

Player Name: Hugh Crosmun PC Name: Armalad Race: Elf Gender: Female Class: Rogue 3 / Wizard 3 / Arcane Trickster 4 / Arcane Archer 7 Level: 17	E-mail: greyknighterrant@gmail.com Experience points: 1,300,000 Hero points 1 Alignment: NG Deity: Woldian Pantheon Guild: Star Mages	Campaign: Lakeview Age: 114 Weight: 96 lbs Height: 5'6 Base Speed: 30 feet Hair: Golden Blonde Eyes: Piercing Blue
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Ability	Total Score	Base	Racial Mod	Enhancement	Modifier	Additional Information
Strength	14	10	.	+4	+2	Cost 0
Dexterity	24	16	+2	+4	+7	Cost 10; level up 2
Constitution	14	12	-2	+4	+2	Cost 2
Intelligence	25	16	2	+6	+7	Cost 10; level up 1
Wisdom	10	10			0	Cost 0
Charisma	14	13			+2	Cost 3; level up 1

Hit Points:

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Die	8	4	4	4	4	4	2	4	2	6	9	7	6	6	10	3	5			
Mod.	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2			
avored	1	1	1																	
Special	3	-	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1			
Total	14	21	28	35	42	49	54	61	66	75	87	97	106	115	128	134	142			

Armor Class:

	Total	Base	Armor	Shield	Dexterity	Deflection	Dodge	Size	Natural	Other
AC	21	10			7	2			2	
Touch	19	10	-	-	7	2			-	
Flat	14	10			-	2	-		2	

Attacks:

	Total	Attack Bonus	Ability	Size	Other
Melee	+15/+10/+5	13/8/3	2		
Ranged	+20/+15/ +10	13/8/3	7		
CMB	15	13	2		
CMD	32	13 10	2 7		

Bow:

- +1 Enhancement (A/D)
- +1 WF (A)
- +2/+1 Greater Bracers of Archery (A/D)
- +1 Point Blank Shot (A/D) at 30 feet or less
- 4/+8 Deadly Aim (A/D)
- 2 rapid shot (+1 attack)

Weapon Name	BAB	Enhancement	Damage	Crit. Range	Crit. Dam	Special	Range
manyshot +1 Merciful, Flaming Burst, Icy Burst, Thundering Composite Longbow + enchant arrow	+24/ +19/ +14	+1	(1d8+1d6 +1d6 fire +1d6 ice + 1d6 shock +4) x 2 on first of full attack	20	x3 (+2d10 fire, +2d10 ice, +2d10 Shock +2d8 sonic and DC 14 Fort or be deafened)	Nonlethal P	110
manyshot Rapid shot+1 Merciful, Flaming Burst, Icy Burst, Thundering Composite Longbow + enchant arrow	+22/ +22/ +17/ +12	+1	(1d8+1d6 +1d6 fire +1d6 ice + 1d6 shock +4) x 2 on first of full attack	20	x3 (+2d10 fire, +2d10 ice, +2d10 Shock +2d8 sonic and DC 14 Fort	Nonlethal P	110

					or be deafened)		
<p>manyshot Sneak attack+1 Merciful, Flaming Burst, Icy Burst, Thundering Composite Longbow + enchant arrow</p>	<p>+25/ +20/ +15</p>	+1	<p>(1d8+1d6 +1d6 fire +1d6 ice + 1d6 shock +5) x 2 on first of full attack +4d6</p>	20	<p>x3 (+2d10 fire, +2d10 ice, +2d10 Shock +2d8 sonic and DC 14 Fort or be deafened)</p>	Nonlethal P	30
<p>Many shot Rapid shot sneak attack +1 Merciful, Flaming Burst, Icy Burst, Thundering Composite Longbow + enchant arrow</p>	<p>+23/ +23/ +18/ +13</p>	+1	<p>(1d8+1d6 +1d6 fire +1d6 ice + 1d6 shock +5) x 2 on first of full attack +4d6</p>	20	<p>x3 (+2d10 fire, +2d10 ice, +2d10 Shock +2d8 sonic and DC 14 Fort or be deafened)</p>	Nonlethal P	30
<p>Manyshot/Deadly aim +1 Merciful, Flaming Burst, Icy Burst, Thundering Composite Longbow + enchant arrow</p>	<p>+20/ +15/ +10</p>	+1	<p>(1d8+1d6 +1d6 fire +1d6 ice + 1d6 shock +12) x 2 on first of full attack</p>	20	<p>x3 (+2d10 fire, +2d10 ice, +2d10 Shock +2d8 sonic and DC 14 Fort</p>	Nonlethal P	110

