

# Sybyl

Lizardfolk 2HD, Sorcerer 10th / Dragon Disciple 5th (Chaotic Neutral)  
Str 18, Dex 14, Con 14, Int 12, Wis 16, Cha 14

Hit Points (hp)	<b>100</b>	Initiative	<b>+2</b>	Grapple	<b>+13</b>	Damage Reduction	
		Speed (Foot)	<b>30 ft.</b>	Spell Fail	<b>0%</b>	Spell Resistance	<b>0</b>

Attacks	Weapon	Attacks	Damage	Critical	Description
One-Handed	Athame+3	<b>+16/+11</b>	<b>1d4+7</b>	19-20 (x2)	Desc: Anarchic, Cold Iron, Returning
Ranged	Athame+3	<b>+14/+9</b>	<b>1d4+7</b>	19-20 (x2)	Desc: Anarchic, Cold Iron, Returning
Natural (primary)	2x Claws	<b>+13</b>	<b>1d4+4</b>	20 (x2)	Desc: Deals lethal damage and does not provoke an attack of opportunity
Natural (secondary)	Bite	<b>+8</b>	<b>1d6+2</b>	20 (x2)	Desc: Deals lethal damage and does not provoke an attack of opportunity

<b>Defense</b>	<b>AC</b>	<b>Touch / Flat-footed</b>	<b>Armor / Shield</b>	<b>Saves</b>	<b>Fortitude</b>	<b>Reflex</b>	<b>Will</b>
	<b>24</b>	12 / 22	None / None		+9	+9	+16

Skills	Abilities
Appraise 1	==  Racial Traits: Lizardfolk  == Hold Breath (Ex): 56 rounds before risk of drowning +2 racial bonus on Balance, Jump & Swim Checks
Balance 9	
Bluff 10	==  Class Features: Sorcerer 10th  == Familiar: Snake, Tiny Viper Master gains +3 bonus on Bluff checks Master gains Alertness feat when familiar is within arm's reach
Climb 4	
Concentration 10	
Decipher Script -	
Diplomacy 4	==  Class Features: Dragon Disciple 5th  == 4x Bonus Spells
Disable Device -	
Disguise 2+2	Natural Armor increase (Ex): +2 Ability Boost (Ex): STR+4 Claw and Bite (Ex) Breath Weapon (Su): • 60' Line of Acid, DC 17 • Damage: +2d6 Blindsight (Ex) 30 ft.
Escape Artist 2	
Forgery 1	
Gather Information 5	
Handle Animal -	
Heal 3	==  Conditional Skill Bonuses  == +2 on Disguise to act in character [Bluff]
Hide 2	
Intimidate 4	==  CHARACTER STATUS  == No errors detected
Jump 8	
Listen 5	
Move Silently 2	
Open Lock -	
Ride 2	
Search 1	
Sense Motive 3	
Sleight of Hand -	
Speak Language 3	
Spellcraft 20	
Spot 5	
Survival 3	
Swim 20	
Tumble -	
Use Magic Device -	
Use Rope 2	
Knowledge - Arcana 13	



**Languages**  
Common, Draconic, Sauran

**Money**  
gp                      sp

**Feats**

- Iron Will +2 bonus on Will saves
- Silent Spell Cast spells without verbal components
- Eschew Materials Cast spells without material components
- Spell Penetration +2 bonus on caster level checks to defeat spell resistance
- Brew Potion Create magic potions
- Still Spell Cast spells without somatic components

