

Albamaennon

CHARACTER NAME
Illusionist 6
 CLASS
 6 / 6 15000 / 21000
 Character Level / CR EXP / NEXT LEVEL

Bill

PLAYER NAME
Half-Elf Medium / 5 ft. 5' 3"
 RACE SIZE / FACE HEIGHT
 29 Male blue
 AGE GENDER EYES

None Neutral Good
 REGION ALIGNMENT
 122 lbs. Low-Light
 WEIGHT VISION
 pale blond, wavy
 HAIR POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	12		+1		
DEX Dexterity	14	16	+3		
CON Constitution	14		+2		
INT Intelligence	19	21	+5		
WIS Wisdom	12		+1		
CHA Charisma	12		+1		

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
33 hit points				Walk 30 ft.
AC armor class	TOTAL: 22	FLAT: 19	TOUCH: 15	BASE: 10
		ARMOR BONUS: +4	SHIELD BONUS: +2	STAT: +3
		SIZE: +0	NATURAL ARMOR: +1	REFLECTION: +2
		DODGE: +0	MISC: +0	MISS CHANCE: 10
				ARCANE SPELL FAILURE: +0
				ARMOR CHECK PENALTY: 0
				SPELL RESIST: 0

INITIATIVE	BASE ATTACK
TOTAL: +3	bonus: +3
DEX MODIFIER: +3	
MISC MODIFIER: +0	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+6	+2	+2	+2	+0	+0		+2 racial saving throw bonus against enchantment spells or effects
REFLEX (dexterity)	+7	+2	+3	+2	+0	+0		
WILL (wisdom)	+8	+5	+1	+2	+0	+0		

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

Touch Attack (Ray)	TOTAL ATTACK BONUS	DAMAGE	CRIT / MULT	REACH
Ray	+6	As Spell	20 /x2	0 ft.

*Longbow +2 (Composite)		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	P	M	20/x3	5 ft.
Range: 30 ft.	To Hit: +8	Damage: 1d8+2				
110 ft.	220 ft.	330 ft.	440 ft.	550 ft.		
TH +8	+6	+4	+2	+0		
Dam 1d8+2	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2	
660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.		
TH -2	-4	-6	-8	-10		
Dam 1d8+2	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2	

*: 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
*Mithral Shirt	Light	+4	+6	+0	10
30hp/inch and 15 hardness					
*Buckler +1 (Mithral)	Shield	+2		+0	0
30hp/inch and 15 hardness					
*Amulet of Natural Armor +1		+1		+0	0
*Ring of Protection +2		+2		+0	0

TOTAL SKILLPOINTS: 54		SKILLS		MAX RANKS: 9/4/5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	5	=	5	
✓ Balance	DEX	3	=	3	
✓ Bluff	CHA	1	=	1	
✓ Climb	STR	1	=	1	
✓ Concentration	CON	11	=	2 + 9	
✓ Craft (Dreamweaving)	INT	6	=	5 + 1	
✓ Craft (Untrained)	INT	5	=	5	
✓ Decipher Script	INT	9	=	5 + 4	
✓ Diplomacy	CHA	3	=	1 + 2	+ 2
✓ Disguise	CHA	1	=	1	
✓ Escape Artist	DEX	3	=	3	
✓ Forgery	INT	5	=	5	
✓ Gather Information	CHA	3	=	1 + 2	
✓ Handle Animal	CHA	2	=	1 + 1	
✓ Heal	WIS	1	=	1	
✓ Hide	DEX	3	=	3	
✓ Intimidate	CHA	1	=	1	
✓ Jump	STR	1	=	1	
Knowledge (Arcana)	INT	13	=	5 + 8	
Knowledge (History)	INT	13	=	5 + 8	
Knowledge (The Planes)	INT	14	=	5 + 9	
✓ Listen	WIS	2	=	1 + 1	
✓ Move Silently	DEX	8	=	3 + 5	
✓ Perform (Untrained)	CHA	1	=	1	
✓ Ride	DEX	-2	=	3 + -5	
✓ Search	INT	6	=	5 + 1	
✓ Sense Motive	WIS	1	=	1	
Spellcraft	INT	16	=	5 + 9 + 2	
✓ Spot	WIS	9	=	1 + 2 + 6	
✓ Survival	WIS	1	=	1	
✓ Survival (The Planes)	WIS	3	=	1 + 2	
✓ Swim	STR	1	=	1	
✓ Use Rope	DEX	3	=	3	
			=	+ +	
			=	+ +	

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +1	Equipped	1	0	2,000
Headband of Intellect +2	Equipped	1	0	4,000
Eyes of the Eagle	Equipped	1	0	2,500
These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 competence bonus on Spot checks. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as she covers her other eye. Of course, she can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness.				
Longbow +2 (Composite)	Equipped	1	3	8,400
0 lbs.				
Gloves of Dexterity +2	Equipped	1	0	4,000
Ring of Feather Falling	Equipped	1	0	2,200
Ring of Protection +2	Equipped	1	0	8,000
Cloak of Resistance +2	Equipped	1	1	4,000
Mithral Shirt	Equipped	1	10	1,100
30hp/inch and 15 hardness				
Boots of Elvenkind	Equipped	1	1	2,500
Buckler +1 (Mithral)	Equipped	1	2.5	2,015
30hp/inch and 15 hardness				
Arrows +2 (20)	Equipped	1	3	3,321
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Ring of Sustenance	Carried	1	0	2,500
TOTAL WEIGHT CARRIED/VALUE			20.5	46,536
			lbs.	gp

