

Rylarion

Character Name

Fozzie

Player Name

None

Region

Neutral Good

Alignment



Wizard 13, Outsider 1

Tiefling / Outsider

Medium / 5 ft.

5' 3" / 152 lbs.

Darkvision (60 ft.)

CLASS

RACE

SIZE / FACE

HEIGHT / WEIGHT

VISION

14/15 (12.5)

113023 / 120000

21

Female

Red

Dark Red, Jaw Length

Character Level/ECL (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	15		+2		
DEX Dexterity	14		+2		
CON Constitution	20		+5		
INT Intelligence	19	23	+6		
WIS Wisdom	7		-2		
CHA Charisma	9		-1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+12	+6	+5	+1	+0	+0	
REFLEX (dexterity)	+9	+6	+2	+1	+0	+0	
WILL (wisdom)	+9	+10	-2	+1	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9/+4	+7/+2	+2	+0	+0	0	
RANGED attack bonus	+9/+4	+7/+2	+2	+0	+0	0	
GRAPPLE attack bonus	+9/+4	+7/+2	+2	+0	+0	+0	

*Luck Blade		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	19-20/x2	5 ft.
1H-P	To Hit: +11/+6 Dam: 1d6+4	2W-P-(OH)		To Hit: +5/+0 Dam: 1d6+4		
1H-O	To Hit: +7/+2 Dam: 1d6+3	2W-P-(OL)		To Hit: +7/+2 Dam: 1d6+4		
2H	To Hit: +11/+6 Dam: 1d6+4	2W-OH		To Hit: +3 Dam: 1d6+3		

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
1H-P	To Hit: +9/+4 Dam: 1d4+2	2W-P-(OH)		To Hit: +3/-2 Dam: 1d4+2		
1H-O	To Hit: +5/+0 Dam: 1d4+1	2W-P-(OL)		To Hit: +5/+0 Dam: 1d4+2		
2H	To Hit: +9/+4 Dam: 1d4+2	2W-OH		To Hit: +1 Dam: 1d4+1		
TH	10 ft.: +9/+4 20 ft.: +7/+2 30 ft.: +5/+0 40 ft.: +3/-2 50 ft.: +1/-4					
Dam	10 ft.: 1d4+2 20 ft.: 1d4+2 30 ft.: 1d4+2 40 ft.: 1d4+2 50 ft.: 1d4+2					

Dagger of Venom		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
1H-P	To Hit: +10/+5 Dam: 1d4+3	2W-P-(OH)		To Hit: +4/-1 Dam: 1d4+3		
1H-O	To Hit: +6/+1 Dam: 1d4+2	2W-P-(OL)		To Hit: +6/+1 Dam: 1d4+3		
2H	To Hit: +10/+5 Dam: 1d4+3	2W-OH		To Hit: +2 Dam: 1d4+2		
TH	10 ft.: +10/+5 20 ft.: +8/+3 30 ft.: +6/+1 40 ft.: +4/-1 50 ft.: +2/-3					
Dam	10 ft.: 1d4+3 20 ft.: 1d4+3 30 ft.: 1d4+3 40 ft.: 1d4+3 50 ft.: 1d4+3					

Special Properties: Inflict a poison spell effect 1/day, fortitude save (DC14)

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Bracers of Armor		+5		+0	0
*Ring of Protection		+5		+0	0

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
126				Walk 40 ft.
AC armor class	TOTAL: 22	FLAT: 20	TOUCH: 17	BASE: 10
	ARMOR BONUS: +5	SHIELD BONUS: +0	STAT: +2	SIZE: +0
	NATURAL ARMOR: +0	DEFLECTION: +0	DODGE: +0	MORALE: +0
	INSIGHT: +0	SACRED: +0	PROFANE: +0	MISC: +0
INITIATIVE modifier	TOTAL: +8	DEX MODIFIER: +2	MISC MODIFIER: +6	MISS CHANCE: 0
	ARCANE SPELL FAILURE: 0	ARMOR CHECK PENALTY: +0	SPELL RESIST: 0	

