

Blibdool Marid

Gnome, Ranger 2nd / Wizard [Evoker] 10th (Chaotic Neutral)
Str 11, Dex 20, Con 16, Int 18, Wis 12, Cha 12



Racial Traits: Gnome

Small: +1 to AC, +1 to Attack rolls, +4 to Hide Checks
Low Light Vision
+2 Save vs Illusions
+1 DC for saves against Gnomish Illusions
+1 Attack vs Goblinoid & Kobolds
+4 Dodge vs Giants
+2 Listen/Craft - Alchemy Checks
1x per Day: Speak with Animals (burrowing mammals only)
1x per Day: DC11: Dancing Lights, Ghost Snd, Prestidigitation

Class Features: Ranger 2nd

Bonus Feat: Track
Wild Empathy (Ex): 1d20+3
Combat Style (Ex): Two-Weapon Fighting
Favored Enemy (Ex): bonus on Bluff, Listen, Sense Mot., Spot, Survival
• Outsider (fire) +2 skill bonus; +2 damage bonus

Class Features: Wizard 10th

School specialization: Evocation
• +2 on Spellcraft to learn spells of the Evocation school.
• Prohibited schools: Enchantment, Conjunction
Bonus Feat: Scribe Scroll
Familiar: Snake, Tiny Viper
Master gains +3 bonus on Bluff checks
Master gains Alertness feat when familiar is within arm's reach
2x Bonus Feat (Ref. PHB p.57)

Conditional Skill Bonuses

+2 on Survival when on other planes [Knowledge - Planes]
+2 on Survival when following tracks [Search]

CHARACTER STATUS

No errors detected

hp 73

Initiative	+9
Speed	20 ft.
AC	26
Touch/Flatfooted	19/20
Dmg Reduction	0
Spellpower	
Resistance	0
Penetration	15
Saves	
Fortitude	+9
Reflex	+11
Will	+8
Special Attacks	
Grapple	+3
Languages	
Common, Gnome, Halfling, Dwarf	
Money	
2500 gp	
Equipment	
Leather+3	No Shield
Amulet of Natural Armor +2	Ring of Protection +2
Marid	
Shortsword of the Planes	
Composite Longbow	

Attacks

Two-Weapons (primary): Shortsword of the Planes+4
+15/+10 **1d6+4** /19-20 (x2)
Desc: +1 Material, +2 Elemental, +3 Ethereal/Astral, +4 Outer

Two-Weapons (off-hand): Marid+2
+14/+9 **3d4+2+Cold** /15-20 (x2)
Desc: +2 Keen Cold Iron Frost Kukri

Ranged: Composite Longbow+1
+14/+9 **1d6+1** /20 (x3)
Desc: Made for a strength ratings of +0

Skills

Appraise	4	Ride	12
Balance	5	Search	10
Bluff	4	Sense Motive	1
Climb	0	Sleight of Hand	-
Concentration	21	Speak Language	6
Decipher Script	17	Spellcraft	20
Diplomacy	1	Spot	5
Disable Device	-	Survival	8+4
Disguise	1	Swim	7
Escape Artist	5	Tumble	-
Forgery	4	Use Magic Device	-
Gather Information	1	Use Rope	5
Handle Animal	3	Knowledge - Arcana	10
Heal	1	Craft - Alchemy	10
Hide	17	Knowledge - Planes	10
Intimidate	1		
Jump	-6		
Listen	15		
Move Silently	7		
Open Lock	-		

Feats

Spell Penetration
Wpn Focus: Kukri
Track
Two-Weapon Fighting
Weapon Finesse
Dodge
Improved Initiative
Scribe Scroll
Alertness
Improved Two-Wpn Fighting
Spell Focus: Evocation

RING OF WIZARDRY II
(Doubles 2nd levels spells memorized)

MARID: (+2 Keen Cold Iron Frost Kukri)
Water Breathing (self)

Charms: +2 Str, Dex, Con, Chr

Create Water, Control Water (each 3/day)
Drench (3/day), Solid Fog (3/day)

Detect Magic, Purify Food & Drink,
Polymorph Self (each 3/day)

SPELL PLANNER for Wizard

EFFECTIVE LEVEL =
Total Base Adj.

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

LEGEND Blibdool Marid

*: See text, **cr**: 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, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

The Only Sheet v7.50.7REGISTERED to Christopher Boucher

Range

Close: 50'
 Medium: 200'
 Long: 800'

