

Name	Karalian Naraliadon	Race	Half-Elf	Alignment	Chaotic Good						
Level	4	Classes	Wiz 4	XP	8000	Next Level	10000				
Physical	Male, 35 yrs. old, 5ft. 1in., 136 lb.			Size	Medium	Deity					
STR	DEX	CON	INT	WIS	CHA	Speed/Run	30 ft./x4	Base Spd/Run	30 ft./x4		
12	16	14	17	13	10	Fortitude	+3	Reflex	+4	Will	+5
+1	+3	+2	+3	+1	0						

AC	13	Touch	13	Flatfooted	10	Helpless	10	Armor	Not wearing any armor
								Shield	Not carrying a shield

SR	0	DR		HP	22		22
		Resist					Subdual:

BAB	+2				Melee	+1	Ranged	+3	Grapple	+1	Initiative	+7
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ATTACKS

Crossbow, Light, Two-Handed - Attacks: +5; Damage: 1d8 (Piercing); Critical: 19-20/x2; Range: 80 ft. Off-hand in use.

Dagger, One-Handed - Attacks: +3; Damage: 1d4+1 (Piercing Or Slashing); Critical: 19-20/x2; Thrown: 10 ft., Thrown Attack Modifier: +2; Modifiers: +2 Skill (Sleight of Hand) [to conceal a dagger on your body] Off-hand available.

Quarterstaff, Two-Handed - Attacks: +3; Damage: 1d6+1 (Bludgeoning); Critical: x2 Off-hand in use.

Ammo

SKILLS

Appraise	+3	Balance	+3	Bluff	0	Climb	+1
0 Ranks, INT		0 Ranks, DEX, Check Penalty		0 Ranks, CHA		0 Ranks, STR, Check Penalty	
Concentration	+9	Craft (Alchemy)	+10	Decipher Script	+10	Diplomacy	+2
7 Ranks, CON		7 Ranks, INT		7 Ranks, INT		0 Ranks, CHA	
Disguise	0	Escape Artist	+3	Forgery	+3	Gather Information	+2
0 Ranks, CHA		0 Ranks, DEX, Check Penalty		0 Ranks, INT		0 Ranks, CHA	
Heal	+1	Hide	+3	Intimidate	0	Jump	+1
0 Ranks, WIS		0 Ranks, DEX, Check Penalty		0 Ranks, CHA		0 Ranks, STR, Check Penalty	
Knowledge (Arcana)	+6	Listen	+2	Move Silently	+5	Ride	+3
3 Ranks, INT		0 Ranks, WIS		2 Ranks, DEX, Check Penalty		0 Ranks, DEX	
Search	+4	Sense Motive	+1	Spellcraft	+10	Spot	+2
0 Ranks, INT		0 Ranks, WIS		7 Ranks, INT		0 Ranks, WIS	
Survival	+1	Swim	+1	Use Rope	+3		
0 Ranks, WIS		0 Ranks, STR, 2xCheck Penalty		0 Ranks, DEX			

Languages Common, Draconic, Elven, Orc, Sylvan

CONDITIONAL MODIFIERS	Type	Source
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CONDITIONAL MODIFIERS		Type	Source
<i>items made with this craft skill</i>	+2 Skill (Appraise)		Craft (Alchemy) Synergy
<i>scrolls</i>	+2 Skill (Use Magic Device)		Decipher Script Synergy
<i>scrolls</i>	+2 Skill (Use Magic Device)		Spellcraft Synergy
<i>vs. enchantment spells or effects</i>	+2 Fortitude Saving Throw	Racial	Half-Elf
<i>vs. enchantment spells or effects</i>	+2 Reflex Saving Throw	Racial	Half-Elf
<i>vs. enchantment spells or effects</i>	+2 Will Saving Throw	Racial	Half-Elf

FEATS	
Improved Initiative	+4 on initiative checks.
Scribe Scroll	You can create a scroll of any spell that you know.
Simple Weapon Proficiency (Club)	Proficient with a single simple weapon.
Simple Weapon Proficiency (Crossbow, Heavy)	Proficient with a single simple weapon.
Simple Weapon Proficiency (Crossbow, Light)	Proficient with a single simple weapon.
Simple Weapon Proficiency (Dagger)	Proficient with a single simple weapon.
Simple Weapon Proficiency (Quarterstaff)	Proficient with a single simple weapon.
Spell Mastery	Prepare selected spells without referring to a spellbook.

FEATURES	
Elven Blood	Of Elvish decent. Is considered an Elf for all effects related to race.
Immune to Magic Sleep Effects	Immuned to magic sleep effects.
Low-Light Vision	Can see twice as far as humans in starlight, moonlight, torchlight and similar conditions of poor illumination.
Summon Familiar	Grants the ability to summon a familiar.