Encumbrance: Light

TOTAL SKILLPOINTS: 111		SKILLS		MAX RANKS: 17/8.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Appraise	INT	7	= 6 + 1	
✓ Balance	DEX	3	= 2 + 1	
✓ Bluff	CHA	2	= -1 + 1 + 2	
✓ Climb	STR	2	= 2	
✓ Concentration	CON	13	= 5 + 8	
✓ Concentration (Cast defensively)	CON	17	= 5 + 8 + 4	
✓ Craft (Untrained)	INT	6	= 6	
Decipher Script	INT	11	= 6 + 5	
✓ Diplomacy	CHA	-1	= -1	
✓ Disguise	CHA	-1	= -1	
✓ Escape Artist	DEX	2	= 2	
✓ Forgery	INT	6	= 6	
✓ Gather Information	CHA	-1	= -1	
✓ Heal	WIS	-2	= -2	
✓ Hide	DEX	5	= 2 + 1 + 2	
✓ Intimidate	CHA	-1	= -1	
✓ Jump	STR	6	= 2 + 4	
Knowledge (Arcana)	INT	20	= 6 + 14	
Knowledge (History)	INT	8	= 6 + 2	
Knowledge (The Planes)	INT	17	= 6 + 11	
✓ Listen	WIS	4	= -2 + 4 + 2	
✓ Move Silently	DEX	3	= 2 + 1	
✓ Perform (Dance)	CHA	4	= -1 + 5	
✓ Perform (Untrained)	CHA	-1	= -1	
✓ Ride	DEX	2	= 2	
✓ Search	INT	7	= 6 + 1.5	
✓ Sense Motive	WIS	1	= -2 + 3	
Spellcraft	INT	25	= 6 + 17 + 2	
✓ Spot	WIS	10	= -2 + 7 + 5	
✓ Survival	WIS	-2	= -2	
✓ Survival (The Planes)	WIS	0	= -2 + 2	
✓ Swim	STR	2	= 2	
Tumble	DEX	8	= 2 + 1 + 5	
✓ Use Rope	DEX	2	= 2	
			= + +	
			= + +	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Runestaff of Fire		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE			
+9/+4			1d6+3			
Special Properties: 3/day each sacrifice a spell slot to cast burning hands (1st) fireball (3rd) or wall of fire (4th) at 12th, (Quarterstaff)						

Club +1 of Treant		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+10/+5	1d6+3	2W-P-(OH)	+4/-1	1d6+3	
1H-O	+6/+1	1d6+2	2W-P-(OL)	+6/+1	1d6+3	
2H	+10/+5	1d6+4	2W-OH	+0	1d6+2	
10 ft.		20 ft.	30 ft.	40 ft.	50 ft.	
TH	+10/+5	+8/+3	+6/+1	+4/-1	+2/-3	
Dam	1d6+3	1d6+3	1d6+3	1d6+3	1d6+3	
Special Properties: Summons a Treant 3/day, (Club +1)						

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Rylarion's Amulet of Cogitation <small>(Amulet (INT +4), Enhancement bonus to ability INT)+4</small>	Equipped	1	0 / 16,000
Eye of Horus <small>(Eye Lenses (Detect Evil/Cleric/13th, Disguise Self/Wizard/13th, Misdirection/Wizard/13th, Protection from Evil/Adept/13th))</small>	Equipped	1	0 / 208,000
Gauntlets of the Hellcat <small>3 charges, +1d6/spell level to damaging spells</small>	Equipped	1	0 / 0
Ring of Wizardry II	Equipped	1	0 / 40,000
Bracers of Armor +5	Equipped	1	1 / 25,000
Ring of Protection +5	Equipped	1	0 / 50,000
Luck Blade	Equipped	1	2 / 62,360
☐			
Outfit (Explorer's)	Equipped	1	8 / 0
Mantle of Second Chances <small>1/day reroll any dice before hearing the result, (Robe)</small>	Equipped	1	0 / 0
Slippers of Battle-Dancing <small>+10' move, +5 Tumble. +2 Init if 5 ranks Dance. Cha bonus for attacks if moving</small>	Equipped	1	1 / 337,500
Backpack <small>0 lbs., 1 Ink (1 Oz. Vial), 1 Inkpen, 20 Paper (Sheet)</small>	Equipped	1	2 / 2
Ink (1 Oz. Vial)	Backpack	1	0 / 8
Inkpen	Backpack	1	0 / 0.1
Paper (Sheet)	Backpack	20	0 (0) / 0.4 (8)
Horse (Light) <small>28 lbs., 1 Saddlebags</small>	Equipped	1	0 / 75
Saddlebags <small>20 lbs., 1 Tent</small>	Horse (Light)	1	8 / 4
Tent	Saddlebags	1	20 / 10
Case (Map or Scroll)	Equipped	5	0.5 (2.5) / 1 (5)
Pouch (Belt) <small>10 lbs., 10 Rations (Trail/Per Day)</small>	Equipped	2	0.5 (1) / 1 (2)
Rations (Trail/Per Day) <small>□□□□□□□□□□</small>	Pouch (Belt)	10	1 (10) / 0.5 (5)
Waterskin	Equipped	1	0 / 1
Rod of Spell Sculpting Greater <small>You can cast up to three area spells per day and change the shape of spell effects to 10'x 30'h cylinder, 40' cone, 4x 10' cubes, 20'r ball, or 120' line. No need to use a higher slot, (Rod)</small>	Equipped	1	0 / 0
Rod (Wonder)	Equipped	1	5 / 12,000
Ioun Stone, Orange Prism <small>+1 caster level</small>	Equipped	1	0 / 30,000
Dagger	Carried	10	1 (10) / 2 (20)
Spellbook (Wizard's/Blank)	Carried	1	3 / 15
Dagger of Venom <small>Inflict a poison spell effect 1/day, fortitude save (DC14)</small>	Carried	1	1 / 8,302
Runestaff of Fire <small>3/day each sacrifice a spell slot to cast burning hands (1st) fireball (3rd) or wall of fire (4th) at 12th, (Quarterstaff)</small>	Carried	1	4 / 0
Club +1 of Treant <small>Summons a Treant 3/day, (Club +1)</small>	Carried	1	3 / 2,300
Ring of Mystic Fire' <small>3 charges per day, add fire damage to spells. 1=+2d6, 2=+3d6, 3=+4d6. All Fire spells cast at +1 caster level</small>	Carried	1	0 / 2,500
TOTAL WEIGHT CARRIED/VALUE		45 lbs.	794,117.1gp

WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

MONEY	
10000gp. Mother was a human, father was a bastard Infernal Cambion named Stryggaldwyr. She does not respect nobles just because that's what they are, and is	
Total= 0 gp	

MONEY	
not at all polite. She hates fiends of all descriptions and has no mercy for those who sell themselves to them.	
Total= 0 gp	

MAGIC	
Languages	
Common, Draconic, Dwarven, Elven, Gnome, Halfling, Infernal	

Other Companions	

Special Attacks	
Darkness (Sp)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
A tiefling can use darkness once per day (caster level equal to class levels).	
Skills	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
A tiefling has a +2 racial bonus on Bluff and Hide checks.	

Special Qualities	
Bonus Feats	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing these feats.	
Bonus Languages	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
A wizard may substitute Draconic for one of the bonus languages available to the character because of her race.	
Familiar	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
A wizard can obtain a familiar in exactly the same manner as a sorcerer can. See the sorcerer description and the information on Familiars below for details.	
Scribe Scroll	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
At 1st level, a wizard gains Scribe Scroll as a bonus feat.	
Spellbooks	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
A wizard must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for read magic, which all wizards can prepare from memory. A wizard begins play with a spellbook containing all 0-level wizard spells (except those from her prohibited school or schools, if any; see School Specialization, below) plus three 1st-level spells of your choice. For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of your choice. At each new wizard level, she gains two new spells of any spell level or levels that she can cast (based on her new wizard level) for her spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to her own.	
Spells	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
A wizard casts arcane spells which are drawn from the sorcerer/ wizard spell list. A wizard must choose and prepare her spells ahead of time (see below). To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier. Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Wizard. In addition, she receives bonus spells per day if she has a high Intelligence score. Unlike a bard or sorcerer, a wizard may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the wizard decides which spells to prepare.	
Weapon and Armor Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

	Reference Document, classesII]
Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.	
Darkvision (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Range 60; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Resistance To Cold (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You may ignore 5 points of Cold damage each time you take Cold damage	
Resistance To Electricity (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You may ignore 5 points of Electricity damage each time you take Electricity damage	
Resistance To Fire (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You may ignore 5 points of Fire damage each time you take Fire damage	

Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

Templates
Base Race Type
Base Race Type - Outsider

Feats	
Brew Potion	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures.	
Combat Casting	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.	
Craft Magic Arms and Armor	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You can create any magic weapon, armor, or shield whose prerequisites you meet.	
Craft Wondrous Item	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You can create any wondrous item whose prerequisites you meet.	
Empower Spell	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.	
Improved Familiar	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar.	
Improved Initiative	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You get a +4 bonus on initiative checks.	
Scribe Scroll	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You can create a scroll of any spell that you know.	
Alertness (Granted)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You get a +2 bonus on all Listen checks and Spot checks.	

Proficiencies	
Axe (Throwing), Battleaxe, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow,	

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Darkness	Evocation [Darkness]	1 standard action	140 minutes [D]	Touch	RSRD:SpellsD-E

[V, M/DF] TARGET: Object touched; **EFFECT:** 20-ft. radius of supernatural shadow. [SR:No]

