

# Stormlord Leif, Master of Day

Human, Ranger 6th / Wizard [Illusionist] 6th / Stormlord 8th (Chaotic Good)  
 Str 22, Dex 13, Con 16, Int 18, Wis 12, Cha 10

Hit Points (hp) **149** Initiative **+5** Grapple **+23** Damage Reduction  
 Speed (Foot) **20 ft.** Spell Fail **0%** Spell Resistance

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Weapons (primary)	Grimm's Vengeance+3	<b>+22/+22/+17/+12/+7</b>	<b>1d10+9</b>	15-20 (x3)	Desc: Detects goblinoids 100'
Two-Weapons (off-hand)	Thunderblade+2	<b>+21/+16</b>	<b>3d6+5+Electrical</b>	17-20 (x2)	Desc: +2, Electric, Thundering Greatsword
Two-Handed	Grimm's Vengeance+3	<b>+26/+26/+21/+16/+11</b>	<b>1d10+12</b>	15-20 (x3)	Desc: Detects goblinoids 100'
Ranged	Grimm's Vengeance (Thrown)+2	<b>+20/+15/+10/+5</b>	<b>1d10+8</b>	17-20 (x3)	Desc: Can be thrown 2X per round
Ranged	Composite Longbow (+4 Str)+2	<b>+20/+15/+10/+5</b>	<b>1d8+6</b>	20 (x3)	Desc: Made for a strength ratings of +4

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	<b>27</b>	15 / 26	Dragoncraft Plate+2 / None		+19	+17	+13

Skills	Abilities
Appraise 4	== Racial Traits: Human == One Extra Feat at First Level +4 skill points at 1st level & +1 at each new level
Balance 15	
Bluff 4	
Climb 5	== Class Features: Ranger 6th == Bonus Feats: Endurance, Track Wild Empathy (Ex): 1d20+8
Concentration 16	Combat Style (Ex): Two-Weapon Fighting Improved Combat Style (Ex): Improved Two-Weapon Fighting
Decipher Script 13	Animal Companion (Ex): Giant Owl Favored Enemy (Ex): bonus on Bluff, Listen, Sense Mot., Spot, Survival
Diplomacy 4	• Humanoid (goblinoid) +3 skill bonus; +3 damage bonus • Dragon +3 skill bonus; +3 damage bonus
Disable Device -	
Disguise 0	
Escape Artist -4	
Forgery 4	== Class Features: Wizard 6th == School specialization: Illusion • +2 on Spellcraft to learn spells of the Illusion school. • Prohibited schools: Necromancy, Enchantment
Gather Information 4	Bonus Feat: Scribe Scroll Familiar: Owl
Handle Animal 15	Master gains +3 bonus on Spot checks in shadows Master gains Alertness feat when familiar is within arm's reach
Heal 5	1x Bonus Feat (Ref. PHB p.57)
Hide 5	
Intimidate 4	
Jump 5	
Listen 15	== Class Features: Stormlord 8th == Proficient with all simple and martial weapons Proficient with all armor and normal shields
Move Silently 0	Call Flying Mount (Su): obtain bonded steed * steed gains +6 HD, +8 natural AC, +3 Str * empathic link, share spells, improved natural attacks, * improved fly speed, deadly charge +2d6, * SR 25, immunities
Open Lock -	Eyes of the Eagle (Ex): +4 insight bonus to Spot checks Add 4 to existing spellcasting level
Ride 27	Ride the Wind (Ex): reduced penalties for windy conditions Improved Mounted Combat (Ex): as Mounted Combat w/ +6 Ride bonus
Search 15	Storm Kinship (Su): no perception penalties in storms Chain Lightning (8d6) DC 22 (1/day) Grace of Sinterklaus: Cause light rain, radius: 80 miles
Sense Motive 1	
Sleight of Hand -	
Speak Language 5	
Spellcraft 20	
Spot 25	
Survival 18+2	
Swim 0	
Tumble -	== Conditional Skill Bonuses == +2 on Survival when following tracks [Search]
Use Magic Device -	
Use Rope 1	== CHARACTER STATUS == No errors detected
Craft - Weaponsmithing 11	
Craft - Armorsmithing 11	



