

Name: Vivane du Onlor Race: Human Alignment: NG
Origin/Birthland: Onlor Religion: Firlott

Class: <u>Cleric</u>	Level: <u>1</u>	Gender: <u>F</u>	Age: <u>32</u>
Class: <u>Wizard (Diviner)</u>	Level: <u>7</u>	Height: <u>5'3"</u>	Weight: <u>100</u>
Class: <u>Incantatrix</u>	Level: <u>10</u>	Hair: <u>Russet</u>	Eyes: <u>Grey</u>
Class: <u></u>	Level: <u></u>	Skin: <u>Ruddy</u>	Size: <u>Medium</u>

STRENGTH	9		-1
DEXTERITY	19		4
CONSTITUTION	18		4
INTELLIGENCE	31		10
WISDOM	13		1
CHARISMA	16		3

HIT POINTS: 84 DR: /

HP Tally: /

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XP: 166,335

HP by Level:

10,5,6,3,4,4,5,6,4,3,3,5,
6,4,6,7,5

ARMOUR CLASS:

Full AC: 16

Flat-Footed: 12

Touch: 16

SAVING THROWS: *Modifiers*

Fortitude: 11 +1 vs enchantment spells and effects, +1
vs poison, evasion

Reflex: 11

Will: 16

MOVEMENT: Climb:

Base: 30 Fly:

Current: 40 Swim:

BASE ATTACK BONUS: *Modifiers*

Melee: 7

Ranged: 12

INITIATIVE: 8 = 4 + 4 + 0 + 0 Miss Chance: 0 %
Dex Feats Magic Other

Weapon Name	Cat	Sz	Prof	Att	Damage	Critical	Rng	Typ
+1 dragontooth dagger	LM	M	S	8/3	1d4	19 (x2)	10	P o S
sling	R	M	S	12	1d4-1	20 (x2)	50	B
staff of transmutation	2M	M	S	7/2	1d6-1	20 (x2)	-	B

SKILLS

Name	un	cc	Type	Total	Rnks	Abilty	Syn	Oth	Conditional Modifiers
Appraise	Y	cc	Int	10		10			
Balance *	Y	cc	Dex	4		4			
Bluff	Y	cc	Cha	3		3			
Climb *	Y	cc	Str	-1		-1			
Concentration	Y	C	Con	25	21	4			
Decipher Script		C	Int	X		10			
Diplomacy	Y	C	Cha	4	1	3			
Disable Device		cc	Int	X		10			
Disguise	Y	cc	Cha	3		3			
Escape Artist *	Y	cc	Dex	4		4			
Forgery	Y	cc	Int	10		10			
Gather Information	Y	cc	Cha	3		3			
Handle Animal		cc	Cha	X		3			
Heal	Y	C	Wis	3		1		2	
Hide *	Y	cc	Dex	4		4			
Intimidate	Y	cc	Cha	8	5	3			
Jump *	Y	cc	Str	-1		-1			
Listen	Y	cc	Wis	1		1			+2 when familiar in reach
Move Silently *	Y	cc	Dex	4		4			
Open Lock		cc	Dex	X		4			
Ride	Y	cc	Dex	4		4			
Search	Y	cc	Int	10		10			
Sense Motive	Y	cc	Wis	1		1			
Sleight of Hand *		cc	Dex	X		4			
Spellcraft		C	Int	38	21	10	2	5	+2 to learn divination spells
Spot	Y	cc	Wis	1		1			+2 when familiar in reach
Survival	Y	cc	Wis	1		1			
Swim **	Y	cc	Str	-1		-1			
Tumble *		cc	Dex	X		4			
Use Magic Device		cc	Cha	X		3			
Use Rope	Y	cc	Dex	4		4			
Knowl (religion)		C	Int	17	7	10			
Knowl (planes)		C	Int	23	13	10			
Knowl (nature)		C	Int	14	4	10			
Knowl (arcana)		C	Int	31	21	10			
Knowl (arch/eng)		C	Int	13	3	10			
Knowl (dungeon)		C	Int	24	14	10			0.5 ranks allocated
Knowl (geography)		C	Int	11	1	10			
Knowl (local)		C	Int	11	1	10			Onlor
Knowl (history)		C	Int	11	1	10			
Knowl (nobility)		C	Int	X	0	1			
Craft (alchemy)	Y	C	Int	14	4	10			
Craft (bowyer)	Y	C	Int	11	1	10			
Craft (furrier)	Y	C	Int	17	7	10			
Craft (gemcutting)	Y	C	Int	14	4	10			
Craft (stonemasonry)	Y	C	Int	15	5	10			

Languages:

Common, Auran, Aztlan, Elven, Gnomish, Gol-Kaa, Slith, Terran

Protective Items/AC Adjustments:

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

Attack Adjustments:

	C1	C2	C3	C4	Ab	Sz	Misc	Notes
Melee	0	3	5		-1			
Ranged	0	3	5		4			

Save Adjustments:

	C1	C2	C3	C4	Ab	Mgc	Feat	Misc	Notes
Fortitude	2	2	3		4				
Reflex	0	2	3		4			2	Familiar
Will	2	5	6		1		2		

DC Adjustments:

	Ab	Feat	Mgc	Oth	Notes
Intelligence-based	10				
Wisdom-based	1				
Charisma-based	3				

Ability Adjustments:

	Orig	Lvl	Inh	Mgc	Age	Total
STRENGTH	9					9
DEXTERITY	15			4		19
CONSTITUTION	14			4		18
INTELLIGENCE	16	4	5	6		31
WISDOM	12		1			13
CHARISMA	15		1			16

Racial Abilities:

Bonus feat at 1st level
+1 skill point per level

Class Abilities:

Turn undead (6/day, +2 synergy bonus)
Summon Familiar
Divination Specialist (Necromancy barred)
Focused Study (Illusion barred)
Cooperative Metamagic (10/day)
Metamagic Effect (10/day)
Metamagic Spell Trigger
Seize Concentration
Instant Metamagic 2/day
Bonus Metamagic Feats (2)
Snatch Spell
Improved Metamagic

Special Abilities:

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

Starting Proficiencies:

Simple weapons, light armour, medium armour, heavy armour, shields (except tower shields)

Feats:

Scribe Scroll
Divine Vigour (3 minutes)
Improved Initiative
Widen Spell (+3 spell levels)
Empower Spell (+2 spell levels)
Iron Will
Sculpt Spell (+1 spell level)
Craft Wondrous Item
Extend Spell (+1 spell level)
Split Ray (+2 spell levels)
Quicken Spell (+4 spell levels)
Maximize Spell (+3 spell levels)
Chain Spell (+3 spell levels)
Energy Substitution (acid)

Items for: Vivane du Onlor

Item	#	Location	Wgt	Item	#	Location	Wgt
Traveler's Outfit	1	Worn	0.00	Fire Crystals	60	Magic Pack	0.00
Sling	1	Belt	0.00	Ruby (500 gp)	1	Magic Pack	0.00
Small Drum	1	Magic Pack	0.00	Ivory Unicorn Horn	1	Magic Pack	0.00
Sp. Comp. Pouch	1	Belt	2.00	Magic Potions	14	Magic Pack	0.00
Trail Rations	7	Magic Pack	0.00	Magic Charm	1	Face	0.00
Sack	1	Shoulder	0.50	Magic Rings	2	Magic Pack	0.00
Caltrops	1	Belt Pouch	2.00	Magic Gloves	1	Hands	0.00
Magic Dagger	1	Belt	1.00	Magic Slippers	1	Feet	1.00
Adamantine Chains	12	Magic Pack	0.00	Magic Robe	1	Torso	1.00
Magic Gem	1	Belt Pouch	0.00	Clear Gemstones (400gp)	4	Belt Pouch	0.00
Magic Spellbook (BB)	1	Magic Pack	0.00	Magic Stone	1	Magic Pack	0.00
Magic Headband	1	Head	0.00	Ivory Figurine****	1	Sp Com Pouch	0.00
Diamond Dust	500 gp	Magic Pack	0.00	Book of Karsus	1	Magic Pack	0.00
Scroll Case (wp)	3	Belt	4.50	Magic Clasp	1	Won	0.33
Belt Pouch	1	Belt	0.50	Magic Belt	1	Magic Pack	0.00
Alch. Mineral Acid	1	Magic Pack	0.00	Silver/Spinel Ring	1	Nose	0.00
Thistledown Suit	1	Worn	0.00	Delicate Disk +	1	Belt Pouch	0.00
Magic Pack	1	Back	5.00				
Vampire Dust	1	Belt Pouch	0.00				
Magic Scrolls	45	Scroll Cases	0.00				
Magic Potions	10	Potion Belt	1.00				
Magic Wands	9	Belt	0.00				
Mwk Potion Belt	1	Waist	1.00				
Silver Chains	8	Magic Pack	0.00				
Alchemist Fire	1	Magic Pack	0.00				
Iximitchli Badge	1	Worn	0.00				
Magic Ring	1	Finger	0.00				
Bedroll	1	Magic Pack	0.00				
Waterskin	1	Magic Pack	0.00				
Magic Belt	1	Waist	1.00				
Magic Orb	1	Magic Pack	0.00				
Magic Bracers	1	Wrists	1.00				
Magic Cord	1	Torso	0.00				
Magic Ring	1	Finger	0.00				
Insignia**	1	Cloak	0.00				
Magic Torc	1	Neck	0.00				
Shadow Seeds	5	Sp Com Pouch	0.00				
Sm Vial of Perfume	1	Magic Pack	0.10				
Sapphire Loup	1	Sp Com Pouch	0.00				
Ant. Teleport Focus	1	Sp Com Pouch	0.50				
Diamond Dust (a)	100 gp	Belt Pouch	0.00				
Platinum Hourglass	1	Sp Com Pouch	0.00				
Magic Pearls	2	Belt Pouch	0.00				
Bejewelled Skull (2000gp)	1	Magic Pack	0.00				
Onyx	500gp	Magic Pack	0.00				
Atramen Oil	1	Magic Pack	0.00	Copper Pieces	6	Magic Pack	0.00
Magic Prayer Beads	1	Belt Pouch	0.00	Silver Pieces	35	Magic Pack	0.00
Magic Cloak	1	Shoulders	1.00	Gold Pieces	0	Magic Pack	0.00
Magic Spellbook (SB)	1	Magic Pack	0.00	Platinum Pieces	0	Magic Pack	0.00
Ivory Unicorn Horn	1	Sp Com Pouch	1.00	TOTAL			24.43

+ = with *surge of fortune* on it

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

(a) party funds

Encumbrance:

Light Load: 30

Medium Load: 60

Heavy Load: 90

Items for: Vivane's Storage

Item	#	Location	Wgt	Item	#	Location	Wgt
Eye of Succubus	1	Tower Lab	0.00	Vivane's Spellbook A	1	Secret Cache	3.00
Heart of Succubus	1	Tower Lab	0.10	Vivane's Spellbook B	1	Secret Cache	3.00
Box of Mummy Dust	1	Tower Lab	0.10	Vivane's Spellbook C	1	Secret Cache	3.00
Dried Dragon Eye	1	Tower Lab	0.00	Talisman of the Sphere	1	Extra Secret Cache	1.00
Dire Hawk Feathers	8	Tower Lab	0.00	Battered Marilith Idol	1	Tower Lab	10.00
Dire Wolf Fur Tuft	1	Tower Lab	0.00	Powdered Silver	200 lbs	Tower Lab	200.00
Broken <i>Cube of Force</i>	1	Tower Lab	0.00	Admantine Discs	3500gp	Secret Room	50.00
Bar Pandemic Silver	1	Tower Lab	1.00	Magic Potions	70	Secret Room	7.00
Vial Elemental Air	1	Tower Lab	0.10	Platinum Hourglass	1	Secret Room	0.00
Vial Elemental Earth	1	Tower Lab	0.10	Infernal Ritual Scroll	1	Secret Room	0.00
Vial Elemental Fire	1	Tower Lab	0.10	Half Silver Dragon Brain	1	Tower Lab	2.00
Vial Elemental Water	1	Tower Lab	0.10	Spellscale Blood	1 flask	Tower Lab	1.00
Naga Hides	1 roll	Tower Lab	110.00				
Naga Tail Rattle	1	Tower Lab	0.10				
Mutated Dire Weasel Skin	1	Tower Lab	10.00				
Mutated Dire Weasel Blood	1 flask	Tower Lab	1.00				
Mutated Dire Weasel Brain	1	Tower Lab	0.50				
Mutated Dire Weasel Tongue	1	Tower Lab	0.50				
Cinderspawn Ash	1	Tower Lab	0.00				
Red Eidolon Tears	1 vial	Tower Lab	0.10				
Tenebrous Spines	6	Tower Lab	3.00				
Shadow Moth Organs	1 jar	Tower Lab	1.00				
Yrthak Horn	1	Tower Lab	5.00				
Yrthak Sound Organ	1	Tower Lab	3.00				
White Phrenic Ooze Piece	1	Tower Lab	1.00				
Tamoachan Mirror Shard	1	Tower Lab	0.20				
Tamoachan Skull (once gold)	1	Tower Lab	3.00				
Spectator Brain	1	Tower Lab	5.00				
Shadow Stone Dust	100 pinch	Tower Lab	1.00				
Piercer Dust	1	Tower Lab	0.10				
Bodak Eyes	2	Tower Lab	0.20				
Bodak Skin	1	Tower Lab	1.00				
Corrupt Eld Air Essence	1	Tower Lab	0.10				
Corrupt Lg Air Essence	1	Tower Lab	0.10				
Corrupt Eld Fire Essence	1	Tower Lab	0.10				
Corrupt Lg Fire Essence	1	Tower Lab	0.10				
Corrupt Eld Earth Essence	1	Tower Lab	0.10				
Corrupt Lg Earth Essence	1	Tower Lab	0.10				
Corrupt Eld Water Essence	1	Tower Lab	0.10				
Corrupt Lg Water Essence	1	Tower Lab	0.10				
Eld Phaerimm Body	1	Tower Lab	400.00				
Shadow Wood Staff	1	Tower Lab	4.00				
Ice Devil Spears	3	Tower Lab	36.00				
Ice Devil Blood, Vials	6	Tower Lab	0.60				
Ice Devil Heads	2	Tower Lab	30.00				
Pycrclastic Dragon Scales	12	Tower Lab	6.00				
Pycrclastic Dragon Fangs	2	Tower Lab	2.00				
Savoi's Spellbook A	1	Secret Cache	3.00	<i>Copper Pieces</i>	0	Secret Room Chests	0.00
Savoi's Spellbook B	1	Secret Cache	3.00	<i>Silver Pieces</i>	5	Secret Room Chests	0.00
Savoi's Spellbook C	1	Secret Cache	3.00	<i>Gold Pieces</i>	108695	Secret Room Chests	0.00
				<i>Platinum Pieces</i>	0	Secret Room Chests	0.00
				TOTAL			915.70

Encumbrance:

Light Load: 30 Medium Load: 60 Heavy Load: 90

POTIONS:

Spell	Lvl	Spell	Lvl
Remove Paralysis	3	Resist Energy (acid)	3
Water Breathing	5	Cure Serious Wounds	5
Resist Energy (cold)	3	Lesser Restoration*	3
Cure Serious Wounds	5	Cure Serious Wounds	5
Cat's Grace*	3	Remove Blindness	5
Cure Serious Wounds	5	Eagle's Splendour	3
Lesser Restoration*	3	Remove Blindness*	5

* = in pack

SCROLLS:

sc	Spell	Lvl	sc	Spell	Lvl
1	Caltrop (arcane)	1	20	Protection from Arrows (arcane)	3
2	Detect Secret Doors (arcane)	1	21	Dismissal (arcane)	9
3-4	True Strike (arcane)	1	22-23	Permanency (arcane)	12
5	Shield (arcane)	3	24	Arcane Lock (arcane)	15
6	Mage Armour (arcane)	1	25	Summon Monster IV	4
7	Shrink Item (arcane)	5	26	Gust of Wind (arcane)	3
8	Detect Undead (arcane)	1	27	Battering Ram (arcane)	3
9	Comprehend Language (arcane)	1	28	Shield (arcane)	3
10	Haste (arcane)	5	29	Protection from Arrows (arcane)	3
11	Mass Teleport (arcane)	13	30	Mage Armour (arcane) x3	1
12	Locate Object (arcane)	3	31	Troll Shape (arcane)	7
13-14	Fly (arcane)	3	32-33	Mass Mage Armour (arcane)	5
15	Clairaudience/Clairvoyance (arcane)	5	34	Magic Circle Against Good (arcance)	7
16	Calm Animals (divine)	1	35	Benign Transposition (arcane)	1
17	Detect Thoughts (arcane)	3	36	Ice Ship (arcane)	8
18	Floating Disk (arcane)	4	37	Ethereal Mount (arcane)	7
19	Dancing Lights (arcane)	2	38	Assay Spell Resistance (arcane)	7

