

Nuane **AI** **None** **Lawful Neutral**
 Character Name Player Name Deity Region Alignment
 Rogue 12, Diviner 1, Monk 1 Human / Humanoid Medium / 5 ft. 5' 9" / 175 lbs. Normal
 CLASS RACE SIZE / FACE HEIGHT / WEIGHT VISION
 14 (13) 300000 / 425000 21 Female
 Character Level (CR) EXP/NEXT LEVEL AGE GENDER EYES HAIR Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED									
STR Strength	10	+0	10	+0			HP hit points	85								Walk 30 ft.								
DEX Dexterity	19	+4	25	+7			AC armor class	29	29	21	-10	+5	+0	+7	+0	+3	+3	+0	+0	+0	+0	+0	+0	+1
CON Constitution	12	+1	12	+1			INITIATIVE modifier		+8	+7	+1													
INT Intelligence	18	+4	22	+6			Encumbrance																	
WIS Wisdom	13	+1	13	+1			Light																	
CHA Charisma	11	+0	11	+0			TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL ARMOR DEFLECTION DODGE Morale Insight Sacred Profane MISC																	
SAVING THROWS		TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	MISS CHANCE Arcane Spell Failure ARMOR CHECK PENALTY SPELL RESIST ACID RESIST COLD RESIST ELECT. RESIST FIRE RESIST															
FORTITUDE (constitution)	+10	+6	+1	+4	-1	+0																		
REFLEX (dexterity)	+22	+10	+7	+4	+1	+0																		
WILL (wisdom)	+12	+8	+1	+4	-1	+0																		

Conditional Save Modifiers:							
+4 Reflex to avoid traps							
MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+8/+3	+9/+4	+0	+0	-1	0	
RANGED	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+15/+10	+9/+4	+7	+0	-1	0	
CMB	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+16/+11	+9/+4	+7	+0			
CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN	
	+16/+11	+16/+11	+16/+11	+16/+11	+16	+16	
CMD	30	30	30	30	30	30	

UNARMED (nonlethal only)
 TOTAL ATTACK BONUS: +15/+10
 DAMAGE: 1d6
 CRITICAL: 20/x2
 REACH: 5 ft.

Flurry of Blows	TOTAL ATTACK BONUS		DAMAGE		CRITICAL	REACH
	+14/+14		+14/ +14		20/x2	5 ft.
*Flurry of Blows	HAND	TYPE	SIZE	CRITICAL	REACH	
	Equipped	B	M	20/x2	5 ft.	
TOTAL ATTACK BONUS		DAMAGE				
+14/+14/+9		1d6				

TOTAL SKILLPOINTS: 172		MAX RANKS: 14/14	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER RANKS MISC MODIFIER
✓ Acrobatics	DEX	23	= 7 + 14 + 2
✓ Appraise	INT	19	= 6 + 11 + 2
✓ Bluff	CHA	-1	= 0 + -1
✓ Climb	STR	16	= 0 + 14 + 2
✓ Craft (Untrained)	INT	5	= 6 + -1
✓ Diplomacy	CHA	3	= 0 + 1 + 2
✓ Disable Device	DEX	29	= 7 + 14 + 8
✓ Disguise	CHA	12	= 0 + 10 + 2
✓ Escape Artist	DEX	23	= 7 + 14 + 2
✓ Fly	DEX	12	= 7 + 3 + 2
✓ Heal	WIS	0	= 1 + -1
✓ Intimidate	CHA	-1	= 0 + -1
Knowledge (Arcana)	INT	11	= 6 + 3 + 2
Knowledge (Dungeoneering)	INT	10	= 6 + 2 + 2
Knowledge (Engineering)	INT	9	= 6 + 1 + 2
Knowledge (Geography)	INT	9	= 6 + 1 + 2
Knowledge (History)	INT	9	= 6 + 1 + 2
Knowledge (Nobility)	INT	9	= 6 + 1 + 2
Knowledge (Planes)	INT	12	= 6 + 4 + 2
Linguistics (Aquan, Celestial, Draconic, Dwarven, Gnome, Orc, Undercommon)	INT	15	= 6 + 7 + 2
✓ Perception	WIS	21	= 1 + 14 + 6
✓ Perception (Trapfinding)	WIS	31	= 1 + 14 + 16
✓ Perform (Untrained)	CHA	-1	= 0 + -1
Perform (Wind Instruments)	CHA	4	= 0 + 2 + 2
✓ Ride	DEX	12	= 7 + 3 + 2
✓ Sense Motive	WIS	10	= 1 + 4 + 5
Sleight of Hand	DEX	16	= 7 + 7 + 2
Spellcraft	INT	22	= 6 + 14 + 2
✓ Stealth	DEX	31	= 7 + 14 + 10

*+1 Rapier (Shock)				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	P	M	18-20/x2	5 ft.
	To Hit	Dam		To Hit				Dam
1H-P	+16/+11	1d6+1	2W-P-(OH)	+12/+7				1d6+1
1H-O	+16/+11	1d6+1	2W-P-(OL)	+14/+9				1d6+1
2H	+16/+11	1d6+1	2W-OH	+12/+7				1d6+1

Special Properties: (+1 Rapier (Shock)), +1d6 electricity damage

*+2 Dagger (Ghost Touch)				HAND	TYPE	SIZE	CRITICAL	REACH
				Off-hand	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit				Dam
1H-P	+17/+12	1d4+2	2W-P-(OH)	+13/+8				1d4+2
1H-O	+17/+12	1d4+2	2W-P-(OL)	+15/+10				1d4+2
2H	+17/+12	1d4+2	2W-OH	+15/+10				1d4+2
	10 ft.	20 ft.	30 ft.	40 ft.				50 ft.
TH	+18/+13	+16/+11	+14/+9	+11/+6				+9/+4
Dam	1d4+3	1d4+3	1d4+3	1d4+2				1d4+2

Special Properties: (+2 Dagger (Ghost Touch)), deals damage normally against incorporeal creatures regardless of bonus

*: 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
+1 Chain Shirt (Glamered/Mithral)	Light	+5	+6	+0	10	
30 hp/inch, hardness 15, can appear as normal clothing on command						
+1 Studded Leather	Light	+4	+5	+0	15	
*Amulet of Natural Armor +3		+3		+0	0	
*Ring of Protection +3		+3		+0	0	
*Robe of the Archmagi, Grey		+5		+0	0	
+2 enhancement bonus to overcome spell resistance.						