INVENTORY	Weight	Cost		Weight	Cost
39 gp, 7 sp	0.92 lb.	39 gp	Rations, Trail, 1 day x5	5 lb.	2 gp, 5 sp
Backpack	2 lb.	2 gp	Smokestick x2	1 lb.	40 gp
Bedroll	5 lb.	1 sp	Spellbook	3 lb.	15 gp
Bolt, Crossbow x18	1.8 lb.	1 gp, 8 sp	Vial, Ink or Potion	0.1 lb.	1 gp
Case, Map or Scroll	0.5 lb.	1 gp			
Crossbow, Light	4 lb.	35 gp	Case, Map or Scroll	0.5 lb.	
Dagger x2	2 lb.	4 gp	Parchment (Sheet) x5		1 gp
Explorer's Outfit	8 lb.	10 gp			
Quarterstaff	4 lb.				
Spell Component Pouch	2 lb.	5 gp			
Backpack	15.6 lb.				
Blanket, Winter	3 lb.	5 sp			
Candle x5		5 cp			
Flask	1.5 lb.	3 cp			
Flint and Steel		1 gp			
Ink (1 oz. Vial)		8 gp			
Inkpen		1 sp			

Light Load: 0 to 43 lb., Medium Load: 44 to 86 lb., Heavy Load: 87 to 130 lb.

		Max DEX	Check Penalty	Speed	Run
Weight	43.82 lb.				
Load	Light	Medium Load +3	-3	30 ft.	x4
		Heavy Load +1	-6	30 ft.	x3

Money	39 gp, 7 sp	100 Coins = 2 lb.
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ASSETS	Weight	Cost	Weight	Cost
Horse, Light		75 gp		

Assets	75 gp
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NOTES

BACKGROUND

Armor Spell Failure 0%

Shield Spell Failure 0%

dc = Domain & Cleric Spell, d = Domain Only

SPELLS PER DAY

Caster Class	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Specialism/Domain
Wizard	4	4	3								

WIZARD - Level 0 Spells

Acid Splash	<i>Conjuration [Acid], Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One missile of acid, Duration: Instantaneous, Saving Throw: None, Spell Resistance: No, Description: Orb deals 1d3 acid damage.</i>										
Arcane Mark	<i>Universal, Components: V, S, Casting Time: 1 standard action, Range: 0 ft., Target/Area/Effect: One personal rune or mark, all of which must fit within 1 sq. ft., Duration: Permanent, Saving Throw: None, Spell Resistance: No, Description: Inscribes a perso</i>										
Dancing Lights	<i>Evocation [Light], Components: V, S, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: Up to four lights, all within a 10- ft.-radius area, Duration: 1 minute (D), Saving Throw: None, Spell Resistance: No, Description: Creates torches or other lights.</i>										
Daze	<i>Enchantment (Compulsion)[Mind-Affecting], Components: V, S, M, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One humanoid creature of 4 HD or less, Duration: 1 round, Saving Throw: Will negates, Spell Resistance: Yes, Description: Humanoid creature of 4 HD or less loses next action.</i>										
Detect Magic	<i>Divination, Components: V, S, Casting Time: 1 standard action, Range: 60 ft., Target/Area/Effect: Cone-shaped emanation, Duration: Duration of Lingering Aura, Saving Throw: None, Spell Resistance: No, Description: Detects spells and magic items within 60 ft.</i>										
Detect Poison	<i>Divination, Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Target or Area: One creature, one object, or a 5-ft. cube, Duration: Instantaneous, Saving Throw: None, Spell Resistance: No, Description: Detects poison in one creature or object.</i>										
Disrupt Undead	<i>Necromancy, Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Ray, Duration: Instantaneous, Saving Throw: None, Spell Resistance: Yes, Description: Deals 1d6 damage to one undead.</i>										
Flare	<i>Evocation [Light], Components: V, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Burst of light, Duration: Instantaneous, Saving Throw: Fortitude negates, Spell Resistance: Yes, Description: Dazzles one creature (1 on attack rolls).</i>										
Ghost Sound	<i>Illusion (Figment), Components: V, S, M, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Illusory sounds, Duration: 1 round/level (D), Saving Throw: Will disbelief (if interacted with), Spell Resistance: No, Description: Figment sounds.</i>										
Light	<i>Evocation [Light], Components: V, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Object touched, Duration: 10 min./level (D), Saving Throw: None, Spell Resistance: No, Description: Object shines like a torch.</i>										
Mage Hand	<i>Transmutation, Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: One nonmagical, unattended object weighing up to 5 lb., Duration: Concentration, Saving Throw: None, Spell Resistance: No, Description: 5-pound telekinesis.</i>										
Mending	<i>Transmutation, Components: V, S, Casting Time: 1 standard action, Range: 10 ft., Target/Area/Effect: One object of up to 1 lb., Duration: Instantaneous, Saving Throw: Will negates (harmless, object), Spell Resistance: Yes (harmless, object), Description: M</i>										
Message	<i>Transmutation [Language-Dependant], Components: V, S, F, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: Targets: One creature/level, Duration: 10 min./level, Saving Throw: None, Spell Resistance: No, Description: Whispered conversation at distance.</i>										
Open/Close	<i>Transmutation, Components: V, S, F, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Object weighing up to 30 lb. or portal that can be opened or closed, Duration: Instantaneous, Saving Throw: Will negates (object), Spell Resistance: Yes (object), Description: Opens or closes small or light things.</i>										
Prestidigitation	<i>Universal, Components: V, S, Casting Time: 1 standard action, Range: 10 ft., Target/Area/Effect: Target, Effect, or Area: See text, Duration: 1 hour, Saving Throw: See text, Spell Resistance: No, Description: Performs minor tricks.</i>										
Ray of Frost	<i>Evocation [Cold], Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Ray, Duration: Instantaneous, Saving Throw: None, Spell Resistance: Yes, Description: Ray deals 1d3 cold damage.</i>										
Read Magic	<i>Divination, Components: V, S, F, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 10 min./level, Description: Read scrolls and spellbooks.</i>										

