid (10)

You have the specified Damage Resistance against Acid attacks.

Damage Resistance, Cold (10)

You have the specified Damage Resistance against Cold attacks.

Damage Resistance, Fire (10)

You have the specified Damage Resistance against Fire attacks.

Spell Resistance (17)

You have Spell Resistance.

Sneak Attack +2d6

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.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

Summon (level 3, 1 babau at 40%) (1/day) (Sp)

A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Protective Slime (Su)

A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

FEATS

Combat Reflexes (2 AoO/round) (Combat)

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Improved Initiative (Combat)

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Iron Will

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Skill Focus (Stealth)

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

MAGIC ITEMS

No magic items.

P39. Arkaxis

Assassin 5, Rogue 6

Chaotic Evil

CHARACTER LEVEL (Favored class = Rogue)

ALIGNMENT

Drow Medium Male 124 5' 11" 121lb.
RACE SIZE GENDER AGE HEIGHT WEIGHT

Abraxas

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	12	+1		
DEX Dexterity	28	+9		
CON Constitution	12	+1		
INT Intelligence	20	+5		
WIS Wisdom	10	+0		
CHA Charisma	10	+0		

HP HIT POINTS	TOTAL	DR
	75	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	HERO PTS
+13 = 9 + 0	0
TOTAL	DEX MOD.
	MISC MOD.

AC 24	= 10 +	5	+	1	+	5	+		TOUCH 17
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
		+1		+1				+1	FLAT-FOOTED 18
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	6	4	+1	+1		
REFLEX (DEXTERITY)	18	8	+9	+1		
WILL (WISDOM)	5	4		+1		

Situational Modifiers

Reflex Saves: +2 bonus vs. traps

All Saves: +2 vs. enchantments • +2 vs. poison

BASE ATTACK BONUS +7	SPELL RESISTANCE 17
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CMB 8	= 7	+	1	+	0			
TOTAL	BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER			
CMD 25	= 7	+	1	+	9	+	0	+ 10
TOTAL	BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER	

WEAPON [in main hand]			ATTACK BONUS	CRITICAL
+1 Agile Shortsword			+16/+11	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P			1d6+10	

WEAPON [in off hand]			ATTACK BONUS	CRITICAL
+1 Agile Shortsword			+16/+11	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P			1d6+5	

WEAPON			ATTACK BONUS	CRITICAL
Masterwork Hand crossbow			+17/+12	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P	30'		1d4	



SPEED	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS
LAND	BASE SPEED	WITH ARMOR	
	FT.	FT.	FT.
	FLY	MANEUVERABILITY	SWIM
			CLIMB
			BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
✓ Acrobatics	23	=Dex 9 +	11 + 3 +	
✓ Appraise	5	=Int 5 +	0 +	
✓ Bluff	14	=Cha 0 +	11 + 3 +	
✓ Climb	15	=Str 1 +	11 + 3 +	
✓ Diplomacy	0	=Cha 0 +	0 +	
✓ Disable Device	26	=Dex 9 +	11 + 3 +	
✓ Disguise	24	=Cha 0 +	11 + 3 +	
✓ Escape Artist	23	=Dex 9 +	11 + 3 +	
Fly	9	=Dex 9 +	0 +	
Heal	0	=Wis 0 +	0 +	
✓ Intimidate	14	=Cha 0 +	11 + 3 +	
✓ Perception	16	=Wis 0 +	11 + 3 +	
Ride	9	=Dex 9 +	0 +	
✓ Sense Motive	4	=Wis 0 +	1 + 3 +	
✓ Sleight of Hand	23	=Dex 9 +	11 + 3 +	
✓ Stealth	23	=Dex 9 +	11 + 3 +	
Survival	1	=Wis 0 +	1 +	
✓ Swim	1	=Str 1 +	0 +	
✓ Use Magic Device	14	=Cha 0 +	11 + 3 +	

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES

Abyssal • Aklo • Aquan • Common • Drow Sign Language • Elven • Undercommon



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+8	25
Dirty Trick	+8	25
Disarm	+8	25
Drag	+8	25
Feint	+8	25
Grapple	+8	25
Overrun	+8	25
Pull	+8	25
Push	+8	25
Reposition	+8	25
Steal	+8	25
Sunder	+8	25
Trip	+8	25

MONEY

Platinum 0
Gold 0
Silver 0
Copper 0
Valuables 0

ENCUMBRANCE

Current 28 lbs
Light 43 lbs
Medium 86 lbs
Heavy 130 lbs

EXPERIENCE

Current 0
Next Level 220000

TRACKED RESOURCES

Resource	Max.	Used
Crossbow bolt, drow poison	10	
Dancing Lights (1/day) (Sp)	1	
Darkness (1/day) (Sp)	1	
Detect Magic (1/day) (Sp)	1	
Disguise Self (At will)	0	
Drow poison	5	
Faerie Fire (1/day) (Sp)	1	
Feather Fall (1/day) (Sp)	1	
Levitate (1/day) (Sp)	1	
Potion of cat's grace	1	
Potion of cure moderate wounds	1	
Potion of invisibility	2	

GEAR**Gear In No Container**

Qty	Item	Weight	Cost
1	+1 Agile Shortsword	2 lbs	8310 GP
1	+1 Agile Shortsword	2 lbs	8310 GP
1	+2 Studded leather armor	20 lbs	4175 GP
1	Amulet of natural armor +1		2000 GP
1	Cloak of resistance +1	1 lb	1000 GP
1	Hat of disguise		1800 GP
1	Masterwork Hand crossbow	2 lbs	400 GP
1	Potion of cat's grace		300 GP
1	Potion of cure moderate wounds		300 GP
2	Potion of invisibility		600 GP
1	Ring of protection +1		2000 GP
10	Crossbow bolt, drow poison	0.1 lbs	1000 GP
5	Drow poison		375 GP

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (120 feet)
Low-Light Vision
Evasion (Ex)
Improved Uncanny Dodge (Lv >=15) (Ex)
Trap Sense +2 (Ex)
Drow Immunities - Sleep
+2 Save Bonus against Poison
Elven Immunities
Spell Resistance (17)
Light Blindness (Ex)
Death Attack (DC 20) (Ex)
Sneak Attack +6d6
Dancing Lights (1/day) (Sp)
Darkness (1/day) (Sp)
Faerie Fire (1/day) (Sp)
Hidden Weapons +5 (Ex)
Poison Use
Poison Use (Ex)
Trapfinding +3
True Death (DC 20) (Su)

FEATS SUMMARY

Armor Proficiency (Light)
Assassin Weapon Proficiencies
Dark Adept
Dodge
Improved Initiative
Improved Two-weapon Fighting
Quick Draw
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All
Two-weapon Defense
Two-weapon Fighting
Weapon Finesse
Weapon Focus (Sword)

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (120 feet)

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

Low-Light Vision

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

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.

Improved Uncanny Dodge (Lv >=15) (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. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker has at least four more rogue levels than you have levels of uncanny dodge.

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 reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Drow Immunities - Sleep

You are immune to magic sleep effects.

+2 Save Bonus against Poison

At 2nd level, the assassin gains a +1 saving throw bonus against poisons. This bonus increase by +1 every two levels.

Elven Immunities

+2 save bonus vs Enchantments.

Spell Resistance (17)

You have Spell Resistance.

Light Blindness (Ex)

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

Death Attack (DC 20) (Ex)

If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the assassin as an enemy (although the attack might still be a sneak attack if the target is denied his Dexterity bonus to his Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Sneak Attack +6d6

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.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

Dancing Lights (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Darkness (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Faerie Fire (1/day) (Sp)

A drow can cast dancing lights, darkness, and faerie fire each once per day, using his total character level as his caster level.

Hidden Weapons +5 (Ex)

At 4th level, an assassin becomes a master at hiding weapons on his body. He adds his assassin level to all Sleight of Hand skill checks made to prevent others from noticing them.

Poison Use

You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a blade (see Poison).

Poison Use (Ex)

You do not risk poisoning yourself accidentally while poisoning a weapon.

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.

True Death (DC 20) (Su)

Starting at 4th level, anyone slain by an assassin's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using raise dead or similar magic must make a caster level check with a DC equal to 15 + the assassin's level or the spell fails and the material component is wasted. Casting remove curse the round before attempting to bring the creature back from the dead negates this chance. The DC of the remove curse is 10 + the assassin's level.

FEATS

Armor Proficiency (Light) (Combat)

You are skilled at wearing light armor.