* =Domain/Speciality Spell

Wizard Spells

LEVEL PER DAY	0	1	2	3	4	5	6	7	8	9
	4	6	10	5	5	4	3	1	—	—

LEVEL 0 / Per Day:4 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Acid Splash	Conjuration (Creation) [Acid]	1 standard action	Instantaneous	Close (55 ft.)	RSRD:SpellsA-B
[V, S] TARGET: One missile of acid; EFFECT: Orb deals 1d3 acid damage. [SR:No]					
<input type="checkbox"/> Arcane Mark	Universal	1 standard action	Permanent	0 ft.	RSRD:SpellsA-B
[V, S, M] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: Inscribes a personal rune [visible or invisible]. [SR:No]					
<input type="checkbox"/> Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (230 ft.)	RSRD:SpellsD-E
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: Creates torches or other lights. [SR:No]					
<input type="checkbox"/> Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (55 ft.)	RSRD:SpellsD-E
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: Humanoid creature of 4 HD or less loses next action. [SR:Yes; DC:16, Will negates]					
<input type="checkbox"/> Detect Magic	Divination	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S] TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No]					
<input type="checkbox"/> Detect Poison	Divination	1 standard action	Instantaneous	Close (55 ft.)	RSRD:SpellsD-E
[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detects poison in one creature or small object. [SR:No]					
<input type="checkbox"/> Disrupt Undead	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	RSRD:SpellsD-E
[V, S] TARGET: Ray; EFFECT: Deals 1d6 damage to one undead. [SR:Yes]					
<input type="checkbox"/> Flare	Evocation [Light]	1 standard action	Instantaneous	Close (55 ft.)	RSRD:SpellsF-G
[V] TARGET: Burst of light; EFFECT: Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:16, Fortitude negates]					
<input type="checkbox"/> Ghost Sound	Illusion (Figment)	1 standard action	13 rounds [D]	Close (55 ft.)	RSRD:SpellsF-G
[V, S, M] TARGET: Illusory sounds; EFFECT: Figment sounds. [SR:No; DC:16, Will disbelief (if interacted with)]					
<input type="checkbox"/> Light	Evocation [Light]	1 standard action	130 minutes [D]	Touch	RSRD:SpellsH-L
[V, M/DF] TARGET: Object touched; EFFECT: Object shines like a torch. [SR:No]					
<input type="checkbox"/> Mage Hand	Transmutation	1 standard action	Concentration	Close (55 ft.)	RSRD:SpellsM-O
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; EFFECT: 5-pound telekinesis. [SR:No]					
<input type="checkbox"/> Mending	Transmutation	1 standard action	Instantaneous	10 ft.	RSRD:SpellsM-O
[V, S] TARGET: One object of up to 1 lb.; EFFECT: Makes minor repairs on an object. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
<input type="checkbox"/> Message	Transmutation [Language-Dependent]	1 standard action	130 minutes	Medium (230 ft.)	RSRD:SpellsM-O
[V, S, F] TARGET: 13 creatures; EFFECT: Whispered conversation at distance. [SR:No]					
<input type="checkbox"/> Open/Close	Transmutation	1 standard action	Instantaneous	Close (55 ft.)	RSRD:SpellsM-O
[V, S, F] TARGET: Object weighing up to 30 lb. or portal that can be opened or closed; EFFECT: Opens or closes small or light things. [SR:Yes (object); DC:16, Will negates (object)]					
<input type="checkbox"/> Prestidigitation	Universal	1 standard action	1 hour	10 ft.	RSRD:SpellsP-R
[V, S] TARGET: See text; EFFECT: Performs minor tricks. [SR:No; DC:16, See text]					
<input type="checkbox"/> Ray of Frost	Evocation [Cold]	1 standard action	Instantaneous	Close (55 ft.)	RSRD:SpellsP-R
[V, S] TARGET: Ray; EFFECT: Ray deals 1d3 cold damage. [SR:Yes]					
<input type="checkbox"/> Read Magic	Divination	1 standard action	130 minutes	Personal	RSRD:SpellsP-R
[V, S, F] TARGET: You; EFFECT: Read scrolls and spellbooks. [SR:No]					
<input type="checkbox"/> Resistance	Abjuration	1 standard action	1 minute	Touch	RSRD:SpellsP-R
[V, S, M/DF] TARGET: Creature touched; EFFECT: Subject gains +1 on saving throws. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
<input type="checkbox"/> Touch of Fatigue	Necromancy	1 standard action	13 rounds	Touch	RSRD:SpellsT-Z
[V, S, M] TARGET: Creature touched; EFFECT: Touch attack fatigues target. [SR:Yes; DC:16, Fortitude negates]					

