

**Arthur** NAME: Ftr8 Div1 Arc6 111659 CLASS: 15 Character Level: 120000 NEXT LEVEL: 128

**Irwin Goldstein** PLAYERNAME: Elf Medium RACE: Elf Medium SIZE: 5' 1" 117 lbs. HEIGHT: 117 lbs. WEIGHT: 117 lbs. HAIR: Black, Wild POINTS: -102

**Uller** DEITY: Uller

**Chaotic Good** ALIGNMENT: Chaotic Good

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>STR</b> Strength	20	+5	20	+5	20	+5	127				Walk 40 ft.
<b>DEX</b> Dexterity	18	+4	24	+7	24	+7	<b>AC</b> armor class	32	25	21	10
<b>CON</b> Constitution	14	+2	16	+3	16	+3	<b>INITIATIVE</b> modifier	+11	+7	+4	
<b>INT</b> Intelligence	14	+2	14	+2	14	+2	<b>BASE ATTACK</b> bonus	+14/+9/+4			
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2					
<b>CHA</b> Charisma	11	+0	11	+0	11	+0					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+20	+11	+3	+6	+0	+0		
<b>REFLEX</b> (dexterity)	+20	+7	+7	+6	+0	+0		
<b>WILL</b> (wisdom)	+14	+6	+2	+6	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+20/+15/+10	+14/+9/+4	+5	+0	+1	+0	
<b>RANGED</b> attack bonus	+22/+17/+12	+14/+9/+4	+7	+0	+1	+0	
<b>GRAPPLE</b> attack bonus	+20/+15/+10	+14/+9/+4	+5	+0	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+20/+15/+10	1d3+5	20/x2	5 ft.

*Arthur's Great Longbow					HAND	TYPE	SIZE	CRITICAL	REACH
Ammunition: Arrow +3 (Masterwork, Steel, Wood)					Both	P	M	19-20/x3	0 ft.
30 ft.	220 ft.	440 ft.	660 ft.	880 ft.					
TH	+29/+24/+19	+28/+23/+18	+26/+21/+16	+24/+19/+14	+22/+17/+12				
Dam	1d8+13	1d8+12	1d8+12	1d8+12	1d8+12				
Special Properties	Masterwork, Wood, Distance, Holy, Mighty Bow, Shock								

*Arthur's Great Longbow [Rapid Shot]					HAND	TYPE	SIZE	CRITICAL	REACH
Ammunition: Arrow +3 (Masterwork, Steel, Wood)					Both	P	M	19-20/x3	0 ft.
30 ft.	220 ft.	440 ft.	660 ft.	880 ft.					
TH	+27/+27/+22/+17	+26/+26/+21/+16	+24/+24/+19/+14	+22/+22/+17/+12	+20/+20/+15/+10				
Dam	1d8+13	1d8+12	1d8+12	1d8+12	1d8+12				
Special Properties	Masterwork, Wood, Distance, Holy, Mighty Bow, Shock								

Greatsword +2, Keen					HAND	TYPE	SIZE	CRITICAL	REACH
To Hit					Carried	S	M	17-20/x2	0 ft.
2H	+22/+17/+12	2d6+9	2W-OH		To Hit				
Dam					Dam				
Special Properties					(Greatsword (Keen/+2 (Weapon)/Masterwork)), Masterwork, Steel, Keen				

