

# Ar'mony

Jann 6HD, Sorcerer 18th (Neutral)  
Str 13, Dex 19, Con 13, Int 20, Wis 18, Cha 22

Hit Points (hp) **96** Initiative **+8** Grapple **+16** Damage Reduction  
Speed (Foot) **30 ft.** Spell Fail **0%** Spell Resistance **0**

Attacks	Weapon	Attacks	Damage	Critical	Description
One-Handed	Yin-Yang+4	+20/+15/+10	1d8+5+Special	20 (x2)	Desc: Adds 2 Negative or Positive levels to a maximum imbalance of 22

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	25	18 / 21	Mithral Dress+1 / None		+12	+15	+22

## Skills

Appraise	20
Balance	4
Bluff	25
Climb	1
Concentration	15
Decipher Script	-
Diplomacy	10
Disable Device	-
Disguise	6+2
Escape Artist	20
Forgery	5
Gather Information	6
Handle Animal	-
Heal	4
Hide	4
Intimidate	8
Jump	1
Listen	25
Move Silently	20
Open Lock	-
Ride	10
Search	5
Sense Motive	22
Sleight of Hand	-
Speak Language	6
Spellcraft	28+2
Spot	25
Survival	4+2
Swim	1
Tumble	-
Use Magic Device	18+2
Use Rope	4+2
Knowledge - Arcana	25
Craft	20
Knowledge - Nature	15

## Abilities

== Racial Traits: Jann ==  
Darkvision (Ex): 60 ft.  
Spell-Like Abilities (Sp):  
• Change Size: 2x/day, as Enlarge / Reduce Person, CL 2 <OO>  
• Create Food and Water: 1x/day, CL 7 <O>  
• Ethereal Jaunt: 1x/day, duration 1 hour, CL 12 <O>  
• Invisibility (self only): 3x/day, CL 12 <OOO>  
• Plane Shift (Astral, Material or Elemental only): At will, CL 13  
• Speak with Animals: 3x/day, CL 12 <OOO>  
Elemental Endurance (Ex): Survive on elemental planes for 48 hours  
Energy Resistance (Ex): Fire 10  
Telepathy (Su): 100 ft.  
  
== Class Features: Sorcerer 18th ==  
Familiar: Monkey (Baad'olden)  
  
== Conditional Skill Bonuses ==  
+2 on Disguise to act in character [Bluff]  
+2 on Spellcraft to decipher spells on scrolls [Use Magic Device]  
+2 on Survival in aboveground natural env. [Knowledge - Nature]  
+2 on Use Magic Device involving scrolls [Spellcraft]  
+2 on Use Rope involving bindings [Escape Artist]  
  
== CHARACTER STATUS ==  
No errors detected



## Languages

Common, Elf, Dwarf, Goblin, Orc, Sauran, Draconic

## Money

gp sp

## Feats

Improved Initiative +4 bonus on Initiative checks  
Craft Wondrous Item Create magic wondrous items  
Eschew Materials Cast spells without material components  
Silent Spell Cast spells without verbal components  
Maximize Spell Maximize spell's variable, numeric effects  
Empower Spell Increase spell's variable, numeric effect by 50%  
Quicken Spell Cast spells as free action  
Extend Spell Double spell's duration  
Armor Proficiency (light) No armor check penalty on attack rolls

## Equipment

Yin-Yang, , , , , ,  
, , , , , ,

## Magic Items

Ring of Truth

**SPELL PLANNER for Sorcerer**

**EFFECTIVE LEVEL** 18 = 18  
Total Base Adj.

<b>Spells per Day:</b>	6	8	8	7	7	7	6	5	3	
<b>SPELL LEVEL:</b>	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
<b>Spells Known:</b>	9	5	5	4	4	4	3	3	2	1
<b>Difficulty Class:</b>	16	17	18	19	20	21	22	23	24	25

**LEGEND** Ar'mony

\*: See text, **cr**: Creature, **chk**: check, **conc**: Concentration, **dis**: Discharged, **disb**: Disbelief, **(D)**:missible, **HD**: Hit Die, **HP**: Hit Points, **hr**: Hour, **max**: Maximum, **min**: Minute, **neg**: Negate, **obj**: Object, **part**: Partial, **rad**: Radius, **rd**: Round, **(S)**:shapeable, **temp**: Temporary, **vs**: Versus, **wpn**: Weapon

**Range**

Close: 70'  
 Medium: 280'  
 Long: 1,120'