LEVEL 1 / Per Day:6 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Alarm	Abjuration	1 standard action	26 hours [D]	Close (55 ft.)	RSRD:SpellsA-B
[V, S, F/DF] TARGET: 20-ft.-radius emanation centered on a point in space; EFFECT: Wards an area for 26 hours. [SR:No]					
<input type="checkbox"/> Cause Fear	Necromancy [Fear, Mind-Affecting]	1 standard action	1d4 rounds or 1 round; see text	Close (55 ft.)	RSRD:SpellsC
[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: One creature of 5 HD or less flees for 1d4 rounds. [SR:Yes; DC:17, Will partial]					
<input type="checkbox"/> Expeditious Retreat	Transmutation	1 standard action	13 minutes [D]	Personal	RSRD:SpellsD-E
[V, S] TARGET: You; EFFECT: Your speed increases by 30 ft. [SR:No]					
<input type="checkbox"/> Identify	Divination	1 hour	Instantaneous	Touch	RSRD:SpellsH-L
[V, S, M/DF] TARGET: One touched object; EFFECT: Determines properties of magic item. [SR:No]					
<input type="checkbox"/> Mage Armor	Conjuration (Creation) [Force]	1 standard action	13 hours [D]	Touch	RSRD:SpellsM-O
[V, S, F] TARGET: Creature touched; EFFECT: Gives subject +4 armor bonus. [SR:No; DC:17, Will negates (harmless)]					
<input type="checkbox"/> Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (230 ft.)	RSRD:SpellsM-O
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: 5 missiles that do 1d4+1 damage each. [SR:Yes]					
<input type="checkbox"/> Protection from Evil	Abjuration [Good]	1 standard action	13 minutes [D]	Touch	RSRD:SpellsP-R
[V, S, M/DF] TARGET: Creature touched; EFFECT: +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:17, Will negates (harmless)]					
<input type="checkbox"/> Ray of Enfeeblement	Necromancy	1 standard action	13 minutes	Close (55 ft.)	RSRD:SpellsP-R
[V, S] TARGET: Ray; EFFECT: Ray deals 1d6 +5 Str damage. [SR:Yes]					
<input type="checkbox"/> Shocking Grasp	Evocation [Electricity]	1 standard action	Instantaneous	Touch	RSRD:SpellsS
[V, S] TARGET: Creature or object touched; EFFECT: Touch delivers 5d6 electricity damage. [SR:Yes]					
<input type="checkbox"/> Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	13 minutes	Medium (230 ft.)	RSRD:SpellsS
[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: Puts 4 HD of creatures into magical slumber. [SR:Yes; DC:17, Will negates]					
<input type="checkbox"/> True Strike	Divination	1 standard action	See text	Personal	RSRD:SpellsT-Z
[V, F] TARGET: You; EFFECT: +20 on your next attack roll. [SR:No]					

LEVEL 2 / Per Day:10 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Burning Sword	Evocation [Fire]	1 standard action	13 minutes	Touch	RSRD:Spell Compendium
[V, S] TARGET: Weapon touched; EFFECT: Blue flames deal +1d6 damage, plus 1d10 on a critical, 2d10 if x3. Illuminates 30' radius. [SR:No]					
<input type="checkbox"/> Cat's Grace	Transmutation	1 standard action	13 minutes	Touch	RSRD:SpellsC
[V, S, M] TARGET: Creature touched; EFFECT: Subject gains +4 to Dex for 13 minutes. [SR:Yes; DC:18, Will negates (harmless)]					
<input type="checkbox"/> False Life	Necromancy	1 standard action	13 hours or until discharged; see text	Personal	RSRD:SpellsF-G
[V, S, M] TARGET: You; EFFECT: Gain 1d10+10 temporary hp [SR:No]					
<input type="checkbox"/> Fox's Cunning	Transmutation	1 standard action	13 minutes	Touch	RSRD:SpellsF-G
[V, S, M/DF] TARGET: Creature touched; EFFECT: Subject gains +4 Int for 13 minutes. [SR:Yes; DC:18, Will negates (harmless)]					

* =Domain/Speciality Spell

Wizard Spells

Name	School	Time	Duration	Range	Source
□□□□ Hurl	Transmutation	1 standard action	13 minutes	Touch	RSRD:Spell Compendium
[V, S] TARGET: Weapon touched; EFFECT: The hurl spell enhances one melee weapon so that it returns to the thrower after being thrown. For the duration of the spell, when thrown, the weapon returns to its wielder at the beginning of the wielder's next action. The weapon returns whether it hit or missed its target. On its return, the thrown weapon hovers for 1 round next to the wielder and can then be seized and thrown again. After 1 round, the weapon falls to the ground. The weapon returns to its wielder only if thrown; it doesn't automatically fly back if dropped or seized by another creature. [An improvised weapon or a weapon not designed for throwing has a range increment of 10 feet.] Throwing a two-handed weapon is a full-round action. [SR:No]					
□□□□ Ray of Ice	Transmutation	1 standard action	Instantaneous	Close 0	RSRD:Spell Compendium
[V, S] TARGET: Ray; EFFECT: A cyan ray beams from your fingertips. You shudder with cold as the ray leaves your hand. You launch a ray of numbing cold at your enemy. You must succeed on a ranged touch attack with the ray to strike a target. If successful, the ray deals 1d6 points of cold damage per two caster levels [maximum 5d6]. The target must also make a Reflex save or be frozen to the ground with its feet encased in ice. A frozen creature cannot move, receives no Dexterity bonus to AC, and incurs a -2 penalty on attack rolls. A frozen creature can free itself with a DC 18 Strength check or by dealing 15 points of damage to the ice. [SR:Yes; DC:18, See Text]					
□□□□ Scorching Ray	Evocation [Fire]	1 standard action	Instantaneous	Close (55 ft.)	RSRD:SpellsS
[V, S] TARGET: 3 rays; EFFECT: 3 rays, ranged touch attack deals 4d6 fire damage. [SR:Yes]					