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Buckler +2 (Buckler +2 (Shield/Masterwork)), Masterwork, Steel	Shield	+3		+0	5
*Bracers of Armor +8 The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +8, just as though he were wearing armor		+8		+0	0
*Ioun Stone (Dusty Rose) Crystalline stone always floats in the air, it takes up a circling orbit 1d3 feet from the user's head ~ Prism ~ +1 insight bonus to AC		+1		+0	0
*Ring of Protection +3 Grants +3 deflection bonus to AC		+3		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9	MISC MODIFIER
✓ Appraise	INT	3	= 2 +	+ 1		
✓ Balance	DEX	9	= 7 + 1.0 +	+ 1		
✓ Bluff	CHA	1	= 0 +	+ 1		
✓ Climb	STR	6	= 5 +	+ 1		
✓ Concentration	CON	5	= 3 + 1.0 +	+ 1		
✓ Control Shape	WIS	3	= 2 +	+ 1		
✓ Craft (Bowmaking)	INT	8	= 2 + 5.0 +	+ 1		
✓ Craft (Untrained)	INT	3	= 2 +	+ 1		
✓ Diplomacy	CHA	1	= 0 +	+ 1		
✓ Disguise	CHA	1	= 0 +	+ 1		
✓ Escape Artist	DEX	10	= 7 +	+ 3		
✓ Forgery	INT	3	= 2 +	+ 1		
✓ Gather Information	CHA	1	= 0 +	+ 1		
✓ Heal	WIS	3	= 2 +	+ 1		
✓ Hide	DEX	8	= 7 +	+ 1		
✓ Intimidate	CHA	1	= 0 +	+ 1		
✓ Jump	STR	19	= 5 + 4.0 +	+ 10		
✓ Knowledge (Nobility and Royalty)	INT	4	= 2 + 1.0 +	+ 1		
✓ Listen	WIS	11	= 2 + 4.0 +	+ 5		
✓ Move Silently	DEX	12	= 7 + 4.0 +	+ 1		
✓ Perform (Untrained)	CHA	1	= 0 +	+ 1		
✓ Ride	DEX	11	= 7 + 3.0 +	+ 1		
✓ Search	INT	5	= 2 +	+ 3		
✓ Sense Motive	WIS	3	= 2 +	+ 1		
✓ Speak Language (Faerie Dragon)		1	= 0 + 1.0 +			
✓ Spellcraft	INT	6	= 2 + 3.0 +	+ 1		
✓ Spot	WIS	24	= 2 + 17.0 +	+ 5		
✓ Survival	WIS	16	= 2 + 13.0 +	+ 1		
✓ Swim	STR	6	= 5 +	+ 1		
✓ Use Rope	DEX	14	= 7 + 6.0 +	+ 1		

✓: can be used untrained. X: exclusive skills

Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	0 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+20/+15/+10	1d4+5	2W-P-(OH)		+14/+9/+4		1d4+5
1H-O	+16/+11/+6	1d4+2	2W-P-(OL)		+16/+11/+6		1d4+5
2H	+20/+15/+10	1d4+5	2W-OH		+12		1d4+2
	10 ft.	20 ft.	30 ft.		40 ft.		50 ft.
TH	+23/+18/+13	+21/+16/+11	+19/+14/+9		+16/+11/+6		+14/+9/+4
Dam	1d4+6	1d4+6	1d4+6		1d4+5		1d4+5
Special Properties	Steel						

Dagger +2			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	0 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+22/+17/+12	1d4+7	2W-P-(OH)		+16/+11/+6		1d4+7
1H-O	+18/+13/+8	1d4+4	2W-P-(OL)		+18/+13/+8		1d4+7
2H	+22/+17/+12	1d4+7	2W-OH		+14		1d4+4
	10 ft.	20 ft.	30 ft.		40 ft.		50 ft.
TH	+25/+20/+15	+23/+18/+13	+21/+16/+11		+18/+13/+8		+16/+11/+6
Dam	1d4+8	1d4+8	1d4+8		1d4+7		1d4+7
Special Properties	Masterwork, Steel						

