

Spell Saves

Save DC	LEVEL	Spells /Day	Bonus Spells
17	0	4	0
18	1st	4+1	2
19	2nd	3+1	2
20	3rd	3+1	2
21	4th	2+1	1
	5th		1
	6th		1
	7th		1
	8th		
	9th		

Psionics

Manifester Level	Base	Bonus	Max	Key Ability	Current

Spells & Powers

Number of Spells/Powers Known (Bards, Sorcerers, Psions & Psi Warriors)

0	18	1st	18	2nd	17	3rd	11	4th	11
5th		6th		7th		8th		9th	

Spell/Power Name	# Cast /Mem	Spell/Power Name	# Cast /Mem
Detect Poison		Lightning Ball *	
Ray of Frost *	X	Haste	
Flare *	X	Fly	X
Mage Hand	X	Displacement	X
Open/Close	X	Dispel Magic	
Prestidigitation		Tongues	
Mending			
Acid Splash			
Spark *		Spell 4	
Resistance		Ball Lightning	X
Arcane Mark		Calcific Touch	
Haunted Fey Aspect		Dimension Door	
Message		Flaming Sphere (Greater)	X
Read Magic		Invisibility (Greater)	X
Detect Magic		Protection from Energy (Communal)	
Ghost Sound		Scrying	
Lighth *		Volcanic Storm	
Dancing Lights *		Black Tentacles	X
		Arcane Eye's	
Spell 1		Wall Of Fire	
Ear-Piercing Scream *	X		
Endure Elements			
Expeditious Retreat			
Identify			
Mage Armor	X		
Magic Missile *	XX		
Shield	X		
Grease	X		
Burning Hands *	X + X-Int.		
Detect Secret Doors			
Feather Fall			
Dancing Lantern			
Obscuring Mist			
Magic Weapon			
Shock Shield			
True strike			
Illusion Of Calm			
Snapdragon Fireworks			
Spell 2			
Scorching ray*	X		
Frigid touch *			
Mirror Image	X		
Spontaneous Immolation*	X		
Bull's Strength			
Web	X		
See invisibility			
Fox's Cunning			
Cat's Grace	X		
Bear's Endurance			
Owl's Widsom			
Eagle Splendor			
Warding Weapon			
Resist Energy			
Fiery Shuriken			
Make Whole			
Tactical Acumen			
Glitterdust/ levitate			
Spell 3			
Fireball*	XX		
Slow	X		
Blink			
Clairaudience/Clairvoyance			
Protection From Energy			

Statistic Block [NPC GEN IMPORT] [GENERATE STATBLOCK]

Glue Seal School conjuration (creation); Level bard 1, magus 1, sorcerer/wizard 1, summoner/unchained summoner 1 Range close (25 ft. + 5 ft./2 levels) Target one object or one 5-ft. square Duration 1 minute/level (D) Saving Throw see text; Spell Resistance no You cover a solid surface with a layer of sticky glue. Anyone in the area when the spell is cast must attempt a Reflex save. Those who fail become entangled, but can break free by succeeding at a combat maneuver check or an Escape Artist check as a standard action against the DC of this spell. The area of the spell is considered difficult terrain. A creature moving through the glue must succeed at a combat maneuver check or an Escape Artist check as part of its move action (DC = the spell's DC). Creatures that fail lose their movement and become entangled in the first square they enter. The spell can also be used to create a sticky coating on an item. A creature holding a targeted item can attempt a Reflex saving throw against the spell's DC. If the initial saving throw succeeds, the item is unaffected. If it fails, the item is stuck in place. If an affected item is connected to another item (such as a sword in a sheath or a cork in a potion bottle), it cannot be separated from the other item unless the creature succeeds at a combat maneuver check or a Strength check as a move action to free it (DC = the spell's DC). A creature must succeed at saving throw each time it attempts to use the sticky item; otherwise, the item becomes stuck to the creature. Sticky armor or clothing imposes a -10 circumstance penalty on Escape Artist checks and combat maneuver checks to escape a grapple attempted by the wearer, as well as to the wearer's CMD to avoid being grappled.

Condition and Effects

Additional Information

Other Notes

Je viens de Port Gelé. Ma mère était une herboriste/magicienne qui essayait de s'établir dans la ville. Elle fut « éblouie » par un jeune homme (sûrement un noble) qui la quitta quand elle tomba enceinte : il ne lui laissa qu'un médaillon (dont j'ai hérité : bonded object). Elle continua son commerce et éleva son fils comme elle put. Ayant grandi dans les leçons de magie et dans la précarité, quand j'ai entendu l'appel des Seigneurs de l'Épée pour pacifier de nouvelles terres j'ai vu une opportunité de montrer ma valeur pour que mon père me reconnaisse et aussi de monter une école de magie car étudier à la maison c'est finalement pas très cool.

Private Notes

