

Fiyas Chwal

CHARACTER
Rashalka Centaur Large Female
RACE & LA SIZE GENDER
20 Neutral Atheist (F&P-6)
AGE ALIGNMENT DEITY

PLAYER
7'0" 1800 Blonde golden Palomino
HEIGHT WEIGHT HAIR EYES SKIN
Hoofwood, Iobaria (PAP33-54)
HOMELAND & BACKGROUND OCCUPATION

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



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

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

HITPOINTS and CLASS RECORDER. HITPOINTS: CURRENT HP 188, HP GAINED 68, HD 6. CLASS RECORDER: CLASS NAME Wizard (Abjurer), BAB 3, SKILL 63, FC HPS 0, FORT 2, REF 5, WILL 5, LEVELS 6.

ABILITY SCORE & RACIAL NOTES

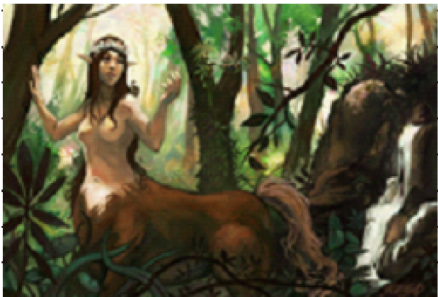
CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE. AC 25, TOUCH 13, FLAT-FOOT 17. Dodge 2, Deflect 5, Temp 0.

SKILLS RANKS TOTAL 178

Skills list including Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Knowledge, Linguistics, Perception, Perform, Prof: Astrologer, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device.

SAVING THROWS. FORT 8, REF 13, WILL 10.



ATTACKS. MELEE 9, RANGED 11, CMB 17, CMD 22.

FEATS & FEATURES CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Feats and Features list: Race: Centaur (ARG-218) Monstrous Humanoid, Scribe Scroll, Spell Focus (Conjuration) +1 DC to Conjuration spells, Augment Summoning - +4 Str & Con to summoned creatures, Divine Defiance - +2 save vs divine magic (F&P-7), Divine Denouncer - +2 bluff, diplomacy, intimidate, knowledge, perform, & sense motive vs divine casters (F&P-7), Atheist Abjuration - +2 CL for abjuration to dispel divine spell or banish outsider summoned by divine, Focused Disbelief - SR/11+lvl vs divine magic, Seeds of Doubt - Creature under your spell, +1 Will saving throw to resist all divine magic, Improved Initiative - +4, Parry Spell - Reflect a counterspelled spell back on its caster, Superior Summoning - Increase # of summoned by 1, Prestige Class: Envoy of Balance (CoB-30), Counterspell Mastery (Su): - Improved Counterspell (immediate) (1/day), DC=15+2*Spell Lvl, duration=lvl/2, (3+Int Mod/day)

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 SLOW [] MEDIUM [x] FAST [x] 890,000 / 1,300,000

Speed 50, Init 7, Hero, SR 40, DR 5/g/e/l/, Resistances cold 5, Pool Points

ARMOR & WEAPONS

Armor: Gray Robe of the Neutral Archmagi AC Bonus 5

SR 18 all, +11+lvl vs divine

Weapon list: summoner's sorrow quarterstaff +3, spirit blade (+3 dagger)

SPELLS PER DAY

CLASS	Wizard			LEVEL	16	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
19	0	4	4			
20	1st	8	4	3	1	
21	2nd	7	4	2	1	
22	3rd	7	4	2	1	
23	4th	7	4	2	1	
24	5th	6	4	1	1	
25	6th	5	3	1	1	
26	7th	5	3	1	1	
27	8th	4	2	1	1	
	9th			1	1	

CLOSE: 25FT + 5FT / 2 LVL **65** MEDIUM: 100FT + 10FT / LVL **260** LONG: 400FT + 40FT / LVL **1,040**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL 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 **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL 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

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
6			Antimagick Field - Negates magic within 10 ft.	Abjuration					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
7	1		Banishment Banishes 2 HD/level of extraplanar creatures.	Abjuration					CRB
7			Spell Turning M Reflect 1d4+6 spell levels back at caster.	Abjuration					CRB
7	1		Caustic Eruption - Burst deals 1d6 acid/level and lingers.	Conjuration					CRB
7			Create Demiplane, Lesser - Create your own demiplane.	Conjuration					CRB
7			Mage's Magnificent Mansion - Door leads to extradimensional mansion.	Conjuration					CRB
7			Phase Door - Creates an invisible passage through a barrier.	Conjuration					CRB
7			Plane Shift - As many as eight subjects travel to another plane.	Conjuration					CRB
7	1		Summon Monster VII - Summons extraplanar creature to fight for you.	Conjuration					CRB
7			Teleport, Greater - As teleport, but no range limit and no off-target arrival.	Conjuration					CRB
7			Arcane Sight, Greater - As arcane sight, but also reveals magic effects on creatures and objects.	Divination					CRB
7			Scrying, Greater - As scrying, but faster and longer.	Divination					CRB
7			Control Construct - Take control of a construct.	Transmutation					UM
7			Control Weather - Changes weather in local area.	Transmutation					CRB
7			Elemental Body IV - Turns you into a Huge elemental.	Transmutation					CRB
7			Ethereal Jaunt - You become ethereal for 1 round/level.	Transmutation					CRB
7			Fly, Mass - One creature/level gains ability to fly.	Transmutation					CRB
7			Planar Adaptation, Mass - As planar adaptation, but affects multiple creatures.	Transmutation					CRB
7			Plant Shape III - Turns you into a Huge plant.	Transmutation					CRB
7			Reverse Gravity - Objects and creatures fall upward.	Transmutation					CRB
7			Limited Wish - Alters reality (within limits).	Universal					
8			Dimensional Lock - Teleportation and interplanar travel blocked for 1 day/level.	Abjuration					CRB
8			Protection from Spells - Confers +8 resistance bonus.	Abjuration					CRB
8	1		Spell Absorption, Greater - Counterspell a 6rd-level or lower-level spell to regain some spellcasting power.	Abjuration					ISM
8			Create Demiplane - As lesser create demiplane, but larger and with planar traits.	Conjuration					CRB
8			Planar Binding, Greater - As lesser planar binding, but up to 18 HD.	Conjuration					CRB
8	1		Summon Monster VIII - Summons extraplanar creature to fight for you.	Conjuration					CRB
8			Trap the Soul - Imprisons subject within gem.	Conjuration					CRB
8			Discern Location - Reveals exact location of creature or object.	Divination					CRB
8			Giant Form II - Turns you into a Huge giant.	Transmutation					CRB
8			Iron Body - Your body becomes living iron.	Transmutation					CRB
8			Temporal Stasis - Puts subject into suspended animation.	Transmutation					CRB