EQUIPMENT						
ITEM	LOCATION	QTY	WT	COST		
<b>Arthur's Great Longbow</b> 0.15 lbs., 1 Arrow +3 Masterwork, Wood, Distance, Holy, Mighty Bow, Shock	Equipped	1	3.0	72900.0		
<b>Arthur's Great Longbow</b> 0.15 lbs., 1 Arrow +3 Masterwork, Wood, Distance, Holy, Mighty Bow, Shock	Equipped	1	0.0	0.0		
<b>Greatsword +2, Keen</b> (Greatsword (Keen+2 (Weapon)/Masterwork)), Masterwork, Steel, Keen	Heward's Handy Haversack	1	8.0	18350.0		
<b>Acid (Flask)</b>	Heward's Handy Haversack	1	1.0	10.0		
<b>Alchemist's Fire (Flask)</b>	Heward's Handy Haversack	1	1.0	20.0		
<b>Arrow</b> Steel, Wood □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	Quiver of Ehlonna	60	0.15 (9.0)	0.05 (3.0)		
<b>Arrow (Alchemical Silver)</b> Alchemical Silver, Steel, Wood □□□□ □□□□ □□□□ □□□□ □□□□	Heward's Handy Haversack	25	0.15 (3.75)	2.05 (51.25)		
<b>Arrow (Alchemical Silver)</b> Alchemical Silver, Steel, Wood □□□□ □□□□ □□□□ □□□□ □□□□	Quiver of Ehlonna	25	0.15 (3.75)	2.05 (51.25)		
<b>Arrow +3</b> Masterwork, Steel, Wood □	Arthur's Great Longbow	1	0.15	366.05		
<b>Arrow of Plant Slaying</b> Plant Slaying, Bane, Masterwork, Steel, Wood □□□	Quiver of Ehlonna	3	0.15 (0.45)	366.05 (1098.15)		
<b>Arrow w/ Fire Glyph</b> 1d6+1 base damage, 5d8 fire DC17, Steel, Wood □□	Quiver of Ehlonna	2	0.15 (0.3)	0.05 (0.1)		
<b>Arrow w/ Fire Trap</b> 1d6 base damage, 1d4+11 fire DC17, (Arrow), Steel, Wood □	Quiver of Ehlonna	1	0.15	0.05		
<b>Arrow with Blindness Glyph</b> 1d6+1 damage, blindness DC17, Steel, Wood □□□□	Quiver of Ehlonna	5	0.15 (0.75)	0.05 (0.25)		
<b>Arrow with Continual Flame</b> 1d8 damage, continual flame, Steel, Wood □	Quiver of Ehlonna	1	0.15	0.05		
<b>Arrow with Electrical Glyph</b> 1d6+1 damage, 4d8 electrical DC17, Steel, Wood □	Quiver of Ehlonna	1	0.15	0.05		
<b>Arrow with Fire Glyph</b> 1d6+1 base damage, 4d8 fire DC17, Steel, Wood □	Quiver of Ehlonna	1	0.15	0.05		
<b>Arrow with Frost Glyph</b> 1d6+1 base damage, 4d8 frost DC17, (Arrow), Steel, Wood □	Quiver of Ehlonna	1	0.15	0.05		
<b>Bowmaking Artisan's Tools</b>	Equipped	1	5.0	5.0		
<b>Boots of Striding and Springing</b> These boots increase the wearers base land speed by 10 feet. In	Equipped	1	1.0	5500.0		
TOTAL WEIGHT CARRIED/VALUE				28.39498651	24	
				lbs.	gp	

