

Name: Esha **Race:** Aasimar **Alignment:** LG
Origin/Birthland: Astral Demiplane **Religion:** Uemac (Aghorrit)

Class: <u>Paladin</u>	Level: <u>2</u>	Gender: <u>M</u>	Age: <u>39</u>
Class: <u>Sorcerer</u>	Level: <u>4</u>	Height: <u>6'1"</u>	Weight: <u>185</u>
Class: <u>Divine Oracle</u>	Level: <u>2</u>	Hair: <u>Black</u>	Eyes: <u>Brown</u>
Class: <u>Abj Champion/Incantatar</u>	Level: <u>2/8</u>	Skin: <u>Fair</u>	Size: <u>Medium</u>

STRENGTH	12		1
DEXTERITY	15		2
CONSTITUTION	19		4
INTELLIGENCE	16		3
WISDOM	12		1
CHARISMA	33		11

HIT POINTS: 141 **DR:** /
HP Tally: /

XP: 187,640
HP by Level:
11,7,5,3,4,6,6,4,10,7,4,3
,3,2,5,30 (belt),4,16
(belt),6,5

ARMOUR CLASS:
Full AC: 24
Flat-Footed: 22
Touch: 17

SAVING THROWS: *Modifiers*
Fortitude: 27
Reflex: 22
Will: 36
Spell Resistance 18, all saves -2 without staff, +1 vs poison

MOVEMENT: Climb:
Base: 30 Fly:
Current: 30 Swim:

BASE ATTACK BONUS: *Modifiers*
Melee: 12
Ranged: 13

INITIATIVE: 2 = 2 + 0 + 0 + 0 **Miss Chance:** 0 %
Dex Feats Magic Other

Weapon Name	Cat	Sz	Prof	Att	Damage	Critical	Rng	Typ
masterwork longsword	1M	M	M	13/8	1d8+1	19 (x2)	-	S
masterwork dagger	LM	M	S	13/8	1d4+1	19 (x2)	10	P o S
mwk composite longbow (+1 Str)	R	M	M	13/8	1d8+1	20 (x3)	110	P
+1 shocking burst snakebiter dagger	LM	M	S	13/8	1d4+2+1d6	19 (x2)	10	P o S
staff of power	2S	M	S	14/9	1d6+3	20 (x2)	-	B

SKILLS

[illegible]**Languages:**

Celestial, Azotlan

Protective Items/AC Adjustments:

Name	Arm	AC	Tch	Dex	Check	Spell	Type	Type
<i>staff of power</i>	-	2	2	-	0	0%	Luck	only when staff wielded
<i>robe of archmagi</i>	-	5	0	-	0	0%	Arm	
<i>amulet of natural armour +2</i>	-	2	0	-	0	0%	Nat	
<i>ring of protection +3</i>	-	3	3	-	0	0%	Def	
				-				
				-				
				-				
				-				
Totals		12	5		0	0%		

Attack Adjustments:

	C1	C2	C3	C4	Ab	Sz	Misc	Notes
Melee	2	2	1	6	1			
Ranged	2	2	1	6	2			

Save Adjustments:

	C1	C2	C3	C4	Ab	Mgc	Feat	Misc	Notes
Fortitude	3	1	0	2	4	6		11	-2 without staff
Reflex	0	1	0	2	2	6		11	-2 without staff
Will	0	4	3	9	1	6	2	11	-2 without staff

DC Adjustments:

	Ab	Feat	Mgc	Oth	Notes
Intelligence-based	3				
Wisdom-based	1				
Charisma-based	11				

Ability Adjustments:

	Orig	Lvl	Inh	Mgc	Age	Total
STRENGTH	12					12
DEXTERITY	15					15
CONSTITUTION	13			6		19
INTELLIGENCE	15		1			16
WISDOM	12					12
CHARISMA	18	4	5	6		33

Racial Abilities:

Darkvision 60 ft
Resist Acid 5, Cold 5, Electricity 5
Daylight 1/day (CL 12)
+2 Listen and Spot checks
Level Adjustment +1

Class Abilities:

Oracle Domain (+2 CL divination spells)
Scry Bonus (+1 sacred bonus to DC of scrying spells)
Prescient Sense (evasion ability)
Trap Sense +1
Abjurant Armour (+ abjurant champion lvl to abjuration spell providing AC or shield bonus)
Extended Abjuration (x2 duration to abjuration spells)
Swift Abjuration (level 1 spells)
Summon Familiar
Aura of Good
Detect Evil at will
Smite Evil 1/day (+11 attack, +2 damage)
Divine Grace
Lay on Hands (22 hp/day)
Cooperative Metamagic (6/day)
Metamagic Effect (6/day)
Metamagic Spell Trigger
Instant Metamagic (1/day)
Snatch Spell

Special Abilities:

Shout spell-like ability (CL 12) one-time
Panacea spell-like ability (CL 9) one-time

Starting Proficiencies:

Simple and Martial Weapons, Heavy, Medium, and Light Armour, Shields (including tower shields)

Feats:

Skill Focus (knowledge [religion])
Combat Casting
Iron Will
Empower Spell
Energy Substitution (cold)
Rapid Metamagic
Maximize Spell
Leadership (c 25+, f 25+)
Energy Admixture (cold)
Piercing Cold

Items for: Esha

[illegible]

* Focus for Hazuiancachtli's insignia spells ** to Jerrang

Encumbrance:

Light Load: 43 Medium Load: 86 Heavy Load: 130

Items for: Esha's Storage

[illegible]**Encumbrance:**

Light Load: n/a Medium Load: n/a Heavy Load: n/a

POTIONS:

Spell	Lvl	Spell	Lvl
Bear's Endurance	3	Cure Moderate Wounds*	3
Resist Energy (Fire)	3	Lesser Restoration*	3
Neutralize Poison*	5	Eagle's Splendour	3
Cure Serious Wounds*	5	Cure Deafness/Blindness*	5
Shield of Faith	1	Owl's Wisdom*	3
Shield of Faith*	1	Cure Serious Wounds	15
Shield of Faith*	1	Cure Serious Wounds	15

* = in backpack

SCROLLS:

sc	Spell	Lvl	sc	Spell	Lvl
1	Rope Trick (arcane)	8	13	Haste (arcane)	5
2	Caltrop (arcane)	2	14	Benign Transposition (arcane)	1
3	Haste (arcane)	5	15	Magic Circle Against Evil (arcane)	5
4	See Invisibility (arcane)	3	16	Power Word Fatigue (arcane)	1
5	Power Word Fatigue (arcane)	1	17	Sleep (arcane)	1
6	Mage Armour (arcane)	1	18	Hold Person (arcane)	5
7	Mage Armour (arcane)	1	19	Caltrop (arcane)	1
8	Mage Armour (arcane)	1	20	Mount (arcane)	1
9	Mage Armour (arcane)	1	21	Greater Teleport (arcane)	13
10	Teleport (arcane)	9	22	Dimensional Anchor (arcane)	7
11	Arcane Lock (arcane)	15	23	Magic Circle Against Evil (arcane)	7
12	Arcane Lock (arcane)	15	24	Magic Circle Against Evil (arcane)	7

WANDS:

Spell	Chgs	Lvl	Spell	Chgs	Lvl
Cat's Grace	33	3	Neutralize Poison**	22	7
Knock	26	3	Remove Blindness/Deafness	30	5
Protection from Energy	9	6	Cat's Grace**	16	3
True Strike	50	1	Bear's Endurance	16	3
Magical Backlash**	21	3	Mage Armour	33	1

** in wand bracelet

OTHER MAGIC ITEMS:

cloak of charisma +2 (being upgraded)
eversmoking bottle (smoke in 50 ft spread 1 rd, +10 ft (max 100 ft) per rd until stoppered, wind disperses)
wind fan (*gust of wind* at CL 5 1/day with 20% cum chance of breaking beyond 1/day)
ring of sustenance (need 2 hrs sleep/day) **STOWED**
staff of power (CL 15, 22 charges)
White robe of the archmagi
+1 arrows
amulet of natural armour +2
ring of protection +3
bracers of accuracy (3 ch/day, 1 ch = ignore cover, 2 ch = ignore conceal, 3 ch = both) [MIC p79] **STOWED**
serpent tongue fetish (*speak with animals* 3/day for snakes only)
memento magica (recall 3rd level spell slot used) [RoDR p124]
bone ring (3 ch/day, each charge prevents 1 negative level or ability drain) [MIC p75] **STOWED**
cloak of charisma +6
lesser third eye concentrate (as *third eye concentrate* but +5 bonus to Concentrate) [MIC p141]
wand bracelet (store 4 small items as move action and retrieve as swift action) [MIC p147]
clasp of safeguarding (on save roll of 1 it is destroyed instead of items) [DS p40]
belt of health +6
ring of major cold resistance (20 points)
rod of seven parts (*pieces 6 and 7 joined*) (*heal* 1/day 150 hp, *hold monster* [DC 20] 1/day, *fly* at will, all CL 20) [AEG p154]