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
LEVEL 5:												
	□□□	5 Cone of Cold	EV	VSM/DF	1 action	60 ft.	Cone-shaped burst	Instant	Ref half [DC20]	Yes	10d6 cold damage	p.212
	□□□	5 Cone of Cold	EV	VSM/DF	1 action	60 ft.	Cone-shaped burst	Instant	Ref half [DC20]	Yes	10d6 cold damage	p.212
	□□□	5 Cone of Cold	EV	VSM/DF	1 action	60 ft.	Cone-shaped burst	Instant	Ref half [DC20]	Yes	10d6 cold damage	p.212
LEVEL 4:												
	□□□□□	4 Polymorph	T	VSM	1 action	Touch	Willing creature touched	10 min (D)	None	No	Changes willing subject into another creature	p.263
	□□□□□	4 Globe of Invulnerability, Lesser	A	VSM	1 action	10 ft.	10' radius sphere	10 rd (D)	None	No	Stops 1st- through 3rd-level spell effects	p.236
	□□□□□	4 Fire Shield	EV	VSM/DF	1 action	Personal	You	10 rd (D)			Attackers take 1d6+10 fire / cold dmg; protection from cold / fire	p.230
	□□□□□	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
	□□□□□	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
LEVEL 3:												
	□□□□□	3 Fly	T	VSM/DF	1 action	Touch	Creature touched	10 min	Will neg [DC17]	Yes	Target flies at 60' (Light) or 40' (Medium, Heavy) encumbrance	p.232
	□□□□□	3 Dispel Magic	A	VS	1 action	Medium	see text	Instant	None	No	Cancels magical spells & effects. Caster Level chk 1d20+10	p.223
	□□□□□	3 Lightning Bolt	EV	VSM	1 action	120 ft.	120' line	Instant	Ref half [DC18]	Yes	Stroke of electricity deals 10d6 damage	p.248
	□□□□□	3 Lightning Bolt	EV	VSM	1 action	120 ft.	120' line	Instant	Ref half [DC18]	Yes	Stroke of electricity deals 10d6 damage	p.248
	□□□□□	3 Lightning Bolt	EV	VSM	1 action	120 ft.	120' line	Instant	Ref half [DC18]	Yes	Stroke of electricity deals 10d6 damage	p.248
LEVEL 2:												
		2 Invisibility	I	VSM/DF	1 action	Touch	You or max. 1000 lb.	10 min (D)	Will neg [DC16]	Yes	Subject is invisible for until it attacks	p.245
	□□□□□□	2 See Invisibility	D	VSM	1 action	Personal	You	100 min (D)			Reveals invisible creatures or objects	p.275
	□□□□□□	2 Detect Thoughts	D	VSM/DF	1 action	60 ft.	Cone-shaped emanation	10 min (Conc)	Will neg [DC16]	No	Allows 'listening' to surface thoughts	p.220
	□□□□□□	2 Mirror Image	I	VS	1 action	see text	You	10 min (D)			Creates 1d4+3 decoy duplicates of you	p.254
	□□□□□□	2 Protection from Arrows	A	VSM	1 action	Touch	Creature touched	10 hr or Dis	Will neg [DC16]	Yes	Subject immune to most ranged attacks	p.266
	□□□□□□	2 Cat's Grace	T	VSM	1 action	Touch	Creature touched	10 min	Will neg [DC16]	Yes	Grants a +4 enhancement bonus to Dexterity	p.208
	□□□□□□	2 Scorching Ray	EV	VS	1 action	Close	Targets inside 30'	Instant	None	Yes	2 rays deal 4d6 fire each to subjects	p.274
	□□□□□□	2 Scorching Ray	EV	VS	1 action	Close	Targets inside 30'	Instant	None	Yes	2 rays deal 4d6 fire each to subjects	p.274
	□□□□□□	2 Scorching Ray	EV	VS	1 action	Close	Targets inside 30'	Instant	None	Yes	2 rays deal 4d6 fire each to subjects	p.274
	□□□□□□	2 Scorching Ray	EV	VS	1 action	Close	Targets inside 30'	Instant	None	Yes	2 rays deal 4d6 fire each to subjects	p.274
	□□□□□□	2 Scorching Ray	EV	VS	1 action	Close	Targets inside 30'	Instant	None	Yes	2 rays deal 4d6 fire each to subjects	p.274
	□□□□□□	2 Flaming Sphere	EV	VSM/DF	1 action	Medium		10 rd	Ref neg [DC17]	Yes	Rolling ball of fire, 2d6 damage	p.232
LEVEL 1:												
	□□□□□□	1 True Strike	D	VF	1 action	Personal	You	see text			Adds +20 bonus to your next attack roll	p.296
	□□□□□□	1 Detect Secret Doors	D	VS	1 action	60 ft.	Cone-shaped emanation	10 min (D)	None	No	Reveals hidden doors within 60 ft.	p.220
	□□□□□□	1 Ray of Enfeeblement	N	VS	1 action	Close		10 min	None	Yes	Ray reduces Str by 1d6+5 points	p.269
	□□□□□□	1 Ray of Enfeeblement	N	VS	1 action	Close		10 min	None	Yes	Ray reduces Str by 1d6+5 points	p.269
	□□□□□□	1 Shocking Grasp	EV	VS	1 action	Touch	Creature or object	Instant	None	Yes	Touch delivers 5d6 electricity damage. +3 attack vs metal	p.279
	□□□□□□	1 Shocking Grasp	EV	VS	1 action	Touch	Creature or object	Instant	None	Yes	Touch delivers 5d6 electricity damage. +3 attack vs metal	p.279
SOR/WIZ CANTRIPS:												
	□□□□□	0 Ray of Frost	EV	VS	1 action	Close		Instant	None	Yes	Ray deals 1d3 cold damage	p.269
	□□□□□	0 Disrupt Undead	N	VS	1 action	Close		Instant	None	Yes	Deals 1d6 damage to one undead	p.223
	□□□□□	0 Mage Hand	T	VS	1 action	Close	Unattended obj. max 5 lb.	Conc.	None	No	5-pound telekinesis	p.249
	□□□□□	0 Message	T	VSM	1 action	Medium	10 creatures	100 min	None	No	Whispered conversation at distance	p.253
	□□□□□	0 Light	EV	VM/DF	1 action	Touch	Object touched	100 min (D)	None	No	Object shines like a torch	p.248