EQUIPMENT						
ITEM	LOCATION	QTY	WT	COST		
addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps						
<b>Bracers of Armor +8</b> The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +8, just as though he were wearing armor	Equipped	1	1.0	64000.0		
<b>Buckler +2</b> (Buckler +2 (Shield/Masterwork)), Masterwork, Steel	Equipped	1	5.0	4165.0		
<b>Candle</b>	Heward's Handy Haversack	1	0.0	0.01		
<b>Chalk (1 piece)</b>	Heward's Handy Haversack	1	0.0	0.01		
<b>Dagger</b> Steel	Heward's Handy Haversack	1	1.0	2.0		
<b>Dagger +2</b> Masterwork, Steel	Heward's Handy Haversack	1	1.0	8302.0		
<b>Dust of Disappearance</b> A creature or object touched by it becomes invisible (as greater invisibility). Normal vision cant see dusted creatures or objects, nor can they be detected by magical means, including see invisibility or invisibility purge	Heward's Handy Haversack	1	0.01	3500.0		
<b>Flint and Steel</b>	Heward's Handy Haversack	1	0.0	1.0		
<b>Gloves of Dexterity +6</b> Add to the wearers Dexterity score in the form of an enhancement bonus of +6	Equipped	1	0.01	36000.0		
<b>Grappling Hook</b>	Heward's Handy Haversack	1	4.0	1.0		
<b>Heward's Handy Haversack</b> 329.17 lbs., 1 Acid (Flask), 1 Grappling Hook, 1 Greatsword +2, Keen, 1 Mirror (Small/Steel), 1 Necklace of Adaptation, 1 Oil Flask (1 pt), 1 Piton, 2 Potion of Aid, 2 Potion of Barkskin +2, 2 Potion of Bull's Strength, 3 Potion of Haste, 1 Alchemist's Fire (Flask), 3 Potion of Protection from Evil, 7 Trail Rations (Per Day), 2 Rod of Immovable, 1 Silk Rope (50'), 1 Sack, 2 Scroll of Animate Rope, 1 Scroll of Charm Person, 1 Scroll of Endure Elements (cold), 1 Scroll of Endure Elements (fire), 1 Candle, 1 Scroll of Endure Elements (electricity), 1 Scroll of Sleep, 1 Scroll of Shield, 1 Scroll of True Strike, 1 Scroll of Spider Climb, 16 Tindertwig, 1 Spade or Shovel, 2 Torch, 1 Wand of Fireball (8th level caster), 1 Wand of Lightning Bolt (8th level caster), 1 Chalk (1 piece), 1 Wand (Fireball/Wizard/8th), 1 Wand (Locate Creature/Wizard/7th), 1 Wand of Dimensional Door, 1 Hammock, 1 Refuge item, 1 Wide Leather Belt, 13007 Gold piece (gp), 1 Dagger, 1 Dagger +2, 1 Flint and Steel, 1 Dust of Disappearance, 36 Water Arrow, 25 Arrow (Alchemical Silver), 25 Arrow (Cold Iron)	Equipped	1	5.0	2000.0		
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						
<b>Ioun Stone (Dusty Rose)</b> Crystalline stone always floats in the air, it takes up a circling orbit 1d3 feet from the user's head - Prism - +1 insight bonus to AC	Equipped	1	0.01	5000.0		
<b>Ioun Stone (Pale Green)</b> Crystalline stone always floats in the air, it takes up a circling orbit 1d3 feet from the user's head - Prism - +1 Competence bonus to attack rolls, saves, skill checks and ability checks	Equipped	1	0.01	30000.0		
<b>Ioun Stone (Pink)</b> Crystalline stone always floats in the air, it takes up a circling orbit 1d3 feet from the user's head - Rhomboid - +2 enhancement bonus to Constitution	Equipped	1	0.01	8000.0		
<b>Mirror (Small/Steel)</b>	Heward's Handy Haversack	1	0.5	10.0		
<b>Necklace of Adaptation</b> The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as cloudkill and stinking cloud effects, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.	Heward's Handy Haversack	1	0.01	9000.0		
<b>Oil Flask (1 pt)</b>	Heward's Handy Haversack	1	1.0	0.1		
<b>Traveler's Outfit</b>	Equipped	1	5.0	0.0		
<b>Pearl of Power (1st Level)</b> Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of 1st level	Equipped	1	0.01	1000.0		
<b>Pearl of Power (2nd Level)</b> Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of 2nd level	Equipped	1	0.01	4000.0		
<b>Periap of Proof against Poison</b> The wearer is immune to poison, although poisons still active when the periapt is first donned still run their course	Equipped	1	0.01	27000.0		
<b>Piton</b>	Heward's Handy Haversack	1	0.5	0.1		
<b>Potion of Aid</b>	Heward's Handy Haversack	2	0.1 (0.2)	300.0 (600.0)		
TOTAL WEIGHT CARRIED/VALUE				28.39498651	24	
				lbs.	gp	



## FEATS

### Blind-Fight

You know how to fight in melee without being able to see your foes

### Improved Critical (Longbow)

With your chosen weapon you know how to hit where it hurts

### Improved Initiative

You can react more quickly than normal in a fight

### Manyshot

You can fire multiple arrows simultaneously against a nearby target

### Point Blank Shot

You are skilled at making well-placed shots with ranged weapons at close range

### Precise Shot

You are skilled at timing and aiming ranged attacks

### Quick Draw

You can draw weapons with startling speed

### Rapid Shot

You can use ranged weapons with exceptional speed

### Track

You can follow the trails of creatures and characters across most types of terrain

