

Elf, Druid 14th / Wizard [Evoker] 5th / Citizen of Elsinor 1st (Chaotic Neutral)
Str 12, Dex 18, Con 12, Int 19, Wis 14, Cha 14

Hit Points (hp)	102	Initiative	+8	Grapple	+13	Damage Reduction
		Speed (Foot)	30 ft.	Spell Fail	0%	Spell Resistance

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Handed	Staff of Fire+3	+17/+12/+7	1d6+4	20 (x2)	Desc: 10d6 Fireball 3/day, Wall of Fire 1/day

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	21	18 / 16	None / None		+13	+13	+17

Skills		Abilities	
Appraise	4	== Racial Traits: Elf ==	
Balance	4	Immune to Magic Sleep effects	
Bluff	2	+2 Save vs Enchantment Spells or Effects	
Climb	1	Low Light Vision	
Concentration	20	+2 bonus on Listen, Search & Spot Checks	
Decipher Script	20	Free Search when passing within 5 ft. of hidden doors	
Diplomacy	20	== Class Features: Druid 14th ==	
Disable Device	-	Animal Companion (Ex)	
Disguise	2	Cannot cast spells of opposed alignment	
Escape Artist	4	Spontaneous Casting	
Forgery	4	Nature Sense (Ex): +2 on Knowledge (nature) & Survival checks	
Gather Information	2	Wild Empathy (ex): 1d20+18	
Handle Animal	20	Woodland Stride (Ex)	
Heal	2	Trackless Step (Ex)	
Hide	4	Resist Nature's Lure (Ex): +4 vs spell-like of Fey	
Intimidate	2	Wild Shape (Su) (Large)(Tiny)(Plant): 5x per Day, Up to 14 hrs	
Jump	1	Venom Immunity (Ex)	
Listen	15	A Thousand Faces (Su)	
Move Silently	4	== Class Features: Wizard 5th ==	
Open Lock	-	School specialization: Evocation	
Ride	20	• +2 on Spellcraft to learn spells of the Evocation school.	
Search	6	• Prohibited schools: Abjuration, Necromancy	
Sense Motive	2	Bonus Feat: Scribe Scroll	
Sleight of Hand	-	1x Bonus Feat (Ref. PHB p.57)	
Speak Language	6	== Class Features: Citizen of Elsinor 1st ==	
Spellcraft	20	Weapon Proficiency	
Spot	15	Exmus:	
Survival	15+2	- Cast 1 chosen Orison spell 2/day	
Swim	1	Academia:	
Tumble	-	- Cast 1 chosen Cantrip spell 2/day	
Use Magic Device	-	Apprenticia:	
Use Rope	4	- + Expert Level 1	
Knowledge - Arcana	20	Armitagia:	
Knowledge - Nature	20	Choose from one of these abilities:	
Craft - Alchemy	20	- +1 Bonus Feat	
		== Conditional Skill Bonuses ==	
		+2 on Survival in aboveground natural env. [Knowledge - Nature]	
		== CHARACTER STATUS ==	
		No errors detected	
		Languages	
		Common, Elven, Dwarf, Halfling, Abyssal, Goblin	
		Money	
		gp	

Feats

Scribe Scroll	Create magic scrolls
Maximize Spell	Maximize spell's variable, numeric effects
Natural Spell	Cast spells while in wild shape
Improved Initiative	+4 bonus on Initiative checks
Dodge	+1 dodge bonus to AC against selected target
Spell Focus: Evocation	Add +1 to the DC against spells of the Evocation school of magic
Greater Spell Focus: Evocation	Add +1 to the DC against spells of the Evocation school of magic
Eschew Materials	Cast spells without material components
Lightning Reflexes	+2 bonus on Reflex saves
Wpn Focus: Quarterstaff	+1 bonus on attack rolls with: Quarterstaff

Equipment

Staff of Fire, , , , , ,
 , , , , , ,

Magic Items

Ring of Protection +3, Bracers of Armor +3

Citizen of Elsinor

Read Magic 2/day
Prestidigitation 2/day
Expert (Farmer)
Bonus Feat: Weapon Focus

SPELL PLANNER for
Druid

EFFECTIVE
LEVEL

14

Total

14

Base Adj.