Languages
Common, Dwarf, Elf, Sylvan, Celestial
Money
20000 gp

Feats
Power Attack Trade attack bonus for damage (up to +17) (x2 damage if two-handed)
Cleave Extra melee attack after dropping target
Improved Initiative +4 bonus on Initiative checks
Scribe Scroll Create magic scrolls
Improved Crit.: Dwarven Waraxe Doubles the threat range of: Grimm's Vengeance
Mounted Combat Negate hits on mount with Ride check
Mounted Archery Half penalty for ranged attacks while mounted
Leadership Attract cohort and followers - Leadership score is 20
Alertness +2 bonus to Listen and Spot checks
Endurance +4 bonus on checks or saves to resist nonlethal damage
Track Use Survival skill to track
Two-Weapon Fighting Reduce two-weapon fighting penalty by 2
Improved Two-Wpn Fighting Gain a second off-hand attack at -5 penalty
Great Cleave No limit to Cleave attacks each round
Epic Reputation +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform
Potions: Everything Potion (10), Poison (1d8 Str or Con DC 20, 10)
Scrolls: Fireball/Lightning bolt/Cone of Cold (18d6 DC 20, 2 each)

Equipment
Grimm's Vengeance, Longsword, , , Composite Longbow (+4 Str), Thunderblade, , , , ,
Magic Items
Ring of Protection +3, Cloak of Resistance +3
Force Shield
Master of Day, Radiate Light (40') CL 20
Circlet of Blasting, Searing Light 40hp, CL17, 1/day; Magic Pearl Wand (Allows SpellPower)
Periapt of Health (+4 Con), Gauntlets of Ogre Power (+4 Str), Tome of Intelligence (+2), Tome of Health (+2 Con)
15" Bag of Holding, Ioun Stone (+1 AC)
Staff of Storms: Control Weather (1/day), Call Lightning (6d6, Ref DC 17), Fog Cloud
Grimm's Vengeance: Alchemical, Morphing, Fast, Keen, Returning, Detecting (Goblinoids)
Scabbard of Keen Edges, Simon's Slippers (Air walk)
Spellpower
Ranger
Wizard

**SPELL PLANNER for Wizard**

**EFFECTIVE LEVEL** 14 = 10 4  
Total Base Adj.

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

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

**SCHOOLS:** Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

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**Range**  
 Close: 60'  
 Medium: 240'  
 Long: 960'

