

Fiyas Chwal

CHARACTER: Rashalka Centaur, Large, Female, 7'0", 1800, Blonde, golden, Palomino

RACE & LA: 20, Neutral, Atheist (F&P-6), Hoofwood, Iobaria (PAP33-54)

LANGUAGES: Common, Elven, Sylvan, Celestial, Infernal, Abyssal, Aklo



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

Ability Score table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows: STR, DEX, CON, INT, WIS, CHA.

HITPOINTS table with columns: CURRENT HP, HP GAINED, HD, FAVORED CLASS, TOTAL HP. Includes a large '13' for current HP.

CLASS RECORDER table with columns: CLASS NAME, BAB, SKILL, FC HPS, FORT, REF, WILL, LEVELS. Row: Wizard (Abjurer).

ABILITY SCORE & RACIAL NOTES table with columns: ABILITY SCORE & RACIAL NOTES.

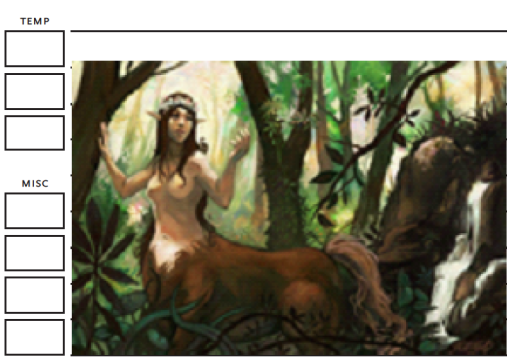
CONDITIONS & MISCELLANEOUS TRACKING table with columns: CONDITIONS & MISCELLANEOUS TRACKING.

SKILLS table with columns: SKILLS, TOTAL, RANKS, ABILITY, TRAINED, MISC. Includes a list of skills like Acrobatics, Appraise, Bluff, etc.

ATTACKS & DEFENSE table with columns: ARMOR CLASS, TOUCH, FLAT-FOOT, AC, BONUS, PENALTY, SPELL FAILURE.

SAVING THROWS table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Rows: FORT, REF, WILL.

ATTACKS table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows: MELEE, RANGED, CMB, CMD.



FEATS & FEATURES table with columns: FEATS & FEATURES, CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES.

Character features and feats: Race: Centaur (ARG-218) Monstrous Humanoid, Scribe Scroll, Spell Focus (Conjuration) +1 DC to Conjuration spells, Darkvision 60', Weapon Prof: All Simple + class, Armor Prof: Light + class, Natural Armor: +2 AC, Class: Wizard (Abjurer) (CRB-77), Weapon Prof: club, dagger, heavy & light crossbow, quarterstaff, DC = 10 + Spell lvl + Int Mod, Bonded Object - Neckband - Silver Collar, - cast unprepared spell (1/day), Arcane school - Abjuration (Counterspell), Opposition Schools: enchantment & illusion, Resistance cold 5, Disruption (melee touch attack) dispel spell casting DC=15+2\*Spell Lvl, duration=lvl/2, (3+Int Mod/day)

SKILLS table (continued) with columns: SKILLS, TOTAL, RANKS, ABILITY, TRAINED, MISC. Includes skills like Perception, Ride, Spellcraft, Stealth, Survival, Swim.

MARK A [ ] TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. \* SKILL CAN BE USED UNTRAINED \* ARMOR CHECK PENALTY APPLIES

EXPERIENCE table with columns: EXPERIENCE, SLOW, MEDIUM, FAST.

SPEED table with columns: SPEED, BASE, FLY, SWIM, CLIMB, MISC.

INIT table with columns: INIT, DEX MOD, MISC MOD.

HERO table with columns: HERO.

SR and DR table with columns: SR, DR.

RESISTANCES table with columns: RESISTANCES, cold 5.

POOL POINTS table with columns: POOL POINTS.

ARMOR & WEAPONS table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT.

ARMOR table with columns: ARMOR, SHIELD.

WEAPONS table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows: quarterstaff, dagger.



**SPELLS PER DAY**

CLASS	Wizard		LEVEL	1		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0	3	3			
16	1st	4	1	2	1	
	2nd			1	1	
	3rd			1	1	
	4th			1	1	
	5th			1	1	
	6th				1	
	7th				1	
	8th				1	
	9th				1	

CLOSE: 25FT + 5FT / 2 LVL **25** MEDIUM: 100FT + 10FT / LVL **110** LONG: 400FT + 40FT / LVL **440**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	0			

**BLOODLINES & PATRONS**

BLOODLINE/PATRON

BLOODLINE/PATRON

**DOMAINS**

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

**WIZARD SPECIALITY SCHOOL**

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

**SPELLS PER DAY**

CLASS			LEVEL			
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	0			

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Resistance - Subject gains +1 on saving throws.	Abjuration					CRB
0		1	Acid Splash - Orb deals 1d3 acid damage.	Conjuration					CRB
0			Drench - A sudden downpour soaks a target creature or object.	Conjuration	1 rnd	close	reflex	yes	Blog
0		1	Detect Magic - Detects all spells and magic items within 60 ft.	Divination					CRB
0			Detect Poison - Detects poison in one creature or small object.	Divination					CRB
0		1	Read Magic - Read scrolls and spellbooks.	Divination					CRB
0			Jolt - Deal 1d3 electrical damage with a ranged touch attack.	Transmutation	instant	close	none	yes	Blog
0			Mending - Makes minor repairs on an object	Transmutation					CRB
0			Message - Whisper conversation at distance.	Transmutation					CRB
0			Open/Close - Opens or closes small or light things.	Transmutation					CRB
1			Alarm - Wards an area for 2 hours/level.	Abjuration					CRB
1			Endure Elements - Exist comfortably in hot or cold regions.	Abjuration					CRB
1			Hold Portal - Holds door shut.	Abjuration					CRB
1			Peacebond - Locks a weapon in place on the target's body.	Abjuration					UC
1		1	Protection from Chaos/Evil/Good/Law +2 to AC and saves, plus additional protection.	Abjuration					CRB
1			Shield - Invisible disc gives +4 to AC, blocks magic missiles.	Abjuration					CRB
1			Wave Shield - Water blunts one incoming attack or fire effect.	Abjuration					ACG
1			Corrosive Touch - Touch attack deals 1d4 acid/level.	Conjuration					UM
1		1	Icicle Dagger - Masterwork ice dagger deals +1 cold damage.	Conjuration					UM
1			Linked Legacy - This spell helps build community and ensure a shared vision for the future	Conjuration	10 min/lvl	close	none	yes	AA
1			Mage Armor - Gives subject +4 armor bonus.	Conjuration					CRB
1			Obscuring Mist Fog surrounds you.	Conjuration					CRB
1		1	Snowball - Ranged touch delivers 1d6/level cold damage (max 5d6) and might stagger a foe.	Conjuration					PotN
1		1	Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					CRB
1			Comprehend Languages - You understand all spoken and written languages.	Divination					CRB
1			Detect Charm - detect each charm, compulsion, and possession on all creatures in the area.	Divination	1 min/lvl	60'	none	no	ASL
1			Detect Undead - Reveals undead within 60 ft.	Divination					CRB
1			Discern Next of Kin - Read the target's mind to learn about its family.	Divination					ACG
1			Identify - Gives +10 bonus to identify magic items.	Divination					CRB
1			True Strike +20 on your next attack roll.	Divination					CRB