LEVEL 3 / Per Day:5 / Caster Level:13

Name	School	Time	Duration	Range	Source
□□□□ Fly	Transmutation	1 standard action	13 minutes	Touch	RSRD:SpellsF-G
[V, S, F/DF] TARGET: Creature touched; EFFECT: Subject flies at speed of 60 ft. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
□□□□ Greater Mage Armour	Conjuration	1 standard action	13 hours	Touch	RSRD:Spell Compendium
[V, S] TARGET: Creature touched; EFFECT: This spell functions like mage armor [PH 249], except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class. [SR:No; DC:19, Will negates (harmless)]					
□□□□ Icelance	Conjuration	1 standard action	Instantaneous	100'+10'/lv	RSRD:Spell Compendium
[V, S, AF, DF] TARGET: One lance of ice; EFFECT: You must succeed on a normal ranged attack to strike a target with an icelance. You gain a +4 bonus on your attack roll. If you hit, the icelance deals 6d6 points of damage to the target. Half of this damage is piercing damage; the rest is cold damage. In addition, the target must make a Fortitude save or be stunned for 1d4 rounds. Regardless of the result of the attack, the icelance shatters upon its first use. [SR:Yes; DC:19, Fortitude partial]					
□□□□ Rainbow Blast	Evocation	1 standard action	Instantaneous	120'	RSRD:Spell Compendium
[V, S, AF] TARGET: 120' line; EFFECT: This spell is a wide-spectrum blast of radiant energy composed of all five energy types. Rainbow blast deals 1d6 points of damage from each of the five energy types [acid, cold, electricity, fire, and sonic], for a total of 5d6 points of damage. Creatures apply resistance to energy separately for each type of damage. As you gain in levels, the damage die increases in size. At 7th level the spell deals 5d8 points of damage, at 9th level it deals 5d10 points of damage, and at 11th level it deals 5d12 points of damage # one die for each of the five energy types. [SR:Yes; DC:19, Reflex half]					
□□□□ Slow	Transmutation	1 standard action	13 rounds	Close (55 ft.)	RSRD:SpellsS
[V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: 13 subjects take only one action/round, -1 to AC, -1 on attack rolls, -1 on Reflex saves. [SR:Yes; DC:19, Will negates]					
□□□□ Steeldance	Transmutation	1 standard action	13 rounds	100'+10'/lv	RSRD:Spell Compendium
[V, S, AF] TARGET: Two daggers; EFFECT: The two daggers hover about you, attacking foes that come near. On your turn, each blade can make an attack at an adjacent opponent, with an attack bonus equal to your caster level + your relevant ability modifier. The damage they deal is equal to the normal weapon damage [1d4 for daggers] + your ability modifier [Intelligence for wizards and Charisma for sorcerers]. The weapons are treated as magic for the purpose of overcoming damage reduction. [SR:No]					