					or be deafened)		
Manyshot Deadly aim rapid shot+1 Merciful, Flaming Burst, Icy Burst, Thundering Composite Longbow + enchant arrow	+18/ +18 +13/ +8	+1	(1d8+1d6 +1d6 fire +1d6 ice + 1d6 shock +12) x 2 on first of full attack	20	x3 (+2d10 fire, +2d10 ice, +2d10 Shock +2d8 sonic and DC 14 Fort or be deafened)	Nonlethal P	110
Manyshot Deadly aim sneak attack +1 Merciful, Flaming Burst, Icy Burst, Thundering Composite Longbow + enchant arrow	+21/ +16/ +11	+1	(1d8+1d6 +1d6 fire +1d6 ice + 1d6 shock +13) x 2 on first of full attack +4d6	20	x3 (+2d10 fire, +2d10 ice, +2d10 Shock +2d8 sonic and DC 14 Fort or be deafened)	Nonlethal P	30
Manyshot Rapid shot deadly aim sneak attack+1 Merciful, Flaming Burst, Icy Burst, Thundering Composite Longbow + enchant arrow	+19/ +19/ +14/ +9	+1	(1d8+1d6 +1d6 fire +1d6 ice + 1d6 shock +13) x 2 on first of full attack +4d6	20	x3 (+2d10 fire, +2d10 ice, +2d10 Shock +2d8 sonic and DC 14 Fort	Nonlethal P	30

					or be deafened)		
javelin	+20		1d6+2	20	x2	P	30
shortspear	+15		1d6+2	20	x2	P	20
Quarterstaff (2 hand grip)	+15		1d6+3	20	x2	B	
spear	+15		1d8+2	20	x3	P, brace	20 ft
Hand of the apprentice	+20		varies+1	20	varies	varies	30 ft

Saving Throws:

	Total Bonus	Class	Ability Modifier	Enhancement)	Other
Reflex	19	10	7	2	
Fortitude	11	7	2	2	
Will	10	8	0	2	

+2 vs Enchantments

+1 Reflex vs Traps

immune : magical sleep effects

Damage reduction: Spell Resistance:

0	0
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Languages:

Common	Elven	Draconic	Sylvan	Celestial
Gnome	Terran	Ignan	Aquan	Auran
Dwarven	Halfing	Orc	Woldian Below	Giant
Goblin	Abyssal	Infernal	Aklo	Gnoll
Tauric	Centaur	Minotaur		

Skill Points: 74 base + (68 int bonus) + 51(headband) +8 SMG = 201

Skill Name	Total	Mod / Ability	Ranks	Trained	Special
Acrobatics*	11	7	1	3	
Appraise*	11	7	1	3	
Bluff*	2	2		Need rank	
Climb*	2	2		Need rank	
Craft*	7	7		Need rank	
Craft(Sculptures)	17	7	7	3	
Diplomacy*	22	2	17	3	

Disable Device*	29	7	17	3	2 MW Tools
Disguise*	2	2		Need rank	
Escape Artist*	14	7	4	3	
Fly*	27	7	17	3	
Handle Animal	-				
Heal	0				
Intimidate*	2	2		Need rank	
Know(arcana)*	27	7	17	3	
Know(dungeon)*	13	7	3	3	+2 points SMG
Know(engine)*	11	7	1	3	
Know(geo)*	12	7	2	3	
know{history}*	11	7	1	3	
Know(local)*	13	7	3	3	+2 points SMG
know(nature)*	27	7	17	3	
Know(nobility)*	11	7	1	3	
Know(planes)*	13	7	3	3	+2 points SMG
know(religion)*	13	7	3	3	+2 points SMG
Linguistics*	27	7	17	3	
Perception*	22	0	17	3	+2 keen senses / +1 locating traps
Perform*	2	2		Need rank	
Profession*	-			Need rank	
Ride*	7	7		Need rank	
Sense Motive*	0	0		Need rank	
Sleight of Hand*	27	7	17	3	
Spellcraft*	27	7	17	3	+2 to identify magic items
Stealth*	11	7	1	3	
Survival*	0	0		Need rank	
Swim*	2	2		Need rank	
Use Magic Device*	22	2	17	3	
Total (rank only)			201		

Feats, Features, and Abilities:

Feature Type	Name	Description
Racial Trait	Medium	Elves are Medium creatures and have no bonuses or penalties due to their size.
Racial Trait	Normal Speed	Elves have a base speed of 30 feet.
Racial Trait	Low-light vision	Elves can see twice as far as humans in conditions of dim light. See additional rules
Racial Trait	Elven Immunities	Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.
Racial Trait	Elven Magic	Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.
Racial Trait	Keen Senses	Elves receive a +2 racial bonus on Perception skill checks.
Racial Trait	Weapon Familiarity	Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.
Racial Trait	Languages	Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnome, Goblin, Orc, and Sylvan.
Class Feature	Weapon and Armor Proficiency	<p>Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields.</p> <p>Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor interferes with a wizard's movements, which can cause his spells with somatic components to fail.</p> <p>Arcane tricksters gain no proficiency with any weapon or armor.</p>