Stunning Fist

Uses per day

You know just where to strike to temporarily stun a foe. 4/day (DC 18)

✓ Survival	WIS	0	=	1	+	-1
✓ Swim	STR	3	=	0	+	1 + 2
Use Magic Device	CHA	17	=	0	+	14 + 3
			=		+	+
			=		+	+

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

Diviner's Fortune

Uses per day

Diviner's Fortune (Sp): When you activate this school power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to 1 for one round. You can use this ability 9 times per day. [Paizo Inc. - Core Rulebook, p.81]

Resiliency

Uses per Day

Resiliency (Ex): Once per day, you can gain 12 temporary hit points. Activating this ability is an immediate action that can only be performed when you are brought to below 0 hit points. This ability can be used to prevent yourself from dying. These temporary hit points last for 1 minute. If your hit points drop below 0 due to the loss of these temporary hit points, you fall unconscious and are dying as normal. [Paizo Inc. - Core Rulebook, p.68]

Shortbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +16/+11		Damage: 1d6+1		
60 ft.		120 ft.		180 ft.		240 ft.
TH	+15/+10	+13/+8	+11/+6	+9/+4	+7/+2	
Dam	1d6	1d6	1d6	1d6	1d6	
360 ft.		420 ft.		480 ft.		540 ft.
TH	+5/+0	+3/-2	+1/-4	-1/-6	-3/-8	
Dam	1d6	1d6	1d6	1d6	1d6	

Spear		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	M	20/x3	5 ft.
To Hit		Dam		To Hit		
2H		1d8		2W-OH		null
Range: 20 ft.		To Hit: +16/+11		Damage: 1d8+1		
30 ft.		40 ft.		60 ft.		80 ft.
TH	+14/+9	+13/+8	+11/+6	+9/+4	+7/+2	
Dam	1d8+1	1d8	1d8	1d8	1d8	

Special Properties: Extra damage when set against a charging character (pg. 144)

+1 Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	PS	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		
1H-P		1d4+1		2W-P-(OH)		+12/+7
1H-O		1d4+1		2W-P-(OL)		+14/+9
2H		1d4+1		2W-OH		+14/+9
10 ft.		20 ft.		30 ft.		40 ft.
TH	+17/+12	+15/+10	+13/+8	+10/+5	+8/+3	
Dam	1d4+2	1d4+2	1d4+2	1d4+1	1d4+1	

+1 Rapier		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	M	18-20/x2	5 ft.
To Hit		Dam		To Hit		
1H-P		1d6+1		2W-P-(OH)		+12/+7
1H-O		1d6+1		2W-P-(OL)		+14/+9
2H		1d6+1		2W-OH		+12/+7

+1 Sword (Short)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		
1H-P		1d6+1		2W-P-(OH)		+12/+7
1H-O		1d6+1		2W-P-(OL)		+14/+9
2H		1d6+1		2W-OH		+14/+9

+2 Dagger (Wounding)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	PS	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		
1H-P		1d4+2		2W-P-(OH)		+13/+8
1H-O		1d4+2		2W-P-(OL)		+15/+10
2H		1d4+2		2W-OH		+15/+10
10 ft.		20 ft.		30 ft.		40 ft.
TH	+18/+13	+16/+11	+14/+9	+11/+6	+9/+4	
Dam	1d4+3	1d4+3	1d4+3	1d4+2	1d4+2	

Special Properties: deals 1 point of bleed damage per hit

Acid (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	A	M	20/x2	5 ft.
10 ft.		20 ft.		30 ft.		40 ft.
TH	+16/+11	+14/+9	+12/+7	+9/+4	+7/+2	
Dam	1d6+1	1d6+1	1d6+1	1d6	1d6	

Special Properties: Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	F	M	20/x2	5 ft.
10 ft.		20 ft.		30 ft.		40 ft.
TH	+16/+11	+14/+9	+12/+7	+9/+4	+7/+2	
Dam	1d6+1	1d6+1	1d6+1	1d6	1d6	

Special Properties: Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.

+1 Dagger (Spell Storing - Hold Person)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	PS	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		
1H-P		1d4+1		2W-P-(OH)		+12/+7
1H-O		1d4+1		2W-P-(OL)		+14/+9
2H		1d4+1		2W-OH		+14/+9
10 ft.		20 ft.		30 ft.		40 ft.
TH	+17/+12	+15/+10	+13/+8	+10/+5	+8/+3	
Dam	1d4+2	1d4+2	1d4+2	1d4+1	1d4+1	

Special Properties: (+1 Dagger (Spell Storing)), can store a single targeted spell of up to 3rd level with a casting time of 1 standard action

Crossbow, Repeating Light		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +12/+7		Damage: 1d8+1		
80 ft.		160 ft.		240 ft.		320 ft.
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2	
Dam	1d8	1d8	1d8	1d8	1d8	
480 ft.		560 ft.		640 ft.		720 ft.
TH	+1/-4	-1/-6	-3/-8	-5/-10	-7/-12	
Dam	1d8	1d8	1d8	1d8	1d8	

Special Properties: May hold 5 bolts

Holy Water (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped		M	20/x2	5 ft.
10 ft.		20 ft.		30 ft.		40 ft.
TH	+16/+11	+14/+9	+12/+7	+9/+4	+7/+2	
Dam	2d4+1	2d4+1	2d4+1	2d4	2d4	

Special Properties: Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	PS	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		
1H-P		1d4		2W-P-(OH)		+11/+6
1H-O		1d4		2W-P-(OL)		+13/+8
2H		1d4		2W-OH		+13/+8
10 ft.		20 ft.		30 ft.		40 ft.
TH	+16/+11	+14/+9	+12/+7	+9/+4	+7/+2	
Dam	1d4+1	1d4+1	1d4+1	1d4	1d4	