LEVEL 4 / Per Day:5 / Caster Level:13

Name	School	Time	Duration	Range	Source
□□□□ Confusion	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 rounds	Medium (230 ft.)	RSRD:SpellsC
[V, S, MDF] TARGET: All creatures in a 15-ft. radius burst; EFFECT: Subjects behave oddly for 13 rounds. [SR:Yes; DC:20, Will negates]					
□□□□ Force Missiles	Evocation (Force) [Force]	1 standard action	Instantaneous	100'+10'/lv	RSRD:Spell Compendium
[V, S] TARGET: Up to 4 targets within 30'; EFFECT: Sparking bolts of blue magic, like giant magic missiles, streak from your outstretched hand to strike your foes and explode in sparkling bursts. You create powerful missiles of magical force, each of which darts from your fingertips and unerringly strikes its target, dealing 2d6 points of damage. The missile then explodes in a burst of force that deals half this amount of damage to any creatures adjacent to the primary target. The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. A caster cannot single out specific parts of a creature. The spell can target and damage unattended objects. You gain one missile for every four caster levels. You can make more than one missile strike a single target, if desired. However, you must designate targets before rolling for spell resistance or damage. [SR:Yes]					
□□□□ Greater Luminous Armour	Abjuration	1 standard action	1 hour/level [D]	Touch	RSRD:Book of Exalted Deeds
[Sacrifice] TARGET: One Good creature touched; EFFECT: This spell, favored among eladrins visiting the Material Plane, envelops the target in a protective, shimmering aura of light. The luminous armor resembles a suit of dazzling full plate, but it is weightless and does not restrict the target's movement or mobility in any way. In addition to imparting the benefits of full plate [+8 armor bonus to AC], the luminous armor has no maximum Dexterity restriction, no armor check penalty, and no chance for arcane spell failure. Luminous armor sheds light equivalent to a daylight spell and counters darkness spells of 2nd level or lower with which it comes into contact. In addition, the armor's brightness causes opponents to take a -4 to penalty on melee attacks made against the target. This penalty stacks with the attack penalty suffered by creatures sensitive to bright light [such as dark elves]. Sacrifice: 1d3 points of Strength damage. [SR:No]					
□□□□ Orb of Fire	Conjuration (Creation) [Fire]	1 standard action	Instantaneous	25'+5'/2 lvs	RSRD:Spell Compendium
[V, S] TARGET: One orb of fire; EFFECT: An orb of fire about 3 inches across shoots from your palm at its target, dealing 1d6 points of fire damage per caster level [maximum 15d6]. You must succeed on a ranged touch attack to hit your target. A creature struck by the orb takes damage and becomes dazed for 1 round. A successful Fortitude save negates the dazed effect but does not reduce the damage. [SR:No; DC:20, Fortitude partial]					
□□□□ Scrying	Divination (Scrying)	1 hour	13 minutes	See text	RSRD:SpellsS
[V, S, MDF, F] TARGET: Magical sensor; EFFECT: Spies on subject from a distance. [SR:Yes; DC:20, Will negates]					
□□□□ Secure Shelter	Conjuration (Creation)	10 minutes	26 hours [D]	Close (55 ft.)	RSRD:SpellsS
[V, S, M, F; see text] TARGET: 20 ft. square structure; EFFECT: Creates sturdy cottage. [SR:No]					
□□□□ Stoneskin	Abjuration	1 standard action	130 minutes or until discharged	Touch	RSRD:SpellsS
[V, S, M] TARGET: Creature touched; EFFECT: Ignore 10 points of damage per attack. [SR:Yes (harmless); DC:20, Will negates (harmless)]					

LEVEL 5 / Per Day:4 / Caster Level:13

Name	School	Time	Duration	Range	Source
□□□□ Break Enchantment	Abjuration	1 minute	Instantaneous	Close (55 ft.)	RSRD:SpellsA-B
[V, S] TARGET: Up to 13 creatures, all within 30 ft. of each other; EFFECT: Frees subjects from enchantments, alterations, curses, and petrification. [SR:No; DC:21, See text]					
□□□□ Passwall	Transmutation	1 standard action	13 hours [D]	Touch	RSRD:SpellsP-R
[V, S, M] TARGET: 5 ft. by 8 ft. opening, 31 ft. deep; EFFECT: Creates passage through wood or stone wall. [SR:No]					
□□□□ Teleport	Conjuration (Teleportation)	1 standard action	Instantaneous	Personal and touch	RSRD:SpellsT-Z
[V] TARGET: You and touched objects or other touched willing creatures; EFFECT: Instantly transports you as far as 1300 miles. [SR:No and Yes (object); DC:21, None and Will negates (object)]					

LEVEL 6 / Per Day:3 / Caster Level:13

Name	School	Time	Duration	Range	Source
□□□□ Cat's Grace, Mass	Transmutation	1 standard action	13 minutes	Close (55 ft.)	RSRD:SpellsC
[V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: As cat's grace, affects 13 subjects. [SR:Yes; DC:22, Will negates (harmless)]					
□□□□ Chain Lightning	Evocation [Electricity]	1 standard action	Instantaneous	Long (920 ft.)	RSRD:SpellsC
[V, S, F] TARGET: One primary target, plus 13 secondary targets [each of which must be within 30 ft. of the primary target]; EFFECT: 13d6 damage; 13 secondary bolts each deal half damage. [SR:Yes; DC:22, Reflex half]					
□□□□ Circle of Death	Necromancy [Death]	1 standard action	Instantaneous	Medium (230 ft.)	RSRD:SpellsC
[V, S, M] TARGET: Several living creatures within a 40-ft.-radius burst; EFFECT: Kills 13d4 HD of creatures. [SR:Yes; DC:22, Fortitude negates]					
□□□□ Flesh to Stone	Transmutation	1 standard action	Instantaneous	Medium (230 ft.)	RSRD:SpellsF-G
[V, S, M] TARGET: One creature; EFFECT: Turns subject creature into statue. [SR:Yes; DC:22, Fortitude negates]					

* =Domain/Specialty Spell

Wizard Spells

LEVEL 7 / Per Day:1 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mage's Magnificent Mansion	Conjuration (Creation)	1 standard action	26 hours [D]	Close (55 ft.)	RSRD:SpellsM-O