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
<b>SOR/WIZ CANTRIPS:</b>												
□□□□□	0	Detect Magic	D	VS	1 action	60 ft.	Cone-shaped emanation	14 min (D)	None	No	Detects spells and magic items within 60 ft.	p.219
□□□□□	0	Detect Poison	D	VS	1 action	Close	One crt, object, 5 <sup>3</sup>	Instant	None	No	Detects poison in one creature or small object	p.219
□□□□□	0	Mage Hand	T	VS	1 action	Close	Unattended obj. max 5 lb.	Conc.	None	No	5-pound telekinesis	p.249
□□□□□	0	Light	EV	VM/DF	1 action	Touch	Object touched	140 min (D)	None	No	Object shines like a torch	p.248
□□□□□	0	Read Magic	D	VSF	1 action	Personal	You	140 min			Read scrolls and spellbooks	p.269
<b>LEVEL 1:</b>												
□□□□□	1	Silent Image	I	VSF	1 action	Long		Conc.	Will disb [DC15]	No	Creates minor illusion of your design	p.279
□□□□□	1	Comprehend Languages	D	VSM/DF	1 action	Personal	You	140 min	Will neg [DC15]	Yes	Understands all spoken and written languages touched	p.212
□□□□□	1	Ventriloquism	I	VF	1 action	Close		14 min (D)	Will disb [DC15]	No	Throws voice	p.298
□□□□□	1	True Strike	D	VF	1 action	Personal	You	see text			Adds +20 bonus to your next attack roll	p.296
□□□□□	1	Magic Missile	EV	VS	1 action	Medium	Max 5 crts, max 15'	Instant	None	Yes	5x missiles of magical energy, each dealing 1d4+1 damage	p.251
□□□□□	1	Detect Undead	D	VSM/DF	1 action	60 ft.	Cone-shaped emanation	14 min (D)	None	No	Reveals undead within 60 ft.	p.220
<b>LEVEL 2:</b>												
□□□□□	2	Web	C	VSM	1 action	Medium	20' radius spread	140 min (D)	Ref neg [DC16]	No	Fills area with sticky spider webs	p.301
□□□□□	2	Invisibility	I	VSM/DF	1 action	Touch	You or max. 1400 lb.	14 min (D)	Will neg [DC16]	Yes	Subject is invisible for until it attacks	p.245
□□□□□	2	Mirror Image	I	VS	1 action	see text	You	14 min (D)			Creates 1d4+4 decoy duplicates of you	p.254
□□□□□	2	Whispering Wind	T	VS	1 action	1 mile/level	10' radius spread	Max 14 hr	None	No	Sends a short message	p.301
□□□□□	2	Bear's Endurance	T	VSDF	1 action	Touch	Creature touched	14 min	Will neg [DC16]	Yes	Grants a +4 enhancement bonus to Constitution	p.203
□□□□□	2	Bull's Strength	T	VSM/DF	1 action	Touch	Creature touched	14 min	Will neg [DC16]	Yes	Grants a +4 enhancement bonus to Strength	p.207
<b>LEVEL 3:</b>												
□□□□□	3	Fly	T	VSF/DF	1 action	Touch	Creature touched	14 min	Will neg [DC17]	Yes	Target flies at 60' (Light) or 40' (Medium, Heavy) encumbrance	p.232
□□□□□	3	Major Image	I	VSF	1 action	Long		Conc. +3 rd	Will disb [DC17]	No	As silent image, plus sound, smell and thermal effects	p.252
□□□□□	3	Lightning Bolt	EV	VSM	1 action	120 ft.	120' line	Instant	Ref half [DC17]	Yes	Stroke of electricity deals 10d6 damage	p.248
□□□□□	3	Displacement	I	VM	1 action	Touch	Creature touched	14 rd (D)	Will neg [DC17]	Yes	Attacks miss subject 50%	p.223
□□□□□	3	Wind Wall	EV	VSM/DF	1 action	Medium		14 rd	None	Yes	Deflects arrows, smaller creatures, and gases	p.302
<b>LEVEL 4:</b>												
□□□□□	4	Hallucinatory Terrain	I	VSM	10 min	Long	14x30' cubes (S)	28 hr (D)	Will disb [DC18]	No	Makes one type of terrain appear like another	p.238
□□□□□	4	Phantasmal Killer	I	VS	1 action	Medium	One living creature	Instant	see text	Yes	Fearsome illusion kills subject or deals 3d6 damage	p.260
□□□□□	4	Globe of Invulnerability, Lesser	A	VSM	1 action	10 ft.	10' radius sphere	14 rd (D)	None	No	Stops 1st- through 3rd-level spell effects	p.236
□□□□□	4	Invisibility, Greater	I	VS	1 action	Touch	You or creature touched.	14 rd (D)	Will neg [DC18]		As invisibility, but subject can attack and stay invisible	p.245
□□□□□	4	Ice Storm	EV	VSM/DF	1 action	Long	Cylinder (20' radius, 40' high)	1 full rd	None	Yes	Hail does 3d6 bludgeoning +2d6 cold dmg, 1/2 mvt, -4 to Listen	p.243
<b>LEVEL 5:</b>												
□□□	5	Summon Monster V	C	VSF/DF	1 round	Close		14 rd (D)	None	No	Calls outsider to fight for you	p.286
□□□	5	Nightmare	I	VS	10 min	Unlimited	One living creature	Instant	Will neg [DC19]	Yes	Sends vision dealing 1d10 damage, fatigue	p.257
□□□	5	Teleport	C	VS	1 action	Touch	You and willing crts	Instant	see text	*	Instantly transports you anywhere	p.292
<b>BONUS:</b>												
□□□□□	3	Fireball	EV	VSM	1 action	Long	20' radius spread	Instant	Ref half [DC17]	Yes	10d6 damage, 20-ft. radius	p.231
□□□	5	Cone of Cold	EV	VSM/DF	1 action	60 ft.	Cone-shaped burst	Instant	Ref half [DC19]	Yes	14d6 cold damage	p.212
<b>Ranger</b>												
<b>LEVEL 1:</b>												
□□□□□□	1	Endure Elements	A	VS	1 action	Touch	Creature touched	24 hr	Will neg [DC15]	Yes	Ignores adverse climactic conditions from -50 to 140 degrees	p.226
		Charm Animal	EN	VS	1 action	Close	One animal	14 hr	Will neg [DC14]	Yes	Makes one animal your friend	p.208