WEIGHT ALLOWANCE			
Light	43	Medium	86
Heavy	130		
Lift over head	130	Lift off ground	260
		Push / Drag	650

MONEY	
Artifact amulet somehow related to planar travel. Have been researching it. Can be invisible when worn. Does not detect as magic.	
Spellbook from Yorkstone:	
Dimension Door (14)	
Vampiric Touch (13)	
Dimensional Anchor (14)	
Enervation (14)	
Slow (13)	
Dispel Magic (13)	
Blink (13)	
Spectral Hand (13)	
Shadow Conjuration (14)	
Charm Monster (14)	
Detect Scrying (14)	
Phantasmal Killer (14)	
Fly (13)	
Slow (13)	
Confusion (14)	
Fire Shield (14)	
Total = 0 gp	

MAGIC	
On loan, a ring of Feather Falling.	
Mark of the Tiger:	
When presented with the Mark, it will be in the form of a cute tiger cub, taken from a soft bag by the scruff and placed on the ground in front of him, that Albamennon will be prompted to pick up. When picked up and held, the Mark will become one with the possessor. It will manifest itself as a tattoo of a tiger (of a range of sizes and styles, selectable by the user) on the possessor's body.	
The artifact grants a range of powers to the bearer:	
Alarm: 2 times/day	
Hold Portal: 3 times/day	
Protection from Evil: continuous unless turned off	
Shield: 1 minute/day, initiated by being attacked	
Protection from Arrows: 1 minute/day, initiated by being attacked by a missile weapon	
Resist Energy (user selects type)	
Nondetection: DC 30 check; continuous unless turned off	
Cause Fear: once per day, manifesting as a tiger's roar	
In addition, the tiger can choose, once per week for up to 24 hours at a time, to manifest itself as a real tiger to defend its bearer. Typically it will do so if its subject takes hp damage or is very afraid:	
Tiger:	

MAGIC	
Fighter level 2 (skill points 2)	
hp 74 (6d8+2d10+32),	
CR 6 XP 2400, Neutral Large Animal	
Init +4	
Speed 40	
AC 16, Touch 13, flat footed 12 (+4 Dex, +3 Natural, -1 size)	
Melee Base Attack 6 Grapple 17, Single Attack Claw +13 (1d8+7) Full Attack 2 Claw +13 (1d8+7), Bite +7 (2d6+3); Space 10ft.; Reach 5	
SA Improved Grab If hit then can start a grapple as a free action, Pounce Can do a full attack plus 2 rakes on a charge, Rake 1D8 +3,	
SQ Low-light Vision, Scent	
Fort +12, Ref +9, Will +3,	
Str 25, Dex 19, Con 19, Int 2, Wis 12, Cha 6	
Skills Balance 8, Climb 8, Hide 5(Hide in tall grass 9), Intimidate -1, Jump 7, Listen 3, Move Silently 11, Ride 4, Spot 3, Swim 12	
Feats: Cleave, Combat Reflexes, Alertness, Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Improved Natural Attack, Martial Weap Prof, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus	

LANGUAGES	
Common, Drow Sign Language, Dwarven, Elven, Orc, Undercommon	

Special Qualities	
+2 racial saving throw bonus against enchantment spells or effects	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+2 racial saving throw bonus against enchantment spells or effects	
Elven Blood	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
For all effects related to race, a half-elf is considered an elf.	
Humanoid Traits	[Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
+2 bonus to Spellcraft when learning Illusion	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
Immunity to magic sleep effects	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Immunity to magic sleep effects	
Low-Light Vision (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Summon Familiar	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
The character can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant. The character chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power. If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs. A character with more than one class that grants a familiar may have only one familiar at a time.	
Weapon and Armor Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.	

Feats

Armor Proficiency (Light)

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Martial Weapon Proficiency (Longbow)

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Shield Proficiency

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]

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

Scribe Scroll

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]

You can create a scroll of any spell that you know.

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Grapple, Longbow, Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Spells (Ray), Unarmed Strike

TEMPLATES

Base Race Type

PROHIBITED

Enchantment, Necromancy

Magic Item Spell-like Abilities

Name	Save Information	Time	Duration	Range	Comp.	Source
At Will Feather Fall <i>School:</i> Transmutation	DC: 10, Will negates (harmless) or Will negates (object) <i>SR:</i> Yes (object)	1 free action	Until landing or 1 rounds	Close (25 ft.)	V	RSRD: SpellsF-G.rtf
<i>Effect:</i> Objects or creatures fall slowly.		<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		
* =Domain/Specialty Spell						