Benefit: 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.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

Assassin Weapon Proficiencies

Benefit: You are proficient with the Crossbow (Hand, Light and Heavy), Dagger (any type), Dart, Rapier, Sap, Shortbow and Shortsword.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Dark Adept (General)

Benefit: You gain the following spell-like abilities, each usable 1/day at a caster level of your character level: detect magic, feather fall, levitate.

Dodge (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative (Combat)

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Improved Two-weapon Fighting (Combat)

You are skilled at fighting with two weapons.

Prerequisites: Dex 17, Two-Weapon Fighting, base attack bonus +6.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Quick Draw (Combat)

You can draw weapons faster than most.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Rogue Weapon Proficiencies

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

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Two-weapon Defense (Combat)

You are skilled at defending yourself while dual-wielding.

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-weapon Fighting (Combat)

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

Weapon Finesse (Combat)

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Weapon Focus (Shortsword) (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

MAGIC ITEMS

+1 Agile Shortsword

Short swords are some of the most common weapons found in any martial society, and thus designs are extremely varied, depending on the region and creator. Most are around 2 feet in length. Their blades can be curved or straight, single- or double-edged, and wide or narrow. Hilts may be ornate or simple, with crossguards, basket hilts, or no guard at all. Such weapons are often used on their own, but can also be paired as a matched set, or used in conjunction with a dagger or longer sword.

Agile

Agile weapons are unusually well balanced and responsive. A wielder with the Weapon Finesse feat can choose to apply her Dexterity modifier to damage rolls with the weapon in place of her Strength modifier. This modifier to damage is not increased for two-handed weapons, but is still reduced for off-hand weapons. The agile weapon enhancement can only be placed on melee weapons that are usable with the Weapon Finesse feat.

Construction Requirements Craft Magic Arms and Armor, cat's grace

+1 Agile Shortsword

Short swords are some of the most common weapons found in any martial society, and thus designs are extremely varied, depending on the region and creator. Most are around 2 feet in length. Their blades can be curved or straight, single- or double-edged, and wide or narrow. Hilts may be ornate or simple, with crossguards, basket hilts, or no guard at all. Such weapons are often used on their own, but can also be paired as a matched set, or used in conjunction with a dagger or longer sword.

Agile

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Construction Requirements Craft Magic Arms and Armor, cat's grace

+2 Studded leather armor (Armor)

An improved form of leather armor, studded leather armor is covered with dozens of metal protuberances. While these rounded studs offer little defense individually, in the numbers they are arrayed in upon such armor, they help catch lethal edges and channel them away from vital spots. The rigidity caused by the additional metal does, however, result in less mobility than is afforded by a suit of normal leather armor.

Amulet of natural armor +1 (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +1.

Construction Requirements: Craft Wondrous Item, barkskin, creator's caster level must be at least three times the amulet's bonus; Cost 1,000 gp

Cloak of resistance +1 (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus; Cost 500 gp

Hat of disguise (Head)

This apparently normal hat allows its wearer to alter her appearance as with a disguise self spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, or other headwear.

Construction Requirements: Craft Wondrous Item, disguise self; Cost 900 gp

Masterwork Hand crossbow

You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. A hand crossbow fires standard crossbow bolts, like those used by light and heavy crossbows.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

Potion of cat's grace

Subject gains +4 to Dex for 1 min./level.

Potion of cure moderate wounds

Cures 2d8 damage +1/level (max +10).

Potion of invisibility

Subject is invisible for 1 min./level or until it attacks.

Ring of protection +1 (Ring)

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring; Cost 1,000 gp

P39. Molosse d'ombre

CHARACTER LEVEL (favored class =) **Shadow Mastiff** **Medium** **Male** **0** **0'** **0lb.**
 ALIGNMENT: **Neutral Evil**
 RACE: **Shadow Mastiff** SIZE: **Medium** GENDER: **Male** AGE: **0** HEIGHT: **0'** WEIGHT: **0lb.**
 DEITY: SKIN: HAIR: EYES:

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	19	+4		
DEX Dexterity	15	+2		
CON Constitution	17	+3		
INT Intelligence	4	-3		
WIS Wisdom	12	+1		
CHA Charisma	13	+1		

HP TOTAL 51 DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE HERO PTS 0
 +6 = 2 + 0
 TOTAL DEX MOD. MISC MOD.

AC 18 = 10 + [] + [] + 2 + [] **TOUCH 12**
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER
 + 6 + [] + [] + [] **FLAT-FOOTED 16**
 NATURAL ARMOR DEFLECT MODIFIER MISC MODIFIER DODGE BONUS

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION) 8 = 5 + 3 + [] + [] + []
REFLEX (DEXTERITY) 7 = 5 + 2 + [] + [] + []
WILL (WISDOM) 5 = 2 + 1 + [] + [] + []

BASE ATTACK BONUS +6 **SPELL RESISTANCE**
CMB 10 = 6 + 4 + 0
 TOTAL BASE ATTACK STRENGTH MODIFIER SIZE MODIFIER
CMD 22 = 6 + 4 + 2 + 0 + 10
 TOTAL BASE ATTACK STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON		ATTACK BONUS	CRITICAL
Bite (Shadow Mastiff)		+10	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B/P/S			1d8+4

WEAPON		ATTACK BONUS	CRITICAL
Tail slap (Shadow Mastiff)		+5	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B/S			1d6+2



SPEED LAND 50 FT. 10 SQ. 50 FT. 10 SQ. MODIFIERS
 BASE SPEED WITH ARMOR
 FT. FT. FT. FT.
 FLY MANEUVERABILITY SWIM CLIMB BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	2	=Dex 2	+ 0	+ 0
Appraise	-3	=Int -3	+ 0	+ 0
✓ Bluff	1	=Cha 1	+ 0	+ 0
Climb	4	=Str 4	+ 0	+ 0
Diplomacy	1	=Cha 1	+ 0	+ 0
Disguise	1	=Cha 1	+ 0	+ 0
Escape Artist	2	=Dex 2	+ 0	+ 0
Fly	2	=Dex 2	+ 0	+ 0
Heal	1	=Wis 1	+ 0	+ 0
Intimidate	1	=Cha 1	+ 0	+ 0
✓ Perception	10	=Wis 1	+ 6 + 3	+ 0
Ride	2	=Dex 2	+ 0	+ 0
✓ Sense Motive	1	=Wis 1	+ 0	+ 0
✓ Stealth	11	=Dex 2	+ 6 + 3	+ 0
✓ Survival	10	=Wis 1	+ 6 + 3	+ 0
Swim	4	=Str 4	+ 0	+ 0

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES
 Common (can't speak)



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+10	22
Disarm	+10	22
Feint	+10	22
Grapple	+10	22
Overrun	+10	22
Pull	+10	22
Push	+10	22
Sunder	+10	22
Trip	+10	26

MONEY

Platinum 0
Gold 0
Silver 0
Copper 0
Valuables 0

ENCUMBRANCE

Current 0 lbs
Light 174 lbs
Medium 349.5 lbs
Heavy 525 lbs

EXPERIENCE

Current 0
Next Level

TRACKED RESOURCES

Resource	Max.	Used
----------	------	------

GEAR

Gear In	No Container	Weight	Cost
Qty	Item		
	none		

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (60 feet)
Shadow Blend (Su)
Bay (DC 14) (Su)
Trip: Bite (Ex)

FEATS SUMMARY

Improved Initiative
Iron Will
Martial Weapon Proficiency - All
Power Attack -2/+4
Simple Weapon Proficiency - All

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TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

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

Shadow Blend (Su)

In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

Bay (DC 14) (Su)

When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 16 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Trip: Bite (Ex)

A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

FEATS

Improved Initiative (Combat)

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Iron Will

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Power Attack -2/+4 (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

MAGIC ITEMS

No magic items.

P39. Ombre

Chaotic Evil

CHARACTER LEVEL (favored class =)

ALIGNMENT

Shadow
RACE

Medium
SIZE

Male
GENDER

0
AGE

0'
HEIGHT

0lb.
WEIGHT

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	0	+2		
DEX Dexterity	14	+2		
CON Constitution	0	+2		
INT Intelligence	6	-2		
WIS Wisdom	12	+1		
CHA Charisma	15	+2		

HP HIT POINTS	TOTAL	DR
	19	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE			HERO PTS
+2	= 2	+ 0	0
TOTAL	DEX MOD.	MISC MOD.	

