spirit blade (+3 dagger)

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



ACE Neutral Atheist (F&P-6)	HOOTWOOD, IODARIA (PAP					1	ROL	EPI	LAY		G G	AM	DE /	O
LANGUAGES: Common, Elven, Sylvan, Celestial, Infernal, Ab			Original	by Neceros.	Modified	by abel	lius@yah	100.com.	Version	1.0.2012				
LANGUAGES.	HITDOINT		Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 CLASS RECORDER											
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP	CURRENT HP	HP GAINED	HD			CLASS NAME		BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
STR 12 1 8 4	100	68	6		_	(Abjurer)		3	63	0	2	5	5	6
DEX 16 3 14 2	□ 128	55	5		Envoy	of Balance		2	54	5	2	3	3	5
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ABILITY SCORE & RACIAL NOTES	7					k□ Acrobatic	c •		то		ANKS AE	BILITY T	TOTAL RAINED	
ATTACKS	& DEFENSE				,	APPRAISE	.		_	_	3	7	3	
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CMD 19 -10+ B5B DOOE & DEX DEX		Articles	1		ACRES .	RIDE +	nogei			3		3		
					,	SENSE MOT				0	\perp	0		
	EFEATURES TS, FEATS, AND CHARACTER FEATURES					☐ SLEIGHT OF			NT 2	21	11	7	3	
Race: Centaur (ARG-218) Monstrous Humanoid	Scribe Scroll					STEALTH •		D	_	_	11	3	3	
HD: d10, BAB=HD, Good Reflex & Will, Skills = 4 + Int Mod	Spell Focus (Conjuration	on) +1 DC to	o Conj	uration	spells	¥ ☑ SURVIVAL			_	_	11	0	3	
Darkvision 60'	Augment Summoning - +4	Str & Con to	summ	oned cre	atures	USE MAGIC	DEVICE		_	_	11	1	3	
Weapon Prof: All Simple + class	Divine Defiance - +2 s	save vs div	ine ma	agic (F	&P-7)			STR STR	F	\blacksquare	4			
Armor Prof: Light + class	Divine Denouncer - +2 bluf	f, diplomacy, i	intimida	ite, know	ledge,			STR						
Natural Armor: +2 AC	perform, & sense mo	tive vs divir	ne cas	ters (F	&P-7)			STR	\perp	+	\rightarrow			
Class: Wizard (Abjurer) (CRB-77)	Atheist Abjuration - +2 CL for abjuration to	dispel divine spell or b	banish outsi	der summone	d by divine	_		STR		\perp	\perp			
Weapon Prof: club, dagger, heavy & light crossbow, quarterstaft	Focused Disbelief - SF	R/11+lvl vs	divine	magic		MARK A ☐ TO SH * SKILL	OW A CLASS S	SKILL. CLA D UNTRAI	ASS SKILL NED	LS WITH F ARMOR	CHECK P	ENALTY	TRAINED APPLIES	BONUS.
DC = 10 + Spell IvI + Int Mod	Seeds of Doubt - Creature under your	spell, +1 Will saving	g throw to	resist all divi	ine magic	EXPER	RIENCE IUM 🗹 FAS	л□ [15	55,00	0 /	2	20,00	10
Bonded Object - Neckband - Silver Collar						SPEED	50	٦٦	50	FLY	sw	VIM C	CLIMB	MISC
- cast unprepared spell (1/day)	_							== '		<u></u>	DEX	. 		міѕс
Arcane school - Abjuration (Counterspell)	- Drestine Class. Enve	v of Dolone	- /C-F	2.20\		INIT	3	۲,	= L	3	мор	+ _		MOD
Opposition Schools: enchantment & illusion Resistance cold 5	Prestige Class: Envoy Counterspell Mastery (Su): - In				(1/day)	HERO		<u> </u>		_	_	_		_
Disruption (melee touch attack) dispel spell casting	_	•		-	-	SR	40)	DR	5/9	g/e/l/			
dispersion (,		_, (0.1	14100/	<u></u>	RESISTAN	CES CO	ld 5						
ARMOR & ARMOR & DESCRIPTION	& WEAPONS AC BONUS MA	AX DEX PENALTY S	PELL FAII	TYPE	WEIGHT	POOL POI	NTS	\Box						
ARMOR Gray Robe of the Neutral Archmagi	5					SR 18 all,	+11+lv	l vs d	livine)				
SHIELD														
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAN	MAGE		CRITICAL	RANGE	TYPE	WEIGH.	т		АММС	D & NOTE	s	
summoner's sorrow quarterstaff +3	+6+3	1d6-	+1+3		20,x2		В	2.0	\top					
				$\overline{}$		- 1	- 10		\neg					