Masterwork Sword (Short)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		
1H-P		1d6		2W-P-(OH)		+12/+7
1H-O		1d6		2W-P-(OL)		+14/+9
2H		1d6		2W-OH		+14/+9

Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+8/+3		1d6				

Sword (Short)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		
1H-P		1d6		2W-P-(OH)		+11/+6
1H-O		1d6		2W-P-(OL)		+13/+8
2H		1d6		2W-OH		+13/+8

Tanglefoot Bag		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped		M	none/x0	5 ft.
10 ft.		20 ft.		30 ft.		40 ft.
TH	+16/+11	+14/+9	+12/+7	+9/+4	+7/+2	
Dam						

Special Properties: An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move

Thunderstone		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	So	M	none/x0	5 ft.
Range: 20 ft.		To Hit: +16/+11		Damage:		
30 ft.		40 ft.		60 ft.		80 ft.
TH	+14/+9	+13/+8	+11/+6	+9/+4	+7/+2	
Dam						

Special Properties: Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Headband of Vast Intelligence +4 (Knowledge (Geography, Nobility))	Equipped	1	1 / 16,000
Amulet of Natural Armor +3	Equipped	1	0 / 18,000
Mask of the Skull	Equipped	1	3 / 22,000
Flurry of Blows	Equipped	1	0 / 0
Ring of Invisibility	Equipped	1	0 / 20,000
By activating this simple silver ring, the wearer can benefit from Invisibility, as the spell.			
+1 Rapier (Shock)	Equipped	1	2 / 8,320
(+1 Rapier (Shock)), +1d6 electricity damage			
+2 Dagger (Ghost Touch)	Equipped	1	1 / 18,302
(+2 Dagger (Ghost Touch)), deals damage normally against incorporeal creatures regardless of bonus			
Ring of Protection +3	Equipped	1	0 / 18,000
Belt of Incredible Dexterity +6	Equipped	1	1 / 36,000
Robe of the Archmagi, Grey	Equipped	1	1 / 75,000
+2 enhancement bonus to overcome spell resistance.			
Cloak of Elvenkind	Equipped	1	1 / 2,500
TOTAL WEIGHT CARRIED/VALUE	31 lbs.		416,939.3gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Boots of Teleportation	Equipped	1	3 / 49,000	
Outfit (Explorer's)	Equipped	1	8 / 0	
Efficient Quiver	Equipped	1	2 / 1,800	
9.5 lbs., 10 Arrow, 1 Shortbow, 1 Spear				
Arrow	Efficient Quiver	10	0.1 (1.5) / 0.1 (0.5)	
Shortbow	Efficient Quiver	1	2 / 30	
Spear	Efficient Quiver	1	6 / 2	
Extra damage when set against a charging character (pg. 144)				
Handy Haversack	Equipped	1	5 / 2,000	
169.85 lbs., 1 +1 Chain Shirt (Glamerer/Mithral), 1 +1 Dagger, 2 +1 Rapier, 1 +1 Studded Leather, 1 +1 Sword (Short), 1 +2 Dagger (Wounding), 2 Acid (Flask), 5 Alchemist's Fire (Flask), 1 Amulet of Mighty Fists +1, 1 Chain (10 Ft.), 1 Arrow (Slaying/humans), 1 Backpack, Common, 1 Bag of Tricks (Rust), 1 Bedroll, 1 Boots of Levitation, 1 +1 Dagger (Spell Storing - Hold Person), 5 Antitoxin (Vial), 1 Crowbar, 1 Hat of Disguise, 4 Coin (Gold Piece), 1 Crossbow, Repeating Light, 3 Potion of Jump, 5 Ounce of Sovereign Glue, 4 Salve of Slipperiness, 2 Potion of Spider Climb, 5 Alchemical Solvent, 1 Cloak of Resistance +1, 6 Holy Water (Flask), 2 Sunrod, 1 Wand of Endure Elements, 2 Dagger, 1 Wand of Gaseous Form, 1 Feather Token, Anchor, 5 Fishhook, 9 Flash Pellet, 1 Flint and Steel, 2 Grappling Hook, Common, 1 Ink (1 oz. Vial), 1 Inkpen, 1 Lantern (Hooded), 1 Leather Belt, 1 Lion's Mask, 1 Lock (Superior), 1 Masterwork Sword (Short), 1 Masterwork Thieves' Tools, 5 Oil (1 Pint Flask), 1 Oil of Magic Weapon, 5 Paper (Sheet), 5 Parchment (Sheet), 1 Pearl of Power (1st Level), 3 Potion of Cure Light Wounds, 1 Potion of Cure Moderate Wounds, 1 Potion of Cure Serious Wounds, 1 Potion of Pass without Trace, 1 Potion of Resist Energy 10 (Acid), 1 Potion of Water Walk, 1 Quarterstaff, 5 Rations (Trail/Per Day), 1 Ring of the Ram, 1 Rod (Immovable), 1 Rope (Silk/50 ft.), 1 Sack, 1 Scroll (Color Spray), 2 Scroll (Comprehend Languages), 2 Scroll (Detect Magic), 5 Scroll (Detect Poison), 1 Scroll (Disguise Self/Wizard/3rd, Enlarge Person/Wizard/3rd/Arcane/Minor), 3 Scroll (Expeditious Retreat), 3 Scroll (Jump), 1 Scroll (Mage Hand), 3 Scroll (Magic Missile), 3 Scroll (Mending), 5 Scroll (Message), 4 Scroll (Mount), 4 Scroll (Open/Close), 3 Scroll (Read Magic), 3 Scroll (Reduce Person), 2 Scroll (Shield), 1 Scroll (Shocking Grasp), 3 Scroll (Sleep), 4 Scroll (Vanish/Wizard/6th/Arcane/Minor), 1 Silver Magical Flute, 5 Smokestick, 3 Soap (per lb.), 1 Spellbook (Nuance), 1 Sword (Short), 5 Tanglefoot Bag, 7 Thunderstone, 21 Tindertwig, 3 Torch, 3 Trade Gem (10), 4 Trade Gem (100), 6 Trade Gem (1000), 1 Universal Solvent, 1 Wand of Charm Person, 1 Wand of Fireball (9th), 1 Wand of Magic Missile (7th), 1 Wand of Magic Missile (9th), 1 Waterskin (Filled)				
+1 Chain Shirt (Glamerer/Mithral)	Handy Haversack	1	12.5 / 4,800	
30 hp/inch, hardness 15, can appear as normal clothing on command				