AC 15	= 10 +		+		+	2	+		TOUCH 15
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
	+	NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	FLAT-FOOTED 12

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	3	1	2			
REFLEX (DEXTERITY)	3	1	2			
WILL (WISDOM)	4	3	1			

Situational Modifiers

All Saves: +2 bonus vs. channeled energy

BASE ATTACK BONUS	+2	SPELL RESISTANCE	
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CMB 4	= 2	+	2	+	0			
TOTAL	BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER			
CMD 19	= 2	+	2	+	2	+	0	+ 10
TOTAL	BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER	



SPEED LAND	0 FT.	0 SQ.	0 FT.	0 SQ.	MODIFIERS
	BASE SPEED		WITH ARMOR		
40 FT.	Good				
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW	

SKILLS					
Skill Name	Total Bonus		Ability Mod.	Ranks	Misc. Mod.
Acrobatics	2	=Dex	2	0	
Appraise	-2	=Int	-2	0	
Bluff	2	=Cha	2	0	
✓ Climb	2	=Str	2	0	
Diplomacy	2	=Cha	2	0	
✓ Disguise	2	=Cha	2	0	
Escape Artist	2	=Dex	2	0	
✓ Fly	11	=Dex	2	2 + 3	
Heal	1	=Wis	1	0	
✓ Intimidate	2	=Cha	2	0	
✓ Perception	8	=Wis	1	1 + 3	
Ride	2	=Dex	2	0	
✓ Sense Motive	1	=Wis	1	0	
✓ Stealth	8	=Dex	2	3 + 3	
Survival	1	=Wis	1	0	
Swim	2	=Str	2	0	

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+4	19
Disarm	+4	19
Feint	+4	19
Grapple	+4	19
Overrun	+4	19
Pull	+4	19
Push	+4	19
Sunder	+4	19
Trip	+4	19

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 0 lbs
 Light 0 lbs
 Medium 0 lbs
 Heavy 0 lbs

EXPERIENCE

Current 0
 Next Level

TRACKED RESOURCES

Resource	Max.	Used
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GEAR

Gear In	No Container	Weight	Cost
Qty	Item		
	none		

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (60 feet)
 Channel Resistance +2
 Incorporeal (Ex)
 Immunity to Ability Drain
 Immunity to Bleeds
 Immunity to Critical Hits
 Immunity to Death Effects
 Immunity to Disease
 Immunity to Energy Drain
 Immunity to Exhausted
 Immunity to Fatigue
 Immunity to Mind-Affecting attacks
 Immunity to Non-lethal Damage
 Immunity to Paralysis
 Immunity to Physical Ability Damage
 Immunity to Poison
 Immunity to Precision Damage
 Immunity to Sleep
 Immunity to Stunning
 Undead Traits
 Flight (40 feet, Good)
 +4 Stealth in dim light, -4 in bright light (Ex)
 Create Spawn (Su)
 Strength Damage (Su)

FEATS SUMMARY

Dodge
 Simple Weapon Proficiency - All
 Skill Focus (Perception)

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (60 feet)

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

Channel Resistance +2

A creature with this special quality (usually an undead) is less easily affected by clerics or paladins. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

Incorporeal (Ex)

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Immunity to Ability Drain

Immunity to ability drain

Immunity to Bleeds

You are immune to bleeds.

Immunity to Critical Hits

You are immune to Critical Hits

Immunity to Death Effects

You are immune to death effects.

Immunity to Disease

You are immune to diseases.

Immunity to Energy Drain

Immune to energy drain

Immunity to Exhausted

You are immune to the exhausted condition.

Immunity to Fatigue

You are immune to the fatigued condition.

Immunity to Mind-Affecting attacks

You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage

You are immune to Non-Lethal Damage

Immunity to Paralysis

You are immune to paralysis.

Immunity to Physical Ability Damage

Immune to ability damage to your physical abilities.

Immunity to Poison

You are immune to poison.

Immunity to Precision Damage

You are immune to Precision Damage

Immunity to Sleep

You are immune to sleep effects.

Immunity to Stunning

You are immune to being stunned.

Undead Traits

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. Undead have no CON score, and use their CHA bonus for CON effects.

Flight (40 feet, Good)

A creature with this ability can cease or resume flight as a free action. If the creature has wings, flight is an extraordinary ability. Otherwise, it is spell-like or supernatural, and it is ineffective in an antimagic field; the creature loses its ability to fly for as long as the antimagic effect persists.

+4 Stealth in dim light, -4 in bright light (Ex)

You gain a bonus to Stealth Checks under the listed conditions.

Create Spawn (Su)

A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Strength Damage (Su)

A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

FEATS

Dodge (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Skill Focus (Perception)

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

MAGIC ITEMS

No magic items.

P42. Lagrozan, Maitre des Esclaves

Fighter 8

Chaotic Evil

CHARACTER LEVEL (Favored class = Fighter)

ALIGNMENT

Troglodyte

Medium

Male

0

0'

0lb.

Abraxas

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	22	+6		
DEX Dexterity	14	+2		
CON Constitution	18	+4		
INT Intelligence	9	-1		
WIS Wisdom	10	+0		
CHA Charisma	8	-1		

HP HIT POINTS	TOTAL	109	DR	
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WOUNDS/CURRENT HP	
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NONLETHAL DAMAGE	
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INITIATIVE				HERO PTS
+2	=	2	+	0
TOTAL		DEX MOD.		MISC MOD.

AC 28	=	10	+	8	+		+	2	+		TOUCH 14
TOTAL				ARMOR BONUS				DEX MODIFIER		SIZE MODIFIER	
				6						2	
				NATURAL ARMOR				MISC MODIFIER		DODGE BONUS	
											FLAT-FOOTED 24

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	15	9	4		2	
REFLEX (DEXTERITY)	5	2	2		1	
WILL (WISDOM)	2	2				

Situational Modifiers

Will Saves: +2 vs. fear

BASE ATTACK BONUS	+9	SPELL RESISTANCE	
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CMB 15	=	9	+	6	+	0
TOTAL		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER
CMD 29	=	9	+	6	+	2
TOTAL		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER
						SIZE MODIFIER

WEAPON [in both hands]		ATTACK BONUS	CRITICAL
+1 Heavy flail		+17/+17/+12	17-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d10+22

WEAPON		ATTACK BONUS	CRITICAL
Bite (Troglodyte)		+8	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B/P/S			1d4+6

WEAPON		ATTACK BONUS	CRITICAL
Claw x2 (Troglodyte)		+8 x2	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B/S			1d6+6



SPEED LAND	30 FT. 6 SQ.	60 FT. 12 SQ.	MODIFIERS
	BASE SPEED		
	WITH ARMOR		
FLY	MANEUVERABILITY	SWIM	CLIMB BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	-2	=Dex 2	0	-4
Appraise	-1	=Int -1	0	
Bluff	-1	=Cha -1	0	
✓ Climb	2	=Str 6	0	-4
Diplomacy	-1	=Cha -1	0	
Disguise	-1	=Cha -1	0	
Escape Artist	-2	=Dex 2	0	-4
Fly	-2	=Dex 2	0	-4
✓ Heal	0	=Wis 0	0	
✓ Intimidate	7	=Cha -1	5 + 3	
Perception	2	=Wis 0	2	
✓ Ride	2	=Dex 2	1 + 3	-4
Sense Motive	0	=Wis 0	0	
Stealth	4	=Dex 2	2	-4
✓ Survival	0	=Wis 0	0	
✓ Swim	2	=Str 6	0	-4

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES

Draconic



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+15	29
Dirty Trick	+15	29
Disarm	+15	29
Drag	+15	29
Feint	+15	29
Grapple	+15	29
Overrun	+15	29
Pull	+15	29
Push	+15	29
Reposition	+15	29
Steal	+15	29
Sunder	+15	29
Trip	+15	29

MONEY

Platinum 0
Gold 0
Silver 0
Copper 0
Valuables 0

ENCUMBRANCE

Current 61 lbs
Light 173 lbs
Medium 346 lbs
Heavy 520 lbs

EXPERIENCE

Current 0
Next Level 75000

TRACKED RESOURCES

Resource	Max.	Used
Potion of haste	1	

GEAR**Gear In No Container**

Qty	Item	Weight	Cost
1	+1 Heavy flail	10 lbs	2315 GP
1	+1 Lamellar (iron) armor	50 lbs	1350 GP
1	Potion of haste		750 GP

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (90 feet)
Stench (30 feet, 10 rounds) (DC 15)
Bravery +2 (Ex)
+4 Stealth in rocky areas (Ex)
Weapon Training (Flails) +1 (Ex)

FEATS SUMMARY

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Blind-Fight
Dodge
Great Fortitude
Greater Weapon Focus (Heavy flail)
Improved Critical (Heavy flail)
Improved Natural Attack (Claw x2 [Troglydte])
Lunge
Martial Weapon Proficiency - All
Power Attack -3/+6
Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency
Weapon Focus (Heavy flail)
Weapon Specialization (Heavy flail)

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (90 feet)

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

Stench (30 feet, 10 rounds) (DC 15)

A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

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.

