

Name: Savoi Ellabard Race: Gray Elf Alignment: CG
Origin/Birthland: Relum Religion: Galasiria

Class: <u>Wizard (Conjurer)</u>	Level: <u>5</u>	Gender: <u>F</u>	Age: <u>139</u>
Class: <u>Master Specialist</u>	Level: <u>8</u>	Height: <u>4' 8"</u>	Weight: <u>96</u>
Class: <u> </u>	Level: <u> </u>	Hair: <u>Gray</u>	Eyes: <u>Violet</u>
Class: <u> </u>	Level: <u> </u>	Skin: <u>Fair</u>	Size: <u>Medium</u>

STRENGTH	8		-1
DEXTERITY	11		0
CONSTITUTION	12		1
INTELLIGENCE	22		6
WISDOM	6		-2
CHARISMA	11		0

HIT POINTS: 46 DR: /

HP Tally: /

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XP: 81,547

HP by Level:

4,3,2,3 for
Con,3,5,2,5,2, 5,2,3,2,5

ARMOUR CLASS:

Full AC: 12
Flat-Footed: 12
Touch: 12

SAVING THROWS:

Modifiers

Fortitude: 4
Reflex: 3
Will: 8

+3 vs enchantments, +3 vs acid and
poison, immune to snake venom

MOVEMENT: Climb:
Base: 40 Fly:
Current: 40 Swim:

BASE ATTACK BONUS:

Modifiers

Melee: 5
Ranged: 6

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

Weapon Name	Cat	Sz	Prof	Att	Damage	Critical	Rng	Typ
Rune Staff	2M	M	S	5/0	1d6-1	20 (x2)	-	B

SKILLS

[illegible]**Languages:**

Elf, Common, Abyssal, Aquan, Auran, Azotlan, Celestial, Draconic, Ignan, Infernal, Terran

Protective Items/AC Adjustments:

Name	Arm	AC	Tch	Dex	Check	Spell	Type	Type
Ring of Protection +2	-	2	2	-	0	0%	Def	
				-				
				-				
				-				
				-				
				-				
				-				
				-				
<i>Totals</i>		2	2		0	0%		

Attack Adjustments:

	C1	C2	C3	C4	Ab	Sz	Misc	Notes
Melee	2	4			-1			
Ranged	2	4			0			

Save Adjustments:

	C1	C2	C3	C4	Ab	Mgc	Feat	Misc	Notes
Fortitude	1	2			1				
Reflex	1	2			0				
Will	4	6			-2				

DC Adjustments:

	Ab	Feat	Mgc	Oth	Notes
Intelligence-based	6				
Wisdom-based	-2				
Charisma-based	0				

Ability Adjustments:

	Orig	Lvl	Inh	Mgc	Total
STRENGTH	8				8
DEXTERITY	11				11
CONSTITUTION	11	1			12
INTELLIGENCE	16	2		4	22
WISDOM	7		-1		6
CHARISMA	11				11

Racial Abilities:

Immune to magic sleep effects
Low-Light Vision
+2 save bonus against enchantments
+2 bonus on Listen, Search, and Spot checks
Search secret or concealed doors by passing within 5 ft

Class Abilities:

Summon Familiar
Conjuration Specialist (Necromancy and Evocation barred)
Skill Focus (spellcraft)
Expanded Spellbook (2)
Greater Spell Focus (conjuration)
Minor School Esoterica (+12 hp to summoned or called creatures)
+1 CL for Conjuration Spells
Moderate School Esoterica (+5 CL to resist your conjuration spells being dispelled)

Starting Proficiencies:

Club, Dagger, Heavy Crossbow, Light Crossbow, Longbow, Longsword, Quarterstaff, Rapier, Shortbow

Feats:

Scribe Scroll
Spell Focus (conjuration)
Augment Summoning
Rapid Spell
Skill Focus (spellcraft)
Extend Spell
Greater Spell Focus (conjuration)
Spell Focus (abjuration)
Metamagic School Focus (conjuration)

Items for: Savoi Ellabard

[illegible]

Encumbrance:

Light Load: 26 Medium Load: 53 Heavy Load: 80

Items for: Savoi at Killoren Tree

[illegible]

* waterproof and fireproof

Encumbrance:

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

POTIONS:

Spell	Lvl		Spell	Lvl
Remove Paralysis	1			
Fox's Cunning	3			
Cure Serious Wounds	5			