+1 Dagger	Handy Haversack	1	1 / 2,302	
+1 Rapier	Handy Haversack	2	2 (4) / 2,320 (4,640)	
+1 Studded Leather	Handy Haversack	1	20 / 1,175	
+1 Sword (Short)	Handy Haversack	1	2 / 2,310	
+2 Dagger (Wounding)	Handy Haversack	1	1 / 32,302	
deals 1 point of bleed damage per hit				
Acid (Flask)	Handy Haversack	2	1 (2) / 10 (20)	
Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.				
Alchemist's Fire (Flask)	Handy Haversack	5	1 (5) / 20 (100)	
Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.				
Amulet of Mighty Fists +1	Handy Haversack	1	0 / 4,000	
Chain (10 Ft.)	Handy Haversack	1	2 / 30	
Arrow (Slaying/humans)	Handy Haversack	1	0 / 4,564	
This +1 arrow is keyed to humans. If it strikes such a human, the target must make a DC 20 Fortitude save or take 50 points of damage.				
Ring of the Ram	Handy Haversack	1	0 / 1,204	
Backpack, Common	Handy Haversack	1	2 / 2	
Wand of Charm Person	Handy Haversack	1	0.1 / 345	
This charm makes a humanoid creature regard you as its trusted friend and ally.				
Bag of Tricks (Rust)	Handy Haversack	1	1 / 8,500	
Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week, but no more than two per day.				
Wand of Fireball (9th)	Handy Haversack	1	0 / 5,625	
(Wand (Fireball/5th))				
Bedroll	Handy Haversack	1	5 / 0.1	
Wand of Magic Missile (7th)	Handy Haversack	1	0 / 150	
1 to 5 missiles that do 1d4+1 damage each., (Wand (Magic Missile/1st))				
Boots of Levitation	Handy Haversack	1	1 / 7,500	
On command, allows the wearer to Levitate as the spell.				
+1 Dagger (Spell Storing - Hold Person)	Handy Haversack	1	1 / 8,302	
(+1 Dagger (Spell Storing)), can store a single targeted spell of up to 3rd level with a casting time of 1 standard action				
Antitoxin (Vial)	Handy Haversack	5	0 (0) / 50 (250)	
TOTAL WEIGHT CARRIED/VALUE		31 lbs.	416,939.3gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
+5 alchemical bonus to Fortitude saves against poison for 1 hour				
Crowbar	Handy Haversack	1	5 / 2	
+2 circumstance bonus to Strength checks to force open a door or chest				
Hat of Disguise	Handy Haversack	1	0 / 1,800	
Crossbow, Repeating Light	Handy Haversack	1	6 / 250	
May hold 5 bolts				
Potion of Jump	Handy Haversack	3	0 (0) / 50 (150)	
+10 enhancement bonus on Acrobatics checks made to jump for 1 minute				
Ounce of Sovereign Glue	Handy Haversack	5	0 (0) / 2,400 (12,000)	
Salve of Slipperiness	Handy Haversack	4	0 (0) / 1,000 (4,000)	
Potion of Spider Climb	Handy Haversack	2	0 (0) / 300 (600)	
Climb and travel on vertical surfaces for 30 minutes				
Alchemical Solvent	Handy Haversack	5	0.5 (2.5) / 20 (100)	
Cloak of Resistance +1	Handy Haversack	1	1 / 1,000	
Holy Water (Flask)	Handy Haversack	6	1 (6) / 25 (150)	
Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.				
Sunrod	Handy Haversack	2	1 (2) / 2 (4)	
Bright Illumination: 30 ft., Duration: 6 hr., Shadowy Illumination: 60 ft.				
Dagger	Handy Haversack	2	1 (2) / 2 (4)	
Feather Token, Anchor	Handy Haversack	1	0 / 50	
Fishhook	Handy Haversack	5	0 (0) / 0.1 (0.5)	
Flash Pellet	Handy Haversack	9	0.1 (0.9) / 5 (45)	
On impact with a hard surface, the pellet shatters, releasing a blinding flash similar to the Flare spell.				
Flint and Steel	Handy Haversack	1	0 / 1	
Grappling Hook, Common	Handy Haversack	2	4 (8) / 1 (2)	
Ink (1 oz. Vial)	Handy Haversack	1	0 / 8	
Inkpen	Handy Haversack	1	0 / 0.1	
Lantern (Hooded)	Handy Haversack	1	2 / 7	
Bright illumination (30'), shadowy illumination (60'), 6 hr./pintBright Illumination: 30 ft., Duration: 6 hr./pint, Shadowy Illumination: 60 ft.				
Leather Belt	Handy Haversack	1	0 / 0	
Lion's Mask	Handy Haversack	1	1 / 0	
This unique mask is shaped like a roaring lion's visage with slightly humanoid characteristics. The mask is composed of solid gold, and provides slits for two eyes and a nose. If placed on a face, it magically melds in place, lacking any straps. Once per day, the wearer can invoke the Lion's Roar, a sonic attack that deafens all targets within 30 feet (no save) for 2d4 rounds; targets within 30 feet must also make a will save (DC:15) or become stunned for 1d3 rounds.				
Lock (Superior)	Handy Haversack	1	1 / 150	
Masterwork Sword (Short)	Handy Haversack	1	2 / 310	
Masterwork Thieves' Tools	Handy Haversack	1	1 / 100	
Oil (1 Pint Flask)	Handy Haversack	5	1 (5) / 0.1 (0.5)	
Oil of Magic Weapon	Handy Haversack	1	0 / 50	
Gives a weapon a +1 enhancement bonus on attack and damage rolls for 1 minute.				
Paper (Sheet)	Handy Haversack	5	0 (0) / 0.4 (2)	
Parchment (Sheet)	Handy Haversack	5	0 (0) / 0.2 (1)	
Pearl of Power (1st Level)	Handy Haversack	1	0 / 1,000	
Potion of Cure Light Wounds	Handy Haversack	3	0 (0) / 50 (150)	