POTIONS:

Spell	Lvl		Spell	Lvl
Cure Serious Wounds	5		Eagle's Splendour*	3
Cure Serious Wounds	5		Eagle's Splendour*	3
Cure Serious Wounds	5		Cure Serious Wounds*	5
Owl's Wisdom*	3		Cure Serious Wounds*	5
Lesser Restoration	3		Cure Serious Wounds*	5
Eagle's Splendour*	3		Cure Serious Wounds*	5
Eagle's Splendour*	3		Cure Serious Wounds*	5

* = in backpack

SCROLLS:

sc	Spell	Lvl		sc	Spell	Lvl
25	Greater Dispel Magic (arcane)	12		37	Analyze Dweomer (arcane)	11
26	Dimensional Anchor (arcane)	7		38	Death Ward (arcane)	15
27	Dimensional Anchor (arcane)	7				
28	Dimensional Anchor (arcane)	7				
29	Dimensional Anchor (arcane)	7				
30	Dimensional Anchor (arcane)	7				
31	Dimensional Anchor (arcane)	7				
32	Dimensional Anchor (arcane)	7				
33	Greater Dispel Magic (arcane)	16				
34	Dimension Door (arcane)	7				
35	Legend Lore (arcane)	11				
36	Analyze Dweomer (arcane)	11				

WANDS:

Spell	Chgs	Lvl		Spell	Chgs	Lvl
Orb of Force**	16	10				

** in wand bracelet

OTHER MAGIC ITEMS:

Class: Sorcerer

DC: 21 + Spell Level

Barred Schools: Illusion

Spells Per Day:

	Base		Bonus		Total
LVL 0	6	+	0	=	6
LVL 1	6	+	3	=	9
LVL 2	6	+	3	=	9
LVL 3	6	+	3	=	9
LVL 4	6	+	2	=	8
LVL 5	6	+	2	=	8
LVL 6	6	+	2	=	8
LVL 7	5	+	2	=	7
LVL 8	3	+	1	=	4
LVL 9		+		=	0

Spells Known:

	Base		Bonus		Total
LVL 0	9	+	0	=	9
LVL 1	5	+	0	=	5
LVL 2	5	+	0	=	5
LVL 3	4	+	0	=	4
LVL 4	4	+	0	=	4
LVL 5	3	+	0	=	3
LVL 6	2	+	0	=	2
LVL 7	1	+	0	=	1
LVL 8		+		=	0
LVL 9		+		=	0

Spells Known:

Spell	Lvl	Src	Cast	Spell	Lvl	Src	Cast
Amanuensis	0	SC		Wall of Force	5	PHB	
Dancing Lights	0	PHB		Greater Dispel Magic	6	PHB	
Detect Magic	0	PHB		Superior Resistance	6	SC	
Disrupt Undead	0	PHB		Wall of Stone	6	SC	
Light	0	PHB		Arcane Spellurge	7	DrM	
Mending	0	PHB		Greater Teleport	7	PHB	
Message	0	PHB		Mind Blank	8	PHB	
Read Magic	0	PHB					
Repair Minor Damage	0	SC					
Feather Fall	1	PHB					
Magic Missile	1	PHB					
Protection from Evil	1	PHB					
Shield	1	PHB					
True Strike	1	PHB					
Curse of Impending Blades	2	SC					
Ray of Sickness	2	SC					
Scorching Ray	2	PHB					
See Invisibility	2	PHB					
Wings of Cover	2	RDR					
Dispel Magic	3	PHB					
Fly	3	PHB					
Heart of Water	3	CM					
Scintillating Sphere	3	SC					
Assay Spell Resistance	4	SC					
Enervation	4	PHB					
Heart of Earth	4	CM					
Ray Deflection	4	SC					
Dismissal	5	PHB					
Recipricol Gyre	5	SC					
Telekinesis	5	PHB					

Description

Birthday:

Ritual knowledge of emerald dragon and topaz dragon

Receipt signed by Spellthan Kithma Rakma notarized and witnessed stating my debt as fully paid.

Hates self for doing it.