

Strength: 10 TN Dual Tal [Human Mystic Theurge](#) lvl 12
Dexterity: 10 HP: 110 || 2+ lvl*9(4+Fav+Con)
Constitution: 18 Damage: 0
Intelligence: 20
Wisdom: 22 Movement: 30ft
Charisma: 8 Initiative: +0

Passive Defense

Fort: +11 || 4 + Con + Res
Ref: +7 || 4 + Dex + Res
Will: +17 || 8 + Wis + Res
AC: 15 || 10 + 2 Armor + 0 Dex + 1 Nat + 2 Def + 0 Shield
CMD: 18 || 10 + 6 BAB + 0 Dex + 0 Str + 2 Def

Offense

BAB: +6 CMB: +6 || 6 BAB + 0 Str

Weapons:

+2 Quarterstaff +8 1d6+2 x2

Spells: Apply: [Extend Spell](#), [Intensified Spell](#)

0th[10] - [Prestidigitation](#), [Create Water](#), [Stabilize](#), [Mage Hand](#), [Purify Food and Drink](#),
[Dancing Lights](#), [Mage Hand](#), [Detect Magic](#), [Ghost Sound](#), [Read Magic](#),

1st[14] - [Magic Missile](#), [Mage Armor](#), [Shield](#), [Grease](#), [Silent Image](#), [Shocking Grasp](#),
[Charm Person](#), [Ray of Enfeeblement](#), [Cure Light Wounds](#), [Remove Fear](#), [Obscuring Mist](#),
[Forbid Action](#), [Bane](#), [Protection from Evil](#), [Liberating Command](#),

2nd[13] - [Glitterdust](#), [Web](#), [Spectral Hand](#), [Invisibility](#), [Ghoul Touch](#), [Gust of Wind](#),
[Acid Arrow](#), [Touch of Idiocy](#), [Resist Energy](#), [Life Pact](#), [Remove Paralysis](#), [Sound Burst](#),
[Restoration\(lesser\)](#), [Delay Poison](#)

3rd[10] - [Stinking Cloud](#), [Fly](#), [Slow](#), [Haste](#), [Tiny Hut](#), [Wind Wall](#), [Prayer](#), [Daylight](#),
[Dispel Magic](#), [Contagion](#),

4th[8] - [Black Tentacles](#), [Dimension Door](#), [Wall of Ice](#), [Summon Monster IV](#),
[Dimensional Anchor](#), [Holy Smite](#), [Path of Glory\(Greater\)](#), [Fleshworm Infestation](#),

Skills: Ranks lvl*7(2+int)

[Heal](#) 20 || 3 + 12 Rank + 5 Wis

[Knowledge](#)

[Arcana](#) 20 || 3 + 12 Rank + 5 Int

[Religion](#) 20 || 3 + 12 Rank + 5 Int

[Nature](#) 0 || 0 + 0 Rank + 5 Int

[Planes](#) 0 || 0 + 0 Rank + 5 Int

[Perception](#) 21 || 3 + 12 Rank + 5 Wis + 1 Trait

[Sense Motive](#) 20 || 3 + 12 Rank + 5 Wis

[Spellcraft](#) 20 || 3 + 12 Rank + 5 Int

[Fly](#) 15 || 3 + 12 Rank + 0 Dex

[Linguistics](#) 0 || 0 + 0 Rank + 5 Int

Languages: Common, Draconic, Celestial, Abyssal, Infernal, Sylvan

Class Features:

[Aura](#), [cantrips](#) & [orisons](#), Versatile Magic, Spell Blending +4, Meta Adapt([Extend Spell](#), [Intensified Spell](#)), Dual Casting

Feats:

[Eschew Materials](#), [Craft Wondrous Item](#), [Craft Wand](#), [Craft Magic Arms and Armor](#),
[Craft Construct](#), [Craft Staff](#),

Equipment: 3980 (spent 50020g)

Quarterstaff

Scholar's outfit

Backpack

4 Pearl's of Power(1st)

2 Pearl's of Power(2nd)

2 Pearl's of Power (3rd)

[Homunculi](#)(Voice,Acid Breath[DC 16 ref half 15ft line 6d6 acid],+10 HD)

Belt Pouch

50 gold

10 silver

60 copper

4 wands of CLW 50/50

Waterskin

Traits: [Seeker](#), [Fate's Favored](#) || Deity: Boccob

[Automatic Bonus Progression](#)

Resistance +3, Armor attunement +2, weapon attunement +2, Deflection +2, Mental prowess +4(Wis), Physical prowess +4(Con), toughening +1