Spells per Day:	6	6	6	4	4	3	3	2		
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	12	13	14	15	16	17	18	19		

SCHOOLS: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

LEGEND

Horseman of Fire

*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief, (D)ismissible, HD: Hit Die, HP: Hit Points, hr: Hour, max: Maximum, min: Minute, neg: Negate, obj: Object, part: Partial, rad: Radius, rd: Round, (S)hapeable, temp: Temporary, vs: Versus, wpn: Weapon

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		LEVEL 7:										
	☐☐	7 Fire Storm	EV	VS	1 round	Medium	28x10' cubes (S)	Instant	Ref half [DC21]	Yes	Deals 14d6 fire damage to all but plants	p.231
	☐☐	7 Summon Nature's Ally VII	C	VSDF	1 round	Close		14 rd (D)	None	No	Calls creature to fight for you	p.289
		LEVEL 6:										
	☐☐☐	6 Fire Seeds	C	VSM	1 action	Touch	4 acorns / 8 holly berries	max 140 min	see text	No	Acorns and berries become grenades and bombs	p.230
	☐☐☐	6 Dispel Magic, Greater	A	VS	1 action	Medium	see text	Instant	None	No	Cancels magical spells & effects. Caster Level chk 1d20+14	p.223
	☐☐☐	6 Spellstaff	T	VSF	10 min	Touch	Wooden quarterstaff	Perm./Dis	Will neg [DC18]	Yes	Stores one spell in wooden quarterstaff	p.282
		LEVEL 5:										
	☐☐☐	5 Wall of Fire	EV	VSM/DF	1 action	Medium		Conc. +14 rd	None	Yes	2d4 fire to 10', 1d4 to 20'. Passing through wall deals 2d6+14	p.298
	☐☐☐	5 Baleful Polymorph	T	VS	1 action	Close	One creature	Perm.	see text	Yes	Transforms subject into harmless Small or smaller 1 HD crt	p.202
	☐☐☐	5 Awaken	T	VSDFXP	24 hr	Touch	Animal or tree touched	Instant	Will neg [DC17]	Yes	Animal or tree gains human intellect	p.202
		LEVEL 4:										
	☐☐☐☐	4 Flame Strike	EV	VSDF	1 action	Medium	Cylinder (10' rad., 40' high)	Instant	Ref half [DC18]	Yes	Smites foes with 14d6 of divine fire	p.231
	☐☐☐☐	4 Reincarnate	T	VSMDF	10 min	Touch	Dead creature touched	Instant	None	Yes	Brings dead subject back in a random body	p.270
	☐☐☐☐	4 Repel Vermin	A	VSDF	1 action	10 ft.	10' radius emanation	140 min (D)	see text	Yes	Insects stay 10 ft. away	p.271
	☐☐☐☐	4 Giant Vermin	T	S	1 action	Close	3 vermins inside 30'	14 min	None	Yes	Turns insects into giant vermin	p.235
	☐☐☐☐	4 Rusting Grasp	T	VSDF	1 action	Touch	Ferrous obj / creature	see text	None	No	Your touch corrodes iron and alloys	p.273
		LEVEL 3:										
	☐☐☐☐	3 Daylight	EV	VS	1 action	Touch	Object touched	140 min (D)	None	No	60-ft. radius of bright light	p.216
	☐☐☐☐	3 Protection from Energy	A	VSDF	1 action	Touch	Creature touched	140 min or Dis	Fort neg [DC15]	Yes	Absorb 120 points from one kind of energy	p.266
	☐☐☐☐	3 Dominate Animal	EN	VS	1 round	Close	One animal	14 rd	Will neg [DC15]	Yes	Subject animal obeys silent mental commands	p.224
	☐☐☐☐	3 Diminish Plants	T	VSDF	1 action	see text	see text	Instant	None	No	Reduces size or blights growth of normal plants	p.221
	☐☐☐☐	3 Speak with Plants	D	VS	1 action	Personal	You	14 min			You can talk to normal plants and plant creatures	p.282
		LEVEL 2:										
	☐☐☐☐☐☐	2 Fire Trap	A	VSM	10 min	Touch	Object touched	see text	Ref half [DC14]	Yes	Opened object deals 1d4+14 fire damage	p.231
	☐☐☐☐☐☐	2 Flame Blade	EV	VSDF	1 action	0 ft.		14 min (D)	None	Yes	Touch attack deals 1d8+7 fire damage	p.231
	☐☐☐☐☐☐	2 Flaming Sphere	EV	VSM/DF	1 action	Medium		14 rd	Ref neg [DC16]	Yes	Rolling ball of fire, 2d6 damage	p.232
	☐☐☐☐☐☐	2 Heat Metal	T	VSDF	1 action	Close	Metal of 7 crts or 350 lb.	7 rd	Will neg [DC14]	Yes	Hot metal damages those who touch it	p.239
	☐☐☐☐☐☐	2 Hold Animal	EN	VS	1 action	Medium	One animal	see text	Will neg [DC14]	Yes	Holds subject helpless	p.241
	☐☐☐☐☐☐	2 Summon Swarm	C	VSM/DF	1 round	Close		Conc. + 2 rd	None	No	Summons swarm of small crawling or flying creatures	p.289
		LEVEL 1:										
	☐☐☐☐☐☐	1 Endure Elements	A	VS	1 action	Touch	Creature touched	24 hr	Will neg [DC13]	Yes	Ignores adverse climactic conditions from -50 to 140 degrees	p.226
	☐☐☐☐☐☐	1 Produce Flame	EV	VS	1 action	0 ft.	see text	14 min (D)	No	Yes	Illumination or 1d6+5 fire damage, touch or thrown	p.265
	☐☐☐☐☐☐	1 Faerie Fire	EV	VSDF	1 action	Long	Crts and objs within 5'	14 min (D)	None	Yes	Outlines subjects with light, canceling blur, concealment, etc	p.229
	☐☐☐☐☐☐	1 Cure Light Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1d8+5 damage	p.215
	☐☐☐☐☐☐	1 Calm Animals	EN	VS	1 action	Close	Animals 30' of each other	14 min	Will neg [DC13]	Yes	Calms 2d4+14 HD of ordinary or dire animals	p.207
	☐☐☐☐☐☐	1 Charm Animal	EN	VS	1 action	Close	One animal	14 hr	Will neg [DC13]	Yes	Makes one animal your friend	p.208