Wizard Spells

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

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
Acid Splash <i>School:</i> Conjuration (Creation) [Acid] <i>Effect:</i> Orb deals 1d3 acid damage.	SR: No	1 standard action	Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsA-B.rtf
Arcane Mark <i>School:</i> Universal <i>Effect:</i> Inscribes a personal rune [visible or invisible].	SR: No	1 standard action	Permanent	0 ft.	V, S	RSRD: SpellsA-B.rtf
Dancing Lights <i>School:</i> Evocation [Light] <i>Effect:</i> Creates torches or other lights.	SR: No	1 standard action	1 minute [D]	Medium (160 ft.)	V, S	RSRD: SpellsD-E.rtf
Detect Magic <i>School:</i> Divination <i>Effect:</i> Detects spells and magic items within 60 ft.	SR: No	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object.	SR: No	1 standard action	Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsD-E.rtf
Flare <i>School:</i> Evocation [Light] <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	DC: 15, Fortitude negates SR: Yes	1 standard action	Instantaneous	Close (40 ft.)	V	RSRD: SpellsF-G.rtf
*Ghost Sound <i>School:</i> Illusion (Figment) <i>Effect:</i> Figment sounds.	DC: 15, Will disbelief (if interacted with) SR: No	1 standard action	6 rounds [D]	Close (40 ft.)	V, S, M	RSRD: SpellsF-G.rtf
Light <i>School:</i> Evocation [Light] <i>Effect:</i> Object shines like a torch.	SR: No	1 standard action	60 minutes [D]	Touch	V, M/DF	RSRD: SpellsH-L.rtf
Mage Hand <i>School:</i> Transmutation <i>Effect:</i> 5-pound telekinesis.	SR: No	1 standard action	Concentration	Close (40 ft.)	V, S	RSRD: SpellsM-O.rtf
Mending <i>School:</i> Transmutation <i>Effect:</i> Makes minor repairs on an object.	DC: 15, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	RSRD: SpellsM-O.rtf
Message <i>School:</i> Transmutation [Language-Dependent] <i>Effect:</i> Whispered conversation at distance.	SR: No	1 standard action	60 minutes	Medium (160 ft.)	V, S, F	RSRD: SpellsM-O.rtf
Open/Close <i>School:</i> Transmutation <i>Effect:</i> Opens or closes small or light things.	DC: 15, Will negates (object) SR: Yes (object)	1 standard action	Instantaneous	Close (40 ft.)	V, S, F	RSRD: SpellsM-O.rtf
Prestidigitation <i>School:</i> Universal <i>Effect:</i> Performs minor tricks.	DC: 15, See text SR: No	1 standard action	1 hour	10 ft.	V, S	RSRD: SpellsP-R.rtf
Ray of Frost <i>School:</i> Evocation [Cold] <i>Effect:</i> Ray deals 1d3 cold damage.	SR: Yes	1 standard action	Instantaneous	Close (40 ft.)	V, S	RSRD: SpellsP-R.rtf
Read Magic <i>School:</i> Divination <i>Effect:</i> Read scrolls and spellbooks.	SR: No	1 standard action	60 minutes	Personal	V, S, F	RSRD: SpellsP-R.rtf
Resistance <i>School:</i> Abjuration <i>Effect:</i> Subject gains +1 on saving throws.	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	RSRD: SpellsP-R.rtf

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
Alarm <i>School:</i> Abjuration <i>Effect:</i> Wards an area for 12 hours.	SR: No	1 standard action	12 hours [D]	Close (40 ft.)	V, S, F/DF	RSRD: SpellsA-B.rtf
*Color Spray <i>School:</i> Illusion (Pattern) [Mind-Affecting] <i>Effect:</i> Knocks unconscious, blinds, and/or stuns weak creatures.	DC: 16, Will negates SR: Yes	1 standard action	Instantaneous; see text	15 ft.	V, S, M	RSRD: SpellsC.rtf
Comprehend Languages <i>School:</i> Divination <i>Effect:</i> You understand all spoken and written languages.	SR: No	1 standard action	60 minutes	Personal	V, S, M/DF	RSRD: SpellsC.rtf
Detect Secret Doors <i>School:</i> Divination <i>Effect:</i> Reveals hidden doors within 60 ft.	SR: No	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	RSRD: SpellsD-E.rtf
*Disguise Self <i>School:</i> Illusion (Glamer) <i>Effect:</i> Changes your appearance.	SR: No	1 standard action	60 minutes [D]	Personal	V, S	RSRD: SpellsD-E.rtf
Endure Elements <i>School:</i> Abjuration <i>Effect:</i> Exist comfortably in hot or cold environments.	DC: 16, Will negates (harmless) SR: Yes (harmless)	1 standard action	24 hours	Touch	V, S	RSRD: SpellsD-E.rtf
Enlarge Person <i>School:</i> Transmutation <i>Effect:</i> Creatures size increases to next category	DC: 16, Fortitude negates SR: Yes	1 round	6 minutes [D]	Close (40 ft.)	V, S, M	RSRD: SpellsD-E.rtf
Expeditious Retreat <i>School:</i> Transmutation <i>Effect:</i> Your speed increases by 30 ft.	SR: No	1 standard action	6 minutes [D]	Personal	V, S	RSRD: SpellsD-E.rtf
Feather Fall <i>School:</i> Transmutation <i>Effect:</i> Objects or creatures fall slowly.	DC: 16, Will negates (harmless) or Will negates (object) SR: Yes (object)	1 free action	Until landing or 6 rounds	Close (40 ft.)	V	RSRD: SpellsF-G.rtf
Floating Disk <i>School:</i> Evocation [Force] <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 600 lbs	SR: No	1 standard action	6 hours	Close (40 ft.)	V, S, M	RSRD: SpellsF-G.rtf
Grease <i>School:</i> Conjuration (Creation) <i>Effect:</i> Makes 10-ft. square or one object slippery.	DC: 16, See text SR: No	1 standard action	6 rounds [D]	Close (40 ft.)	V, S, M	RSRD: SpellsF-G.rtf
Identify <i>School:</i> Divination <i>Effect:</i> Determines properties of magic item.	SR: No	1 hour	Instantaneous	Touch	V, S, M/DF	RSRD: SpellsH-L.rtf