**Equipment**

Athame, , , , ,  
 , , , , ,

**Magic Items**

Amulet of Natural Armor +5

**SPELL PLANNER for Sorcerer**

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

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

**LEGEND** Sybyl

\*: 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

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

**SCHOOLS:** Abjuration, Conjunction, 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.
		<b>LEVEL 5:</b>										
	□□□	5 Contact Other Plane	D	V	10 min	Personal	You	Conc.			Ask 5 questions of extraplanar entity	p.212
	□□□	5 Magic Jar	N	VSF	1 action	Medium	One creature	see text	Will neg [DC17]	Yes	Enables possession of another creature	p.250
		<b>LEVEL 4:</b>										
	□□□□□	4 Bestow Curse	N	VS	1 action	Touch	Creature touched	Perm.	Will neg [DC16]	Yes	-6 to ability or -4 on attkcs, saves, chks or 50% chance to lose action	p.203
	□□□□□	4 Eva's Black Tentacles	C	VSM	1 action	Medium	20' radius spread	10 rd (D)	None	No	10' tentacles grapple +18, 1d6+4 dmg; half speed in area	p.228
	□□□□□	4 Summon Monster IV	C	VSF/DF	1 round	Close		10 rd (D)	None	No	Calls outsider to fight for you	p.286
		<b>LEVEL 3:</b>										
	□□□□□□	3 Tongues	D	VM/DF	1 action	Touch	Creature touched	100 min	Will neg [DC15]	No	Speak any language	p.294
	□□□□□□	3 Clairaudience/Clairvoyance	D	VSF/DF	10 min	Long		10 min (D)	None	No	Hear or see at a distance	p.209
	□□□□□□	3 Lightning Bolt	EV	VSM	1 action	120 ft.	120' line	Instant	Ref half [DC15]	Yes	Stroke of electricity deals 10d6 damage	p.248
	□□□□□□	3 Blink	T	VS	1 action	Personal	You	10 rd (D)			You randomly vanish and reappear. 50% miss chance	p.206
		<b>LEVEL 2:</b>										
	□□□□□□	2 Alter Self	T	VS	1 action	Personal	You	100 min (D)			Assume form of a similar creature	p.197
	□□□□□□	2 Detect Thoughts	D	VSF/DF	1 action	60 ft.	Cone-shaped emanation	10 min (Conc)	Will neg [DC14]	No	Allows 'listening' to surface thoughts	p.220
	□□□□□□	2 Hypnotic Pattern	I	VSM *	1 action	Medium	2d4+10 HD of Creatures	Conc. +2 rd	Will neg [DC14]	Yes	Fascinates subjects	p.242
	□□□□□□	2 Scare	N	VSM	1 action	Medium	3 creatures inside 30'	see text	Will part [DC14]	Yes	Panics subjects	p.274
	□□□□□□	2 Summon Monster II	C	VSF/DF	1 round	Close		10 rd (D)	None	No	Calls outsider to fight for you	p.286
		<b>LEVEL 1:</b>										
	□□□□□□	1 Burning Hands	EV	VS	1 action	15 ft.	Cone-shaped burst	Instant	Ref half [DC13]	Yes	Cone of fire damage that does 5d4 fire damage	p.207
	□□□□□□	1 Charm Person	EN	VS	1 action	Close	One humanoid creature	10 hr	Will neg [DC13]	Yes	Makes one person your friend	p.209
	□□□□□□	1 Identify	D	VSDF	1 hour	Touch	One touched object	Instant	None	No	Determines all features of one magic item	p.243
	□□□□□□	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 Protection from Law	A	VSM/DF	1 action	Touch	Creature touched	10 min (D)	Will neg [DC13]	*	+2 deflect. AC & saves, counter mind control, hedge out elementals & outsiders	p.266
		<b>SOR/WIZ CANTRIPS:</b>										
	□□□□□□	0 Acid Splash	C	VS	1 action	Close		Instant	None	No	Orb deals 1d3 acid damage.	p.196
	□□□□□□	0 Arcane Mark	U	VS	1 action	0 ft.		Perm.	None	No	Inscribes a personal rune (visible or invisible)	p.201
	□□□□□□	0 Dancing Lights	EV	VS	1 action	Medium		1 min (D)	None	No	Creates torches or other lights	p.216
	□□□□□□	0 Daze	EN	VSM	1 action	Close	1 humanoid max. 4 HD	1 round	Will neg [DC12]	Yes	Humanoid creature of 4HD or less loses next action	p.217
	□□□□□□	0 Detect Magic	D	VS	1 action	60 ft.	Cone-shaped emanation	10 min (D)	None	No	Detects spells and magic items within 60 ft.	p.219
	□□□□□□	0 Detect Poison	D	VS	1 action	Close	One crt, obj, 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 Ray of Frost	EV	VS	1 action	Close		Instant	None	Yes	Ray deals 1d3 cold damage	p.269
	□□□□□□	0 Read Magic	D	VSF	1 action	Personal	You	100 min			Read scrolls and spellbooks	p.269