SCROLLS:

sc	Spell	Lvl		sc	Spell	Lvl
1-8	Mage Armour (arcane)	1		18	Ghost Sound (arcane)	1
9	Magic Circle Against Evil (arcane)	5		19	See Invisibility (arcane)	3
10	Serene Visage (arcane)	1		20	Mount (arcane)	1
11	Serpent Arrow (arcane)	7		21	Ice Ship (arcane)	8
12	Power Word Fatigue (arcane)	1		22-25	Benign Transposition (arcane)	1
13	Sleep (arcane)	5				
13	Hold Person (arcane)	5				
13	Fog Cloud (arcane)	5				
14	Caltrops (arcane)	1				
15	Obscuring Mist (arcane)	1				
16	True Strike (arcane)	1				
17	Haste (arcane)	5				

WANDS:

Spell	Chgs	Lvl		Spell	Chgs	Lvl
True Strike	50	1				

OTHER MAGIC ITEMS:

Bracers of accuracy (3 ch/day, 1 ch = ignore cover, 2 ch = ignore conceal, 3 ch = both) [MIC p79]
Serpent ring (+3 save vs acid/poison, immune to snake venom) [SK p153]
Rune staff of infiltration - alter self, expeditious retreat, invisibility, minor image, misdirection, friendly face
 (each 3/day by expending spell of equal level)
Boots of striding and springing
Ring of protection +2
Healing belt (+2 to Heal checks, 3 chg/day: 1 = heal 2d8, 2 = heal 3d8, 4 = heal 4d8) [MIC p110]
Amulet of tears (3 chg/day, 1 = 12 temp hp, 2 = 18 temp hp, 3 = 24 temp hp) [MIC p70]
Headband of intellect +4
Blessed book
Feather pack (weighs 5 lbs., holds up to 100 lbs. at no weight)
Pearl of power (level 1)

Class: Wizard (conjurer)**

DC: 16 + Spell Level
18 + Spell Level for conjuration

Spells Prepared and Spell Notes:

Barred Schools: Necromancy and Evocation

Spells Per Day:

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

* plus an additional bonus conjuration spell at each spell level

** Conjuration spells at +1 CL

Spell	Lvl	Src	Spell	Lvl	Src
<i>Acid Splash</i>	0	PHB	<i>Summon Component</i>	1	CM
<i>Amanuensis</i>	0	SC	<i>Summon Monster I</i>	1	PHB
<i>Arcane Mark</i>	0	PHB	<i>True Strike</i>	1	PHB
<i>Caltrops</i>	0	SC	<i>Unseen Servant</i>	1	PHB
<i>Daze</i>	0	PHB	<i>Wall of Smoke</i>	1	SC
<i>Detect Magic</i>	0	PHB	<i>Weapon Shift</i>	1	SC
<i>Detect Poison</i>	0	PHB	<i>Wings of the Sea</i>	1	SC
<i>Ghost Sound</i>	0	PHB	<i>Alter Self</i>	2	PHB
<i>Launch Bolt</i>	0	SC	<i>Baleful Transposition</i>	2	SC
<i>Launch Item</i>	0	SC	<i>Chain of Eyes</i>	2	SC
<i>Mage Hand</i>	0	PHB	<i>Cloud of Bewilderment</i>	2	SC
<i>Mending</i>	0	PHB	<i>Dimension Hop</i>	2	PHB2
<i>Message</i>	0	PHB	<i>Dissonant Chant</i>	2	SC
<i>No Light</i>	0	BoVD	<i>Entice Gift</i>	2	SC
<i>Open/Close</i>	0	PHB	<i>Fog Cloud</i>	2	PHB
<i>Prestidigitation</i>	0	PHB	<i>Fox's Cunning</i>	2	PHB
<i>Read Magic</i>	0	PHB	<i>Ghost Touch Armour</i>	2	SC
<i>Repair Minor Damage</i>	0	SC	<i>Glitterdust</i>	2	PHB
<i>Resistance</i>	0	PHB	<i>Incendiary Slime</i>	2	CM
<i>Silent Portal</i>	0	SC	<i>Invisibility</i>	2	PHB
<i>Stick</i>	1	SC	<i>Mirror Image</i>	2	PHB
<i>Alarm</i>	1	PHB	<i>Protection from Arrows</i>	2	PHB
<i>Appraising Touch</i>	1	SC	<i>Ray of Stupidity</i>	2	SC
<i>Benign Transposition</i>	1	SC	<i>Rebuke</i>	2	SC
<i>Charm Person</i>	1	PHB	<i>Resist Energy</i>	2	PHB
<i>Colour Spray</i>	1	PHB	<i>Rope Trick</i>	2	PHB
<i>Comprehend Languages</i>	1	PHB	<i>See Invisibility</i>	2	PHB
<i>Corrosive Grasp</i>	1	SC	<i>Stormrunner's Ward</i>	2	SW
<i>Detect Secret Doors</i>	1	PHB	<i>Summon Monster II</i>	2	PHB
<i>Discern Bloodline</i>	1	RoD	<i>Web</i>	2	PHB
<i>Distract</i>	1	SC	<i>Anticipate Teleportation</i>	3	SC
<i>Enlarge Person</i>	1	PHB	<i>Battlemagic Perception</i>	3	HoB
<i>Expeditious Retreat, Swift</i>	1	SC	<i>Dimension Step</i>	3	PHB2
<i>Feather Fall</i>	1	PHB	<i>Dispel Magic</i>	3	PHB
<i>Grease</i>	1	PHB	<i>Fly</i>	3	PHB
<i>Guided Shot</i>	1	SC	<i>Fortify Familiar</i>	3	SC
<i>Inhibit</i>	1	SC	<i>Grasping Wall</i>	3	CS
<i>Instant Diversion</i>	1	RoDR	<i>Haboob</i>	3	Sand
<i>Lesser Orb of Fire</i>	1	SC	<i>Haste</i>	3	PHB
<i>Mage Armour</i>	1	PHB	<i>Heart of Water</i>	3	CM
<i>Mount</i>	1	PHB	<i>Magic Circle Against Evil</i>	3	PHB
<i>Nightshield</i>	1	SC	<i>Mass Mage Armour</i>	3	SC
<i>Nerveskitter</i>	1	SC	<i>Mesmerizing Glare</i>	3	SC
<i>Obscuring Mist</i>	1	PHB	<i>Phantom Steed</i>	3	PHB
<i>Power Word Pain</i>	1	RoDR	<i>Ray of Dizziness</i>	3	SC
<i>Protection from Evil</i>	1	PHB	<i>Repelling Shield</i>	3	CM
<i>Rouse</i>	1	PHB2	<i>Summon Monster III</i>	3	PHB
<i>Serene Visage</i>	1	SC	<i>Unicorn Arrow</i>	3	PHB2
<i>Shield</i>	1	PHB	<i>War Cry, Exalted</i>	3	BoED
<i>Stand</i>	1	PHB2	<i>Black Tentacles</i>	4	PHB