+4 Stealth in rocky areas (Ex)

You gain a bonus to Stealth Checks under the listed conditions.

Weapon Training (Flails) +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.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Flails: dire flail, flail, heavy flail, morningstar, nunchaku, spiked chain, and whip.

FEATS

Armor Proficiency (Heavy) (Combat)

You are skilled at wearing heavy armor.

Prerequisites: Light Armor Proficiency, Medium Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Fighters and paladins automatically have Heavy Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency (Light) (Combat)

You are skilled at wearing light armor.

Benefit: 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.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency (Medium) (Combat)

You are skilled at wearing medium armor.

Prerequisite: Light Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

Blind-Fight (Combat)

You are skilled at attacking opponents that you cannot clearly perceive.

Benefit: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

Normal: Regular attack roll modifiers invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

Special: The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Dodge (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Great Fortitude

You are resistant to poisons, diseases, and other maladies.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Greater Weapon Focus (Heavy flail) (Combat)

Choose one type of weapon (including unarmed strike or grapple) for which you have already selected Weapon Focus. You are a master at your chosen weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +1, 8th-level fighter.

Benefit: You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Special: You can gain Greater Weapon Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Improved Critical (Heavy flail) (Combat)

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Improved Natural Attack (Claw x2 [Troglodyte])

Attacks made by one of this creature's natural attacks leave vicious wounds.

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms (not an unarmed strike). The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Lunge (Combat)

You can strike foes that would normally be out of reach.

Prerequisites: Base attack bonus +6.

Benefit: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a -2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Power Attack -3/+6 (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shield Proficiency (Combat)

You are trained in how to properly use a shield.

Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

Tower Shield Proficiency (Combat)

You are trained in how to properly use a tower shield.

Prerequisite: Shield Proficiency.

Benefit: When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Normal: A character using a shield with which he is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

Weapon Focus (Heavy flail) (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Weapon Specialization (Heavy flail) (Combat)

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon..

+1 Heavy flail

Similar to a light flail, a heavy flail has a larger metal ball and a longer handle.

+1 Lamellar (iron) armor (Armor)

Lamellar is a type of armor in which small plates of various types of materials are strung together in parallel rows using fine cord. Lamellar plates can be constructed from lacquered leather, horn, or even stone, though steel and heavier iron are most common. Lamellar armor can be crafted into various shapes, including partial pieces such as breastplates, greaves, or even entire coats. The properties of specific suits and pieces of lamellar armor are determined by their material.

Potion of haste

One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

P43. Cornacérée

CHARACTER LEVEL (favored class =)	Lawful Evil			
Dragon, Green, Juvenile	Large	Male	0	0'
RACE	SIZE	GENDER	AGE	HEIGHT
DEITY		SKIN		HAIR
				EYES
				WEIGHT
				0lb.

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	22	+6		
DEX Dexterity	12	+1		
CON Constitution	15	+2		
INT Intelligence	14	+2		
WIS Wisdom	15	+2		
CHA Charisma	14	+2		

HP	TOTAL	DR
HIT POINTS	93	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE			HERO PTS
+1	= 1	+ 0	0
TOTAL	DEX MOD.	MISC MOD.	

AC 31	= 10 +	4	+	4	+	1	+	-1	TOUCH 10
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
		+ 13							FLAT-FOOTED 30
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	9	7	+ 2			
REFLEX (DEXTERITY)	8	7	+ 1			
WILL (WISDOM)	11	7	+ 2		+ 2	

BASE ATTACK BONUS +11	SPELL RESISTANCE
CMB 18	= 11 + 6 + 1
TOTAL	BASE ATTACK
CMD 29	= 11 + 6 + 1 + 1 + 10
TOTAL	BASE ATTACK
	STRENGTH MODIFIER
	DEXTERITY MODIFIER
	SIZE MODIFIER

WEAPON		ATTACK BONUS	CRITICAL
Bite (Dragon, Green, Juvenile)		+16	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
B/P/S			2d6+9

WEAPON		ATTACK BONUS	CRITICAL
Claw x2 (Dragon, Green, Juvenile)		+16 x2	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B/S			1d8+6

WEAPON		ATTACK BONUS	CRITICAL
Tail slap (Dragon, Green, Juvenile)		+11	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B/S			1d8+9

WEAPON		ATTACK BONUS	CRITICAL
Wing x2 (Dragon, Green, Juvenile)		+11 x2	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d6+3



SPEED LAND	40 FT. 8 SQ.	40 FT. 8 SQ.	MODIFIERS
	BASE SPEED		
200 FT.	Poor	40 FT.	
FLY	MANEUVERABILITY	SWIM	CLIMB
			BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	1	=Dex 1	+ 0	+
✓ Appraise	2	=Int 2	+ 0	+
✓ Bluff	2	=Cha 2	+ 0	+
✓ Climb	6	=Str 6	+ 0	+
✓ Diplomacy	2	=Cha 2	+ 0	+
Disguise	2	=Cha 2	+ 0	+
Escape Artist	1	=Dex 1	+ 0	+
✓ Fly	9	=Dex 1	+ 11 + 3	+
✓ Heal	2	=Wis 2	+ 0	+
✓ Intimidate	2	=Cha 2	+ 0	+
✓ Knowledge (arcana)	16	=Int 2	+ 11 + 3	+
✓ Knowledge (nature)	16	=Int 2	+ 11 + 3	+
✓ Perception	20	=Wis 2	+ 11 + 3	+
Ride	1	=Dex 1	+ 0	+
✓ Sense Motive	4	=Wis 2	+ 0	+
✓ Spellcraft	16	=Int 2	+ 11 + 3	+
✓ Stealth	11	=Dex 1	+ 11 + 3	+
✓ Survival	16	=Wis 2	+ 11 + 3	+
✓ Swim	28	=Str 6	+ 11 + 3	+

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES	
Common • Draconic • Elven	



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+18	29
Disarm	+18	29
Feint	+18	29
Grapple	+18	29
Overrun	+18	29
Pull	+18	29
Push	+18	29
Sunder	+18	29
Trip	+18	33

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 0 lbs
 Light 519 lbs
 Medium 1038 lbs
 Heavy 1560 lbs

EXPERIENCE

Current 0
 Next Level

TRACKED RESOURCES

Resource	Max. Used
Breath Weapon (40-ft. cone, 8d6 acid, every 1d4 rounds, Ref half) (DC 17)	1
Charm Person (At will) (Sp)	0
Entangle (At will) (Sp)	0

GEAR

Gear In No Container	Weight	Cost
Qty Item none		

SPECIAL ABILITY/FEATURE SUMMARY

Blindsense (60 feet) (Ex)
 Darkvision (120 feet)
 Dragon Senses (Ex)
 Low-Light Vision
 Frightful Presence (120 feet, 5d6 rounds) (DC 17)
 Immunity to Acid
 Immunity to Paralysis
 Immunity to Sleep
 Flight (200 feet, Poor)
 Swimming (40 feet)
 Breath Weapon (40-ft. cone, 8d6 acid, every 1d4 rounds, Ref half) (DC 17)
 Water Breathing (Ex)
 Woodland Stride (Ex)

FEATS SUMMARY

Alertness
 Cleave
 Great Cleave
 Improved Critical (Bite)
 Iron Will
 Power Attack -3/+6
 Simple Weapon Proficiency - All

TRAITS

SPECIAL ABILITIES/FEATURES

Blindsense (60 feet) (Ex)

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Darkvision (120 feet)

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

Dragon Senses (Ex)

Dragons have Darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Low-Light Vision

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

Frightful Presence (120 feet, 5d6 rounds) (DC 17)

This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if 4 Hit Dice or fewer. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Immunity to Acid

You are immune to acid damage.

Immunity to Paralysis

You are immune to paralysis.

Immunity to Sleep

You are immune to sleep effects.

Flight (200 feet, Poor)

A creature with this ability can cease or resume flight as a free action. If the creature has wings, flight is an extraordinary ability. Otherwise, it is spell-like or supernatural, and it is ineffective in an antimagic field; the creature loses its ability to fly for as long as the antimagic effect persists.

