1 of 5 5/27/23, 20:52

Pfiı	neas :: Dungeons & Dragons	3.5e	:: N	Myth-	-W	eaver	s C	nline	Ch	aract	er.	•••
	Skills [Auto Fill Update CC Cle	ar]						Max R	lank	6	1	3
		Key		Skill		Ab				Misc		
	Skill Name	Ab	CS	Mod		Mod		Rank		Mod		AC
	Appraise	Int	\checkmark	5	_ =	5	+	0	+	0		
	Balance	Dex	\checkmark	4	=	4	+	0	+	0		
	Bluff	Cha	V	3	_ =	2	+	1	+	0		(

3 = 1 + 2 + 0 0

= 5 + 6 + 0 0

= __2 + __0 + __0

5 = 5 + 0 + 0

2 = 2 + 0 + 0

2 = 2 + 0 + 0

2 = 2 + 0 + 0

5 = 4 + 1 + 0 0

2 = 2 + 0 + 0

6 = 5 + 0 + 1 0

5 = 4 + 1 + 0 0

4 = 4 + 0 + 0

0 = 0 + 0 + 0

0 = 0 + 0 + 0

4 = 4 + 0 + 0

4 = 4 + 0 + 0

6 = 2 + 2 + 2 0

2 = 2 + 0 + 0

2 = 1 + 1 + 0 0

4 = 4 + 0 + 0

= __2 + __0 + __0

1 = 1 + 0 + 0

<u>Int 11 = 5 + 6 + 0 0</u>

<u>Int</u> <u>5</u> = <u>5</u> + <u>0</u> + <u>0</u> <u>0</u>

0 = 0 + 0 + 0

Con 9 = 3 + 6 + 0 0

11

Str 🗸

_____ Cha 🗸

Cha 🗸

______ Wis 🗸

______Int_ 🔲 _

Wis V

Dex 🗸

______Dex <

_ <u>Int</u> 🗸

_______Wis _____

Wis V

Str 🗸

Dex 🗸

<u>Use Magic Device</u> <u>Cha</u> <u>✓ 2 = 2 + 0 + 0 0</u> <u>Use Rope</u> <u>Dex</u> ✓ <u>4</u> = <u>4</u> + <u>0</u> + <u>0</u>

 \square

_____ _ _ _ _ _ _ _ _ _ = _____+ _____+ ______+ ______

Dex 🗸

Cha 🗸 Str 🗸

Decipher Script Int

Gather Information Cha

Cha

Handle Animal Cha

Cha

#Knowledge (Local:Whillip) Int _____

Move Silently Dex

Climb

Craft ()

Diplomacy Disable Device

Disguise

Heal Hide

Intimidate

#Knowledge (Arcana)

#Knowledge (3)

#Knowledge (4)

Jump

Listen

Open Lock

Perform ()

Ride

Search

Spot

Survival

Swim

Tumble

Sense Motive

Sleight of Hand

Profession ()

Escape Artist

Concentration

Other Possessions

Currency		
Total Weight:	50.4200000000001	
Standard Spellbook (88 pages of 100, 12 left)		
Full length seal fur coat. All purpose leather gloves		
Taper datable for a doron		
Paper suitable for a scroll	.25	vvaist
Healing Belt	.25	Waist
Scroll of Sleep	.02	Scrolltube
Cat Shaped Sphene (Lightening Resistance)	.01	Pouch
Scroll of Mage Armor (used)	.02	Backpack Scrolltube
Potion of Healing	.1	Backpack
Serpentstongue Arrows (16), Silver tipped sheaf arrows (6) Taint Sticks (2)	.02	Quiver
Sunrod	1	Backpack
Rations 10 days	10	Backpack
Canteen Potions 10 days		
Dragon Hide Spellbok (Travelling, 50 pages)	<u> </u>	Backpack Worn
Spellbook (Travelling, 40 pages)	3	Backpack
Spell components pouch	3	
Inkpen		Backpack Belt
Ink		Backpack
3 pages of Parchment	.05	Scrolltube
Metal Scroll Tube	1	Belt
10 Candles	.25	Backpack
Flint and Steel	1	Backpack
Sack (small)	.25	Backpack
Bedroll	5	Backpack
Quiver		Back
Waterskin*	5	Worn
Backpack (Capacity 50#)	2	Back
Explorers Outfit (8# - weight exempted per PH pg 131)	0	Worn
Item	(lbs)	Loc
	Weight	

8 GP, 14 SP, 7 CP (in pocket of cloak)	1		

Languages

Elven	Common
Draconic	Gnome
Goblin	Orc
Sylvan	

Total Skill Points: 2 of 5 5/27/23, 20:52

Spells/Powers Known

(Baro	(Bards, Sorcerers, Psions & Psi Warriors)						
0		5th					
1st		6th					
2nd		7th					
3rd		8th					
4th		9th					