		<p>An arcane archer is proficient with all simple and martial weapons, light armor, medium armor, and shields.</p>
<p>Class Ability</p>	<p>Sneak Attack +4d6</p>	<p>If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.</p> <p>The rogue's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.</p> <p>With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.</p> <p>The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment.</p> <p>This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If an arcane trickster gets a sneak attack bonus from another source, the bonuses on damage</p>

		stack.
Class Ability	Trapfinding	A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.
Class Ability	Evasion(Ex)	At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.
Class Ability	Rogue Talents	As a rogue gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a rogue gains one rogue talent. She gains an additional rogue talent for every 2 levels of rogue attained after 2nd level. A rogue cannot select an individual talent more than once. Weapon Training: A rogue that selects this talent gains Weapon Focus as a bonus feat.
Class Feature	Trapsense+1(Ex)	At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level. Trap sense bonuses gained from multiple classes stack.
Class Feature	Arcane Bond(Ex)	At 1st level, wizards form a powerful bond with an object or a creature. This bond can take one of two forms: a familiar or a bonded object. A familiar is a magical pet that enhances the wizard's skills and senses and can aid him in magic, while a

		<p>bonded object is an item a wizard can use to cast additional spells or to serve as a magical item. Once a wizard makes this choice, it is permanent and cannot be changed. Rules for bonded items are given below, while rules for familiars are at the end of this section.</p>
<p>Class Feature</p>	<p>Arcane School</p>	<p>A wizard can choose to specialize in one school of magic, gaining additional spells and powers based on that school. This choice must be made at 1st level, and once made, it cannot be changed. A wizard that does not select a school receives the universalist school instead.</p> <p>A wizard that chooses to specialize in one school of magic must select two other schools as his opposition schools, representing knowledge sacrificed in one area of arcane lore to gain mastery in another. A wizard who prepares spells from his opposition schools must use two spell slots of that level to prepare the spell. For example, a wizard with evocation as an opposition school must expend two of his available 3rd-level spell slots to prepare a fireball. In addition, a specialist takes a –4 penalty on any skill checks made when crafting a magic item that has a spell from one of his opposition schools as a prerequisite. A universalist wizard can prepare spells from any school without restriction.</p> <p>Each arcane school gives the wizard a number of school powers. In addition, specialist wizards receive an additional spell slot of each spell level he can cast, from 1st on up. Each day, a wizard can prepare a spell from his specialty school in that slot. This spell must be in the wizard's spellbook. A wizard can select a spell modified by a metamagic feat to prepare in</p>

		his school slot, but it uses up a higher-level spell slot. Wizards with the universalist school do not receive a school slot.
Class Feature	Universalist School	<p>Hand of the Apprentice (Su): You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Intelligence modifier on the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.</p> <p>Metamagic Mastery (Su): At 8th level, you can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day at 8th level and one additional time per day for every two wizard levels you possess beyond 8th. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the spell. Even though this ability does not modify the spell's actual level, you cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that you are capable of casting.</p>
Class Feature	Cantrips	<p>Wizards can prepare a number of cantrips, or 0-level spells, each day, as noted on Table: Wizard under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again. A wizard can prepare a cantrip from a prohibited school, but it uses</p>

		up two of his available slots (see below).
Class Feature	Scribe Scroll	At 1st level, a wizard gains Scribe Scroll as a bonus feat.
Class Feature	Ranged Legerdemain(Su)	An arcane trickster can use Disable Device and Sleight of Hand at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. She can only use this ability if she has at least 1 rank in the skill being used.
Class Feature	Impromptu Sneak Attack 1/day	Beginning at 3rd level, once per day an arcane trickster can declare one melee or ranged attack she makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack). At 7th level, an arcane trickster can use this ability twice per day.
Class Feature	Enhance Arrow(Su) (magic + elemental + distance + elemental burst)	At 1st level, every nonmagical arrow an arcane archer nocks and lets fly becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the archer need not spend gold pieces to accomplish this task. However, an archer's magic arrows only function for him. In addition, the arcane archer's arrows gain a number of additional qualities as he gains additional levels. The elemental, elemental burst, and aligned qualities can be changed once per day, when the arcane archer prepares spells or, in the case of spontaneous spellcasters, after 8 hours of rest.