Swimming (40 feet)

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid a hazard. You may take 10 on swim checks, even when distracted or endangered.

Breath Weapon (40-ft. cone, 8d6 acid, every 1d4 rounds, Ref half) (DC 17)

Using a breath weapon is a standard action. A dragon can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction of the dragon's choice. Breath weapons come in two shapes, lines and cones, whose areas vary with the dragon's size. If a breath weapon deals damage, those caught in the area can attempt Reflex saves to take half damage. The save DC against a breath weapon is 10 + 1/2 dragon's HD + dragon's Con modifier. Saves against various breath weapons use the same DC; the type of saving throw is noted in the variety descriptions. A dragon can use its breath weapon when it is grappling or being grappled.

Water Breathing (Ex)

A green dragon can breathe underwater indefinitely and can freely use its Breath weapon, spells, and other abilities while submerged.

Woodland Stride (Ex)

A very young or older green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

FEATS

Alertness

You often notice things that others might miss.

Benefit: You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Cleave (Combat)

You can strike two adjacent foes with a single swing.

Prerequisites: STR 13, Power Attack, base attack bonus +1.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Addition from Great Cleave: You may use Cleave against any number of opponents per round.

Great Cleave (Combat)

You can strike many adjacent foes with a single blow.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Improved Critical (Bite) (Combat)

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Iron Will

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Power Attack -3/+6 (Combat)

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

MAGIC ITEMS

No magic items.

P46. Nolveniss Azrinae

Wizard 11

CHARACTER LEVEL (Favored class = Wizard)

Chaotic Evil

ALIGNMENT

Drow, Noble

Medium

Male

124

6' 1"

117lb.

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

Abraxas

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	10	+0		
DEX Dexterity	16	+3		
CON Constitution	18	+4		
INT Intelligence	27	+8		
WIS Wisdom	12	+1		
CHA Charisma	10	+0		

HP HIT POINTS	TOTAL	101	DR	
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WOUNDS/CURRENT HP	
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NONLETHAL DAMAGE	
------------------	--

INITIATIVE				HERO PTS
+7	=	3	+	0
TOTAL		DEX MOD.		MISC MOD.

AC 23	=	10	+	4	+	4	+	3	+		TOUCH 15
TOTAL				ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
				+		+		+		+	FLAT-FOOTED 20
				NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	9	3	4	2		
REFLEX (DEXTERITY)	8	3	3	2		
WILL (WISDOM)	10	7	1	2		

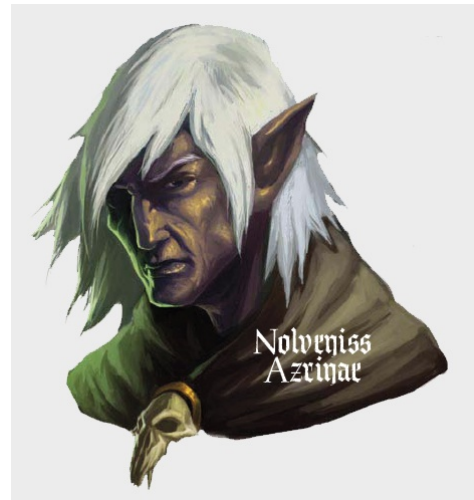
Situational Modifiers

All Saves: +2 vs. enchantments

BASE ATTACK BONUS +5 **SPELL RESISTANCE 22**

CMB 5	=	5	+	0	+	0
TOTAL		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER
CMD 20	=	5	+	0	+	3
TOTAL		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER
						SIZE MODIFIER

WEAPON [in both hands]			ATTACK BONUS	CRITICAL
Staff of dark flame			+6	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d6+1	



SPEED LAND	30 FT. 6 SQ.	30 FT. 6 SQ.	MODIFIERS	
	BASE SPEED		WITH ARMOR	
	FT.	FT.	FT.	FT.
	FLY	MANEUVERABILITY	SWIM	CLIMB BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	3	=Dex 3	+ 0	+
✓ Appraise	8	=Int 8	+ 0	+
Bluff	10	=Cha 0	+ 10	+
Climb	0	=Str 0	+ 0	+
Diplomacy	10	=Cha 0	+ 10	+
Disguise	0	=Cha 0	+ 0	+
Escape Artist	3	=Dex 3	+ 0	+
✓ Fly	16	=Dex 3	+ 7 + 3	+
Heal	1	=Wis 1	+ 0	+
Intimidate	0	=Cha 0	+ 0	+
✓ Knowledge (arcana)	16	=Int 8	+ 5 + 3	+
✓ Knowledge (dungeoneering)	16	=Int 8	+ 5 + 3	+
✓ Knowledge (geography)	16	=Int 8	+ 5 + 3	+
✓ Knowledge (history)	16	=Int 8	+ 5 + 3	+
✓ Knowledge (planes)	16	=Int 8	+ 5 + 3	+
✓ Linguistics	16	=Int 8	+ 5 + 3	+
Perception	13	=Wis 1	+ 10	+
Ride	3	=Dex 3	+ 0	+
Sense Motive	1	=Wis 1	+ 0	+
✓ Spellcraft	22	=Int 8	+ 11 + 3	+
Stealth	13	=Dex 3	+ 10	+
Survival	1	=Wis 1	+ 0	+
Swim	0	=Str 0	+ 0	+
Use Magic Device	11	=Cha 0	+ 11	+

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES
 Aboleth • Abyssal • Aquan • Common • Daemonic • Dark Folk • Draconic • Drow Sign Language • Dwarven • Elven • Gnome • Infernal • Sylvan • Undercommon



COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+5	20
Dirty Trick	+5	20
Disarm	+5	20
Drag	+5	20
Feint	+5	20
Grapple	+5	20
Overrun	+5	20
Pull	+5	20
Push	+5	20
Reposition	+5	20
Steal	+5	20
Sunder	+5	20
Trip	+5	20

SPECIAL ABILITY/FEATURE SUMMARY

Darkvision (120 feet)
 Low-Light Vision
 Damage Reduction (10/adamantine)
 Drow Immunities - Sleep
 Elven Immunities
 Spell Resistance (22)
 Light Blindness (Ex)
 Dancing Lights (At will) (Sp)
 Deeper Darkness (At will) (Sp)
 Detect Magic (Constant) (Sp)
 Dispel Magic (1/day) (Sp)
 Divine Favor (1/day) (Sp)
 Faerie Fire (At will) (Sp)
 Featherfall (At will) (Sp)
 Levitate (At will) (Sp)
 Suggestion (1/day) (Sp)
 Arcane Familiar Nearby
 Blinding Ray (11/day) (Sp)
 Conjuraton
 Deliver Touch Spells Through Familiar (Su)
 Empathic Link with Familiar (Su)
 Enchantment
 Extended Illusions (+5 rds) (Su)
 Illusion
 Invisibility Field (11 rounds/day) (Sp)
 Poison Use (Ex)
 Share Spells with Familiar
 Speak with Animals (Ex)
 Speak With Familiar (Ex)

FEATS SUMMARY

Combat Casting
 Empower Spell
 Extend Spell
 Improved Familiar
 Improved Initiative
 Scribe Scroll
 Spell Focus (Illusion)
 Uncanny Concentration
 Weapon Focus (Ray)
 Wizard Weapon Proficiencies

MONEY

Platinum 0
 Gold 0
 Silver 0
 Copper 0
 Valuables 0

ENCUMBRANCE

Current 11 lbs
 Light 33 lbs
 Medium 66 lbs
 Heavy 100 lbs

EXPERIENCE

Current 0
 Next Level 220000

TRACKED RESOURCES

Resource	Max.	Used
Animate Dead	3	
Blinding Ray (11/day) (Sp)	11	
Dancing Lights (At will) (Sp)	1	
Dispel Magic (1/day) (Sp)	1	
Divine Favor (1/day) (Sp)	1	
False Life	10	
Fireball	5	
Invisibility Field (11 rounds/day) (Sp)	11	
Ray of Enfeeblement	10	
Scorching Ray	10	
Stoneskin	90	
Suggestion (1/day) (Sp)	1	

GEAR**Handy haversack**

Qty	Item	Weight	Cost
	empty		

Gear In No Container

Qty	Item	Weight	Cost
1	Cloak of resistance +2	1 lb	4000 GP
1	Handy haversack	5 lbs	2000 GP
1	Headband of vast intelligence +2 (Spellcraft)	1 lb	4000 GP
1	Ring of protection +2		8000 GP
1	Staff of dark flame	4 lbs	47000 GP

P46. Vezart Quasit Familiar

Male Demon, Quasit

CE Tiny Outsider

Init +6; **Senses** Darkvision 60 ft. • Perception +14

DEFENSE

AC 22, touch 14, flat-footed 20 (+2 dex, +8 natural, +2 size)

hp 50 (3d10)

Fort +3, **Ref** +5, **Will** +8

DR 5/good or cold iron

Immunities electricity • poison

Resistances acid 10 • cold 10 • fire 10 • spells 16

OFFENSE

Speed 20 ft. , Flight (50 feet, Perfect)

Melee Bite (Demon, Quasit) +9 (1d4-1, crit=x2) • Claw x2 (Demon, Quasit) +9 x2 (1d3-1, crit=x2)

Space 2.5 ft.; **Reach** 0 ft.