Resistance	<i>Abjuration, Components: V, S, M, DF, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 minute, Saving Throw: Will negates (harmless), Spell Resistance: Yes (harmless), Description: Subject gains +1 on saving throws.</i>
Touch of Fatigue	<i>Necromancy, Components: V, S, M, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature touched, Duration: 1 round/level, Saving Throw: Fortitude negates, Spell Resistance: Yes, Description: Touch attack fatigues target.</i>

WIZARD - Level 1 Spells

Disguise Self	<i>Illusion (Glamer), Components: V, S, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 10 min./level (D), Description: Changes your appearance.</i>
Identify	<i>Divination, Components: V, S, M, DF (Cost = 100 gp), Casting Time: 1 hour, Range: Touch, Target/Area/Effect: Targets: One touched object, Duration: Instantaneous, Saving Throw: None, Spell Resistance: No, Description: Determines properties of magic item.</i>
Magic Missile	<i>Evocation [Force], Components: V, S, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: Targets: Up to five creatures, no two of which can be more than 15 ft. apart, Duration: Instantaneous, Saving Throw: None, Spell Resistance: Yes, Description: 1d4+1 damage; +1 missile per two levels above 1st (max 5).</i>
Net of Shadows	<i>Illusion (Shadow)[Darkness], Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Targets: Up to one creature/level, no two of which can be more than 25 ft. apart., Duration: 3 rounds, Saving Throw: Will negates, Spell Resistance: Yes, Description: You cause ordinary shadows to enfold the target.</i>
Ray of Enfeeblement	<i>Necromancy, Components: V, S, Casting Time: 1 standard action, Range: Close (25 ft. + 5 ft./2 levels), Target/Area/Effect: Ray, Duration: 1 min./level, Saving Throw: None, Spell Resistance: Yes, Description: Ray deals 1d6 +1 per two levels Str damage.</i>
Shocking Grasp	<i>Evocation [Electricity], Components: V, S, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: Creature or object touched, Duration: Instantaneous, Saving Throw: None, Spell Resistance: Yes, Description: Touch delivers 1d6/level electricity damage (max 5d6).</i>

WIZARD - Level 2 Spells

False Life	<i>Necromancy, Components: V, S, M, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 1 hour/level or until discharged; see text, Description: Gain 1d10 temporary hp +1/level (max +10).</i>
Knock	<i>Transmutation, Components: V, Casting Time: 1 standard action, Range: Medium (100 ft. + 10 ft./level), Target/Area/Effect: One door, box, or chest with an area of up to 10 sq. ft./level, Duration: Instantaneous; see text, Saving Throw: None, Spell Resistance: No, Description: Opens locked or magically sealed door.</i>
Rope Trick	<i>Transmutation, Components: V, S, M, Casting Time: 1 standard action, Range: Touch, Target/Area/Effect: One touched piece of rope from 5 ft. to 30 ft. long, Duration: 1 hour/level (D), Saving Throw: None, Spell Resistance: No, Description: As many as eight creatures hide in extradimensional space.</i>
Shadow Mask	<i>Illusion (Shadow), Components: V, S, M, Casting Time: 1 standard action, Range: Personal, Target/Area/Effect: You, Duration: 10 min./level (D), Saving Throw: None, Spell Resistance: No, Description: A mask of shadows form around your face. Protects against certain attacks.</i>
Whispering Wind	<i>Transmutation [Air], Components: V, S, Casting Time: 1 standard action, Range: 1 mile/level, Target/Area/Effect: 10-ft.-radius spread, Duration: No more than 1 hour/level or until discharged (destination is reached), Saving Throw: None, Spell Resistance: No, Description: Sends a short message 1 mile/level.</i>