		<p>At 3rd level, every nonmagical arrow fired by an arcane archer gains one of the following elemental themed weapon qualities: flaming, frost, or shock.</p> <p>At 5th level, every nonmagical arrow fired by an arcane archer gains the distance weapon quality.</p> <p>At 7th level, every nonmagical arrow fired by an arcane archer gains one of the following elemental burst weapon qualities: flaming burst, icy burst, or shocking burst. This ability replaces the ability gained at 3rd level.</p> <p>At 9th level, every nonmagical arrow fired by an arcane archer gains one of the following aligned weapon qualities: anarchic, axiomatic, holy, or unholy. The arcane archer cannot choose an ability that is the opposite of his alignment (for example, a lawful good arcane archer could not choose anarchic or unholy as his weapon quality).</p> <p>The bonuses granted by a magic bow apply as normal to arrows that have been enhanced with this ability. Only the larger enhancement bonus applies. Duplicate abilities do not stack.</p>
Class Feature	Imbue Arrow(Su)	<p>At 2nd level, an arcane archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the archer to use the bow's range rather than the spell's range. A spell cast in this way uses its standard casting time and the arcane archer can fire the arrow as part of the casting. The arrow must be fired during the</p>

		round that the casting is completed or the spell is wasted. If the arrow misses, the spell is wasted.
Class Feature	Seeker Arrow (Su)	At 4th level, an arcane archer can launch an arrow at a target known to him within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action). An arcane archer can use this ability once per day at 4th level, and one additional time per day for every two levels beyond 4th, to a maximum of four times per day at 10th level.
Class Feature	Phase Arrow(Su)	At 6th level, an arcane archer can launch an arrow once per day at a target known to him within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (Any magical barrier stops the arrow.) This ability negates cover, concealment, armor, and shield modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action). An arcane archer can use this ability once per day at 6th level, and one additional time per day for every two levels beyond 6th, to a maximum of three times per day at 10th level.
Level 1 Feat	Point Blank Shot	You are especially accurate when making ranged attacks against close targets. Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Rogue Talent Bonus Feat 2nd Level	Weapon Focus(Longbow)	Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat. Prerequisites: Proficiency with selected weapon, base attack bonus +1.

		<p>Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.</p> <p>Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.</p>
Level 3 Feat	Precise Shot	<p>You are adept at firing ranged attacks into melee.</p> <p>Prerequisite: Point-Blank Shot.</p> <p>Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.</p>
Level 5 Feat	Deadly Aim	<p>Prerequisites: Dex 13, base attack bonus +1.</p> <p>Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.</p>
3.Level 7 Feat	Rapid Shot	<p>You can make an additional ranged attack.</p> <p>Prerequisites: Dex 13, Point-Blank Shot.</p> <p>Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round at your highest bonus. All of your attack rolls take a –2 penalty when using Rapid Shot.</p>
Level 9 Feat	Toughness	<p>You have enhanced physical stamina.</p> <p>Benefit: You gain +3 hit points. For every Hit</p>

		Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).
Level 11 Feat	Selective Spell	<p>Prerequisite: Spellcraft 10 ranks.</p> <p>Benefit: When casting a selective spell with an area effect and a duration of instantaneous, you can choose a number of targets in the area equal to the ability score modifier used to determine bonus spells of the same type (Charisma for bards, oracles, paladins, sorcerers, and summoners; Intelligence for witches and wizards; Wisdom for clerics, druids, inquisitors, and rangers). These targets are excluded from the effects of your spell. A selective spell uses up a spell slot one level higher than the spell's actual level.</p> <p>Spells that do not have an area of effect or a duration of instantaneous do not benefit from this feat.</p>
Level 13 Feat	Improved Familiar	<p>This feat allows you to acquire a powerful familiar, but only when you could normally acquire a new familiar.</p> <p>Prerequisites: Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).</p> <p>Benefit: When choosing a familiar, the creatures listed below are also available to you. You may choose a familiar with an alignment up to one step away on each alignment axis (lawful through chaotic, good through evil).</p> <p>Mephit(any type) Neutral CL 7</p> <p>Improved familiars otherwise use the rules</p>

		for regular familiars, with two exceptions: if the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).
Level 15 Feat	Many Shot	Benefit: When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.
Level 17 Feat	Improved Precise Shot	Benefit: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

Equipment:

Item Name	Cost	Weight	Quantity	Location
Belt of Physical Perfection+4	64,000 gp	1	-	worn
Headband of Vast Intelligence+6 (sleight of hand, fly, diplomacy)	36,000 gp	1	-	worn
Hand of glory (slotless(- (pin)	16,000 gp			worn
Wand of Silent Image CL1 - 46 charges	690 gp	(0.0625)	1	With Joker
Vedik's Circlet of Focus	10,000 gp	-	1	Joker is Wearing
+1 flaming burst, icy burst, thundering Merciful Composite Longbow(+2 Str)	98600 gp	3	1	Equipped
40 adamantine arrows	2402 gp	(6)	-	½ Efficient Quiver + ½ Haversack
40 cold iron arrows	4 gp	(6)	-	½ Efficient Quiver + ½ Haversack
40 alchemical silver arrows	82 gp	(6)	-	½ Efficient Quiver + ½ Haversack
9 shortspear	9 gp	(27)	-	Efficient quiver
9 javelin	9 gp	(18)	-	Efficient quiver
Quarterstaff	-	(4)	-	Efficient quiver
Spear	2 gp	(6)	-	Efficient quiver
Amulet of Natural Armor +2	8000 gp	-	1	worn
Ring of Protection +2	8,000 gp	-	1	worn
Cloak of resistance +2	4000 gp	1	1	worn
Decanter of endless water	9,000 gp			With Joker
Masterwork Thieves Tools	100 gp	(2)	1	haversack
Ring of Feather Falling	2200 gp	-	1	worn
200 Arrows	10 gp	3/(27)	-	20 in normal quiver + 180 in haversack
Explorer's Outfit	-	8	1	worn
Handy Haversack	2000 gp	5	1	worn
Efficient Quiver	1800 gp	2	1	worn