Spell-Like Abilities Cause Fear 30 ft radius (1/day) • Commune (1/week) • Detect Good (At will) • Detect Magic (At will) • Invisibility (At will)

Special Attacks Poison: Claw—Injury (DC 11)

STATISTICS

Str 8, **Dex** 14, **Con** 11, **Int** 12, **Wis** 12, **Cha** 11

Base Atk +5, **CMB** +5, **CMD** 14

Feats Improved Initiative • Martial Weapon Proficiency - All • Simple Weapon Proficiency - All • Weapon Finesse

Skills Acrobatics +2 • Appraise +1 • Bluff +13 • Climb -1 • Diplomacy +10 • Disguise +0 • Escape Artist +2 • Fly +24 • Heal +1 • Intimidate +6 • Knowledge (planes) +9 • Linguistics +6 • Perception +14 • Ride +2 • Sense Motive +7 • Stealth +23 • Survival +1 • Swim -1 • Use Magic Device +11

Languages Abyssal • Common • Druidic

SPECIAL ABILITIES

Poison: Claw—Injury (DC 11) - You have a poison attack.

Alternate Form (Su) - You can assume the form of a bat, monstrous centipede, toad or wolf as a standard action. This is similar to a Polymorph (CL 12) except that you don't regain HP for changing forms, and you can only assume one or two forms no larger than Medium. You gain the natural weapons and extraordinary special abilities of your new form.

Improved Evasion - When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

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SPELL SUMMARY

WIZARD SPELLS

Spell Level:	0	1	2	3	4	5	6
Casts Per Day:	4	6	6	6	5	3	2

Level	Spell	Casting Time	Range	DC/Resist	Duration
0	Detect Magic	1 action	60 ft.	18 No	Concentration, up to 1 min./level (D)
0	Mage Hand	1 action	Close (25 + 5 ft./2 levels)	18 No	Concentration
0	Prestidigitation	1 action	10 ft.	18 No	1 hour
0	Read Magic	1 action	Personal	18	10 min./level
1	Mage Armor	1 action	Touch	19 No	1 hour/level (D)
1	Magic Missile (x2)	1 action	Medium (100 + 10 ft./level)	19 Yes	Instantaneous
1	Protection from Good	1 action	Touch	19 No; see text	1 min./level (D)
1	Shield	1 action	Personal	19	1 min./level (D)
1*	Vanish	1 action	personal or touch	20 Yes (harmless)	1 round/level (up to 5 rounds) (D)
2	Bear's Endurance	1 action	Touch	20 Yes	1 min./level
2	Fox's Cunning	1 action	Touch	20 Yes	1 min./level
2	Hypnotic Pattern (x2)	1 action	Medium (100 + 10 ft./level)	21 Yes	Concentration + 2 rounds
2	Mirror Image	1 action	Personal	21	1 min./level
2	See Invisibility	1 action	Personal	20	10 min./level (D)
2*	Mirror Image	1 action	Personal	21	1 min./level
3	Dispel Magic (x2)	1 action	Medium (100 + 10 ft./level)	21 No	Instantaneous
3	Displacement	1 action	Touch	22 Yes (harmless)	1 round/level (D)
3	Fireball	1 action	Long (400 + 40 ft./level)	21 Yes	Instantaneous
3	Fly	1 action	Touch	21 Yes (harmless)	1 min./level
3	Lightning Bolt	1 action	120 ft.	21 Yes	Instantaneous
3*	Displacement	1 action	Touch	22 Yes (harmless)	1 round/level (D)
4	Enervation (x3)	1 action	Close (25 + 5 ft./2 levels)	22 Yes	Instantaneous
4	Invisibility, Greater	1 action	Personal or touch	23 Yes (harmless) or yes (harmless, object)	1 round/level (D)
4	Stoneskin	1 action	Touch	22 Yes (harmless)	10 min./level or until discharged
4*	Invisibility, Greater	1 action	Personal or touch	23 Yes (harmless) or yes (harmless, object)	1 round/level (D)
5	Cone of Cold (x2)	1 action	60 ft.	23 Yes	Instantaneous
5	Shadow Evocation	1 action	See text	24 Yes	See text
5*	Shadow Evocation	1 action	See text	24 Yes	See text
6	Disintegrate (x2)	1 action	Medium (100 + 10 ft./level)	24 Yes	Instantaneous
6*	Mislead	1 action	Close (25 + 5 ft./2 levels)	25 No	1 round/level (D) and concentration + 3 rounds; see text

TRAITS

SPECIAL ABILITIES/FEATURES

Darkvision (120 feet)

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

Low-Light Vision

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

Damage Reduction (10/adamantine)

You have Damage Reduction against all except Adamantine attacks.

Drow Immunities - Sleep

You are immune to magic sleep effects.

Elven Immunities

+2 save bonus vs Enchantments.

Spell Resistance (22)

You have Spell Resistance.

Light Blindness (Ex)

Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

Dancing Lights (At will) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Deeper Darkness (At will) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Detect Magic (Constant) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Dispel Magic (1/day) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Divine Favor (1/day) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Faerie Fire (At will) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Featherfall (At will) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Levitate (At will) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Suggestion (1/day) (Sp)

Drow nobles can cast dancing lights, deeper darkness, faerie fire, feather fall, and levitate each at will, and have detect magic as a constant spell-like ability. A drow noble can also cast divine favor, dispel magic, and suggestion once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell like ability does not. A drow noble's caster level for her spell-like abilities is equal to her character level.

Arcane Familiar Nearby

If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat.

If you are within 1 mile of your familiar, you may gain other benefits.

Blinding Ray (11/day) (Sp)

As a standard action you can fire a shimmering ray at any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than your wizard level are dazzled for 1 round instead. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Conjuration

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

Deliver Touch Spells Through Familiar (Su)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the 'toucher'. The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link with Familiar (Su)

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Enchantment

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

Extended Illusions (+5 rds) (Su)

Any illusion spell you cast with a duration of "concentration" lasts a number of additional rounds equal to 1/2 your wizard level after you stop maintaining concentration (minimum +1 round). At 20th level, you can make one illusion spell with a duration of "concentration" become permanent. You can have no more than one illusion made permanent in this way at one time. If you designate another illusion as permanent, the previous permanent illusion ends.

Illusion

Illusionists use magic to weave confounding images, figments, and phantoms to baffle and vex their foes.

Invisibility Field (11 rounds/day) (Sp)

At 8th level, you can make yourself Invisible as a swift action for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This otherwise functions as greater invisibility.

Poison Use (Ex)

You do not risk poisoning yourself accidentally while poisoning a weapon.

Share Spells with Familiar

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Speak with Animals (Ex)

If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Speak With Familiar (Ex)

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

FEATS

Combat Casting

You are adept at spellcasting when threatened or distracted.

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Empower Spell (Metamagic)

You can increase the power of your spells, causing them to deal more damage.

Benefit: All variable, numeric effects of an empowered spell are increased by half, including bonuses to those dice rolls.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Extend Spell (Metamagic)

You can make your spells last twice as long.

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

Improved Familiar

This feat allows you to acquire a powerful familiar, but only when you could normally acquire a new familiar.

Prerequisites: Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

Benefit: When choosing a familiar, the creatures listed below are also available to you. You may choose a familiar with an alignment up to one step away on each alignment axis (lawful through chaotic, good through evil).

Note: To create the celestial or fiendish version of a normal familiar, add the Celestial or Fiendish template from the "Class Levels" list on your familiar. Since most familiar races set a default alignment, you may need to change this as well.

Improved Initiative (Combat)

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Scribe Scroll (Item Creation)

You can create magic scrolls.

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Magic Items for more information.

Spell Focus (Illusion)

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Uncanny Concentration

You have learned to enter a deeper state when casting spells, allowing you to shrug off distractions, damage, weather effects, and even the effects of other spells.