[Blessed Book](#): gold - [450]15g*1st(30) - [900]20g*2nd(45) - [1890]45*3rd(42) - [2800]80*4th(35) - 125*5th(0) - 180*6th(0)

0th: Resistance, Acid Splash, Detect Magic, Detect Poison, Read Magic, Daze, Dancing Lights, Flare, Light, Ray of Frost, Spark, Ghost Sound, Haunted Fey Aspect, Bleed, Disrupt Undead, Touch of Fatigue, Mage Hand, Mending, Message, Open/Close, Arcane Mark, Prestidigitation

1st: Alarm, Endure Elements, Hold Portal, Protection from Chaos/Evil/Good/Law, Shield, Grease, Mage Armor, Mount, Obscuring Mist, Summon Monster I, Unseen Servant, Comprehend Languages, Detect Secret Doors, Detect Undead, Identify, True Strike, Charm Person, Hypnotism, Sleep, Burning Hands, Floating Disk, Magic Missile, Shocking Grasp, Color Spray, Disguise Self, Magic Aura, Silent Image, Ventriloquism, Cause Fear, Chill Touch, Ray of Enfeeblement, Animate Rope, Enlarge Person, Erase, Expeditious Retreat, Feather Fall, Jump, Magic Weapon, Reduce Person,

2nd: Arcane Lock, Obscure Object, Protection from Arrows, Resist Energy, Acid Arrow, Fog Cloud, Glitterdust, Summon Monster II, Summon Swarm, Web, Detect Thoughts, Locate Object, See Invisibility, Daze Monster, Hideous Laughter, Touch of Idiocy, Continual Flame, Darkness, Flaming Sphere, Gust of Wind, Scorching Ray, Shatter, Blur, Hypnotic Pattern, Invisibility, Magic Mouth, Minor Image, Mirror Image, Misdirection, Phantom Trap, Blindness/Deafness, Command Undead, False Life, Ghoul Touch, Scare, Spectral Hand, Alter Self, Bear's Endurance, Bull's Strength, Cat's Grace, Darkvision, Eagle's Splendor, Fox's Cunning, Knock, Levitate, Make Whole, Owl's Wisdom, Pyrotechnics, Rope Trick, Spider Climb, Whispering Wind

3rd: Dispel Magic, Explosive Runes, Magic Circle against Chaos/Evil/Good/Law, Nondetection, Protection from Energy, Phantom Steed, Sepia Snake Sigil, Sleet Storm, Stinking Cloud, Summon Monster III, Arcane Sight, Clairaudience/Clairvoyance, Tongues, Deep Slumber, Heroism, Hold Person, Rage, Suggestion, Daylight, Fireball, Lightning Bolt, Tiny Hut, Wind Wall, Displacement, Illusory Script, Invisibility Sphere, Major Image, Gentle Repose, Halt Undead, Ray of Exhaustion, Vampiric Touch, Beast Shape I, Blink, Flame

Arrow, Fly, Gaseous Form, Haste, Keen Edge, Magic Weapon(Greater), Secret Page, Shrink Item, Slow, Water Breathing

4th: Dimensional Anchor, Fire Trap, Globe of Invulnerability(Lesser), Remove Curse, Stoneskin, Black Tentacles, Dimension Door, Minor Creation, Secure Shelter, Solid Fog, Summon Monster IV, Arcane Eye, Detect Scrying, Locate Creature, Scrying, Charm Monster, Confusion, Crushing Despair, Geas(Lesser), Fire Shield, Ice Storm, Resilient Sphere, Shout, Wall of Fire, Wall of Ice, Hallucinatory Terrain, Illusory Wall, Invisibility(Greater), Phantasmal Killer, Rainbow Pattern, Shadow Conjuraction, Animate Dead, Bestow Curse, Contagion, Enervation, Fear, Beast Shape II, Elemental Body I, Enlarge Person(Mass), Reduce Person(Mass), Stone Shape

Divine Spells:

0th: Bleed, Create Water, Detect Magic, Detect Poison, Guidance, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Spark, Stabilize, Virtue