Item Name	Cost	Weight	Quantity	Location
Blessed book	12,500	(1)	1	haversack
Star Mage's guild tier 0 dues	25	-	1	-
Star Mage's guild tier 1 dues	150	-	1	
Star Mage's guild tier 2 dues	825	-	1	
Star Mage's guild tier 3 dues	2000	-	1	
Star Mage's guild tier 4 dues	3,000	-	1	
11 1st level spells scribed	110 gp	-	-	Donated to Starmage's guild
30 2nd level spells scribed	1200 gp	-	-	Donated to Starmage's guild
21 3rd level spells scribed	1890 gp	-	-	Donated to Starmage's guild
1 5th level spell scribed	250 gp	-	-	Donated to Starmage's guild
12 4th level scrolls	8400 gp			Scribed into spellbook
8 5th level scrolls	9000 gp			Scribed into spellbook
3 6th level scrolls	4,950 gp			Scribed into spellbook
4 Scribed Scrolls of Shield (CL 9)	675 gp	-	-	haversack
2 Scribed Scrolls of Expeditious Retreat (CL 9)	337.5 gp	-	-	haversack
2 Scribed Scrolls of Invisibility (CL 9)	675	-	-	haversack
Bedroll	0.1 gp	(5)	1	haversack
Winter blanket	0.5 gp	(3)	1	haversack
Block and Tackle	5 gp	(5)	1	haversack
caltrops	1 gp	(2)	1	haversack
Chalk - 10 pieces	0.1 gp	-	-	pocket
Fishhook	0.1 gp	-	1	pocket
Flint and Steel	1 gp	-	1	pocket
Grappling hook	1 gp	(4)	1	haversack
Small Steel Mirror	10 gp	(0.5)	1	haversack
10 days trail ration	5 gp	(10)	1	haversack
100 feet of silk rope	20 gp	(10)	1	haversack
Sewing Needle	0.5 gp	-	1	pocket
Sealing wax	1 gp	(1)	1	haversack
Signal whistle	0.8 gp	-	1	pocket
Signet Ring	5 gp	-	1	pocket
1 lb soap	0.5	(1)	1	haversack
tent	10 gp	(20)	1	haversack
Waterskin	1 gp	(8)	1	haversack
Whetstone	0.02 gp	(1)	1	haversack
Spell Component Pouch	5 gp	2	1	worn

Item Name	Cost	Weight	Quantity	Location
12 pounds of flour	0.1 gp	(12)	1	haversack
Crushed jade	250 gp	(1)	-	haversack
Diamond dust	50 gp	(2)	-	haversack
Ring of Wizardry (III)	70,000	-	-	Hand of glory
Greater Bracers of Archery	25,000	1	-	equipped
gold/jewels	4,998	-	-	Shield house
Barrel	2	-	-	shrunk
totals				
	410,000	26	-	

Explorer's Outfit - PHB All characters begin play with one outfit, valued at 10 gp or less. Additional outfits can be purchased normally.

Magic Items:

Item name	Location	Charges / Uses
Wand of Silent Image CL 1	Held by Joker	44/50

Magical Body Slots:

Slot	Item
Armor	
Shield	
Belt	Belt of Physical Perfection+2
Body: robes and vestments	
Chest: mantles, shirts, and vests	
Eyes: eyes, glasses, and goggles	
Feet: boots, shoes, and slippers	
Hands: gauntlets and gloves	
Head: circlets, crowns, hats, helms, masks	

Headband: headbands and phylacteries	Headband of Vast Intellect +4
Neck: amulets, brooches, necklaces, periapt, and scarabs	Amulet of natural armor +2
Rings (one or two)	Ring of Protection +2, Ring of Feather Falling
Shoulders: capes and cloaks	Cloak of Resistance +2
Wrist: bracelets and bracers	

Carrying capacity:

Light : 43lbs or less

Medium: 44 - 86 lbs

Heavy: 87 - 130 lbs

Lift over head : 130 lbs

Lift but only stagger around with: 131 to 260 lbs

Push or drag: 650 lbs

CL 12

Concentration CL (12) + Int(6) + 2 (Tuecri) = 20

Wizard Spells Per Day:

4 0th DC 17

6 1st DC 18

6 2nd DC 19

10 3rd DC 20

4 4th DC 21

4 5th DC 22

3 6th DC 23

Current spells prepared

0th: Detect Magic, Message, Light, Toros Taur Try

1st: Grease, Burning Hands, True Strike, Mage Armor, Mage Armor, Color Spray

2nd: Glitterdust, Web, Hypnotic Pattern, Flaming Sphere, False Life, Mirror Image

3rd: Fly, Haste, Lightning Bolt, Lightning Bolt, Lightning Bolt, Lightning Bolt Selective Web(DC 19), Dispel Magic, Arcane Sight, Shrink Item

4th: Selective Fireball (DC 20), Black Tentacle, Confusion, Resilient Sphere
5th: Selective Shout (DC 21), Wall of Stone, Cone of Cold, Selective Ice Storm (DC 21)
6th: antimagic field, selective cone of cold (DC 22), greater dispel magic

Wizards Spell Known (Spellbook)

All 0th (21 pages):

Abjuration

Resistance: Subject gains +1 on saving throws.

Conjuration

Acid Splash: Orb deals 1d3 acid damage.

Divination

Detect Magic: Detects all spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or small object.

Read Magic: Read scrolls and spellbooks.

Toros Taur Try: One of 3 bonuses to skill checks, one for each taur

Enchantment

Daze: A single humanoid creature with 4 HD or less loses its next action.

Evocation

Dancing Lights: Creates torches or other lights.

Flare: Dazzles one creature (-1 on attack rolls).

Light: Object shines like a torch.

Ray of Frost: Ray deals 1d3 cold damage.

Illusion

Ghost Sound: Figment sounds.

Necromancy

Bleed: Cause a stabilized creature to resume dying.

Disrupt Undead: Deals 1d6 damage to one undead.

Touch of Fatigue: Touch attack fatigues target.

Transmutation

Mage Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whisper conversation at distance.

Open/Close: Opens or closes small or light things.

Universal

Arcane Mark: Inscribes a personal rune on an object or creature (visible or invisible).

Prestidigitation: Performs minor tricks.

1st (7 from first wizard lvl + 2 from 2nd wizard lvl + 11 purchased = 20 pages)

Abjuration

Alarm: Wards an area for 2 hours/level. + A

Shield: Invisible disc gives +4 to AC, blocks magic missiles. +

Conjuration

Grease: Makes 10-ft. square or one object slippery. A

Mage Armor: Gives subject +4 armor bonus.

Summon Monster I: Summons extraplanar creature to fight for you.

Obscuring Mist: Fog surrounds you. + A

Divination

True Strike: +20 on your next attack roll.

Detect Secret Doors: Reveals hidden doors within 60 ft. + A

Detect Undead: Reveals undead within 60 ft. + A

Enchantment

Charm Person: Makes one person your friend. +

Evocation

Burning Hands: 1d4/level fire damage (max 5d4) A

Rose's Temperature Control: Six ways to control own temperature and that of objects touched.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5). +

Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6). +

Illusion

Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures. A

Silent Image: Creates minor illusion of your design

Necromancy

Chill Touch: One touch/level deals 1d6 damage and possibly 1 Str damage. +

Transmutation

Expeditious Retreat: Your base speed increases by 30 ft.

Feather Fall: Objects or creatures fall slowly. +

Jump: Subject gets bonus on Acrobatics checks +

2nd (2 from 3rd wizard lvl plus 30 for 32 or 64 pages):

Abjuration

Resist Energy: Ignores first 10 (or more) points of damage per attack from specified energy type. +

Conjuration

Glitterdust: Blinds creatures, outlines invisible creatures A

Summon Monster II: Summons extraplanar creature to fight for you.

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels. +

Fog Cloud: Fog obscures vision. + A

Web: Fills 20-ft.-radius spread with sticky spiderwebs that can grapple foes and impair movement. + A

Divination

Detect Thoughts: Allows "listening" to surface thoughts. A +

Locate Object: Senses direction toward object (specific or type). A +

See Invisibility: Reveals invisible creatures or objects. +

Enchantment

Hideous Laughter: Subject loses actions for 1 round/level. +

Touch of Idiocy: Subject takes 1d6 penalty to Int, Wis, and Cha. +

Evocation

Flaming Sphere: Rolling ball of fire deals 3d6 fire damage. + A

Gust of Wind: Blows away or knocks down smaller creatures. + A

Scorching Ray: Ranged touch attack deals 4d6 fire damage, + 1 ray/four levels (max 3). +

Shatter: Sonic energy damages objects or crystalline creatures. +A

Illusion

Hypnotic Pattern: Fascinates 2d4 + level HD of creatures. + A

Invisibility: Subject is invisible for 1 min./level or until it attacks. +

Minor Image: As silent image, plus some sound. +

Mirror Image: Creates decoy duplicates of you. +

Misdirection: Misleads divinations for 1 creature or object. +

Necromancy

False Life: Gain 1d10 temporary hp + 1/level (max +10). +

Ghoul Touch: Paralyzes one subject, which exudes stench that makes those nearby sickened +