* =Domain/Specialty Spell

Wizard Spells

<p>☐☐☐☐ Mage Armor School: Conjunction (Creation) [Force] Effect: Gives subject +4 armor bonus.</p>	<p>DC: 16, Will negates (harmless) SR: No</p>	<p>1 standard action 6 hours [D] Target: Creature touched</p>	<p>Touch</p>	<p>V, S, F Caster Level:6</p>	<p>RSRD: SpellsM-O.rtf</p>
<p>☐☐☐☐ Mount School: Conjunction (Summoning) Effect: Summons riding horse for 12 hours.</p>	<p>SR: No</p>	<p>1 round 12 hours [D] Target: One mount</p>	<p>Close (40 ft.)</p>	<p>V, S, M Caster Level:6</p>	<p>RSRD: SpellsM-O.rtf</p>
<p>☐☐☐☐ Obscuring Mist School: Conjunction (Creation) Effect: Fog surrounds you.</p>	<p>SR: No</p>	<p>1 standard action 6 minutes Target: Cloud spreads in 20-ft. radius from you, 20 ft. high</p>	<p>20 ft.</p>	<p>V, S Caster Level:6</p>	<p>RSRD: SpellsM-O.rtf</p>
<p>☐☐☐☐ Protection from Evil School: Abjuration [Good] Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</p>	<p>DC: 16, Will negates (harmless) SR: No; see text</p>	<p>1 standard action 6 minutes [D] Target: Creature touched</p>	<p>Touch</p>	<p>V, S, MDF Caster Level:6</p>	<p>RSRD: SpellsP-R.rtf</p>
<p>☐☐☐☐ Shield School: Abjuration [Force] Effect: Invisible disc gives +4 to AC, blocks magic missiles.</p>	<p>SR: No</p>	<p>1 standard action 6 minutes [D] Target: You</p>	<p>Personal</p>	<p>V, S Caster Level:6</p>	<p>RSRD: SpellsS.rtf</p>
<p>☐☐☐☐ *Silent Image School: Illusion (Figment) Effect: Creates minor illusion of your design.</p>	<p>DC: 16, Will disbelief (if interacted with) SR: No</p>	<p>1 standard action Concentration Target: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]</p>	<p>Long (640 ft.)</p>	<p>V, S, F Caster Level:6</p>	<p>RSRD: SpellsS.rtf</p>
<p>☐☐☐☐ True Strike School: Divination Effect: +20 on your next attack roll.</p>	<p>SR: No</p>	<p>1 standard action See text Target: You</p>	<p>Personal</p>	<p>V, F Caster Level:6</p>	<p>RSRD: SpellsT-Z.rtf</p>
<p>☐☐☐☐ Unseen Servant School: Conjunction (Creation) Effect: Invisible force obeys your commands.</p>	<p>SR: No</p>	<p>1 standard action 6 hours Target: One invisible, mindless, shapeless servant</p>	<p>Close (40 ft.)</p>	<p>V, S, M Caster Level:6</p>	<p>RSRD: SpellsT-Z.rtf</p>
<p>☐☐☐☐ *Ventriloquism School: Illusion (Figment) Effect: Throws voice for 6 minutes.</p>	<p>DC: 16, Will disbelief (if interacted with) SR: No</p>	<p>1 standard action 6 minutes [D] Target: Intelligible sound, usually speech</p>	<p>Close (40 ft.)</p>	<p>V, F Caster Level:6</p>	<p>RSRD: SpellsT-Z.rtf</p>