1st: Abundant Ammunition, Air Bubble, Ant Haul, Bane, Bless, Bless Water, Blessed Fist, Cause Fear, Command, Compel Hostility, Comprehend Languages, Cure Light Wounds, Curse Water, Dancing Lantern, Deadeye's Lore, Deathwatch, Decompose Corpse, Detect Chaos/Evil/Good/Law, Detect Undead, Diagnose Disease, Divine Favor, Doom, Endure Elements, Entropic Shield, Forbid Action, Hide from Undead, Know the Enemy, Inflict Light Wounds, Liberating Command, Magic Stone, Magic Weapon, Moment of Greatness, Murderous Command, Obscuring Mist, Protection from Chaos/Evil/Good/Law, Ray of Sickening, Refine Improvised Weapon, Reinforce Armaments, Remove Fear, Remove Sickness, Restore Corpse, Sanctify Corpse, Sanctuary, Shield of Faith, Stunning Barrier, Summon Minor Monster, Summon Monster I, Sun Metal

2nd: Aid, Air Step, Align Weapon, Augury, Animate Dead(Lesser), Ant Haul(Communal), Arrow of Law, Bear's Endurance, Bestow Weapon Proficiency, Blessing of Courage and Life, Boiling Blood, Bull's Strength, Calm Emotions, Compassionate Ally, Consecrate, Cure Moderate Wounds, Darkness, Death Knell, Delay Pain, Delay Poison, Desecrate, Disfiguring Touch, Dread Bolt, Eagle's Splendor, Effortless Armor, Endure Elements(Communal), Enthrall, Find Traps, Gentle Repose, Ghostbane Dirge, Grace, Holy Ice Weapon, Hold Person, Imbue with Aura, Inflict Moderate Wounds, Instant Armor, Instrument of Agony, Life Pact, Make Whole, Magic Siege Engine, Marching Chant, Masterwork Transformation, Muffle Sound, Owl's Wisdom, Remove Paralysis, Resist Energy, Restoration(lesser), Path of Glory, Pilfering Hand, Protective Penumbra, Protection from Evil/Good/Law/Chaos(Communal), Shard of Chaos, Share Language, Shatter, Shield of Fortification, Shield Other, Silence, Silent Table, Sound Burst, Spear of Purity, Spiritual Weapon, Status, Summon Monster II, Surmount Affliction, Returning Weapon, Undetectable Alignment, Unholy Ice Weapon, Unliving Rage, Water Walk(Communal), Weapon of Awe, Web Shelter, Zone of Truth

3rd: Agonize, Align Weapon(Communal), Animate Dead, Archon's Aura, Aura Sight, Badger's Ferocity, Bestow Curse, Blessing of the Mole, Blindness/Deafness, Blood Biography, Borrow Fortune, Chain of Perdition, Contagion, Continual Flame, Create Food and Water, Cure Serious Wounds, Daybreak Arrow, Daylight, Deadly Juggernaut, Deeper Darkness, Delay Poison(Communal), Discovery Torch, Dispel Magic, Elemental Speech, Enter Image, Glyph of Warding, Guiding Star, Helping Hand, Inflict Serious Wounds, Invisibility Purge, Locate Object, Magic Circle against Chaos/Evil/Good/Law, Magic Vestment, Mantle of Calm, Mark of Obvious Ethics, Meld into Stone, Nap Stack, Obscure Object, Prayer, Protection from Energy, Remove Blindness/Deafness, Remove Curse, Remove Disease, Resist

Energy(Communal), Returning Weapon(Communal), Sacred Bond, Sands of Time, Searing Light, Share Language(Communal), Speak with Dead, Stone Shape, Stunning Barrier(Greater), Summon Monster III, Symbol of Healing, Vision of Hell, Water Breathing, Water Walk, Wind Wall, Wrathful Mantle

4th: Air Walk, Anti-Incorporeal Shell, Aura of Doom, Blessing of Fervor, Bloatbomb, Blood Crow Strike, Chaos Hammer, Control Water, Control Summoned Creature, Cure Critical Wounds, Death Ward, Debilitating Portent, Dimensional Anchor, Discern Lies, Dismissal, Divination, Divine Power, Enchantment Foil, Freedom of Movement, Fleshworm Infestation, Giant Vermin, Guardian of Faith, Holy Smite, Imbue with Spell Ability, Inflict Critical Wounds, Magic Weapon(Greater), Neutralize Poison, Order's Wrath, Path of Glory(Greater), Persistent Vigor, Plague Carrier, Planar Adaptation, Planar Ally(Lesser), Poison, Protection from Energy(Communal), Repel Vermin, Rest Eternal, Restoration, Ride the Waves, Sending, Shield of Fortification, Soothe Construct, Speak with Haunt, Spell Immunity, Spellcrash(Lesser), Spiritual Ally, Spit Venom, Summon Monster IV, Summoner Conduit, Symbol of Revelation, Symbol of Slowing, Terrible Remorse, Tongues, Unholy Blight