Cures 1d8+1 points of damage				
Potion of Cure Moderate Wounds	Handy Haversack	1	0 / 300	
Cures 2d8+3 points of damage				
TOTAL WEIGHT CARRIED/VALUE		31 lbs.	416,939.3gp	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Potion of Cure Serious Wounds	Handy	1	0 / 750
Cures 3d8+5 points of damage			
Potion of Pass without Trace	Handy	1	0 / 50
Leave no footprints or scent trail while moving for 1 hour			
Potion of Resist Energy 10 (Acid)	Handy	1	0 / 300
Grants acid resistance 10 for 30 minutes.			
Potion of Water Walk	Handy	1	0 / 750
Tread on any liquid for 50 minutes			
Quarterstaff	Handy	1	4 / 0
Rations (Trail/Per Day)	Handy	5	1 (5) / 0.5 (2.5)
Rod (Immovable)	Handy	1	5 / 5,000
Rope (Silk/50 ft.)	Handy	1	5 / 10
4 hp, DC 24 Strength check to burst			
Sack	Handy	1	0.5 / 0.1
Scroll (Color Spray)	Handy	1	0 / 25
Scroll (Comprehend Languages)	Handy	2	0 (0) / 25 (50)
Scroll (Detect Magic)	Handy	2	0 (0) / 12.5 (25)
Scroll (Detect Poison)	Handy	5	0 (0.1) / 12.5 (62.5)
Scroll (Disguise Self/Wizard/3rd, Enlarge Person/Wizard/3rd/Arcane/Minor)	Handy	1	0 / 150
Scroll (Expeditious Retreat)	Handy	3	0 (0) / 25 (75)
Scroll (Jump)	Handy	3	0 (0) / 25 (75)
Scroll (Mage Hand)	Handy	1	0 / 12.5
Scroll (Magic Missile)	Handy	3	0 (0) / 25 (75)
Scroll (Mending)	Handy	3	0 (0) / 12.5 (37.5)
Scroll (Message)	Handy	5	0 (0.1) / 12.5 (62.5)
Scroll (Mount)	Handy	4	0 (0) / 25 (100)
Scroll (Open/Close)	Handy	4	0 (0) / 12.5 (50)
Scroll (Read Magic)	Handy	3	0 (0) / 12.5 (37.5)
Scroll (Reduce Person)	Handy	3	0 (0) / 25 (75)
Scroll (Shield)	Handy	2	0 (0) / 25 (50)
Scroll (Shocking Grasp)	Handy	1	0 / 25
Scroll (Sleep)	Handy	3	0 (0) / 25 (75)
Scroll (Vanish/Wizard/6th/Arcane/Minor)	Handy	4	0 (0) / 150 (600)
Silver Magical Flute	Handy	1	0.2 / 150
Sorrowsong Instrument			
Smokestick	Handy	5	0.5 (2.5) / 20 (100)
Soap (per lb.)	Handy	3	1 (3) / 0.5 (1.5)
Spellbook (Nuance)	Handy	1	3 / 15
(Spellbook (Wizard's/Blank))			
Sword (Short)	Handy	1	2 / 10
Tanglefoot Bag	Handy	5	4 (20) / 50 (250)
TOTAL WEIGHT CARRIED/VALUE	31 lbs.		416,939.3gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move			
Thunderstone	Handy	7	1 (7) / 30 (210)
Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.			
Tindertwig	Handy	21	0 (0) / 1 (21)
Torch	Handy	3	1 (3) / 0 (0)
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.			
Wand of Magic Missile (9th)	Handy	1	0 / 465
1 to 5 missiles that do 1d4+1 damage each., (Wand (Magic Missile//1st))			
Universal Solvent	Handy	1	0 / 50
A creature protected by endure elements suffers no harm from being in a hot or cold environment.			
Waterskin (Filled)	Handy	1	4 / 1
Bolts, Repeating, Crossbow (5)	Equipped	3	1 (3) / 1 (3)
Wand of Endure Elements	Handy	1	0.1 / 600
A creature protected by endure elements suffers no harm from being in a hot or cold environment.			
Wand of Gaseous Form	Handy	1	0.1 / 9,225
TOTAL WEIGHT CARRIED/VALUE	31 lbs.		416,939.3gp
WEIGHT ALLOWANCE			
Light	33	Medium	66
Lift over head	100	Lift off ground	200
		Heavy	100
		Push / Drag	500
MONEY			
Coin (Gold Piece): 4[Handy Haversack]			
6 x Trade Gem (1000) (1000) [Handy Haversack]			
4 x Trade Gem (100) (100) [Handy Haversack]			
3 x Trade Gem (10) (10) [Handy Haversack]			
Total= 6,434 gp			
MAGIC			
Languages			
Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Orc, Read Lips, Treant, Undercommon			
Other Companions			
Traits			
Dangerously Curious	[Paizo Inc. - Advanced Player's Guide, p.329]		
You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result. You gain a +1 trait bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.			
Suspicious	[Paizo Inc. - Advanced Player's Guide, p.330]		
You discovered at an early age that someone you trusted, perhaps an older sibling or a parent, had lied to you, and often, about something you had taken for granted, leaving you quick to question the claims of others. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for you.			
Special Attacks			
Flurry of Blows (Ex)	[Paizo Inc. - Core Rulebook, p.57]		
You can make a flurry of blows as a full-attack action. You can make a flurry of blows as a full-attack action. When doing so, you may make one additional attack, taking a -2 penalty on all of your attacks, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (you do not need to use two weapons to utilize this ability). For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus.			
Sneak Attack (Ex)	[Paizo Inc. - Core Rulebook, p.68]		
If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 6d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you 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, you can make a sneak attack that deals			

nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Sniper's Eye (Ex) [Paizo Inc. - Advanced Player's Guide, p.131]

A rogue with this talent can apply her sneak attack damage on ranged attacks targeting foes within 30 feet that benefit from concealment. Foes with total concealment are still immune.

Stunning Fist (Ex) [Paizo Inc. - Core Rulebook, p.59]

You gain Stunning Fist as a bonus feat.

Special Qualities

AC Bonus (Ex) [Paizo Inc. - Core Rulebook, p.57]

When unarmored and unencumbered, you add +1 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Arcane Bond (Su) [Paizo Inc. - Core Rulebook, p.78]

You have selected to establish a powerful arcane bond with a creature.

Arcane School [Paizo Inc. - Core Rulebook]

Bonus Feat [Paizo Inc. - Core Rulebook, p.27]

Humans select one extra feat at 1st level.

Bonus Rogue Talent (7x) [Paizo Inc. - Advanced Player's Guide]

The human gains +1/6 of a new rogue talent.

Canny Observer (Ex) [Paizo Inc. - Advanced Player's Guide, p.130]

When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Cantrips [Paizo Inc. - Core Rulebook, p.79]

You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.

Divination School [Paizo Inc. - Core Rulebook, p.80]

You have chosen to specialize in divination spells.

Diviner's Fortune (Sp) [Paizo Inc. - Core Rulebook, p.81]

When you activate this school power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to 1 for one round. You can use this ability 9 times per day.

Evasion (Ex) [Paizo Inc. - Core Rulebook]

You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Familiar [Paizo Inc. - Core Rulebook, p.82]

A familiar grants special abilities to its master. These special abilities apply only when the master and familiar are within 1 mile of each other.

Familiar's Alertness ability active (Ex) [Paizo Inc. - Core Rulebook]

PC has a familiar that has the Alertness (Ex) ability and it is within arms' reach, the master gains the Alertness feat.

Forwarned (Su) [Paizo Inc. - Core Rulebook, p.80]

You can always act in the surprise round, but you are still considered flat-footed until you take an action. In addition, you receive a +1 bonus on initiative rolls.

Humanoid Traits (Ex) [Paizo Inc. - Core Rulebook, p.308]

Humanoids breathe, eat, and sleep.

Illusion Opposition School [Paizo Inc. - Core Rulebook, p.78]

You have chosen illusion spells as an opposition school. Preparing an illusion spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an illusion spell as a prerequisite.

Improved Uncanny Dodge (Ex) [Paizo Inc. - Core Rulebook]

You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 16.

Ledge Walker (Ex) [Paizo Inc. - Core Rulebook, p.68]

This ability allows you to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, you are not flat-footed when using Acrobatics to move along narrow surfaces.

Necromancy Opposition School [Paizo Inc. - Core Rulebook, p.78]

You have chosen necromancy spells as an opposition school. Preparing a necromancy spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has a necromancy spell as a prerequisite.

Resiliency (Ex) [Paizo Inc. - Core Rulebook, p.68]

Once per day, you can gain 12 temporary hit points. Activating this ability is an immediate action that can only be performed when you are brought to below 0 hit points. This ability can be used to prevent yourself from dying. These temporary hit points last for 1 minute. If your hit points drop below 0 due to the loss of these temporary hit points, you fall unconscious and are dying as normal.

Skilled [Paizo Inc. - Core Rulebook, p.27]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Slow Reactions (Ex) [Paizo Inc. - Core Rulebook, p.68]

Opponents damaged by your sneak attack can't make attacks of opportunity for 1 round.

Trapfinding (Ex) [Paizo Inc. - Core Rulebook, p.68]

You add +6 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) [Paizo Inc. - Core Rulebook]

You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Trap Spotter (Ex) [Paizo Inc. - Core Rulebook, p.69]

Whenever you come within 10 feet of a trap, you receive an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Unarmed Strike [Paizo Inc. - Core Rulebook, p.58]

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.

Uncanny Dodge (Ex) [Paizo Inc. - Core Rulebook]

You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity 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.

Feats

Agile Maneuvers [Paizo Inc. - Core Rulebook, p.117]

You learned to use your quickness in place of brute force when performing combat maneuvers.

You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Improved Two-Weapon Fighting [Paizo Inc. - Core Rulebook, p.128]

You are skilled at fighting with two weapons.

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.

Lightning Reflexes [Paizo Inc. - Core Rulebook, p.130]

You have faster reflexes than normal.

You get a +2 bonus on all Reflex saving throws.

Point-Blank Shot	[Paizo Inc. - Core Rulebook, p.131]
You are especially accurate when making ranged attacks against close target.	
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
Precise Shot	[Paizo Inc. - Core Rulebook, p.131]
You are adept at firing ranged attacks into melee.	
You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.	
Rapid Shot	[Paizo Inc. - Core Rulebook, p.132]
You can make an additional ranged attack.	
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.	
Snatch Arrows	[Paizo Inc. - Core Rulebook, p.134]
Instead of knocking an arrow or ranged attack aside, you can catch it in mid-flight.	
When using the Deflect Arrows feat you may choose to catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back as an attack against the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free (holding nothing) to use this feat.	
Spell Mastery (Comprehend Languages, Feather Fall, True Strike)	[Paizo Inc. - Core Rulebook, p.134]
You have mastered a small handful of spells, and can prepare these spells without referencing your spellbooks at all.	
Each time you take this feat, choose a number of spells that you already know equal to your Intelligence modifier. From that point on, you can prepare these spells without referring to a spellbook.	
Two-Weapon Fighting	[Paizo Inc. - Core Rulebook, p.136]
You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon.	
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 Chapter 8.	
Improved Unarmed Strike	[Paizo Inc. - Core Rulebook, p.128]
You are skilled while fighting unarmed.	
You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.	
Scribe Scroll	[Paizo Inc. - Core Rulebook, p.132]
You can create magic scrolls.	
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 Chapter 15 for more information.	
Alertness (Granted)	[Paizo Inc. - Core Rulebook, p.117]
You often notice things that others might miss.	
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.	
Deflect Arrows (Granted)	[Paizo Inc. - Core Rulebook, p.121]
You can know arrows and other projectiles off course, preventing them from hitting you.	
You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.	
Stunning Fist (Granted)	[Paizo Inc. - Core Rulebook, p.135]
You know just where to strike to temporarily stun a foe. 4/day (DC 18)	
You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 18), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.	
Weapon Finesse (Granted)	[Paizo Inc. - Core Rulebook, p.136]