Spell Saves					
LEVEL	Spells /Day	Bonus Spells			
0	5	0			
1st	3	2			
2nd	2	1			

17	ZIIU		_ '
	3rd	-	
	4th	-	
	5th	-	
	6th		

15

Deignice						
		9th				
		8th				
Ĺ		7th				

Psionics

Manifester Level			Key Ability	
Base	Bonus	Max	Current	

Spells & Powers

	Spells & Powers				
Spell/Power Name	# Cast /Mem	Spell/Power Name	# Cast /Mem		
Cantrips:	7.16	Speny tower rame	7.16		
-Acid Splash (C) V,S 5 pages	0/1	-			
-Detect Poison (D) V,S 0 pages					
-Detect Magic (D) V,S *Spell Mastery Feat	0/1	-			
-Read Magic (D) V,S,F (crystal prism) 1 page					
-Daze (EN) V,S,M (pinch of wool) *Spell Mastery Feat					
-Dancing Lights (EV) V,S, 2 pages					
-Flare (EV) V, 1 page					
-Light (EV) V,M,DF (firefly component) *Spell Mastery Feat					
-Ray of Frost (EV) V,S, 3 pages	1/1				
-Ghost Sound (I) V,S, M (Bit of wool) 3 pages					
-Mage Hand (T) V,S , 1 page	0/1	-			
-Mending (T) V,S, 2 pages		-			
-Message (T) V,S,F (copper wire) 5 pages					
-Open/Close (T) V,S,F (Brass Key) 0 pages					
-Arcane Mark (U) V,S, 0 pages					
-Prestidigitation (U) V,S, 0 pages	0/1	_			
1st Level:					
-Color Spray (I) V,S,M (Colored Sand) *Spell Mastery Feat	0/1	_			
-Disguise Self (I) V,S , 2 pages		-			
-Nystul's Magic Aura (I) V,S,F (Silk Square) 3 pages		-			
,					
-Silent Image (I) V,S,F (Bit of fleece), 2 pages			· · · · · · · · · · · · · · · · · · ·		
-Ventriloquism (I), V,F (Parchment), 1 page		-			
-Magic Missile (EV) V,S *Spell Mastery Feat	0/2		·		
-Sleep (EN) V,S,M (Pinch of sand) 2 pages					
-Mage Armor (C) V,S,F (Piece of cured leather) 4 pages	0/1				
-Identify (D) V,S,M (Pearl 100 gp value, Owl Feather)					
5 pages (In dragon hide spellbook w/ 2nd level spells)		-			
*37 of 40 pages used in travelling spell book					
**Leaves one 0 level spell slot open to prep spells as neede	d				
		_			
2nd Level:			·		
-Mirror Image (I) V,S 5 Pages	0/1				
-Pyrotechnics (T) V,S,M (Fire Source) 6 pages					
-Melf's Acid Arrow (Conj) V,S,M,F (Powdered Rhubarb	0/1	-			
Leaf, Adder's Stomach, Dart) 6 pages		-			
-Hypnotic Pattern (I) S,M (glowing stick of incense) 5 pg	0/1				
-Invisibility (I) V,S,M (Eyelash encased in gum arabic)		-			
5 pages					
-Web (C) V,S,M (Spider Web) 6 pages		-			
-Knock (T) V 3 pages					
-Spider Climb (T) V,S,M (Drop of bitumen and live spider)		·			
5 pages		-			
		-			
*46 of 50 pages used in Dragon Hide travelling					
spell book					
		_			
		-			
-		-			
			· · · · · · · · · · · · · · · · · · ·		
-		-			
		_	······································		

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Description -Moon Elf from Evereska region of Forgotten Realms Contacts / Friends

Personality Character Traits Character Flaws Enemies

Statistic Block [NPC GEN IMPORT] [GENERATE STATBLOCK]

Condition and Effects

Additional Information

-Illusionist Specialization: Can prepare one additional spell of specialty school per spell level each day. -Prohibited Schools: Abjuration, Necromancy -Hit point progression: Level 1 (Max at 1st=4, +3 for CON, +3 for Toughness feat =10, Level 2 (Roll at 2nd =3, +3 for CON=16, Level 3 Roll at 3rd = 4, +3 for CON) Skill points spent level 1 (28): Bluff 1, Decipher Script 2, Concentration 4, Hide 1, Knowledge (Arcana) 4, Move Silently 1, Search 1, Spellcraft 4 Skill points spent level 2 (28+7=35): Climb 1, Concentrate 1 (5), Decipher Script 3 (5), Knowledge (Arcana) 1(5), Spellcraft 1 (5) Skill points spent level 3 (35+7=42): Climb 1 (2), Concentration 1 (6), Decipher Script 1 (6), Knowledge (Arcana) 1 (6), Spellcraft 1 (6), Spot 1 (2)

Other Notes

-Renown Whillip 30% -Birthday Augot 18, 891 -Member of Wizards Guild of Whillip (Mentor is Vekalee Panixx) Pfineas's Familiar (using familiar rules from PH pg 52-53 and MM Pg 277) Owl: Name- Labraen (Named after an Elven star constellation) S 4 (-3), D 17 (+3), C 9, I 7 (-2), W 14 (+2), Cha 4 (-3) HD 3d4, HP 11, Speed 10/40 (flying), AC 19 (touch 17, flat footed 16). +2 Natural Armor Adj. has been added in (PH Pg 53) Base attack bonus +1, Attack +5 (Talons), Damage 1d4-3 Saves: Fort +2, Ref +6, Will +5 Labraen's Skills and Abilities: Low light vision, Listen +14, Move silently +17, spot +6 (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the same time the master casts a touch spell, he can designate his familiar as the "toucher". The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates. Special: Deliver Touch Spells Special: -Pfineas gains +3 to spot checks in shadows when Labraen is within 1 mile of him -Alertness: Pfineas gains Alertness feat (PH Pg 89) +2 bonus to listen and spot checks -Improved Evasion (Labraen only) -Share Spells: Pfineas can have any spell that he casts on himself affect his familiar. -Empathic Link: Phineas and Labraen have an empathic link of up to 1 mile

Private Notes

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