WANDS:

Spell	Chgs	Lvl	Spell	Chgs	Lvl
Wieldskill	35	3	Shield of Faith	22	6
Lesser Restoration	38	3	Protection from Good	16	5
Cure Moderate Wounds (-1 hp)	10	3	Death Ward	25	7
Bear's Endurance	17	3	Shield	22	3
Remove Disease	14	5			

OTHER MAGIC ITEMS:

ring of mystic healing (+1 CL for cure spells, 3 ch/day: 1 ch +2d6, 2 ch +3d6, 3 ch +4d6) [MIC p126] **STOWED**
+1 dragontooth dagger
ring of protection +2
lesser strand of prayer beads (1/day *bless* and *cure serious wounds* or *rem blindness/deafness* or *rem disease*)
torc of displacement (3 ch/day 1 rd/use, 1 ch = 20% miss, 2 ch = 30% miss, 3 ch = 40% miss) [MIC p143]
belt of health +4
dispelling cord (swift action, +2 on Dispel checks 5/day) [MIC p94]
orb of mercy (*orb of mental renewal*, 3 ch/day, 1 = heal 4 Int/Wis/Cha or 2 each, 2 = heal 6 Int/Wis/Cha or 3 each, 3 = heal 8, Int/Wis/Cha or 4 each plus *orb of metamagic merciful spell*) [MIC p167]
spellcraft charm (+5 competence bonus to Spellcraft)
gem of brightness (24 ch) (0 ch = hooded lantern, 1 ch = 50 ft ray blind 1d4 rds [DC 14], 5 ch = 30 ft cone blind 1d4 rds [DC 14])
feather pack (weighs 5 lbs., holds up to 100 lbs. at no weight)
headband of intellect +6
blessed books (2)
pearls of power (level 1) (2)
cloak of elemental protection (resist 10 to any energy type as immediate action until next turn 1/day) [MIC p87]

Magic Items Sheet

POTIONS:

Spell	Lvl		Spell	Lvl

* = in pack

Robe of Useful Items

Rb	Item	Lvl		Rb	Item	Lvl
2	100 gp of coins					
2	Iron door 10'x10' (hrd 10, 60 hp, DC 28)					
2	Window 2'x4' 2' deep					
2	Rowboat					
2	Gems 10x100gp					
2	Pit 10' cube					
2	Portable ram					
2	Gems 10x100gp					
2	Arcane scroll <i>dispel magic</i>	5				
2	Ladder 24'					
2	Arcane scroll of <i>false life</i>	3				

SCROLLS:

sc	Spell	Lvl		sc	Spell	Lvl
39-40	Greater Teleport (arcane)	13		44	Maze (arcane)	15
41	Resilient Sphere (arcane)	7		45	Irresistible Dance (arcane)	15
42	Teleport (arcane)	9				
43	Legend Lore (arcane)	11				

WANDS:

Spell	Chgs	Lvl		Spell	Chgs	Lvl

OTHER MAGIC ITEMS:

bracers of accuracy (3 ch/day, 1 ch = ignore cover, 2 ch = ignore conceal, 3 ch = both) [MIC p79]
ring of minor acid resistance **STOWED**
gloves of dexterity +4
shocking stride slippers (1/day lightning leap CL 10, 47 charges)
robe of useful items (#2)
staff of transmutation (31 ch):
expeditious retreat 1, *alter self* 1, *blink* 1, *polymorph* 2, *baleful polymorph* 2, *disintegrate* 3
sending stone (1/day sending to other holder of attuned pair [deva guarding Esha's mother]) [CA p150]
ring of evasion
healing belt (+2 to Heal checks, 3 chg/day: 1 = heal 2d8, 2 = heal 3d8, 4 = heal 4d8) [MIC p110] **STOWED**
clasp of safeguarding (no items damaged on a save of 1 but clasp is destroyed) [DS 40]

Magic Items Sheet

Class: Cleric

DC: 11 + Spell Level

Spells Prepared and Spell Notes:

Spells Per Day:

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

Prepared Spellcaster Sheet

Domain Name: Celerity

- | | |
|-------------------------------|----------|
| 1. <u>Expeditious Retreat</u> | 6. _____ |
| 2. _____ | 7. _____ |
| 3. _____ | 8. _____ |
| 4. _____ | 9. _____ |
| 5. _____ | |

Granted Abilities:
+10 ft land speed unless carrying
medium load or medium armour

Domain Name: Animal

- | | |
|------------------------|----------|
| 1. <u>Calm Animals</u> | 6. _____ |
| 2. _____ | 7. _____ |
| 3. _____ | 8. _____ |
| 4. _____ | 9. _____ |
| 5. _____ | |

Granted Abilities:
Speak with animals 1/day,
Knowledge (nature) is a class
skill

Domain Name: _____

- | | |
|----------|----------|
| 1. _____ | 6. _____ |
| 2. _____ | 7. _____ |
| 3. _____ | 8. _____ |
| 4. _____ | 9. _____ |
| 5. _____ | |

Granted Abilities:

Domain Name: _____

- | | |
|----------|----------|
| 1. _____ | 6. _____ |
| 2. _____ | 7. _____ |
| 3. _____ | 8. _____ |
| 4. _____ | 9. _____ |
| 5. _____ | |

Granted Abilities:

Domain Name: _____

- | | |
|----------|----------|
| 1. _____ | 6. _____ |
| 2. _____ | 7. _____ |
| 3. _____ | 8. _____ |
| 4. _____ | 9. _____ |
| 5. _____ | |

Granted Abilities:

Domain Name: _____

- | | |
|----------|----------|
| 1. _____ | 6. _____ |
| 2. _____ | 7. _____ |
| 3. _____ | 8. _____ |
| 4. _____ | 9. _____ |
| 5. _____ | |

Granted Abilities:

Cleric Domain Sheet

Class: Wizard (diviner)

DC: 20 + Spell Level

Barred School: Necromancy, Illusion

Spells Prepared and Spell Notes:

Spells Per Day:

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

* plus an additional bonus divination spell at each spell level

Prepared Spellcaster Sheet

Spell	Lvl	Src	Spell	Lvl	Src
<i>Acid Splash</i>	0	PHB	<i>Nerveskitter</i>	1	SC

<i>Amanuensis</i>	0	SC	Nightshield	1	SC
<i>Arcane Mark</i>	0	PHB	Obscuring Mist	1	PHB
<i>Caltrops</i>	0	SC	Portal Beacon	1	SC
<i>Dancing Lights</i>	0	PHB	<i>Power Word Fatigue</i>	1	RDR
<i>Daze</i>	0	PHB	<i>Power Word Pain</i>	1	RDR
<i>Detect Magic</i>	0	PHB	Protection from Evil	1	PHB
<i>Detect Poison</i>	0	PHB	<i>Protection from Winged Flyers</i>	1	Karsus
<i>Launch Bolt</i>	0	SC	Ray of Flame	1	SC
<i>Launch Item</i>	0	SC	Shield	1	PHB
<i>Mage Hand</i>	0	PHB	Stand	1	PHB2
<i>Mending</i>	0	PHB	Stupor	1	BVD
<i>Message</i>	0	PHB	<i>Summon Component</i>	1	CM
<i>No Light</i>	0	BVD	<i>Summon Monster I</i>	1	PHB
<i>Open/Close</i>	0	PHB	<i>True Strike</i>	1	PHB
<i>Prestidigitation</i>	0	PHB	<i>Unseen Servant</i>	1	PHB
<i>Ray of Frost</i>	0	PHB	<i>Wall of Smoke</i>	1	SC
<i>Read Magic</i>	0	PHB	<i>Weapon Shift</i>	1	SC
<i>Repair Minor Damage</i>	0	SC	<i>Wings of the Sea</i>	1	SC
<i>Sonic Snap</i>	0	SC	<i>Alter Self</i>	2	PHB
<i>Stick</i>	0	SC	<i>Arcane Lock</i>	2	PHB
<i>Accelerated Movement</i>	1	SC	<i>Baleful Transposition</i>	2	SC
<i>Alarm</i>	1	PHB	<i>Battering Ram</i>	2	SC
<i>Appraising Touch</i>	1	SC	<i>Chain of Eyes</i>	2	SC
<i>Benign Transposition</i>	1	SC	<i>Cloud of Bewilderment</i>	2	SC
<i>Blades of Fire</i>	1	SC	<i>Continual Flame</i>	2	PHB
<i>Blood Wind</i>	1	SC	<i>Detect Thoughts</i>	2	PHB
<i>Burning Hands</i>	1	PHB	<i>Dimension Hop</i>	2	PHB2
<i>Buzzing Bee</i>	1	SC	<i>Dispel Fog</i>	2	Karsus
<i>Charm Person</i>	1	PHB	<i>Dissonant Chant</i>	2	SC
<i>Comprehend Languages</i>	1	PHB	<i>Entice Gift</i>	2	SC
<i>Cooling Breeze</i>	1	Karsus	<i>Fog Cloud</i>	2	PHB
<i>Corrosive Grasp</i>	1	SC	<i>Fox's Cunning</i>	2	PHB
<i>Cutting Hand</i>	1	SC	<i>Ghost Touch Armour</i>	2	SC
<i>Detect Secret Doors</i>	1	PHB	<i>Glitterdust</i>	2	PHB
<i>Detect Undead</i>	1	PHB	<i>Gnome Blight</i>	2	RDR
<i>Discern Bloodline</i>	1	RoD	<i>Gust of Wind</i>	2	PHB
<i>Enlarge Person</i>	1	PHB	<i>Heart of Air</i>	2	CM
<i>Expeditious Retreat, Swift</i>	1	SC	<i>Incendiary Slime</i>	2	CM
<i>Familiar Pocket</i>	1	SC	<i>Knock</i>	2	PHB
<i>Feather Fall</i>	1	PHB	<i>Power Word Sicken</i>	2	RDR
<i>Floating Disc</i>	1	PHB	<i>Protection from Arrows</i>	2	PHB
<i>Grease</i>	1	PHB	<i>Ray of Stupidity</i>	2	SC
<i>Guided Shot</i>	1	SC	<i>Resist Energy</i>	2	PHB
<i>Identify</i>	1	PHB	<i>Rope Trick</i>	2	PHB
<i>Instant Diversion</i>	1	RDR	<i>Scale Weakening</i>	2	SC
<i>Lesser Orb of Fire</i>	1	SC	<i>See Invisibility</i>	2	PHB
<i>Mage Armour</i>	1	PHB	<i>Sonic Weapon</i>	2	PHB
<i>Magic Missile</i>	1	PHB	<i>Sting Ray</i>	2	SC
<i>Mount</i>	1	PHB	<i>Stormrunner's Ward</i>	2	SW

italicized spells are those learned by Vivane directly

Spells Failed to Learn: _____

Spells Learned Sheet

Spell	Lvl	Src	Spell	Lvl	Src
<i>Summon Monster II</i>	2	PHB	<i>Polymorph</i>	4	PHB