1d4+1+3

19-20,x2

10

P/S

1.0

+8+3

FEATS & SPECIAL ABILITIE			FEATS & SPECIAL ABILITIES											
Prestige Class: Envoy of Balance (CoB-30)		USES/DAY	USED	Ш				NAME					USES/DAY	USED
Incisive Spells (Su) +1 on CL checks to overcome spell resistance of creatures with all	gnment subtype			┧┝										
Endowment (Su)				1 🗀										
Aligned Counter - Counterspell an alignment spell with an opposite spe	II (immediate)			1 🗀										
Aligned Annulment - expend spell w/ alignment to automatically counter spell with op			┧┝╴											
Contravening Armament (Su) - weapons bypass align			┧┝╴											
- transfer to ally for 1 (IVI/2 day)	mont bit			┧┝╴										
Ethical Paradox (Su) - unaffected by spells based on alignm	nent or faith			┧┝╴										
Edition Fundos (Cu) dilanoscou by opone based on angini	ione or iaitii			┧┝										
				┧┝╴										
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EQUIPMENT & MAGIC ITEM	QTY / USES	WGT N/A	WEIGHT	#		E	QUI	PMEN	T & N	AGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
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				1		<u> </u>								
				1 🗀	summo	oner's sorrow o	quarte	erstaff	+3					
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HEADBAND:	SILVER						\vdash							+-
NECK:	COPPER													
RING:									EDIUM	HEAVY	ADS &	LIFT ABOVE	LIFT OFF	DRAG &
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			SPEL	LS PER	R DAY			BLOODLI	NES & PATRONS			SPELL	S PER	DAY		
CLA	ss		Wiza	ard		LEVEL	11	BLOODLINE/PATRON		CL	ASS				LEVEL	
SAV	E DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN	BLOODLINE/PATRON		s	AVE DC LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
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1	9 :	2nd	7	4	2	1		SUBDOMAIN		 [2nd					
2	20	3rd	7	4	2	1					3rd					
2	21	4th	5	3	1	1		DOMAIN		[4th					
2	22	5th	4	2	1	1		SUBDOMAIN		[5th					
2	23	6th	3	1	1	1		DOMAIN		[6th					
		7th			1	1		SUBDOMAIN		——	7th					
		8th				1		WIZARD SP	ECIALITY SCHOOL		8th					
		9th				1		SPECIALITY Abjuration			9th					
CLOSE: 25FT + 5FT / 2 LV	, 50)	MEDIU 100FT 10FT /	+ 21	0	LONG: 400ft + 40ft / LVL	840	FOCUSED		CLOS 25FT 5FT / 2	+ 25	MEDIUM 100FT - 10FT / LV	- I 1∩0		LONG: 400FT + 40FT / LVL	400
		TOTAL	CLAS	S ABILI	ту отн	IER CURI	RENT POINTS	рконівітер Encha i	ntment		TOTAL	CLASS	ABILIT	т отне	R CUR	RENT POINTS
SPE		0						prohibited Illusio r	1		DINTS 0					
									SPELLS							
LEVEL	PREP	USED	Resis	tance	- Subie	ect gains		ME & DESCRIPTION SAVING throws.		SCHOOL Abjuration	DURATION	RANGI		SAVE	SR	REFERENCE CRB
0		1					d3 acid o			Conjuration						CRB
0								s a target creature or obj	ect.	Conjuration	1 rnd	clos	e r	eflex	yes	Blog
0		1						nd magic items within 60		Divination						CRB
0			Detec	t Poiso	on - De	etects po	oison in	one creature or small obje	ect.	Divination						CRB
\Box		1	Read	Magic	- Rea	d scrolls	and sn	ellbooks		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
H			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
\vdash			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
			L BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE (HTTP://CREATIVECOM		us sa /2 0) partusino	1	E CO BUYERTEE	D4170 BH	