SPELL PLANNER for
Wizard

EFFECTIVE
LEVEL

5

Total

=

5

Base Adj.

Spells per Day:	4+1	4+1	3+1	2+1						
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	14	15	16	17						

LEGEND

Horseman of Fire

*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief, (D)issmissible, HD: Hit Die, HP: Hit Points, hr: Hour, max: Maximum, min: Minute, neg: Negate, obj: Object, part: Partial, rad: Radius, rd: Round, (S)hapeable, temp: Temporary, vs: Versus, wpn: Weapon

SCHOOLS: Abjuration, Conjuraton, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		LEVEL 3:										
	☐☐☐	3 Fireball	EV	VSM	1 action	Long	20' radius spread	Instant	Ref half [DC19]	Yes	5d6 damage, 20-ft. radius	p.231
	☐☐☐	3 Arcane Sight	D	VS	1 action	Personal	You	5 min (D)			See magical auras to 120 ft.	p.201
	☐☐☐	3 Flame Arrow	T	VSM	1 action	Close	50 projectiles	50 min	None	No	Makes 50 projectiles into flaming, 1d6 extra damage	p.231
		LEVEL 2:										
	☐☐☐☐	2 Fox's Cunning	T	VSM/DF	1 action	Touch	Creature touched	5 min	Will neg [DC16]	Yes	Grants a +4 enhancement bonus to Intelligence	p.233
	☐☐☐☐	2 Continual Flame	EV	VSM	1 action	Touch	Object touched	Perm.	None	No	Makes a permanent, heatless torch	p.213
	☐☐☐☐	2 Hypnotic Pattern	I	VSM *	1 action	Medium	2d4+5 HD of Creatures	Conc. +2 rd	Will neg [DC16]	Yes	Fascinates subjects	p.242
	☐☐☐☐	2 Scorching Ray	EV	VS	1 action	Close	Targets inside 30'	Instant	None	Yes	1 rays deal 4d6 fire each to subjects	p.274
		LEVEL 1:										
	☐☐☐☐☐	1 Burning Hands	EV	VS	1 action	15 ft.	Cone-shaped burst	Instant	Ref half [DC17]	Yes	Cone of fire damage that does 5d4 fire damage	p.207
	☐☐☐☐☐	1 Magic Missile	EV	VS	1 action	Medium	Max 5 crts, max 15'	Instant	None	Yes	3x missiles of magical energy, each dealing 1d4+1 damage	p.251
	☐☐☐☐☐	1 Sleep	EN	VSM	1 round	Medium	Creatures inside 10'	5 min	Will neg [DC15]	Yes	4 HD of creatures fall into magical slumber (lowest HD first)	p.280
	☐☐☐☐☐	1 Color Spray	I	VSM	1 action	15 ft.	Cone-shaped burst	see text	Will neg [DC15]	Yes	Knocks unconscious, blinds, or stuns 1d6 weak creatures	p.210
	☐☐☐☐☐	1 Ny's Magic Aura	I	VSF	1 action	Touch	One object max 25 lbs.	5 days (D)	None	No	Grants object false magic aura	p.257