**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 9:</b>										
	9	Wish	U	VXP	1 action	see text	see text	see text	see text	Yes	As limited wish, but with fewer limits	p.302
		<b>LEVEL 8:</b>										
	8	Maze	C	VS	1 action	Close	One creature	see text	None	Yes	Traps subject in extradimensional maze	p.252
	8	Discern Location	D	VSDF	10 min	Unlimited	One creature or object	Instant	None	No	Exact location of creature or object	p.222
		<b>LEVEL 7:</b>										
	7	Banishment	A	VSF	1 action	Close	36HD of extraplanar crts.	Instant	Will neg [DC23]	Yes	Banishes 36 HD of extraplanar creatures that are inside 30 ft.	p.203
	7	Mordy's Magnificent Mansion	C	VSF	1 action	Close		36 hr (D)	None	No	Door leads to extradimensional mansion	p.256
	7	Limited Wish	U	VSXP	1 action	see text	see text	see text	None	Yes	Alters reality, within spell limits	p.248
		<b>LEVEL 6:</b>										
	6	Legend Lore	D	VSMF	see text	Personal	You	see text			Learn tales about a person, place, or thing	p.246
	6	Permanent Image	I	VSF	1 action	Long		Perm. (D)	Will disb [DC22]	No	Includes sight, sound, and smell	p.260
	6	True Seeing	D	VSM	1 action	Touch	Creature touched	18 min	Will neg [DC22]	Yes	See all things as they really are	p.296
		<b>LEVEL 5:</b>										
	5	Dream	I	VS	1 min	Unlimited	One creature touched	see text	None	Yes	Sends message to anyone sleeping	p.225
	5	Nightmare	I	VS	10 min	Unlimited	One living creature	Instant	Will neg [DC21]	Yes	Sends vision dealing 1d10 damage, fatigue	p.257
	5	Wall of Force	EV	VSM	1 action	Close		18 rd (D)	None	No	Wall is immune to damage	p.298
	5	Permanency	U	VSXP	2 rd	see text	see text	see text	None	No	Makes certain spells permanent; costs XP	p.259
		<b>LEVEL 4:</b>										
	4	Arcane Eye	D	VSM	10 min	Unlimited		18 min (D)	None	No	Invisible floating eye moves 30 ft./round	p.200
	4	Detect Scrying	D	VSM	1 action	40 ft.	40' radius emanation	24 hr	None	No	Alerts you of magical eavesdropping in a 40 ft. radius emanation	p.219
	4	Polymorph	T	VSM	1 action	Touch	Willing creature touched	18 min (D)	None	No	Changes willing subject into another creature	p.263
	4	Bestow Curse	N	VS	1 action	Touch	Creature touched	Perm.	Will neg [DC20]	Yes	-6 to ability or -4 on attcks, saves, chks or 50% chance to lose action	p.203
		<b>LEVEL 3:</b>										
	3	Blink	T	VS	1 action	Personal	You	18 rd (D)			You randomly vanish and reappear. 50% miss chance	p.206
	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	Suggestion	EN	VM	1 action	Close	One living creature	max 18 hr	Will neg [DC19]	Yes	Compels subject to follow stated course of action	p.285
	3	Fly	T	VSF/DF	1 action	Touch	Creature touched	18 min	Will neg [DC19]	Yes	Target flies at 60' (Light) or 40' (Medium, Heavy) encumbrance	p.232
		<b>LEVEL 2:</b>										
	2	Alter Self	T	VS	1 action	Personal	You	180 min (D)			Assume form of a similar creature	p.197
	2	Arcane Lock	A	VSM	1 action	Touch	Door, chest, max 540 <sup>2</sup>	Perm.	None	No	Magically locks a portal or chest	p.200
	2	Glitterdust	C	VSM	1 action	Medium	Crts & objs within 10' rad.	18 rd	Will neg [DC18]	No	Blinds creatures, outlines invisible creatures	p.236
	2	Knock	T	V	1 action	Medium	Door/Box/Chest max 180 <sup>2</sup>	Instant	None	No	Opens locked or magically sealed door	p.246
	2	Touch of Idiocy	EN	VS	1 action	Touch	Living creature touched	180 min	No	Yes	1d6 penalty to subject's Intelligence, Wisdom, and Charisma	p.294
		<b>LEVEL 1:</b>										
	1	Obscuring Mist	C	VS	1 action	20 ft.		18 min	None	No	Fog surrounds you	p.258
	1	Color Spray	I	VSM	1 action	15 ft.	Cone-shaped burst	see text	Will neg [DC17]	Yes	Knocks unconscious, blinds, or stuns 1d6 weak creatures	p.210
	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	Charm Person	EN	VS	1 action	Close	One humanoid creature	18 hr	Will neg [DC17]	Yes	Makes one person your friend	p.209