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
<p>☐☐☐☐ Alter Self School: Transmutation Effect: Assume form of a similar creature.</p>	<p>SR: No</p>	<p>1 standard action</p>	<p>60 minutes [D] Target: You</p>	<p>Personal</p>	<p>V, S Caster Level:6</p>	<p>RSRD: SpellsA-B.rtf</p>
<p>☐☐☐☐ Arcane Lock School: Abjuration Effect: Magically locks a portal or chest.</p>	<p>SR: No</p>	<p>1 standard action</p>	<p>Permanent Target: The door, chest, or portal touched, up to 180 sq. ft in size</p>	<p>Touch</p>	<p>V, S, M Caster Level:6</p>	<p>RSRD: SpellsA-B.rtf</p>
<p>☐☐☐☐ Bull's Strength School: Transmutation Effect: Subject gains +4 to Str for 6 minutes.</p>	<p>DC: 17, Will negates (harmless) SR: Yes (harmless)</p>	<p>1 standard action</p>	<p>6 minutes Target: Creature touched</p>	<p>Touch</p>	<p>V, S, MDF Caster Level:6</p>	<p>RSRD: SpellsA-B.rtf</p>
<p>☐☐☐☐ Cat's Grace School: Transmutation Effect: Subject gains +4 to Dex for 6 minutes.</p>	<p>DC: 17, Will negates (harmless) SR: Yes</p>	<p>1 standard action</p>	<p>6 minutes Target: Creature touched</p>	<p>Touch</p>	<p>V, S, M Caster Level:6</p>	<p>RSRD: SpellsC.rtf</p>
<p>☐☐☐☐ Continual Flame School: Evocation [Light] Effect: Makes a permanent, heatless torch.</p>	<p>SR: No</p>	<p>1 standard action</p>	<p>Permanent Target: Object touched Magical, heatless flame</p>	<p>Touch</p>	<p>V, S, M Caster Level:6</p>	<p>RSRD: SpellsC.rtf</p>
<p>☐☐☐☐ Darkness School: Evocation [Darkness] Effect: 20-ft. radius of supernatural shadow.</p>	<p>SR: No</p>	<p>1 standard action</p>	<p>60 minutes [D] Target: Object touched</p>	<p>Touch</p>	<p>V, MDF Caster Level:6</p>	<p>RSRD: SpellsD-E.rtf</p>
<p>☐☐☐☐ Darkvision School: Transmutation Effect: See 60 ft. in total darkness.</p>	<p>DC: 17, Will negates (harmless) SR: Yes (harmless)</p>	<p>1 standard action</p>	<p>6 hours Target: Creature touched</p>	<p>Touch</p>	<p>V, S, M Caster Level:6</p>	<p>RSRD: SpellsD-E.rtf</p>
<p>☐☐☐☐ Flaming Sphere School: Evocation [Fire] Effect: Creates rolling ball of fire, 2d6 damage, lasts 6 rounds.</p>	<p>DC: 17, Reflex negates SR: Yes</p>	<p>1 standard action</p>	<p>6 rounds Target: 5-ft.-diameter sphere</p>	<p>Medium (160 ft.)</p>	<p>V, S, MDF Caster Level:6</p>	<p>RSRD: SpellsF-G.rtf</p>
<p>☐☐☐☐ Fox's Cunning School: Transmutation Effect: Subject gains +4 Int for 6 minutes.</p>	<p>DC: 17, Will negates (harmless) SR: Yes</p>	<p>1 standard action</p>	<p>6 minutes Target: Creature touched</p>	<p>Touch</p>	<p>V, S, MDF Caster Level:6</p>	<p>RSRD: SpellsF-G.rtf</p>
<p>☐☐☐☐ *Invisibility School: Illusion (Glamour) Effect: Subject is invisible for 6 minutes or until it attacks.</p>	<p>DC: 17, Will negates (harmless) or Will negates (harmless, object) SR: Yes (harmless) or Yes (harmless, object)</p>	<p>1 standard action</p>	<p>6 minutes [D] Target: You or a creature or object weighing no more than 600 lbs</p>	<p>Personal or touch</p>	<p>V, S, MDF Caster Level:6</p>	<p>RSRD: SpellsH-L.rtf</p>
<p>☐☐☐☐ Locate Object School: Divination Effect: Senses direction toward object [specific or type].</p>	<p>SR: No</p>	<p>1 standard action</p>	<p>6 minutes Target: Circle, centered on you, with a radius of 640 ft.</p>	<p>Long (640 ft.)</p>	<p>V, S, F/DF Caster Level:6</p>	<p>RSRD: SpellsH-L.rtf</p>
<p>☐☐☐☐ *Magic Mouth School: Illusion (Glamour) Effect: Speaks once when triggered.</p>	<p>DC: 17, Will negates (object) SR: Yes (object)</p>	<p>1 standard action</p>	<p>Permanent until discharged Target: One creature or object</p>	<p>Close (40 ft.)</p>	<p>V, S, M Caster Level:6</p>	<p>RSRD: SpellsM-O.rtf</p>
<p>☐☐☐☐ *Minor Image School: Illusion (Figment) Effect: As silent image, plus some sound.</p>	<p>DC: 17, Will disbelief (if interacted with) SR: No</p>	<p>1 standard action</p>	<p>Concentration +2 rounds Target: Visual figment that cannot extend beyond 10 10-ft. cubes [S]</p>	<p>Long (640 ft.)</p>	<p>V, S, F Caster Level:6</p>	<p>RSRD: SpellsM-O.rtf</p>
<p>☐☐☐☐ Protection from Arrows School: Abjuration Effect: Subject immune to most ranged attacks.</p>	<p>DC: 17, Will negates (harmless) SR: Yes (harmless)</p>	<p>1 standard action</p>	<p>6 hours or until discharged Target: Creature touched</p>	<p>Touch</p>	<p>V, S, F Caster Level:6</p>	<p>RSRD: SpellsP-R.rtf</p>
<p>☐☐☐☐ Rope Trick School: Transmutation Effect: As many as eight creatures hide in extradimensional space.</p>	<p>SR: No</p>	<p>1 standard action</p>	<p>6 hours [D] Target: One touched piece of rope from 5 ft. to 30 ft. long</p>	<p>Touch</p>	<p>V, S, M Caster Level:6</p>	<p>RSRD: SpellsP-R.rtf</p>
<p>☐☐☐☐ See Invisibility School: Divination Effect: Reveals invisible creatures or objects.</p>	<p>SR: No</p>	<p>1 standard action</p>	<p>60 minutes [D] Target: You</p>	<p>Personal</p>	<p>V, S, M Caster Level:6</p>	<p>RSRD: SpellsS.rtf</p>
<p>☐☐☐☐ Whispering Wind School: Transmutation [Air] Effect: Sends a short message 6 miles.</p>	<p>SR: No</p>	<p>1 standard action</p>	<p>No more than 6 hours or until discharged [destination is reached] Target: 10-ft.-radius spread</p>	<p>6 miles</p>	<p>V, S Caster Level:6</p>	<p>RSRD: SpellsT-Z.rtf</p>