			SPELLS			4			
3	PREP	USED	NAME & DESCRIPTION Fly - Subject flies at speed of 60 ft.	SCHOOL Transmutation	DURATION	RANGE	SAVE	SR	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
4			Curse of Magic Negation - Target gains the negated spellblight.	Abjuration					UM
4			Dimensional Anchor - Bars extradimensional movement.	Abjuration					CRB
4			Globe of Invulnerability, Lesser - Stops 1st- through 3rd-level spell effects.	Abjuration					CRB
4			Nondetection, Communal - As nondetection, but you may divide the duration among creatures touched.	Abjuration					UC
4			Protection from Energy, Communal - As protection from energy, but you may divide the duration	Abjuration					UC
4		1	Remove Curse - Frees object or person from curse.	Abjuration					CRB
4			Stoneskin - Grants DR 10/adamantine.	Abjuration					CRB
4			True Form - Removes polymorph effects.	Abjuration					CRB
4			Black Tentacles - Tentacles grapple all creatures within a 20-ft. spread.	Conjuration					CRB
4			Dimension Door - Teleports you a short distance.	Conjuration					CRB
4			Master's Escape - Switch places with creature you summoned	Conjuration	1 rnd/lvl	close	none	no	MSH
4		1	Summon Monster IV - Summons extraplanar creature to fight for you.	Conjuration	1 IIIG/IVI	CiOse	none	110	CRB
4		'	Locate Creature - Indicates direction to familiar creature.	Divination					CRB
4		4	Scrying - Spies on subject from a distance.	Divination	41/11	-1			CRB
4		1	Antithetical Constraint - target automatically misses against creatures that are not of the opposite alignment of it.	Enchantment	1 rnd/lvl	close	will	yes	СоВ
4			Beast Shape II - You take the form and some of the powers of a Tiny or Large animal.	Transmutation					CRB
4			Conversing Wind - As whispering wind, except it can carry responses and doesn't end after delivering its first message.	Transmutation	1 hr/lvl	1 mile/l	none	no	RTT
4			Enlarge Person, Mass - 1 humanoid creature/level doubles in size.	Transmutation					CRB
4			Mnemonic Enhancer - Prepare extra spells or retain one just cast.	Transmutation					CRB
4			Monstrous Physique II - Take the form and some of the powers of a Tiny or Large monstrous humanoid.	Transmutation					CRB
4			Reduce Person, Mass - As reduce person, but affects 1 humanoid creature/level.	Transmutation					CRB
5			Break Enchantment - Frees subjects from enchantments, transmutations, and curses.	Abjuration					CRB
5			Dismissal - Forces a creature to return to its native plane.	Abjuration					CRB
5			Mage's Private Sanctum - Prevents anyone from viewing or scrying an area for 24 hours.	Abjuration					CRB
5		1	Spell Absorption - Counterspell a 3rd-level or lower-level spell to regain some spellcasting power.	Abjuration					CRB
5			Spellsteal - disrupt the target's available magic and transfers knowledge of that magic to you.	Abjuration	instant	medium	will	yes	MC
5			Cloudkill - Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.	Conjuration				-	CRB
5			Major Creation - As minor creation, plus stone and metal.	Conjuration					CRB
5			Planar Binding, Lesser - Traps extraplanar creature of 6 HD or less until it performs a task.	Conjuration					CRB
5			Summon Infernal Host - Summon host devils.	Conjuration	1 rnd/lvl	close	none	no	RG
5		1	Summon Monster V - Summons extraplanar creature to fight for you.	Conjuration	. //////	3,000		1.5	CRB
5		'		•					
			Teleport - Instantly transports you as far as 100 miles per level.	Conjuration					CRB
5			Contact Other Plane - Lets you ask question of extraplanar entity.	Divination					CRB
5			Telepathic Bond - Link lets allies communicate.	Divination					CRB
5			Baleful Polymorph - Turns subject into harmless animal.	Transmutation					CRB
5			Beast Shape III - You take the form of a Diminutive or Huge animal, or Small or Medium magical beast.	Transmutation					CRB
5			Elemental Body II - Turns you into a Medium elemental.	Transmutation					CRB
5			Master's Mutation - Mutate one summoned creature that you control to better suit your needs	Transmutation	1 rnd/lvl	close	none	no	MSH
5			Monstrous Physique III - Take the form and some of the powers of a Diminutive or Huge monstrous humanoid.	Transmutation					UM
5			Planar Adaptation - Resist harmful effects of other plane. BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE (HTTP://CREATIVECOM	Transmutation					CRB

		0	SPELLS			.c	8		
6	PREP	USED	NAME & DESCRIPTION Antimagic Field - Negates magic within 10 ft.	Abjuration	DURATION	RANGE	SAVE	SR	CRB
6			Dispel Magic, Greater - As dispel magic, but with multiple targets.	Abjuration					CRB
6			Globe of Invulnerability - As lesser globe of invulnerability, plus 4th-level spell effects.	Abjuration					CRB
				-					
6			Repulsion - Creatures can't approach you.	Abjuration					CRB
6			Spellcrash - Target loses a 5th-level prepared spell or spell slot.	Abjuration					ACG
6			Planar Binding - As lesser planar binding, but up to 12 HD.	Conjuration					CRB
6			Summon Monster VI - Summons extraplanar creature to fight for you.	Conjuration					CRB
6			Legend Lore - Lets you learn tales about a person, place, or thing.	Divination					CRB
6			True Seeing - Lets you see all things as they really are.	Divination					CRB
6			Beast Shape IV - take the form of a Diminutive to Huge animal or a Tiny to Large magical beast.	Transmutation					CRB
6			Bull's Strength, Mass - As bull's strength, affects 1 subject per level.	Transmutation					CRB
6			Cat's Grace, Mass - As cat's grace, affects 1 subject/level.	Transmutation					CRB
6			Elemental Body III - Turns you into a Large elemental.	Transmutation					CRB
6			Flesh to Stone - Turns subject creature into statue.	Transmutation					CRB
6			Mage's Lucubration - Recalls spell of 5th level or lower.	Transmutation					CRB
6			Monstrous Physique IV - As monstrous physique III, with more abilities.	Transmutation					CRB
6			Plant Shape II - Turns you into a Large plant creature.	Transmutation					CRB
6			Sonic Form - Turn yourself into a creature of semisolid sound.	Transmutation					CRB
6			Stone to Flesh - Restores petrified creature.	Transmutation					CRB
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