Spectral Hand: Creates disembodied glowing hand to deliver touch attacks. +

Transmutation

Whispering Wind: Sends a short message 1 mile/level. +

Spider Climb: Grants ability to walk on walls and ceilings. +

Rope Trick: As many as eight creatures hide in extradimensional space.+

Bear's Endurance: Subject gains +4 to Con for 1 min./level. +

Bull's Strength: Subject gains +4 to Str for 1 min./level. +

Cat's Grace: Subject gains +4 to Dex for 1 min./level. +

Darkvision: See 60 ft. in total darkness. +

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level. +

Fox's Cunning: Subject gains +4 to Int for 1 min./level. +

3rd (21 purchased for 63 pages):

Abjuration

Dispel Magic: Cancels one magical spell or effect. + A

Nondetection(diamond dust worth 50 gp): Hides subject from divination, scrying. +

Protection from Energy: Absorbs 12 points/level of damage from one kind of energy. +

Conjuration

Sleet Storm: Hampers vision and movement. + A

Stinking Cloud: Nauseating vapors, 1 round/level. + A

Summon Monster III: Summons extraplanar creature to fight for you. +

Divination

Arcane Sight: Magical auras become visible to you. +

Enchantment

Deep Slumber: Puts 10 HD of creatures to sleep. + A

Heroism: Gives +2 bonus on attack rolls, saves, skill checks. +

Suggestion: Compels a subject to follow stated course of action. +

Evocation

Fireball: 1d6 damage per level, 20-ft. Radius. + A

Lightning Bolt: Electricity deals 1d6/level damage. + A

Tiny Hut: Creates shelter for 10 creatures. + A

Illusion

Invisibility Sphere: Makes everyone within 10 ft. invisible. + A

Major Image: As silent image, plus sound, smell and thermal effects. +

Necromancy

Vampiric Touch: Touch deals 1d6 damage per two levels; caster gains damage as temporary hp. +

Transmutation

Fly: Subject flies at speed of 60 ft. +

Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves. +

Shrink Item: Object shrinks to one-sixteenth size. +

Slow: One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls. +

Water Breathing: Subjects can breathe underwater. +

4th (12 purchased for 48 pages):

Abjuration

Conjuration

Black Tentacles: Tentacles grapple all creatures within a 20-ft. Spread. +A

Solid Fog: Blocks vision and slows movement. + A

Divination

Locate Creature: Indicates direction to familiar creature. +A

Detect Scrying: Alerts you to magical eavesdropping +A

Enchantment

Crushing Despair: Subjects take –2 on attack rolls, damage rolls, saves, and checks.+A

Confusion: Subjects behave oddly for 1 round/level. + A

Evocation

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across. +A

Shout: Deafens all within cone and deals 5d6 sonic damage. +A

Resilient Sphere: Force globe protects but traps one subject. +A

Illusion

Hallucinatory Terrain: Makes one type of terrain appear like another (field as forest, or the like).+A

Rainbow Pattern: Lights fascinate 24 HD of creatures.+A

Necromancy

Fear: Subjects within cone flee for 1 round/level. +A

Transmutation

5th (9 purchased for 45 pages):

Abjuration

Conjuration

Cloudkill: Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage. +A

Wall of Stone: Creates a stone wall that can be shaped.

Divination

Enchantment

Mind Fog: Subjects in fog get –10 to Wis and Will checks. +A

Evocation

Cone of Cold: 1d6/level cold damage. +A

Illusion

False Vision(Crushed Jade worth 250 gp): Fools scrying with an illusion. +A

Mirage Arcana: As hallucinatory terrain, plus structures. +A

Shadow Evocation: Mimics evocation below 5th level, but only 20% real. +A

Necromancy

Waves of Fatigue: Several targets become fatigued. +A

Transmutation

Transmute Rock to Mud: Transforms two 10-ft. cubes per level. +A

6th (3 purchased for 18 pages):

Abjuration

Greater Dispel Magic +A

Antimagic Field + A

Conjuration

Divination

Enchantment

Evocation

Freezing Sphere +A

Illusion

Necromancy

Transmutation

Appearance: Armalad stands 5 foot 6 inches with golden blonde hair and piercing blue eyes. She carries 2 quivers on her back. One an efficient quiver full of melee weapons, thrown weapons and special ammunition and the other a normal 20 arrow holding quiver. In this way she is ready with the appropriate arrow for whatever she may face whether they have DR overcome by silver, cold iron or silver. She also sports a handy haversack and merciful composite longbow. Her cloak of resistance is forest green.

History:

Armalad grew up an urchin on the streets of the float. Eventually she reached maturity and learned how to become a rogue but she eventually found that straight up thievery wasn't for her. She did hone her aptitude with the bow while picking up a few things with respect to traps and such but eventually felt the pull to study the arcane. She did well as a wizard and realized that as an arcane trickster she could develop the skills she learned in both professions further. Eventually she decided to turn back to the bow and develop her magical talent in such a way as to synergize with her love of the bow going down the path of an arcane archer.

