

Fiyas Chwal

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

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

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



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 and CLASS RECORDER. HITPOINTS: 128. CLASS RECORDER: Wizard (Abjurer), Envoy of Balance.

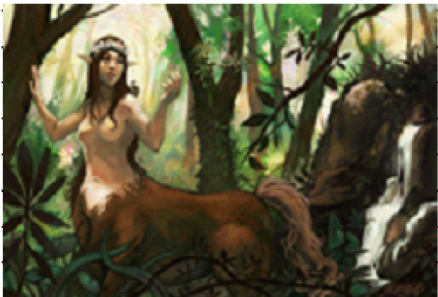
ABILITY SCORE & RACIAL NOTES table

ATTACKS & DEFENSE table with columns: ARMOR CLASS, TOUCH, FLAT-FOOT, AC, DODGE, NATURAL, DEFLECT, MISC, TEMP.

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

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

CONDITIONS & MISCELLANEOUS TRACKING table



SKILLS table with columns: SKILL, TOTAL, RANKS, ABILITY, TRAINED, MISC. Lists skills like Acrobatics, Appraise, Bluff, etc.

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES. Lists Race: Centaur, HD: d10, Darkvision 60', Weapon Prof, Armor Prof, Natural Armor, Class: Wizard, etc.

ARMOR & WEAPONS

ARMOR table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Row: Gray Robe of the Neutral Archmagi.

WEAPON table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows: summoner's sorrow quarterstaff +3, spirit blade (+3 dagger).

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: SLOW, MEDIUM, FAST, 155,000 / 220,000

SPEED table: BASE, FLY, SWIM, CLIMB, MISC, 50

INIT table: 3 = 3 DEX MOD + MISC MOD

HERO table

SR table: 40, DR table: 5/g/e/l/l

RESISTANCES table: cold 5

POOL POINTS table

SR 18 all, +11+lvl vs divine

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0	4	4			
18	1st	7	4	2	1	
19	2nd	7	4	2	1	
20	3rd	7	4	2	1	
21	4th	5	3	1	1	
22	5th	4	2	1	1	
23	6th	3	1	1	1	
	7th			1	1	
	8th				1	
	9th				1	

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
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 MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
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

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
1			Alter Winds - Increase/decrease strength of natural winds.	Transmutation					APG
1			Damp Powder - Ruins ammunition loaded in the targeted firearm.	Transmutation					UC
1			Enlarge Person - Humanoid creature doubles in size.	Transmutation					CRB
1			Feather Fall - Objects or creatures fall slowly.	Transmutation					CRB
1			Jump - Subject gets bonus on Acrobatics checks.	Transmutation					CRB
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			Bear's Endurance - Subject gains +4 to Con for 1 min./level.	Transmutation					CRB
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.	Transmutation					CRB
3			Fire Trail - Trail of flame that follows your movements and deal 1d6+1 per CL (max +10).	Transmutation					ARG

SPELLS									
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
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					CRB
4			Locate Creature - Indicates direction to familiar creature.	Divination					CRB
4			Scrying - Spies on subject from a distance.	Divination					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	CoB
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					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.	Transmutation					CRB