<i>Web</i>	2	PHB	<i>Raise from the Deep</i>	4	SC
<i>Whirling Blade</i>	2	SC	<i>Ruin Delver's Fortune</i>	4	SC
<i>Wind Wall</i>	2	PHB	<i>Summon Monster IV</i>	4	PHB
<i>Anticipate Teleport</i>	3	SC	<i>Translocation Trick</i>	4	SC
<i>Battlemagic Perception</i>	3	HoB	<i>Troll Shape</i>	4	PHB2
<i>Clairaudience/Clairvoyance</i>	3	PHB	<i>Voice of the Dragon</i>	4	SC
<i>Curse of Arrow Attraction</i>	3	PHB2	<i>Wall of Fire</i>	4	PHB
<i>Daylight</i>	3	PHB	<i>Wall of Salt</i>	4	Sand
<i>Devil's Eye</i>	3	FNH	<i>Wingbind</i>	4	SC
<i>Dimension Step</i>	3	PHB2	<i>Break Enchantment</i>	5	PHB
<i>Dispel Magic</i>	3	PHB	<i>Cloudkill</i>	5	PHB
<i>Earthen Grace</i>	3	SC	<i>Cone of Cold</i>	5	PHB
<i>Earthen Shield</i>	3	Karsus	<i>Cyclonic Blast</i>	5	SC
<i>Fireball</i>	3	PHB	<i>Dimension Jumper</i>	5	CM
<i>Fly</i>	3	PHB	<i>Dragonsight</i>	5	SC
<i>Fortify Familiar</i>	3	SC	<i>Fabricate</i>	5	PHB
<i>Grasping Wall</i>	3	CS	<i>Greater Blink</i>	5	SC
<i>Haboob</i>	3	Sand	<i>Heart of Fire</i>	5	CM
<i>Haste</i>	3	PHB	<i>Lightning Leap</i>	5	CM
<i>Heart of Water</i>	3	CM	<i>Mage's Sanctum</i>	5	PHB
<i>Icelance</i>	3	SC	<i>Mass Fire Shield</i>	5	SC
<i>Magic Circle Against Evil</i>	3	PHB	<i>Passwall</i>	5	PHB
<i>Magic Circle Against Good</i>	3	PHB	<i>Summon Monster V</i>	5	PHB
<i>Manyjaws</i>	3	SC	<i>Telekinesis</i>	5	PHB
<i>Mass Mage Armour</i>	3	SC	<i>Teleport</i>	5	PHB
<i>Mezmerizing Glare</i>	3	SC	<i>Wall of Force</i>	5	PHB
<i>Phantom Steed</i>	3	PHB	<i>Wall of Stone</i>	5	PHB
<i>Primal Form</i>	3	SC	<i>Xorn Movement</i>	5	SC
<i>Ray of Dizziness</i>	3	SC	<i>Analyze Dweomer</i>	6	PHB
<i>Repelling Shield</i>	3	CM	<i>Cloak of the Sea</i>	6	SC
<i>Shrink Item</i>	3	PHB	<i>Contingency</i>	6	PHB
<i>Spell Vulnerability</i>	3	SC	<i>Disintegrate</i>	6	PHB
<i>Summon Monster III</i>	3	PHB	<i>Extract Water Elemental</i>	6	SC
<i>Tremorsense</i>	3	SC	<i>Forceful Hand</i>	6	PHB
<i>Unicorn Arrow</i>	3	PHB2	<i>Freezing Fog</i>	6	SC
<i>War Cry, Exalted</i>	3	BED	<i>Glasse</i>	6	Karsus
<i>Assay Spell Resistance</i>	4	SC	<i>Globe of Invulnerability</i>	6	PHB
<i>Black Tentacles</i>	4	PHB	<i>Greater Dispel Magic</i>	6	PHB
<i>Blast of Sand</i>	4	Sand	<i>Legend Lore</i>	6	PHB
<i>Celerity</i>	4	PHB2	<i>Lesser Dragonshape</i>	6	DrM
<i>Dancing Chains</i>	4	BVD	<i>Planar Binding</i>	6	PHB
<i>Detect Scrying</i>	4	PHB	<i>Repulsion</i>	6	PHB
<i>Dimensional Anchor</i>	4	PHB	<i>Ruby Ray of Reversal</i>	6	SC
<i>Dimension Door</i>	4	PHB	<i>Seal Portal</i>	6	SC
<i>Dispelling Screen</i>	4	SC	<i>Summon Monster VI</i>	6	PHB
<i>Ethereal Mount</i>	4	SC	<i>Superior Resistance</i>	6	SC
<i>Heart of Earth</i>	4	CM	<i>True Seeing</i>	6	PHB
<i>Ice Ship</i>	4	FB	<i>Wages of Sin</i>	6	BED
<i>Orb of Fire</i>	4	SC	<i>Wal of Gears</i>	6	SC