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

Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Bo Staff, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dan Bong, Dart, Double Chicken Saber, Emei Piercer, Fighting Fan, Flurry of Blows, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Handaxe, Javelin, Jutte, Kama, Kama (Double-Chain), Kusarigama (Sickle and Chain), Kyoketsu Shoge, Longspear, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mere Club, Monk's Spade, Morningstar, Nine-Section Whip, Nunchaku, Quarterstaff, Rapier, Rock, Rope Dart, Sai, Sansetsukon, Sap, Shang Gou, Shortbow, Shortspear, Shuriken, Siangham, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Sword (Seven-Branched), Sword (Short), Sword (Temple), Sword (Tri-Point Double-Edged), Temple Sword, Tiger Fork, Tonfa, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Urumi, Wushu Dart

Temporary Bonus

Energy Drained

Magic Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Invisibility	Illusion (Glamer)	1 standard action	3 minutes [D]	Personal or touch	CR:p.301

[V, S, M/DF] TARGET: You or a creature or object weighing no more than 300 lbs.; **EFFECT:** The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so [thus, the effect is that of a light with no visible source]. Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable [such as swimming in water or stepping in a puddle]. If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. Invisibility can be made permanent [on objects only] with a permanency spell. **[SR:Yes (harmless) or yes (harmless, object); DC:10, Will negates (harmless) or Will negates (harmless, object)]**

* =Domain/Specialty Spell

Boots of Teleportation Spell-like Abilities

Name	School	Time	Duration	Range	Source
Teleport	Conjuration (Teleportation)	1 standard action	Instantaneous	Personal and touch	CR:p.358

[V] TARGET: You and touched objects or other touched willing creatures; **EFFECT:** This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature [carrying gear or objects up to its maximum load] or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use [attended] by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table. Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from. On Target: You appear where you want to be. Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly. Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead. Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll. [Table not included] **[SR:No and yes (object); DC:10, None and Will negates (object)]**

* =Domain/Specialty Spell

Wizard Spells

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

LEVEL 0 / Per Day:3+0 / Caster Level:1

Name	School	Time	Duration	Range	Source
Acid Splash	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.239

[V, S] TARGET: One missile of acid; **EFFECT:** 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. **[SR:No]**

Arcane Mark	Universal	1 standard action	Permanent	Touch	CR:p.244
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[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; **EFFECT:** 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 marks, 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]. **[SR:No]**

Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (110 ft.)	CR:p.263
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[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; **EFFECT:** 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'-wispis], 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. **[SR:No]**

Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (25 ft.)	CR:p.264
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[V, S, M] TARGET: One humanoid creature of 4 HD or less; **EFFECT:** This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute. **[SR:Yes; DC:16, Will negates]**

*Detect Magic	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.267
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[V, S] TARGET: Cone-shaped emanation; **EFFECT:** 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. **[SR:No]**

*Detect Poison	Divination	1 standard action	Instantaneous	Close (25 ft.)	CR:p.268
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[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; **EFFECT:** 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 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. **[SR:No]**

Flare	Evocation [Light]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.284
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[V] TARGET: Burst of light; **EFFECT:** 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. **[SR:Yes; DC:16, Fortitude negates]**

Light	Evocation [Light, WoodSchool]	1 standard action	10 minutes	Touch	CR:p.304
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[V, M/DF] TARGET: Object touched; **EFFECT:** 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. **[SR:No]**

*Mage Hand	Transmutation	1 standard action	Concentration	Close (25 ft.)	CR:p.306
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[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; **EFFECT:** You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. **[SR:No]**

Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
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[V, S] TARGET: One object of up to 1 lb.; **EFFECT:** 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. **[SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]**

Message	Transmutation, AirSchool [Language-Depend]	1 standard action	10 minutes	Medium (110 ft.)	CR:p.313
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[V, S, F] TARGET: 1 creature; **EFFECT:** 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. **[SR:No]**

Open/Close	Transmutation	1 standard action	Instantaneous	Close (25 ft.)	CR:p.317
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[V, S, F] TARGET: Object weighing up to 30 lbs. or portal that can be opened or closed; **EFFECT:** 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. **[SR:Yes (object); DC:16, Will negates (object)]**

* =Domain/Specialty Spell

Wizard Spells

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR:p.225
<p>[V, S] TARGET: See text; EFFECT: Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitiation lacks the power to duplicate any other spell effects. Any actual change to an object [beyond just moving, cleaning, or soiling it] persists only 1 hour. [SR:No; DC:16. See text]</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Ray of Frost	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.330
<p>[V, S] TARGET: Ray; EFFECT: 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. [SR:Yes]</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Read Magic	Divination	1 standard action	10 minutes	Personal	CR:p.330
<p>[V, S, F] TARGET: You; EFFECT: 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.</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
<p>[V, S, M/DF] TARGET: Creature touched; EFFECT: 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. [SR:Yes (harmless); DC:16, Will negates (harmless)]</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (25 ft.)	APG:p.246
<p>[V, S] TARGET: One Fine object; EFFECT: 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. [SR:Yes (object); DC:16, Fortitude negates (object)]</p>									

