Stormlord	Leif			Human, Ranger 6		onist] 5th / Skylord 4t , Dex 13, Con 14, Int 10					
Hit Points (hp) <b>94</b>		Initiative Speed (Foot)	_	Grapple Spell Fail		Damage Reduction Spell Resistance					
Attacks		Weapon	Attacks	Damage	Critical	Descri	ption				
Two-Weapons (prima	arv)	Grimm's Vengence+3	+17/+17/+12/+7	1d10+9	15-20 (x3)	Desc: Detects goblir					
Two-Weapons (off-ha	• ·	Ū			. ,	5					
• •	anu)	Thunderblade+2	+16/+11	3d6+5+Electrical	19-20 (x2)	Desc: +2, Electric, Thu	0				
Two-Handed		Grimm's Vengence+3 +21/+21/+16/+11 1d10+12 15-20 (x3) Desc: Detects goblinoids									
Ranged		Grimm's Vengence (Thrown)+2	Grimm's Vengence (Thrown)+2 +15/+10/+5 1d10+8 17-20 (x3) Desc: Can be thrown								
Ranged		Composite Longbow (+4 Str)+2	+15/+10/+5	1d8+6	20 (x3)	Desc: Made for a strength ratings of +4					
Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will +9				
	25	15 / 24	Dragoncraft Plate+2 / None		+13	+12					
<u>Ckillo</u>		Abilition									
<b>Skills</b> Appraise	3	Abilities Racial Traits: Human	Þ								
Balance	4	One Extra Feat at First Leve +4 skill points at 1st level &	el								
Bluff	0										
Climb Concentration	5 10	Class Features: Range Bonus Feats: Endurance, Tr	rack				1 .				
Decipher Script	9	Wild Empathy (Ex): 1d20+8 Combat Style (Ex): Two-We									
Diplomacy	0	Improved Combat Style (Ex Animal Companion (Ex): Gia	:): Improved Two-Weapon F ant Owl	ighting			yo /				
Disable Device	-	Favored Enemy (Ex): bonus	s on Bluff, Listen, Sense Mot				1-10				
Disguise Escape Artist	0 -4	• Dragon +3 skill bonus; +3	skill bonus; +3 damage bon 3 damage bonus	us							
Forgery	3	Class Features: Wizar	rd 5th ⊨			1	1				
Gather Information	0	School specialization: Illusic				1 Part					
Handle Animal	5	Prohibited schools: Necro				A AMARTIN					
Heal Hide	5 5	Bonus Feat: Scribe Scroll Familiar: Owl									
Intimidate	0	Master gains +3 bonus on S Master gains Alertness feat	Spot checks in shadows when familiar is within arm's	s reach							
Jump	5	1x Bonus Feat (Ref. PHB p.			Care I						
Listen	10	Class Features: Skylor									
Move Silently	0	Proficient with all simple an Proficient with all armor and									
Open Lock Ride	- 20	Call Flying Mount (Su): obta					CAN IN				
Search	10	* empathic link, share spel	* steed gains +4 HD, +6 natural AC, +2 Str * empathic link, share spells, improved natural attacks,								
Sense Motive	1		roved fly speed, deadlty charge +2d6 of the Eagle (Ex): +4 insight bonus to Spot checks								
Sleight of Hand	-	Add 2 to existing spellcastin Ride the Wind (Ex): reduced	ng level d penalties for windy condition	ons		<u>.</u>					
Speak Language Spellcraft	4 15	Improved Mounted Combat	(Ex): as Mounted Combat w	v/ +2 Ride bonus		3					
Spot	15		amage charging on flying st				2				
Survival	18+2	Conditional Skill Bonus +2 on Survival when followi	ses ⊨ ng tracks [Search]				0				
Swim	0	CHARACTER STATU									
Tumble Use Magic Device	-		he Gear section (BACK work	(sheet)							
Use Rope	- 1				Languages						
Craft - Weaponsmithing	10				Common, Dwarf,	Elf, Sylvan					
Craft - Armorsmithing	10				Money gp						
Feats				Equipment	- 3F						
		or damage (up to +12) (x2	-		One of every normal item in Ba	ag of Holding, Wounding Heavypick, Co	mposite Longbow (+4 Str), ,				
Cleave Extra Improved Initiative +4 bo Scribe Scroll Crea	onus on Initia		et	1,,,,,							
Improved Crit.: Dwarven Waraxe Doub Mounted Combat Nega Mounted Archery Half	ate hits on m	ount with Ride check	0	Magic Items Ring of Protection +3, Cloak of Resistance +1							
Leadership Attra	ct cohort and	d followers - Leadersh		Magic Pearl Wand							
		en and Spot checks		Periapt of Health (+2 Con), Gauntlets of Ogre Power (+4 Str)							
	onus on che Survival skill	cks or saves to resist	nonlethal damage	15" Bag of Holding, Ioun Stone (+1 AC)							
Two-Weapon Fighting Redu Improved Two-Wpn Fighting Gain	uce two-weap	pon fighting penalty by		Staff of Storms: Control Weather (1/day), Call Lightning (6d6, Ref DC 17), Fog Cloud Grimm's Vengence: Morphing, Fast, Keen, Returning, Detecting (Goblinoids) Simon's Slippers: Air walk Heavysteel Shield +2 (+4 AC), must fight one-handed							
i				i leavysteel Shield	$\tau_{2}$ ( $\tau_{4}$ AC), must	ngni one-nanded					
1				Spellpower							

		SPELL PLANNER for					Spells per Day:	4+1 4+1	3+1 2+1						LEGEND	Stormlord Leif
		Wizard		EFFECTIVE	7	5 0	SPELL LEVEL:	0 1st	2nd 3rd 4th	5th	6th 7th	8tł	h 9tl	h	*: See text, crt: Creature, chk: che	
				LEVEL	7 =	5 2	Spells Known:								Concentration, <b>dis</b> : Discharged, <b>d</b>	
	e	Close: 40'			Total	Base Adj.	Difficulty Class:	13 14	15 16						(D)ismissible, HD: Hit Die, HP: Hit Maximum, min: Minute, neg: Neg	
	Range	Medium: 170'													Partial, rad: Radius, rd: Round, (	
	Ra	Long: 680'		SCHOOLS:	Abjuration, C	onjuration, Divi	nation, Enchantment, Evocatio	n, Illusion, Necr	omancy, Transmutatio	on, <b>U</b> niv	/ersal				Temporary, vs: Versus, wpn: We	apon
-		Ŭ				•	· · · · ·		•						The Only Sheet v7.50.7REGISTERED	to Christopher Boucher
Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Desc	riptic	on			Ref.