Prerequisite: Combat Casting.

Benefit: You do not need to make concentration checks when affected by vigorous or violent motion or by violent weather. You gain a +2 bonus on all other concentration checks.

Weapon Focus (Ray) (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Wizard Weapon Proficiencies

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

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

MAGIC ITEMS

Cloak of resistance +2 (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +2 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus; Cost 2,000 gp

Handy haversack

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Construction Requirements: Craft Wondrous Item, secret chest; Cost 1,000 gp

Headband of vast intelligence +2 (Spellcraft) (Headband)

This intricate gold headband is decorated with several small blue and deep purple gemstones. The headband grants the wearer an enhancement bonus to Intelligence of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. A headband of vast intelligence has one skill associated with it per +2 bonus it grants. After being worn for 24 hours, the headband grants a number of skill ranks in those skills equal to the wearer's total Hit Dice. These ranks do not stack with the ranks a creature already possesses. These skills are chosen when the headband is created. If no skill is listed, the headband is assumed to grant skill ranks in randomly determined Knowledge skills.

Construction Requirements: Craft Wondrous Item, fox's cunning; Cost 2,000 gp

Ring of protection +2 (Ring)

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring; Cost 4,000 gp

Staff of dark flame

Made from bleached bones that have been fused together, the head of this staff burns with an unholy fire. This staff can be used as a +1 flaming quarterstaff (only one end of the staff bears magical enhancement), and it retains this property even if all its charges are drained.

This staff can cast the following spells:

- Ray of enfeeblement (1 charge)
- Scorching ray (1 charge)
- False life (1 charge)
- Fireball (2 charge)
- Animate dead (3 charges)

Construction Requirements: Craft Staff, animate dead, false life, fireball, ray of enfeeblement, scorching ray; Cost 27,133 gp

WIZARD SPELLS

WIZARD SPELLBOOK SUMMARY

Level	Spell	Casting Time	Range	DC/Resist	Duration
0	Arcane Mark	1 action	Touch	18 No	Permanent
0	Bleed	1 action	Close (25 + 5 ft./2 levels)	18 Yes	Instantaneous
0	Dancing Lights	1 action	Medium (100 + 10 ft./level)	18 No	1 minute (D)
0	Detect Magic	1 action	60 ft.	18 No	Concentration, up to 1 min./level (D)
0	Detect Poison	1 action	Close (25 + 5 ft./2 levels)	18 No	Instantaneous
0	Disrupt Undead	1 action	Close (25 + 5 ft./2 levels)	18 Yes	Instantaneous
0	Flare	1 action	Close (25 + 5 ft./2 levels)	18 Yes	Instantaneous
0	Ghost Sound	1 action	Close (25 + 5 ft./2 levels)	19 No	1 round/level (D)
0	Haunted Fey Aspect	1 action	Personal	19	1 round/level (D)
0	Light	1 action	Touch	18 No	10 min./level
0	Mage Hand	1 action	Close (25 + 5 ft./2 levels)	18 No	Concentration
0	Mending	10 minutes	10 ft.	18 Yes (harmless, object)	Instantaneous
0	Message	1 action	Medium (100 + 10 ft./level)	18 No	10 min./level
0	Open/Close	1 action	Close (25 + 5 ft./2 levels)	18 Yes (object)	Instantaneous
0	Prestidigitation	1 action	10 ft.	18 No	1 hour
0	Ray of Frost	1 action	Close (25 + 5 ft./2 levels)	18 Yes	Instantaneous
0	Read Magic	1 action	Personal	18	10 min./level
0	Resistance	1 action	Touch	18 Yes (harmless)	1 minute
0	Scrivener's Chant	1 action	5 ft.	18 Yes (object)	Concentration, up to 1 minute/level
0	Sotto Voce	1 action	Close (25 + 5 ft./2 levels)	18 Yes	1+ Rounds
0	Spark	1 action	Close (25 + 5 ft./2 levels)	18 Yes (object)	Instantaneous
0	Touch of Fatigue	1 action	Touch	18 Yes	1 round/level
1	Mage Armor	1 action	Touch	19 No	1 hour/level (D)
1	Magic Missile	1 action	Medium (100 + 10 ft./level)	19 Yes	Instantaneous
1	Protection from Good	1 action	Touch	19 No; see text	1 min./level (D)
1	Shield	1 action	Personal	19	1 min./level (D)
1	Vanish	1 action	personal or touch	20 Yes (harmless)	1 round/level (up to 5 rounds) (D)
2	Bear's Endurance	1 action	Touch	20 Yes	1 min./level
2	Fox's Cunning	1 action	Touch	20 Yes	1 min./level
2	Hypnotic Pattern	1 action	Medium (100 + 10 ft./level)	21 Yes	Concentration + 2 rounds
2	Mirror Image	1 action	Personal	21	1 min./level
2	See Invisibility	1 action	Personal	20	10 min./level (D)
3	Dispell Magic	1 action	Medium (100 + 10 ft./level)	21 No	Instantaneous
3	Displacement	1 action	Touch	22 Yes (harmless)	1 round/level (D)
3	Fireball	1 action	Long (400 + 40 ft./level)	21 Yes	Instantaneous
3	Fly	1 action	Touch	21 Yes (harmless)	1 min./level
3	Lightning Bolt	1 action	120 ft.	21 Yes	Instantaneous
4	Enervation	1 action	Close (25 + 5 ft./2 levels)	22 Yes	Instantaneous
4	Invisibility, Greater	1 action	Personal or touch	23 Yes (harmless) or yes (harmless, object)	1 round/level (D)
4	Stoneskin	1 action	Touch	22 Yes (harmless)	10 min./level or until discharged
5	Cone of Cold	1 action	60 ft.	23 Yes	Instantaneous
5	Shadow Evocation	1 action	See text	24 Yes	See text
6	Disintegrate	1 action	Medium (100 + 10 ft./level)	24 Yes	Instantaneous
6	Mislead	1 action	Close (25 + 5 ft./2 levels)	25 No	1 round/level (D) and concentration + 3 rounds; see text

WIZARD SPELL DESCRIPTIONS

Arcane Mark

School Universal; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range Touch

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

Duration Permanent

Saving Throw None; **Spell 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).

Bear's Endurance

School Transmutation; **Level** 2

Casting Time 1 action

Components Verbal, Somatic, Material or Divine Focus

Range Touch

Target Creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **Spell Resistance** Yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Bleed

School Necromancy; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

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

Target One living creature

Duration Instantaneous

Saving Throw DC 18 Will negates; **Spell Resistance** Yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Cone of Cold

School Evocation, Water Elemental; **Level** 5

Casting Time 1 action

Components Verbal, Somatic, Material

Range 60 ft.

Area Cone-shaped burst

Duration Instantaneous

Saving Throw DC 23 Reflex half; **Spell Resistance** Yes

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Dancing Lights

School Evocation; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range Medium (100 + 10 ft./level)

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

Duration 1 minute (D)

Saving Throw None; **Spell 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

School Divination; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range 60 ft.

Area Cone-shaped emanation

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

Saving Throw None; **Spell 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

School Divination; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

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

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

Duration Instantaneous

Saving Throw None; **Spell 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.

Disintegrate

School Transmutation, Metal Elemental; **Level** 6

Casting Time 1 action

Components Verbal, Somatic, Material or Divine Focus

Range Medium (100 + 10 ft./level)

Effect Ray

Duration Instantaneous

Saving Throw DC 24 Fortitude partial (object); **Spell Resistance** Yes

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as forceful hand or a wall of force, but not magical effects such as a globe of invulnerability or an antimagic field.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated. Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Dispel Magic

School Abjuration, Void Elemental; **Level** 3

Casting Time 1 action

Components Verbal, Somatic

Range Medium (100 + 10 ft./level)

Target One spellcaster, creature, or object

Duration Instantaneous

Saving Throw None; **Spell Resistance** No

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonework (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stonework (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stonework would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Displacement

School Illusion(Glamer); **Level** 3

Casting Time 1 action

Components Verbal, Material

Range Touch

Target Creature touched

Duration 1 round/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** Yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally. True seeing reveals its true location and negates the miss chance.

Disrupt Undead

School Necromancy; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

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

Effect Ray

Duration Instantaneous

Saving Throw None; **Spell Resistance** Yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Enervation

School Necromancy; **Level** 4

Casting Time 1 action

Components Verbal, Somatic

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

Effect Ray of negative energy

Duration Instantaneous

Saving Throw None; **Spell Resistance** Yes

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Appendix 1). Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so. An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.