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
<p>☐☐☐☐ Blink School: Transmutation Effect: You randomly vanish and reappear for 6 rounds.</p>	<p>SR: No</p>	<p>1 standard action</p>	<p>6 rounds [D] Target: You</p>	<p>Personal</p>	<p>V, S Caster Level:6</p>	<p>RSRD: SpellsA-B.rtf</p>
<p>☐☐☐☐ Daylight School: Evocation [Light] Effect: 60-ft. radius of bright light.</p>	<p>SR: No</p>	<p>1 standard action</p>	<p>60 minutes [D] Target: Object touched</p>	<p>Touch</p>	<p>V, S Caster Level:6</p>	<p>RSRD: SpellsD-E.rtf</p>
<p>☐☐☐☐ Dispel Magic School: Abjuration Effect: Cancels magical spells and effects.</p>	<p>SR: No</p>	<p>1 standard action</p>	<p>Instantaneous Target: One spellcaster, creature, or object; or 20-ft.-radius burst</p>	<p>Medium (160 ft.)</p>	<p>V, S Caster Level:6</p>	<p>RSRD: SpellsD-E.rtf</p>
<p>☐☐☐☐ Explosive Runes School: Abjuration [Force]</p>	<p>DC: 18, See text SR: Yes</p>	<p>1 standard action</p>	<p>Permanent until discharged [D] Target: One touched object weighing no more than 10 lb.</p>	<p>Touch</p>	<p>V, S Caster Level:6</p>	<p>RSRD: SpellsD-E.rtf</p>

* =Domain/Specialty Spell

Wizard Spells

<i>Effect:</i> Deals 6d6 damage when read. □□□□□ Fireball	DC: 18, Reflex half SR: Yes	1 standard action	Instantaneous	Long (640 ft.)	V, S, M	RSRD: SpellsF-G.rtf
<i>School:</i> Evocation [Fire] <i>Effect:</i> 6d6 fire damage, 20-ft. radius.			<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 6	
□□□□□ Flame Arrow	SR: No	1 standard action	60 minutes	Close (40 ft.)	V, S, M	RSRD: SpellsF-G.rtf
<i>School:</i> Transmutation [Fire]			<i>Target:</i> Fifty projectiles, all of which must be in contact with each other at the time of casting		<i>Caster Level:</i> 6	
<i>Effect:</i> Arrows deal +1d6 fire damage. □□□□□ Fly	DC: 18, Will negates (harmless) SR: Yes (harmless)	1 standard action	6 minutes	Touch	V, S, F/DF	RSRD: SpellsF-G.rtf
<i>School:</i> Transmutation <i>Effect:</i> Subject flies at speed of 60 ft.			<i>Target:</i> Creature touched		<i>Caster Level:</i> 6	
□□□□□ Gaseous Form	SR: No	1 standard action	12 minutes [D]	Touch	S, M/DF	RSRD: SpellsF-G.rtf
<i>School:</i> Transmutation <i>Effect:</i> Subject becomes insubstantial and can fly slowly.			<i>Target:</i> Willing corporeal creature touched		<i>Caster Level:</i> 6	
□□□□□ *Invisibility Sphere	DC: 18, Will negates (harmless) or Will negates (harmless, object) SR: Yes (harmless) or Yes (harmless, object)	1 standard action	6 minutes [D]	Personal or touch	V, S, M	RSRD: SpellsH-L.rtf
<i>School:</i> Illusion (Glamer) <i>Effect:</i> Makes everyone within 10 ft. invisible.			<i>Target:</i> 10-ft.-radius emanation around the creature or object touched		<i>Caster Level:</i> 6	
□□□□□ *Major Image	DC: 18, Will disbelief (if interacted with) SR: No	1 standard action	Concentration + 3 rounds	Long (640 ft.)	V, S, F	RSRD: SpellsM-O.rtf
<i>School:</i> Illusion (Figment) <i>Effect:</i> As silent image, plus sound, smell and thermal effects.			<i>Target:</i> Visual figment that cannot extend beyond 10 10-ft. cubes[S]		<i>Caster Level:</i> 6	
□□□□□ Nondetection	DC: 18, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	6 hours	Touch	V, S, M	RSRD: SpellsM-O.rtf
<i>School:</i> Abjuration <i>Effect:</i> Hides subject from divination, scrying.			<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 6	
□□□□□ Protection from Energy	DC: 18, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	60 minutes or until discharged	Touch	V, S, DF	RSRD: SpellsP-R.rtf
<i>School:</i> Abjuration <i>Effect:</i> Absorb 72 points of damage from one kind of energy.			<i>Target:</i> Creature touched		<i>Caster Level:</i> 6	
□□□□□ Secret Page	SR: No	10 minutes	Permanent	Touch	V, S, M	RSRD: SpellsS.rtf
<i>School:</i> Transmutation <i>Effect:</i> Changes one page to hide its real content.			<i>Target:</i> Page touched, up to 3 sq. ft. in size		<i>Caster Level:</i> 6	
□□□□□ Slow	DC: 18, Will negates SR: Yes	1 standard action	6 rounds	Close (40 ft.)	V, S, M	RSRD: SpellsS.rtf
<i>School:</i> Transmutation <i>Effect:</i> 6 subjects take only one action/round, -1 to AC, -1 on attack rolls, -1 on Reflex saves.			<i>Target:</i> 6 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 6	
□□□□□ Tiny Hut	SR: No	1 standard action	12 hours [D]	20 ft.	V, S, M	RSRD: SpellsT-Z.rtf
<i>School:</i> Evocation [Force] <i>Effect:</i> Creates shelter for ten creatures.			<i>Target:</i> 20-ft.-radius sphere centered on your location		<i>Caster Level:</i> 6	
□□□□□ Tongues	DC: 18, Will negates (harmless) SR: No	1 standard action	60 minutes	Touch	V, M/DF	RSRD: SpellsT-Z.rtf
<i>School:</i> Divination <i>Effect:</i> Speak any language.			<i>Target:</i> Creature touched		<i>Caster Level:</i> 6	