italicized spells are those learned by Vivane directly

Spells Failed to Learn: _____

Spells Learned Sheet

Spell	Lvl	Src	Spell	Lvl	Src
<i>Wall of Iron</i>	6	PHB			

Arcane Mark (book A)	BB	0	PHB	Portal Beacon (book A)	BB	1	SC
Caltrops (book A)	BB	0	SC	Power Word Fatigue (book A)	BB	1	RDR
Dancing Lights (book A)	BB	0	PHB	Power Word Pain	BB	1	RDR
Daze (book A)	BB	0	PHB	Protection from Evil (book A)	BB	1	PHB
Detect Magic (book C)	BB	0	PHB	Protection from Winged Flyers	BB	1	Karsus
Detect Poison	BB	0	PHB	Ray of Flame (book A)	BB	1	SC
Ghost Sound (book A)	BB	0	PHB	Shield (book C)	BB	1	PHB
Launch Bolt (book A)	BB	0	SC	Silent Image (book A)	BB	1	PHB
Launch Item (book B,C)	BB	0	SC	Stand (book B)	BB	1	PHB2
Mage Hand (book A)	BB	0	PHB	Stupor (book A)	BB	1	BVD
Mending	BB	0	PHB	Summon Component (book A)	BB	1	CM
Message (book A)	BB	0	PHB	Summon Monster I (book B)	BB	1	PHB
No Light (book A)	BB	0	BVD	True Strike (book C)	BB	1	PHB
Open/Close (book A)	BB	0	PHB	Unseen Servant	BB	1	PHB
Prestidigitation (book A)	BB	0	PHB	Ventriloquism (book A)	BB	1	PHB
Ray of Frost (book A)	BB	0	PHB	Wall of Smoke (book C)	BB	1	SC
Read Magic (book A)	BB	0	PHB	Weapon Shift	BB	1	SC
Repair Minor Damage	BB	0	SC	Wings of the Sea	BB	1	SC
Silent Portal (book A)	BB	0	SC	Alter Self	BB	2	PHB
Sonic Snap (book A)	BB	0	SC	Arcane Lock	BB	2	PHB
Stick	BB	0	SC	Baleful Transposition	BB	2	SC
Accelerated Movement (book A)	BB	1	SC	Battering Ram (book B)	BB	2	SC
Alarm	BB	1	PHB	Chain of Eyes	BB	2	SC
Appraising Touch	BB	1	SC	Cloud of Bewilderment (book C)	BB	2	SC
Benign Transposition (book B)	BB	1	SC	Continual Flame (book A)	BB	2	PHB
Blades of Fire (book A)	BB	1	SC	Detect Thoughts (book A)	BB	2	PHB
Blood Wind (book A)	BB	1	SC	Dimension Hop (book C)	BB	2	PHB2
Burning Hands (book B0)	BB	1	PHB	Dispel Fog	BB	2	Karsus
Buzzing Bee (book A)	BB	1	SC	Dissonant Chant	BB	2	SC
Charm Person (book A)	BB	1	PHB	Entice Gift	BB	2	SC
Colour Spray (book A)	BB	1	PHB	Fog Cloud	BB	2	PHB
Comprehend Languages (book A)	BB	1	PHB	Fox's Cunning	BB	2	PHB
Cooling Breeze	BB	1	Karsus	Ghost Touch Armour	BB	2	SC
Corrosive Grasp	BB	1	SC	Glitterdust (book A)	BB	2	PHB
Cutting Hand (book A)	BB	1	SC	Gnome Blight (book A)	BB	2	RDR
Detect Secret Doors (book B)	BB	1	PHB	Greater Alarm	BB	2	SC
Detect Undead (book A)	BB	1	PHB	Gust of Wind (book A)	BB	2	PHB
Discern Bloodline	BB	1	RoD	Heart of Air (book C)	BB	2	CM
Enlarge Person	BB	1	PHB	Incendiary Slime	BB	2	CM
Expeditious Retreat. Swift	BB	1	SC	Invisibility (book A)	BB	2	PHB
Familiar Pocket	BB	1	SC	Knock	BB	2	PHB
Feather Fall (book A)	BB	1	PHB	Power Word Sicken (book A)	BB	2	RDR
Floating Disc (book B)	BB	1	PHB	Protection from Arrows (book A)	BB	2	PHB
Grease	BB	1	PHB	Ray of Stupidity (book B)	BB	2	SC
Guided Shot (book B)	BB	1	SC	Resist Energy	BB	2	PHB
Identify (book A)	BB	1	PHB	Rope Trick (book C)	BB	2	PHB
Instant Diversion (book A)	BB	1	RDR	Scale Weakening (book A)	BB	2	SC
Lesser Orb of Fire	BB	1	SC	See Invisibility (book A)	BB	2	PHB
Mage Armour (book A)	BB	1	PHB	Sonic Weapon (book B)	BB	2	SC
Magic Missile (book A)	BB	1	PHB	Sting Ray (book A)	BB	2	SC
Mount (book C)	BB	1	PHB	Stormrunner's Ward	BB	2	SW
Nerveskitter	BB	1	SC	Summon Monster II	BB	2	PHB

Spellbook Sheet

Spell	Book	Lvl	Src	Spell	Book	Lvl	Src
Web (book B)	BB	2	PHB	Translocation Trick	BB	4	SC
Whirling Blade (book A)	BB	2	SC	Troll Shape (book B)	BB	4	PHB2
Wind Wall	BB	2	PHB	Voice of the Dragon	BB	4	SC