Fireball

School Evocation, Fire Elemental; **Level** 3

Casting Time 1 action

Components Verbal, Somatic, Material

Range Long (400 + 40 ft./level)

Area 20-ft.-radius spread

Duration Instantaneous

Saving Throw DC 21 Reflex half; **Spell 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.

Flare

School Evocation; **Level** 0

Casting Time 1 action

Components Verbal

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

Effect burst of light

Duration Instantaneous

Saving Throw DC 18 Fortitude negates; **Spell 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.

Fly

School Transmutation, Air Elemental; **Level** 3

Casting Time 1 action

Components Verbal, Somatic, Focus

Range Touch

Target Creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **Spell 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.

Fox's Cunning

School Transmutation; **Level** 2

Casting Time 1 action

Components Verbal, Somatic, Material or Divine Focus

Range Touch

Target Creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **Spell Resistance** Yes

The target becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligence based skill checks and other uses of the Intelligence modifier. Wizards (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks.

Ghost Sound

School Illusion(Figment); **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Material

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

Effect Illusory sounds

Duration 1 round/level (D)

Saving Throw DC 19 Will disbelief; **Spell 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.

Haunted Fey Aspect

School Illusion(Glamer); **Level** 0

Casting Time 1 action

Components Somatic

Range Personal

Target You

Duration 1 round/level (D)

Saving Throw ; **Spell Resistance**

You surround yourself with disturbing illusions, making you look and sound like a bizarre, insane fey creature. You gain DR 1/cold iron against a single opponent until the end of the spell, or until you take damage.

Hypnotic Pattern

School Illusion(Pattern); **Level** 2

Casting Time 1 action

Components Verbal, Somatic, Material

Range Medium (100 + 10 ft./level)

Effect Colorful lights in a 10-ft.-radius spread

Duration Concentration + 2 rounds

Saving Throw DC 21 Will negates; **Spell Resistance** Yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected. A wizard or sorcerer need not utter a sound to cast this spell, but a bard must perform as a verbal component.

Invisibility, Greater

School Illusion(Glamer); **Level** 4

Casting Time 1 action

Components Verbal, Somatic, Material or Divine Focus

Range Personal or touch

Target You or creature touched

Duration 1 round/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** Yes (harmless) or yes (harmless, object)

This spell functions like invisibility, except that it doesn't end if the subject attacks.

Light

School Evocation, Wood Elemental; **Level** 0

Casting Time 1 action

Components Verbal, Material or Divine Focus

Range Touch

Target Object touched

Duration 10 min./level

Saving Throw None; **Spell 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.

Lightning Bolt

School Evocation, Air Elemental, Metal Elemental; **Level** 3

Casting Time 1 action

Components Verbal, Somatic, Material

Range 120 ft.

Area 120-ft. line

Duration Instantaneous

Saving Throw DC 21 Reflex half; **Spell Resistance** Yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Mage Armor

School Conjuration(Creation); **Level** 1

Casting Time 1 action

Components Verbal, Somatic, Focus

Range Touch

Target Creature touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); **Spell 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.

Mage Hand

School Transmutation; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

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

Target One nonmagical, unattended object weighing up to 5 lbs.

Duration Concentration

Saving Throw None; **Spell 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.

Magic Missile

School Evocation; **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range Medium (100 + 10 ft./level)

Target Up to five creatures, no two of which can be more than 15 ft. apart

Duration Instantaneous

Saving Throw None; **Spell 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.

Mending

School Transmutation, Metal Elemental; **Level** 0

Casting Time 10 minutes

Components Verbal, Somatic

Range 10 ft.

Target One object of up to 1 lb./level

Duration Instantaneous

Saving Throw Will negates (harmless, object); **Spell 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

School Transmutation, Air Elemental; **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Focus

Range Medium (100 + 10 ft./level)

Target One creature/level

Duration 10 min./level

Saving Throw None; **Spell 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.

Mirror Image

School Illusion(Figment); **Level** 2

Casting Time 1 action

Components Verbal, Somatic

Range Personal

Target You

Duration 1 min./level

Saving Throw ; **Spell Resistance**

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you. When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment. An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

Mislead

School Illusion(Figment, Glamer); **Level** 6

Casting Time 1 action

Components Somatic

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

Target You

Effect One illusory double

Duration 1 round/level (D) and concentration + 3 rounds; see text

Saving Throw None or Will disbelief (if interacted with); see text;; **Spell Resistance** No

You become invisible (as greater invisibility, a glamer), and at the same time, an illusory double of you (as major image, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so. The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The greater invisibility lasts for 1 round per level, regardless of concentration.

Open/Close

School Transmutation; **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Focus

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

Target Object weighing up to 30 lbs. or portal that can be opened or closed

Duration Instantaneous

Saving Throw DC 18 Will negates (object); **Spell 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

School Universal; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range 10 ft.

Target See text

Area See text

Effect See text

Duration 1 hour

Saving Throw DC 18 See text; **Spell Resistance** No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

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

Protection from Good

School Abjuration; **Level** 1

Casting Time 1 action

Components Verbal, Somatic, Material or Divine Focus

Range Touch

Target Creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** No; see text

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target.

Ray of Frost

School Evocation, Water Elemental; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

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

Effect Ray

Duration Instantaneous

Saving Throw None; **Spell 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

School Divination; **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Focus

Range Personal

Target You

Duration 10 min./level

Saving Throw ; Spell Resistance

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

School Abjuration; **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Material or Divine Focus

Range Touch

Target Creature touched

Duration 1 minute

Saving Throw Will negates (harmless); **Spell 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.

Scrivener's Chant

School Transmutation; **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Material

Range 5 ft.

Duration Concentration, up to 1 minute/level

Saving Throw Will negates (harmless, object); **Spell Resistance** Yes (object)

This spell imbues a quill with animate energy and rapidly transcribes words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The Linguistics skill can be used to make a convincing copy, but otherwise the reproduction is written in the hand of the caster. You must concentrate upon the material being duplicated for the spell's duration and provide new blank pages as required. The scrivener's chant requires blank paper and a quill or other writing materials, in addition to the material components.

This spell cannot duplicate magical writing (including spells and magical scrolls), though it can duplicate non-magical writing from a magical source.

See Invisibility

School Divination, Void Elemental; **Level** 2

Casting Time 1 action

Components Verbal, Somatic, Material

Range Personal

Target You

Duration 10 min./level (D)

Saving Throw ; Spell Resistance

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency spell.

Shadow Evocation

School Illusion(Shadow); **Level** 5

Casting Time 1 action

Components Verbal, Somatic

Range See text

Effect See text

Duration See text

Saving Throw DC 24 Will disbelief (if interacted with); **Spell Resistance** Yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a shadow evocation, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to shadow evocation's level (5th) rather than the spell's normal level. Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect. Objects automatically succeed on their Will saves against this spell.

Shield

School Abjuration, Void Elemental; **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range Personal

Target You

Duration 1 min./level (D)

Saving Throw ; Spell Resistance

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.

Sotto Voce

School Necromancy; **Level** 0

Casting Time 1 action

Components Verbal

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

Duration 1+ Rounds

Saving Throw DC 18 Will Negates; **Spell Resistance** Yes

Your dry, rasping whisper fills a living creature of 4 or fewer Hit Dice with unnatural dread. The affected creature must make a Will save or be shaken for 1 round.

Spark

School Evocation, Fire Elemental; **Level** 0

Casting Time 1 action

Components

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

Target one Fine object

Duration Instantaneous

Saving Throw DC 18 Fortitude negates (object); **Spell Resistance** Yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object.

Stoneskin

School Abjuration, Earth Elemental, Metal Elemental; **Level** 4

Casting Time 1 action

Components Verbal, Somatic, Material

Range Touch

Target Creature touched

Duration 10 min./level or until discharged

Saving Throw Will negates (harmless); **Spell Resistance** Yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Touch of Fatigue

School Necromancy; **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Material

Range Touch

Target Creature touched

Duration 1 round/level

Saving Throw DC 18 Fortitude negates; **Spell Resistance** Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Vanish

School Illusion(Glamer); **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range personal or touch

Target creature touched

Duration 1 round/level (up to 5 rounds) (D)

Saving Throw Will negates (harmless); **Spell Resistance** Yes (harmless)

This spell functions like invisibility, except the effect only lasts for 1 round per caster level (maximum of 5 rounds). Like invisibility, the spell immediately ends if the subject attacks any creature.