italicized spells are those learned by Savoi directly

Spells Failed to Learn: _____

Spells Learned Sheet

Spell	Book	Lvl	Src	Spell	Book	Lvl	Src
Acid Splash (book A)	BB	0	PHB	Dissonant Chant (book A)	BB	2	SC
Amanuensis (book A)	BB	0	SC	Entice Gift (book A)	BB	2	SC
Arcane Mark (book A)	BB	0	PHB	Fog Cloud (book B)	BB	2	PHB
Detect Magic (book A)	BB	0	PHB	Fox's Cunning (book C)	BB	2	PHB
Detect Poison (book A)	BB	0	PHB	Ghost Touch Armour (book A)	BB	2	SC
Launch Bolt (book B)	BB	0	SC	Glitterdust (book C)	BB	2	PHB
Launch Item (book A)	BB	0	SC	Incendiary Slime (book A)	BB	2	CM
Mage Hand (book A)	BB	0	PHB	Invisibility (book B)	BB	2	PHB
Mending (book A)	BB	0	PHB	Mirror Image (book A)	BB	2	PHB
Message (book A)	BB	0	PHB	Protection from Arrows (book C)	BB	2	PHB
Open/Close (book A)	BB	0	PHB	Ray of Stupidity (book B)	BB	2	SC
Prestidigitation (book A)	BB	0	PHB	Resist Energy (book A)	BB	2	PHB
Read Magic (book A)	BB	0	PHB	Rope Trick (book B)	BB	2	PHB
Repair Minor Damage (book A)	BB	0	SC	See Invisibility (book B)	BB	2	PHB
Silent Portal (book A)	BB	0	SC	Stormrunner's Ward (book A)	BB	2	SW
Stick (book B)	BB	0	SC	Summon Monster II (book A)	BB	2	PHB
Alarm (book A)	BB	1	PHB	Web (book C)	BB	2	PHB
Appraising Touch (book A)	BB	1	SC	Anticipate Teleportation (book B)	BB	3	SC
Benign Transposition (book A)	BB	1	SC	Battlemagic Perception (book B)	BB	3	HoB
Charm Person (book B)	BB	1	PHB	Dimension Step (book B)	BB	3	PHB2
Colour Spray (book B)	BB	1	PHB	Dispel Magic (book C)	BB	3	PHB
Comprehend Languages (book B)	BB	1	PHB	Fly (book C)	BB	3	PHB
Corrosive Grasp (book A)	BB	1	SC	Fortify Familiar (book A)	BB	3	SC
Detect Secret Doors (book B)	BB	1	PHB	Grasping Wall (book A)	BB	3	CS
Discern Bloodline (book A)	BB	1	RoD	Haboob (book A)	BB	3	Sand
Enlarge Person (book A)	BB	1	PHB	Haste (book B)	BB	3	PHB
Expeditious Retreat, Swift (book A)	BB	1	SC	Heart of Water (book B)	BB	3	CM
Feather Fall (book A)	BB	1	PHB	Magic Circle Against Evil (book A)	BB	3	PHB
Grease (book A)	BB	1	PHB	Mass Mage Armour (book C)	BB	3	SC
Guided Shot (book B)	BB	1	SC	Mezmerizing Glare (book A)	BB	3	SC
Instant Diversion (book B)	BB	1	RDR	Phantom Steed (book B)	BB	3	PHB
Lesser Orb of Fire (book A)	BB	1	SC	Ray of Dizziness (book B)	BB	3	SC
Mage Armour (book A)	BB	1	PHB	Repelling Shield (book C)	BB	3	CM
Mount (book A)	BB	1	PHB	Summon Monster III (book A)	BB	3	PHB
Nerveskitter (book A)	BB	1	SC	Unicorn Arrow (book B)	BB	3	PHB2
Nightshield (book B)	BB	1	SC	War Cry, Exalted (book B)	BB	3	BoED
Obscuring Mist (book B)	BB	1	PHB	Black Tentacles (book B)	BB	4	PHB
Power Word Pain (book A)	BB	1	RDR	Blast of Sand (book C)	BB	4	Sand
Protection from Evil (book A)	BB	1	PHB	Celerity (book C)	BB	4	PHB2
Serene Visage (book A)	BB	1	SC	Detect Scrying (book C)	BB	4	PHB
Shield (book A)	BB	1	PHB	Dispelling Screen (book B)	BB	4	SC
Stand (book A)	BB	1	PHB2	Ethereal Mount (book C)	BB	4	SC
Summon Component (book C)	BB	1	CM	Greater Mirror Image (book B)	BB	4	PHB2
Summon Monster I (book A)	BB	1	PHB	Heart of Earth (book B)	BB	4	CM
True Strike (book A)	BB	1	PHB	Ice Ship (book A)	BB	4	FB
Unseen Servant (book A)	BB	1	PHB	Orb of Fire (book B)	BB	4	SC
Wall of Smoke (book A)	BB	1	SC	Polymorph (book B)	BB	4	PHB
Weapon Shift (book A)	BB	1	SC	Raise from the Deep (book A)	BB	4	SC
Wings of the Sea (book A)	BB	1	SC	Ruin Delver's Fortune (book A)	BB	4	SC
Alter Self (book A)	BB	2	PHB	Shadow Conjuration (book C)	BB	4	PHB
Baleful Transposition (book A)	BB	2	SC	Summon Monster IV (book A)	BB	4	PHB
Chain of Eyes (book B)	BB	2	SC	Translocation Trick (book A)	BB	4	SC
Cloud of Bewilderment (book A)	BB	2	SC	Break Enchantment (book C)	BB	5	PHB
Dimension Hop (book A)	BB	2	PHB2	Cloudkill (book B)	BB	5	PHB

Spellbook Sheet

[illegible]

Description

Birthday: 9 Darkness

Named "Alanilwi" and mark on forehead from killoren