LEVEL 1 / Per Day:3+1 / Caster Level:1

Name	School	Time	Duration	Range	Source				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	*Comprehend Languages	Divination	1 standard action	10 minutes	Personal	CR.p.258
<p>[V, S, M/DF] TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page [250 words] per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic [such as the secret page and illusory script spells]. It does not decipher codes or reveal messages concealed in otherwise normal text. Comprehend languages can be made permanent with a permanency spell.</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Erase	Transmutation	1 standard action	Instantaneous	Close (25 ft.)	CR:p.279
<p>[V, S] TARGET: One scroll or two pages; EFFECT: Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove explosive runes, a glyph of warding, a sepia snake sigil, or an arcane mark, but not illusory script or a symbol spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%. Magic writing must be touched to be erased, and you also must succeed on a caster level check [1d20 + caster level] against DC 15. A natural 1 is always a failure on this check. If you fail to erase explosive runes, a glyph of warding, or a sepia snake sigil, you accidentally activate that writing instead. [SR:No; DC:17. See text]</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Expeditious Excavation	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Close (25 ft.)	APG:p.220
<p>[V, S, M] TARGET: dirt in a 5-ft. cube; EFFECT: You can excavate and move earth, dust, and sand up to the size of a 5-foot cube. If you are buried, you may open a 5-foot cube around yourself, but the spell cannot be used for tunneling. Besides its mundane applications, you can open a 5-foot-deep pit at a creature's feet. A Medium or smaller creature falls prone in the pit unless it succeeds on a Reflex save. With a successful save, it can choose to land harmlessly on its feet in the pit or hop to an adjacent square; this movement does not provoke attacks of opportunity. A creature can escape a 5-foot-deep pit with a DC 5 Climb check. Larger creatures may ignore pits smaller than their size. The earth excavated by this spell is ordinarily distributed harmlessly across the spell's range, but you may choose to throw up a burst of grit and debris when you dig a pit. This cloud of debris provides concealment to any creatures in the square affected and all adjacent squares for 1 round. Expeditious excavation has no effect on solid rock or earth creatures. [SR:No; DC:17, see text]</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Feather Fall	Transmutation, AirSchool	1 immediate action	Until landing or 1 rounds	Close (25 ft.)	CR:p.281
<p>[V] TARGET: 1 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round [equivalent to the end of a fall from a few feet], and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures [including gear and carried objects up to each creature's maximum load] or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. [SR:Yes (object); DC:17, Will negates (harmless) or Will negates (object);]</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gravity Bow	Transmutation [MetalSchool]	1 standard action	1 minutes [D]	Personal	APG:p.226
<p>[V, S] TARGET: You; EFFECT: Gravity bow significantly increases the weight and density of arrows or bolts fired from your bow or crossbow the instant before they strike their target and then return them to normal a few moments later. Any arrow fired from a bow or crossbow you are carrying when the spell is cast deals damage as if one size larger than it actually is. For instance, an arrow fired from a Medium longbow normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if fired from a gravity bow [see page 145 of the Core Rulebook for more information]. Only you can benefit from this spell. If anyone else uses your bow to make an attack the arrows deal damage as normal for their size.</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	*Identify	Divination	1 standard action	3 rounds [D]	60 ft.	CR:p.299
<p>[V, S, M] TARGET: Cone-shaped emanation; EFFECT: This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts. [SR:No]</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Jump	Transmutation	1 standard action	1 minutes [D]	Touch	CR:p.303
<p>[V, S, M] TARGET: Creature touched; EFFECT: The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 [the maximum] at caster level 9th. [SR:Yes; DC:17, Will negates (harmless)]</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Mount	Conjuration (Summoning)	1 round	2 hours [D]	Close (25 ft.)	CR:p.315
<p>[V, S, M] TARGET: One mount; EFFECT: You summon a light horse or a pony [your choice] to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle. [SR:No]</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Reduce Person	Transmutation	1 round	1 minutes [D]	Close (25 ft.)	CR:p.330
<p>[V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength [to a minimum of 1], and a +1 bonus on attack rolls and AC due to its reduced size. A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet [meaning that it must enter an opponent's square to attack]. A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed. All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession [including a projectile or thrown weapon] instantly returns to its normal size. This means that thrown weapons deal their normal damage [projectiles deal damage based on the size of the weapon that fired them]. Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person. Reduce person can be made permanent with a permanency spell. [SR:Yes; DC:17, Fortitude negates]</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Shield	Abjuration [Force]	1 standard action	1 minutes [D]	Personal	CR:p.342
<p>[V, S] TARGET: You; EFFECT: Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	1 minutes	Medium (110 ft.)	CR:p.344
<p>[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. 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. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action [an application of the aid another action]. Sleep does not target unconscious creatures, constructs, or undead creatures. [SR:Yes; DC:17, Will negates]</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	*True Strike	Divination	1 standard action	See text	Personal	CR:p.363
<p>[V, F] TARGET: You; EFFECT: 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.</p>									

*=Domain/Specialty Spell

Magic Item Spell-like Abilities

At Will Invisibility (DC:10)

Boots of Teleportation Spell-like Abilities

Teleport (DC:10)

Spellbook: Spellbook (Nuance)

Wizard

Level 0	Level 1
<input type="checkbox"/> Bleed (DC:16)	<input type="checkbox"/> *Comprehend Languages
<input type="checkbox"/> Disrupt Undead	<input type="checkbox"/> Erase (DC:17)
<input type="checkbox"/> Haunted Fey Aspect	<input type="checkbox"/> Expeditious Excavation (DC:17)
<input type="checkbox"/> Touch of Fatigue (DC:16)	<input type="checkbox"/> Feather Fall (DC:17)
<input type="checkbox"/> Arcane Mark	<input type="checkbox"/> Gravity Bow
<input type="checkbox"/> Light	<input type="checkbox"/> *Identify
<input type="checkbox"/> Open/Close (DC:16)	<input type="checkbox"/> Jump (DC:17)
<input type="checkbox"/> Daze (DC:16)	

- Resistance (DC:16)
- Message
- Ray of Frost
- *Read Magic
- Prestidigitation (DC:16)
- *Detect Magic
- Flare (DC:16)
- Mending (DC:16)
- Mage Hand
- Acid Splash
- Dancing Lights
- *Detect Poison
- Mount
- Reduce Person (DC:17)
- Shield
- Sleep (DC:17)
- *True Strike

Nuane

Human

RACE

21

AGE

Female

GENDER

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 9"

HEIGHT

175 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Tell the skeletal warrior: Elweis says: "It wasn't your fault."

Biography: