spirit blade (+3 dagger)

golden Palomino Large Rashalka Centaur Female 7'0" 1800 Blonde WEIGHT SKIN HAIR RACE & LA SIZE GENDER HEIGHT EYES Atheist (F&P-6) Hoofwood, lobaria (PAP33-54) 20 Neutral



20 Neutral Atheist (F&P-6) Hoofwood, lobaria (PAP33-54)  AGE ALIGNMENT DEITY HOOFWOOD, lobaria (PAP33-54)  HOMELAND & BACKGROUND OCCUPATION									4	ION I	ROL	EP	LAY	21000	GG	ΑШ	DE /	C					
LANGUAGES: Common, Elven, Sylvan, Celestial, Infernal, Abys														- Succession									
						HITPOINTS							Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012  CLASS RECORDER										
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	nce cold 5						Counterspell Mastery (Su): - Improved Counterspell (immediate) (1/day)						S	R	18	8	DR	2					
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19-20,x2

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0								saving throws.			Abjuration						CRB
0		1						damage.			Conjuration						CRB
0								ks a target creature			Conjuration	1 1	l rnd	close	reflex	yes	Blog
0		1					-	nd magic items wit			Divination						CRB
0			Detec	t Poisc	n - De	etects po	oison in	one creature or sm	nall object.		Divination						CRB

			SPELLS						
0	PREP	USED	Resistance - Subject gains +1 on saving throws.	SCHOOL Abjuration	DURATION	RANGE	SAVE	SR	REFERENCE 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	lcicle 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

			SPELLS						
LEVEL 1	PREP	USED	Alter Winds - Increase/decrease strength of natural winds.	SCHOOL Transmutation	DURATION	RANGE	SAVE	SR	APG
1			Damp Powder - Ruins ammunition loaded in the targeted firearm.	Transmutation					UC
1			Enlarge Person - Humanoid creature doubles in size.	Transmutation					CRB
1				Transmutation					CRB
1			Feather Fall - Objects or creatures fall slowly.						CRB
			Jump - Subject gets bonus on Acrobatics checks.	Transmutation					
1			Reduce Person - Humanoid creature halves in size.	Transmutation					CRB
2			Anti-Summoning Shield - impedes summoning spells and other effects that summon creatures.	Abjuration	1 min/lvl	medium	will	yes	DHH
2			Disrupt Link - The target has her link with her bonded creature temporarily severed.	Abjuration	1 rnd/lvl	medium	will	yes	FF
2			Bullet Shield - You gain a +4 deflection bonus to AC against firearm attacks.	Abjuration					UC
2			Endure Elements, Communal - As endure elements, but you may divide the duration among creatures touched.	Abjuration					UC
2			Protection from Arrows - Subject gains DR 10/magic against ranged attacks.	Abjuration					CRB
2		1	Protection from Evil/Good/Law Chaos, Communal - As protection, but you may divide the duration among creatures touched.	Abjuration					UC
2			Resist Energy - Ignores first 10 (or more) points of damage per attack from specified energy type.	Abjuration					CRB
2			Alter Summoned Monster - swap a creature summoned by a conjuration spell for a creature you could summon	Conjuration	instant	close	will	yes	MSH
2			Mud Buddy - You create a Small minion out of mud, and it obeys your commands.	Conjuration	1 hr/lvl	close	none	no	MC
2			Stone Call - 2d6 damage to all creatures in area.	Conjuration					APG
2		1	Summon Monster II - Summons extraplanar creature to fight for you.	Conjuration					CRB
2			Summon Swarm - Summons swarm of bats, rats, or spiders.	Conjuration					CRB
2			Blood Transcription - Learn a spell from the target's blood.	Divination					CRB
2			Commune with Birds - You can ask birds a question.	Divination					ARG
2			Detect Thoughts - Allows "listening" to surface thoughts.	Divination					CRB
2			Locate Object - Senses direction toward object (specific or type).	Divination					CRB
2			Share Memory - Share one memory with the target.	Divination					UM
2			Air Step - Tread unsteadily on air, with limitations.	Transmutation					ACG
2			Alter Self - Assume form of a Small or Medium humanoid.	Transmutation					CRB
2									CRB
			Bear's Endurance - Subject gains +4 to Con for 1 min./level.	Transmutation					
2			Bull's Strength - Subject gains +4 to Str for 1 min./level.	Transmutation					CRB
2			Cat's Grace - Subject gains +4 to Dex for 1 min./level.	Transmutation					CRB
2			Fox's Cunning - Subject gains +4 to Int for 1 min./level.	Transmutation					CRB
2			Steal Size - Reduce one humanoid's size by one size and you grow one size category.	Transmutation	1 min/lvl	close	fort	yes	GHH
2			Spider Climb - Grants ability to walk on walls and ceilings.	Transmutation					CRB
3		1	Dispel Magic - Cancels one magical spell or effect.	Abjuration					CRB
3			Explosive Runes - Deals 6d6 damage when read.	Abjuration					CRB
3			Magic Circle against Chaos/Evil/Good/Law - As protection spells, but 10-ft. radius and 10 min./level.	Abjuration					CRB
3			Protection from Arrows, Communal - As protection from arrow, but share time	Abjuration					CRB
3			Protection from Energy - Absorbs 12 points/level of damage from one kind of energy.	Abjuration					CRB
3			Resist Energy, Communal - As resist energy, but you may divide the duration among creatures touched.	Abjuration					CRB
3			Stunning Barrier, Greater - +2 bonus to AC and saves, stuns multiple creatures attacking you.	Abjuration					ACG
3		1	Summon Monster III Summons extraplanar creature to fight for you.	Conjuration					CRB
3			Silver Darts - Cone of silver darts deals 1d6 piercing damage/level,	Conjuration					ACG
3			Blood Biography - Learn about a creature with its blood.	Divination					APG
3			Clairaudience/Clairvoyance - Hear or see at a distance for 1 min./level.	Divination					CRB
3			Tongues - Speak and understand any language.	Divination					CRB
3			Beast Shape I - You take the form and some of the powers of a Small or Medium animal.						CRB
3			Fire Trail - Trail of flame that follows your movements and deal 1d6+1 per CL (max +10).	Transmutation					ARG
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			SPELLS			·	v		
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Fly - Subject flies at speed of 60 ft.	Transmutation					CRB
3			Gaseous Form - Subject becomes insubstantial and can fly slowly.	Transmutation					CRB
3			Haste - One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	Transmutation					CRB
3			Monstrous Physique I - Take the form and some of the powers of a Small or Medium monstrous humanoid.	Transmutation					UM
3			Pup Shape - Transforms a single animal or magical beast into a younger and cuter version of itself	Transmutation					UC
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