		SOR/WIZ CANTRIPS:		-												
	0	Detect Magic	D	VS	1 action	60 ft.	Cone-shaped emanation	7 min (D)	None	No	Detects spe	ells an	id magi	ic ite	ems within 60 ft.	p.219
	0	Detect Poison	D	VS	1 action	Close	One crt, object, 5' <sup>3</sup>	Instant	None	No			•		ure or small object	p.219
	0	Mage Hand	т	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	70 min (D)	None		Object shines like a torch					p.248
	0	Read Magic	D	VSF	1 action	Personal	You	70 min			Read scrolls and spellbooks				p.269	
	Ũ	LEVEL 1:	-												-	p.=00
	1	Silent Image	1	VSF	1 action	Long		Conc.	Will disb [DC14]	No	Creates min	nor illu	usion o	f vou	ur desian	p.279
	1	Comprehend Languages	D	VSM/DF	1 action	Personal	You	70 min	Will neg [DC14]						d written languages touched	p.212
	1	Ventriloguism	1	VF	1 action	Close		7 min (D)	Will disb [DC14]		Throws voic		penen			p.298
	1	True Strike	D	VF	1 action	Personal	You	see text	1111 0100 [2 0 1 1]	110	Adds +20 bo		to vour	r nex	xt attack roll	p.296
	1	Magic Missile	EV	VS	1 action	Medium	Max 5 crts, max 15'	Instant	None	Yes					gy, each dealing 1d4+1 damage	p.250
	1	Detect Undead	D	VSM/DF	1 action	60 ft.	Cone-shaped emanation		None		Reveals und		•		5, S	p.220
		LEVEL 2:	D	VOIV/DI	1 dettori	00 11.	Cone shaped emanation	7 mm (B)	None	NU	Neveus un	ucuu	vvici iii i	00 11.	L.	p.220
	2		С	VSM	1 action	Medium	20' radius spread	70 min (D)	Ref neg [DC15]	No	Fills area wi	ith stir	cky sni	der v	webs	p.301
	2	Invisibility	1	VSM/DF	1 action	Touch	You or max. 700 lb.	7 min (D)	Will neg [DC15]		Subject is in					p.245
	2	Mirror Image		VS	1 action	see text	You	7 min (D) 7 min (D)	Will flog [DO TO]	163	Creates 1d4					p.243 p.254
	2	Whispering Wind	, т	VS	1 action	1 mile/level	10' radius spread	Max 7 hr	None	No	Sends a sho			•	Sales of you	p.204 p.301
	2	Owl's Wisdom	т	VSM/DF	1 action	Touch	Creature touched	7 min	Will neg [DC15]				•		oonus to Wisdom	p.301 p.259
	2	LEVEL 3:	1	V GIVI/DI	1 action	Touch	Cleature touched	7 11111	will neg [DO 15]	163	Oranits a +4	F GIIIIC	anceme			p.239
	3	Fly	т	VSF/DF	1 action	Touch	Creature touched	7 min	Will neg [DC16]	Vee	Torget flige	of GO	/Light	) or (	40' (Medium, Heavy) encumbrand	e p.232
	3	Major Image		VSF	1 action	Long	Cleature touched	Conc. +3 rd	Will disb [DC16]		0			<i>'</i>	, smell and thermal effects	ε p.232 p.252
	3	Lightning Bolt	EV	VSM	1 action	120 ft.	120' line	Instant	Ref half [DC16]		Stroke of ele	• •				p.232 p.248
		0 0		VSIVI			Creature touched								uo damage	
	3	Displacement	I	VIVI	1 action	Touch	Creature touched	7 rd (D)	Will neg [DC16]	res	Attacks miss	is subj	Ject 50	70		p.223
		LEVEL 4:		VSM	10	1	7.201	4.4 h = (D)		N	Malvasaus					
	4	Hallucinatory Terrain		-	10 min	Long	7x30' cubes (S)	14 hr (D)	Will disb [DC17]						ppear like another	p.238
	4	Phantasmal Killer	I	VS	1 action	Medium	One living creature	Instant	see text	Yes	Fearsome II	llusior	n kilis s	subje	ect or deals 3d6 damage	p.260
	~	BONUS:			4			1			7 10 1		6 P			001
	3	Fireball	EV	VSM	1 action	Long	20' radius spread	Instant	Ref half [DC16]		7d6 damage			us		p.231
	5	Cone of Cold	EV	VSM/DF	1 action	60 ft.	Cone-shaped burst	Instant	Ref half [DC18]	Yes	7d6 cold da	mage	•			p.212
		_														
		Ranger														
		LEVEL 1:														
	1	Endure Elements	A	VS	1 action	Touch	Creature touched	24 hr	Will neg [DC14]	Yes	Ignores adv	/erse	climact	tic co	onditions from -50 to 140 degrees	p.226
1																