Familiar - Joker the Water Mephit

N Small **outsider** (water)

Senses darkvision 60 ft.; **Perception +19**

DEFENSE

AC 19, touch 14, flat-footed 16 (+2 Dex, +1 dodge, +5 natural, +1 size)

hp 71 (17d10); **fast healing 2** when underwater

Fort +8, Ref +12, Will +8

DR 5/magic

OFFENSE

Speed 30 ft., fly 40 ft. (average), swim 30 ft.

Melee 2 claws +15 (1d3+1)

Special Attacks **breath weapon** (15-foot cone for 1d8 acid damage Reflex DC 13 for half) usable every 4 rounds

Spell-Like Abilities (CL 6th)

1/day—summon (level 2, 1 mephit of the same type 25%), **acid arrow** 1/hour, **stinking cloud** 1/day (DC 15)

STATISTICS

Str 13, Dex 15, Con 12, Int 7, Wis 11, Cha 14

Base Atk +10; CMB +10; CMD 22

Feats **Dodge**, **Improved Initiative**

Skills Acrobatics+6 **Bluff** +8, **Fly** +24, **Perception** +20, **Stealth** +12, Disable Device +19, Escape Artist +6, Know(arcana): 15, Know(nature): 15, Know(planes) 4, Know(religion) 1, Know(dungeon) 1, Know(local) 1, Know(nobility) -1, Know(history)-1, know(geography) 0, know(engineering) -1, linguistics 15, sleight of hand 19, spellcraft: 15, Use Magic Device: 24, Craft(Sculptures) 5, Diplomacy 19

Class skills **Bluff**, **Craft**, **Knowledge (planes)**, **Perception**, **Sense Motive**, and **Stealth**, Fly (based on entry), Acrobatics, Climb, Swim <- familiar

Languages Common, Aquan

SQ:

Alertness - within arm's reach of master, master gains the **Alertness** feat

Improved Evasion - When subjected to an attack that normally allows a **Reflex** saving throw for half damage, a familiar takes no damage if it makes a successful **saving throw** and half damage even if the **saving throw** fails.

Share Spells - The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (outsider).

Empathic Link - The master has an empathic link with his familiar to a 1 mile distance. The master can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's

limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

Deliver Touch Spells - If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master would. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Hugh's comparative cost Notes - ignore:

Just Mage's Guild:

3000 starting

3000 at lvl 16

4000 at lvl 20

11 1st costs - 110 gold

30 2nd costs - 1200 gold

21 3rd costs - 1890 gold

12 4th cost - 10,320 gold

8 5th cost - 11,000 gold

12,350 gp from mages guild

Just Blessed Book

12,500 for Blessed Book

11 1sts cost - 275 gold

30 2nds cost - 4500 gold

21 3rds cost - 7875 gold

12 4th costs - 8400 gold

8 5th costs - 9000 gold

7120 total save at this point all from book

Neither Blessed Book nor Mage's Guild

11 1sts cost - 385 gold

30 2nds cost - 5700 gold

21 3rds cost - 9765 gold

12 4th cost - 10,320 gold

8 5th cost - 11,000 gold

When get 6th min: 14070 - 7 spells

When get 7th min: 16590 - 6 spells

Both Mage's Guild and Blessed Book

3000 starting

3000 at lvl 16
4000 at lvl 20
12,500 for Blessed Book
11 1sts cost - 110 gold
30 2nd cost - 1200 gold
21 3rd cost - 1890 gold
12 4th cost - 8400 gold
8 5th cost - 9000 gold
3920 4th + 5th blessed book
12,350 gp 1st, 2nd, 3rd from mages guild
When get 6th: 7 - 11550 = 2520 book
When get 7th: 6 - 13650 = 2940 book
45 gp from books minimum - book
11 pounds saved - min

Blessed Book Costs: 12,500 and has 1,000 pages weighing 1 pound
4 normal books minimum needed for 320 pages minimum
4 normal books cost 60 total and weigh 12 pounds

Spells from 1 - 5th incur no scroll cost (material only)
Spells for 6th incur no material cost (scroll only)
At level 16 gets access to 6th level spells
At level 16 this goes for 4th and 5th
At level 19 gets access to 7th level spells
At level 20 this goes for 6th and 7th

1st level scroll costs: 25
1st level Material costs: 10

2nd level scroll costs: 150
2nd level material costs: 40

3rd level scroll costs: 375
3rd level material costs: 90

4th level scroll costs: 700
4th level material costs: 160

5th level scroll costs: 1125
5th level material costs 250

6th level scroll costs: 1650
6th level material costs: 360

7th level scroll costs: 2275
7th level material costs: 490