### Weapon Focus (Longbow)

You are especially good at using the chosen weapon

### Weapon Specialization (Longbow)

You deal extra damage with the chosen weapon

### Armor Proficiency (Heavy)

You are proficient with heavy armor

### Armor Proficiency (Light)

You are proficient with light armor

### Armor Proficiency (Medium)

You are proficient with medium armor

### Martial Weapon Proficiency

You understand how to use the chosen martial weapon in combat

### Scribe Scroll

You can create scrolls, from which you or another spellcaster can cast the scribed spells

### Shield Proficiency

You are proficient with bucklers, small shields, and large shields

### Simple Weapon Proficiency

You understand how to use all types of simple weapons in combat

### Tower Shield Proficiency

You are proficient with tower shields

## PROFICIENCIES

Axe (Throwing), Battleaxe, Bead of Force, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana (Martial), Kukri, Kusari-gama, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shortbow, Shortspear, Sickle, Sling, Spear, Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven), Warhammer

## LANGUAGES

Common, Elven, Faerie Dragon, Literacy, Sylvan

## TEMPLATES

Saddle on Mount

## PROHIBITED

Necromancy

### Familiar: Wart (Toad)

HP:	63	AC:	16	INIT:	+1
FORT:	+11	REF:	+8	WILL:	+8
Special:	Amphibious (Ex) ~ can survive indefinitely on land, Empathic Link, Improved Evasion (Ex), Share Spells				

# Wizard Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Acid Splash	12	None	1 standard	Instantaneous action	Close (25 ft.)	V, S	No	Conjuration (Creation) [Acid]	phb: p.196.
<i>Effect:</i> Orb deals 1d3 acid damage.					<i>Target:</i> One missile of acid		<i>Caster Level:</i> 1		
□□□□ Arcane Mark	12	None	1 standard	Permanent action	0 ft.	V, S	No	Universal	phb: p.201
<i>Effect:</i> Inscribes your personal rune [visibly or invisibly].					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.		<i>Caster Level:</i> 1		
□□□□ Dancing Lights	12	None	1 standard	1 minute action	Medium (110 ft.)	V, S	No	Evocation [Light]	phb: p.216
<i>Effect:</i> You create up to four lights that resemble lanterns or torches or up to four glowing spheres of light or one faintly glowing humanoid shape..					<i>Target:</i> Up to four lights, all within a 10-ft. radius area		<i>Caster Level:</i> 1		
□□□□ Daze	12	Will negates	1 standard	1 round action	Close (25 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.217
<i>Effect:</i> You cloud the mind of a humanoid creature of 4 HD or less; loses next action.					<i>Target:</i> One humanoid creature of 4 HD or less		<i>Caster Level:</i> 1		
□□□□ *Detect Magic	12	None	1 standard	Concentration, up to 1 minutes action	60 ft.	V, S	No	Divination	phb: p.219
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 1		
□□□□ *Detect Poison	12	None	1 standard	Instantaneous action	Close (25 ft.)	V, S	No	Divination	phb: p.219
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> One creature, one object, or a 5-ft. cube		<i>Caster Level:</i> 1		
□□□□ Flare	12	Fortitude negates	1 standard	Instantaneous action	Close (25 ft.)	V	Yes	Evocation [Light]	phb: p.232
<i>Effect:</i> This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. -- 1 on attack rolls					<i>Target:</i> Burst of light		<i>Caster Level:</i> 1		
□□□□ Ghost Sound	12	Will disbelief (if interacted with)	1 standard	1 rounds action	Close (25 ft.)	V, S, M	No	Illusion (Figment)	phb: p.235
<i>Effect:</i> 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 sounds basic character.					<i>Target:</i> Illusory sounds		<i>Caster Level:</i> 1		