LEVEL 4

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Detect Scrying	SR: No	1 standard action	24 hours	40 ft.	V, S, M	RSRD: SpellsD-E.rtf
<i>School:</i> Divination <i>Effect:</i> Alerts you of magical eavesdropping.			<i>Target:</i> 40-ft.-radius emanation centered on you		<i>Caster Level:</i> 6	
□□□□□ Dimensional Anchor	SR: Yes (object)	1 standard action	6 minutes	Medium (160 ft.)	V, S	RSRD: SpellsD-E.rtf
<i>School:</i> Abjuration <i>Effect:</i> Bars extradimensional movement.			<i>Target:</i> Ray		<i>Caster Level:</i> 6	
□□□□□ Dimension Door	DC: 19, None and Will negates (object) SR: No and Yes (object)	1 standard action	Instantaneous	Long (640 ft.)	V	RSRD: SpellsD-E.rtf
<i>School:</i> Conjunction (Teleportation) <i>Effect:</i> Teleports you short distance.			<i>Target:</i> You and touched objects or other touched willing creatures		<i>Caster Level:</i> 6	
□□□□□ Fire Shield	SR: No	1 standard action	6 rounds [D]	Personal	V, S, M/DF	RSRD: SpellsF-G.rtf
<i>School:</i> Evocation [Fire or Cold] <i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold.			<i>Target:</i> You		<i>Caster Level:</i> 6	
□□□□□ *Phantasmal Killer	DC: 19, Will disbelief (if interacted with), then Fortitude partial; see text SR: Yes	1 standard action	Instantaneous	Medium (160 ft.)	V, S	RSRD: SpellsP-R.rtf
<i>School:</i> Illusion (Phantasm) [Fear, Mind-Affecting] <i>Effect:</i> Fearsome illusion kills subject or deals 3d6 damage.			<i>Target:</i> One living creature		<i>Caster Level:</i> 6	
□□□□□ *Shadow Conjunction	DC: 19, Will disbelief (if interacted with); varies; see text SR: Yes; see text	1 standard action	See text	See text	V, S	RSRD: SpellsS.rtf
<i>School:</i> Illusion (Shadow) <i>Effect:</i> Mimics conjunction below 4th level, but only 20% real.			<i>Target:</i> See text		<i>Caster Level:</i> 6	

* =Domain/Specialty Spell

Magic Item Spell-like Abilities

At Will Feather Fall (DC:10)

Spellbook: Spellbook (Wizard's/Blank)

Wizard

Level 3

Slow (DC:18)

Spellbook: Prepared Spells

Wizard

Level 0

- Detect Magic (DC:)
- *Ghost Sound (DC:15)
- Light (DC:)
- Message (DC:)
- Prestidigitation (DC:15)

Level 1

- *Color Spray (DC:16)
- Enlarge Person (DC:16)
- Expeditious Retreat (DC:)
- Grease (DC:16)
- Protection from Evil (DC:16)
- True Strike (DC:)

Level 2

- Bull's Strength (DC:17)
- Cat's Grace (DC:17)
- *Invisibility (DC:17)
- Rope Trick (DC:)

Level 3

- Blink (DC:)
- Dispel Magic (DC:)
- Fireball (DC:18)
- *Invisibility Sphere (DC:18)

Albamaennon



Half-Elf
RACE
29
AGE
Male
GENDER
Low-Light
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
5' 3"
HEIGHT
122 lbs.
WEIGHT
blue
EYE COLOUR
very pale
SKIN COLOUR
pale blond, wavy
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:

On loan, a ring of Feather Falling.