[V, S, F] **TARGET:** Extradimensional mansion, up to 39 10-ft. cubes [S]; **EFFECT:** Door leads to extradimensional mansion. [SR:No]

* =Domain/Speciality Spell

Innate

Darkness

Spellbook: Prepared Spells

Wizard

Level 0	Level 1	Level 2	Level 3	Level 4
<input type="checkbox"/> Message <input type="checkbox"/> Prestidigitation (DC:16) <input type="checkbox"/> <input type="checkbox"/> Read Magic	<input type="checkbox"/> Alarm <input type="checkbox"/> Expeditious Retreat <input type="checkbox"/> <input type="checkbox"/> Magic Missile <input type="checkbox"/> <input type="checkbox"/> Protection from Evil (DC:17)	<input type="checkbox"/> <input type="checkbox"/> Burning Sword <input type="checkbox"/> Cat's Grace (DC:18) <input type="checkbox"/> <input type="checkbox"/> False Life <input type="checkbox"/> Fox's Cunning (DC:18) <input type="checkbox"/> <input type="checkbox"/> Ray of Ice (DC:18) <input type="checkbox"/> <input type="checkbox"/> Scorching Ray	<input type="checkbox"/> Fly (DC:19) <input type="checkbox"/> Greater Mage Armour (DC:19) <input type="checkbox"/> <input type="checkbox"/> Icelance (DC:19) <input type="checkbox"/> Steeldance	<input type="checkbox"/> Greater Luminous Armour <input type="checkbox"/> Orb of Fire (DC:20) <input type="checkbox"/> Scrying (DC:20) <input type="checkbox"/> <input type="checkbox"/> Stoneskin (DC:20)

Rylarion

Tiefling

RACE

21

AGE

Female

GENDER

Darkvision (60 ft.)

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 3"

HEIGHT

152 lbs.

WEIGHT

Red

EYE COLOUR

Lightly tanned

SKIN COLOUR

Dark Red, Jaw Length

HAIR / HAIR STYLE

PHOBIAS

Good deeds whilst being rude to people,

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Outsider

Race Type

Race Sub Type

Description:

Biography:

Rylarion's mother was a young barmaid named Martja who lived on a village called Cracknell. Unfortunately for the village, and especially for Martja, local wisdom had quite forgotten why it was called Cracknell. Less than a mile away lay the Crack of Knell, a sometime portal to the infernal regions of the Nine Hells. Only occasionally did it open, but one sultry summer night it did and a band of fiends led by the cambion Stryggaldwyr breached the material plane.

Unprepared, Cracknell was wiped out, but poor Martja caught the especial attention of Stryggaldwyr and her ordeal for the next nine nights can only be imagined. Finally, the monster grew bored of her and, abandoning her bleeding and naked in the ashes of her village, led his band to wreak further havoc elsewhere before escaping back to the Hells.

Martja was very close to death when a party of tinkers and peddlars arrived at the scene. They took her with them and healed the hurts to her body; the damage to her soul was beyond them. A few weeks later they passed the Blue Wheel academy of magic and - having learned that Martja was pregnant - left her in the care of the kindly wizards there.

Nine months later Rylarion was born. The wizards, most of whom had become rather fond of their sad, quiet guest, had hoped that her child would give her something to live for - but when Martja laid eyes on her daughter's short horns, muscular tail and piercing clear red eyes, she withdrew utterly into herself. From that day forth she uttered no word and took no action for herself, simply sitting staring into space, her soul utterly crushed by the cruelty of her fate. The wizards managed to sustain her with magic until Rylarion was four years old. Then, without warning or any fuss, she died.

The tiefling girl grew rapidly, her dim memory of her mother and her growing awareness of her differentness a constant goad, making her abrupt and impatient and - as her mind developed - sarcastic. As she matured, her guardians realized that her mind was eminently suited for the arcane arts, and started her training in the Art Magic. Rylarion took to wizardry like a duck to water.

After three years' training, she had mastered her first basic spells and passed the initiation tests for the Blue Wheel. Traditionally, a young mage would go out into the world to experience the variety of its magics at that point, so one fine day Rylarion packed up her



assorted possessions - including a most unWizardly sword, the use of which appeared to be a legacy from her father - and headed out into the World.

It was only three days later that she stopped for lunch and a refreshing ale at the inn in the small town of Water's Edge, only to have to take refuge in the cellar as a horde of orcs, ogres, giants and Gods only knew what all else descended on the town and began to take it to bits looking for some gems or a skull or something.

She was just contemplating making a break for it when a terrible battle erupted above and a party of the most incredibly mismatched individuals imaginable carved through the monsters with only a flattened bard to show for the experience.

Perhaps, thought Rylarion as she cautiously emerged and introduced herself, in a group like this I won't be such a misfit...