□□□□ Light	12	None	1 standard	10 minutes action	Touch	V, M/DF	No	Evocation [Light]	phb: p.248
<i>Effect:</i> This spell causes an object to glow like a torch, shedding bright light in a 20-foot-radius [and dim light for an additional 20 feet] from the point you touch. The effect is immobile, but it can be cast on a movable object.					<i>Target:</i> Object touched		<i>Caster Level:</i> 1		
□□□□ Mage Hand	12	None	1 standard	Concentration action	Close (25 ft.)	V, S	No	Transmutation	phb: p.249
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.		<i>Caster Level:</i> 1		
□□□□ Mending	12	Will negates (harmless, object)	1 standard	Instantaneous action	10 ft.	V, S	Yes (harmless, object)	Transmutation	phb: p.253
<i>Effect:</i> Mending repairs small breaks or tears in objects [but not warps, such as might be caused by a warp wood spell]. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.					<i>Target:</i> One object of up to 1 lb.		<i>Caster Level:</i> 1		
□□□□ Message	12	None	1 standard	10 minutes action	Medium (110 ft.)	V, S, F	No	Transmutation [Language-Dependent]	phb: p.253
<i>Effect:</i> You can whisper messages and receive whispered replies with little chance of being overheard. 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.					<i>Target:</i> 1 creatures		<i>Caster Level:</i> 1		
□□□□ Open/Close	12	Will negates (object)	1 standard	Instantaneous action	Close (25 ft.)	V, S, F	Yes (object)	Transmutation	phb: p.258
<i>Effect:</i> 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 be opened or closed a bar on a door or a lock on a chest], the spell fails.					<i>Target:</i> Object weighing up to 30 lb. or portal that can		<i>Caster Level:</i> 1		
□□□□ Prestidigitation	12	See text	1 standard	1 hour action	10 ft.	V, S	No	Universal	phb: p.264
<i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitaton spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations.					<i>Target:</i> See text		<i>Caster Level:</i> 1		
□□□□ Ray of Frost	12	None	1 standard	Instantaneous action	Close (25 ft.)	V, S	Yes	Evocation [Cold]	phb: p.269
<i>Effect:</i> 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.					<i>Target:</i> Ray		<i>Caster Level:</i> 1		
□□□□ *Read Magic	12	None	1 standard	10 minutes action	Personal	V, S, F	No	Divination	phb: p.269
<i>Effect:</i> By means of read magic, 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 scroll.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□ Resistance	12	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration	phb: p.272
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Animate Rope	13	None	1 standard	1 rounds action	Medium (110 ft.)	V, S	No	Transmutation	phb: p.199
<i>Effect:</i> You animate a nonliving rope-like object..					<i>Target:</i> One ropelike object, length up to 55 ft.; see text		<i>Caster Level:</i> 1		
□□□□ *Arrow Mind	13		1 immediate	1 minutes [D] action	Personal	V, S, M		Divination	spc/mp: p.15
<i>Effect:</i> You threaten nearby squares with your bow and fire without provoking attacks of opportunity.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□ Charm Person	13	Will negates	1 standard	1 hours action	Close (25 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	phb: p.209
<i>Effect:</i> Makes a humanoid regard you as a trusted friend and ally.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 1		
□□□□ *Comprehend Languages	13	None	1 standard	10 minutes action	Personal	V, S, M/DF	No	Divination	phb: p.212
<i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□ Endure Elements	13	Will negates	1 standard	24 hours	Touch	V, S	Yes (harmless)	Abjuration	phb: p.226