Mark of the Tiger:

When presented with the Mark, it will be in the form of a cute tiger cub, taken from a soft bag by the scruff and placed on the ground in front of him, that Albamenon will be prompted to pick up. When picked up and held, the Mark will become one with the possessor. It will manifest itself as a tattoo of a tiger (of a range of sizes and styles, selectable by the user) on the possessor's body.

The artifact grants a range of powers to the bearer:

Alarm: 2 times/day
Hold Portal: 3 times/day
Protection from Evil: continuous unless turned off
Shield: 1 minute/day, initiated by being attacked
Protection from Arrows: 1 minute/day, initiated by being attacked by a missile weapon
Resist Energy (user selects type)
Nondetection: DC 30 check; continuous unless turned off
Cause Fear: once per day, manifesting as a tiger's roar

In addition, the tiger can choose, once per week for up to 24 hours at a time, to manifest itself as a real tiger to defend its bearer. Typically it will do so if its subject takes hp damage or is very afraid:

Tiger:

Fighter level 2 (skill points 2)
hp 74 (6d8+2d10+32),
CR 6 XP 2400, Neutral Large Animal
Init +4
Speed 40
AC 16, Touch 13, flat footed 12 (+4 Dex, +3 Natural, -1 size)
Melee Base Attack 6 Grapple 17, Single Attack Claw +13 (1d8+7) Full Attack 2 Claw +13 (1d8+7), Bite +7 (2d6+3); Space 10ft.;
Reach 5
SA Improved Grab If hit then can start a grapple as a free action, Pounce Can do a full attack plus 2 rakes on a charge, Rake 1D8 +3,
SQ Low-light Vision, Scent
Fort +12, Ref +9, Will +3,
Str 25, Dex 19, Con 19, Int 2, Wis 12, Cha 6

Skills Balance 8, Climb 8, Hide 5(Hide in tall grass 9), Intimidate -1, Jump 7, Listen 3, Move Silently 11, Ride 4, Spot 3, Swim 12
Feats: Cleave, Combat Reflexes, Alertness, Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Improved Natural Attack, Martial Weap Prof, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus

Artifact amulet somehow related to planar travel. Have been researching it. Can be invisible when worn. Does not detect as magic.

Neumismagic requires national-level resources, and last time written in its own context was probably before Carsimonia existed (thousands of years ago...handily predates CSEs).
Coins and other coin-like things.

Spellbook from Yorkstone:

Dimension Door (I4)
Vampiric Touch (I3)
Dimensional Anchor (I4)
Enervation (I4)
Slow (I3)
Dispel Magic (I3)
Blink (I3)
Spectral Hand (I3)
Shadow Conjuration (I4)
Charm Monster (I4)
Detect Scrying (I4)
Phantasmal Killer (I4)
Fly (I3)
Slow (I3)
Confusion (I4)
Fire Shield (I4)

Biography:

Alba has been a quiet and studious pupil at several of the major Schools of Wizardry in Cartasela. His education has been funded by scholarships, a trust fund, and recently, advances from the Illusionist to whom he is to be apprenticed. He has memories of living with his parents in a village in the mountains west of Urd, but was sent to be educated at a very early age, and has no detailed knowledge of his family or homeland. That information is documented as a part of the trust fund, and will be released to him upon his majority. While he is extraordinarily bookish, he naturally enjoys the outdoors, so he is an enthusiastic Pioneer Scout, and was thrilled to be chosen for a special long journey by his local Council. Alba is obedient, diligent and thoughtful, and has yet to question anyone in authority. His sheltered life has led to some peculiar moral positions - he believes that education solves all behavioral problems, abhors corporeal punishment, and considers wilfully causing the death of a sentient creature to be the absolute height of impetuous ignorance. Note that this belief is evolving into something a bit more practical as he travels the world, and that sentience does not apply to game animals, which he enjoys hunting for food and other products.

The Illusionist to whom he is to be apprenticed is a member of the Entertainers Guild, and focuses on illustrating (and even animating passages of) the stories that he tells. Alba is very enthusiastic about further work along these lines, and hopes to reach the point where entire participatory stories can be told without a narrator or actors -- with the whole experience conjured out of thin air and the willing suspension of disbelief of the participants. As such, the parts of his illusions that are not central to the story tend to sparse and focus on what people expect, rather than any overly-detailed, jarring reality. He has already introduced the concept of Product Placement into his master's stories, which has significantly increased their profitability. While he has not yet discussed this with his master, Alba envisions injecting entire minute-long sponsored sub-stories in between chapters that will illustrate the pleasures of dining at a particular inn, or enjoying a particular wine.