Anticipate Teleport	BB	3	SC	Wall of Fire (book B)	BB	4	PHB
Battlemagic Perception (book B)	BB	3	HoB	Wall of Salt (book B)	BB	4	Sand
Clairaudience/Clairvoyance (book A)	BB	3	PHB	Wingbind (book B)	BB	4	SC
Curse of Arrow Attraction	BB	3	PHB2	Break Enchantment (book B)	BB	5	PHB
Daylight	BB	3	PHB	Cloudkill (book B)	BB	5	PHB
Devil's Eye (book A)	BB	3	FNH	Cone of Cold	BB	5	PHB
Dimension Step	BB	3	PHB2	Cyclonic Blast (book B)	BB	5	SC
Dispel Magic (book B)	BB	3	PHB	Dimension Jumper (book C)	BB	5	CM
Earthen Grace (book A)	BB	3	SC	Dragonsight (book C)	BB	5	SC
Earthen Shield	BB	3	Karsus	Fabricate (book C)	BB	5	PHB
Fireball (book A)	BB	3	PHB	Greater Blink	BB	5	SC
Fly (book A)	BB	3	PHB	Heart of Fire (book C)	BB	5	CM
Fortify Familiar	BB	3	SC	Lightning Leap	BB	5	CM
Grasping Wall	BB	3	CS	Mage's Sanctum	BB	5	PHB
Haboob	BB	3	Sand	Mass Fire Shield (book B)	BB	5	SC
Haste (book C)	BB	3	PHB	Passwall	BB	5	PHB
Heart of Water (book C)	BB	3	CM	Summon Monster V (book C)	BB	5	PHB
Icelance (book A)	BB	3	SC	Telekinesis	BB	5	PHB
Magic Circle Against Evil	BB	3	PHB	Teleport (book C)	BB	5	PHB
Magic Circle Against Good	BB	3	PHB	Wall of Force	BB	5	PHB
Manyjaws (book B)	BB	3	SC	Wall of Stone	BB	5	PHB
Mass Mage Armour (book B)	BB	3	SC	Xorn Movement	BB	5	SC
Mezmerizing Glare	BB	3	SC	Analyze Dweomer	BB	6	PHB
Phantom Steed (book C)	BB	3	PHB	Cloak of the Sea	BB	6	SC
Primal Form (book A)	BB	3	SC	Contingency	BB	6	PHB
Ray of Dizziness (book B)	BB	3	SC	Disintegrate	BB	6	PHB
Repelling Shield (book A)	BB	3	CM	Extract Water Elemental (book B)	BB	6	SC
Shrink Item	BB	3	PHB	Forceful Hand	BB	6	PHB
Spell Vulnerability	BB	3	SC	Freezing Fog	BB	6	SC
Summon Monster III	BB	3	PHB	Glasee	BB	6	Karsus
Tremorsense	BB	3	SC	Globe of Invulnerability	BB	6	PHB
Unicorn Arrow	BB	3	PHB2	Greater Dispel Magic	BB	6	PHB
War Cry, Exalted (book C)	BB	3	BED	Legend Lore	BB	6	PHB
Assay Spell Resistance (book B)	BB	4	SC	Lesser Dragonshape	BB	6	DrM
Black Tentacles (book B)	BB	4	PHB	Planar Binding	BB	6	PHB
Blast of Sand (book B)	BB	4	Sand	Repulsion	BB	6	PHB
Celerity	BB	4	PHB2	Summon Monster VI	BB	6	PHB
Dancing Chains (book A)	BB	4	BVD	Superior Resistance (book B)	BB	6	SC
Detect Scrying (book A)	BB	4	PHB	True Seeing	BB	6	PHB
Dimensional Anchor (book C)	BB	4	PHB	Wages of Sin	BB	6	BED
Dimension Door	BB	4	PHB	Wall of Gears	BB	6	SC
Dispelling Screen	BB	4	SC	Wall of Iron	BB	6	PHB
Ethereal Mount (book A)	BB	4	SC	Aspect of Bahamut	BB	7	RDR
Fire Trap	BB	4	PHB	Bite of the Werebear	BB	7	SC
Heart of Earth (book B)	BB	4	CM	Elemental Body	BB	7	SC
Ice Ship	BB	4	FB	Ethereal Jaunt	BB	7	PHB
Orb of Fire	BB	4	SC	Forcecage	BB	7	PHB
Polymorph	BB	4	PHB	Greater Arcane Sight	BB	7	PHB
Raise from the Deep	BB	4	SC	Greater Teleport	BB	7	PHB
Ruin Delver's Fortune	BB	4	SC	Limited Wish	BB	7	PHB
Summon Monster IV (book B)	BB	4	PHB	Plane Shift	BB	7	PHB

Spellbook Sheet

Spell	Book	Lvl	Src	Spell	Book	Lvl	Src
Power Word Blind	BB	7	PHB				
Sequester	BB	7	PHB				
Spell Turning	BB	7	PHB				
Symbol of Stunning	BB	7	PHB				

Spellbook Sheet

Spellbook Sheet

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

Spellbook Sheet (from Savoi's Blessed Book - books A-C denote Savoi's personal spellbooks)

Spell	Book	Lvl	Src	Spell	Book	Lvl	Src
Dimension Jumper (book C)	BB	5	CM				
Dragonsight (book C)	BB	5	SC				
Greater Blink (book C)	BB	5	SC				
Retributive Image (book C)	BB	5	CM				
Summon Monster V (book B)	BB	5	PHB				
Teleport (book B)	BB	5	PHB				

Spellbook Sheet (from Savoi's Blessed Book - books A-C denote Savoi's personal spellbooks)

Possessions: *bracers of armour* +6

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Familiar/Companions/Steed Sheet

Description
Birthday: 12 Rebirth

Friend of treant and dryad

Gene has 4 reincarnation components

Guo - Holy Symbol of Tul

Nopaltzing's Bride

Percy Greatsword

City of Y'tik-foligis

Ulia Dawncaller Watamakala

Ariel Skywatcher

Paro Wispeaker

Kathaal Tribe

Stoneblessed

Klashkaln

Kintil Suntalker

Named "Alanilwi" and mark on forehead from killoren

Ritual knowledge of topaz and emerald dragons

Favour to be named at a later date from Ter Soth, lord of balors

Planar Binding Assistance:

Laisithvir x2 (word archon) Tome of Magic

Basithvir (word archon)

Octonior L'Argent