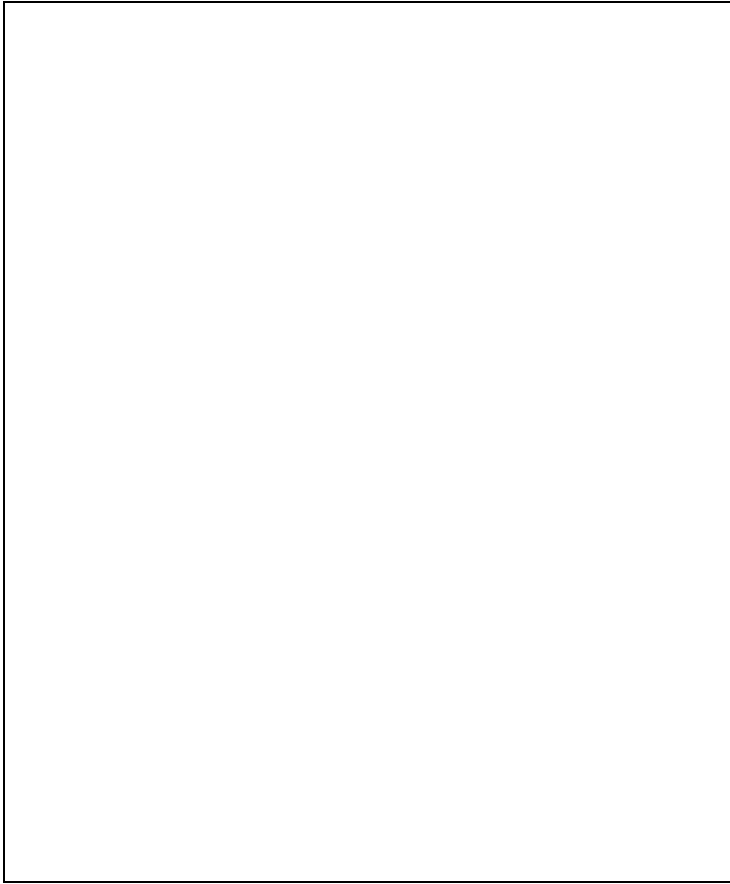
\* =Domain/Speciality Spell

# Wizard Spells

<i>Effect:</i> Subject suffers no harm from being in a hot or cold environment.	(harmless)	action						<i>Target:</i> Creature touched	<i>Caster Level:</i> 1
□□□□□ Feather Fall	13	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 rounds	Close (25 ft.)	V	Yes (object)	Transmutation	phb: p.229
<i>Effect:</i> The affected creatures or objects fall slowly, though faster than feathers typically do. Feather fall instantly changes the rate at which the targets fall, to a mere 60 feet per round, equivalent to the end of a fall from a few feet, and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.								<i>Target:</i> 1 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart	<i>Caster Level:</i> 1
□□□□□ Grease	13	See text	1 standard action	1 rounds	Close (25 ft.)	V, S, M	No	Conjuration (Creation)	phb: p.237 <i>Caster Level:</i> 1
<i>Effect:</i> 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. This save is repeated on your turn each round that the creature remains within the area.								<i>Target:</i> One object or a 10-ft. square	
□□□□□ *Identify	13	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination	phb: p.243
<i>Effect:</i> The spell determines all magic properties of a single magic item, including how to activate those functions [if appropriate], and how many charges are left [if any].								<i>Target:</i> One touched object	<i>Caster Level:</i> 1
□□□□□ Mage Armor	13	Will negates (harmless)	1 standard action	1 hours	Touch	V, S, F	No	Conjuration (Creation) [Force]	phb: p.249 <i>Caster Level:</i> 1
<i>Effect:</i> An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.								<i>Target:</i> Creature touched	
□□□□□ Protection from Evil	13	Will negates (harmless)	1 standard action	1 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	phb: p.266
<i>Effect:</i> This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								<i>Target:</i> Creature touched	<i>Caster Level:</i> 1
□□□□□ Shield	13	None	1 standard action	1 minutes	Personal	V, S	No	Abjuration [Force]	phb: p.278
<i>Effect:</i> Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC.								<i>Target:</i> You	<i>Caster Level:</i> 1
□□□□□ Sleep	13	Will negates	1 round	1 minutes	Medium (110 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.280 <i>Caster Level:</i> 1
<i>Effect:</i> A sleep spell causes a magical slumber to come upon 4 Hit Dice of creatures.								<i>Target:</i> One or more living creatures within a 10-ft. radius burst	
□□□□□ *True Strike	13	None	1 standard action	See text	Personal	V, F	No	Divination	phb: p.296
<i>Effect:</i> You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll [if it is made before the end of the next round] gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.								<i>Target:</i> You	<i>Caster Level:</i> 1

\* =Domain/Specialty Spell

# Arthur



Elf
RACE
128
AGE
Male
GENDER
Low-light
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
5' 1"
HEIGHT
117 lbs.
WEIGHT
Grren
EYE COLOUR
Tanned
SKIN COLOUR
Black, Wild
HAIR
PHOBIAS
PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

## Description:

## Biography:

Arthur once served as a scout for his remote elven "tribe", spending long times away from the main camp. Through his scouting activities (mostly intended to keep outsiders away) he began meeting up with more and more "civilized" folk. Seeing that they were often not outright evil and to be feared, he became more and more curious about the civilization they came from. His fellow scouts found this disturbing. Eventually, his attitudes towards outsiders made him less at home amongst his own people...