

Cyrus

Gnome, Wizard [Transmuter] 3rd / Alchemist (True) 15th (Chaotic Good)
Str 8, Dex 16, Con 14, Int 18, Wis 15, Cha 13

Hit Points (hp)	82	Initiative	+7	Grapple	+3	Damage Reduction	
		Speed (Foot)	20 ft.	Spell Fail	0%	Spell Resistance	0

Attacks	Weapon	Attacks	Damage	Critical	Description
Ranged	Slingshot+3	+15/+10	3d6+Special	20 (x2)	Desc: Ranged touch 100'; fire, cold, acid, or sonic damage
Two-Handed	Staff of Earth+3	+15/+10	2d6+2	20 (x2)	Desc: Wall of Stone, Transmute Rock/Mud, Stoneshape, Tremor

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	20	20 / 17	None / None		+8	+9	+14

Skills	Abilities
Appraise 5	== Racial Traits: Gnome == Small: +1 to AC, +1 to Attack rolls, +4 to Hide Checks
Balance 3	Low Light Vision
Bluff 6	+2 Save vs Illusions
Climb -1	+1 DC for saves against Gnomish Illusions
Concentration 20	+1 Attack vs Goblinoid & Kobolds
Decipher Script 20	+4 Dodge vs Giants
Diplomacy 3	+2 Listen/Craft - Alchemy Checks
Disable Device 5	1x per Day: Speak with Animals (burrowing mammals only)
Disguise 1+2	1x per Day: DC11: Dancing Lights, Ghost Snd, Prestidigitation
Escape Artist 3	== Class Features: Wizard 3rd == School specialization: Transmutation
Forgery 4	• +2 on Spellcraft to learn spells of the Transmutation school.
Gather Information 15	• Prohibited schools: Enchantment, Illusion
Handle Animal -	Bonus Feat: Scribe Scroll
Heal 2	== Class Features: Alchemist (True) 15th == Add 15 to base spellcaster levels
Hide 7	Brew 5/day: can brew 5 potions per day (9min/level)
Intimidate 3	Poison Use
Jump -7	Bonus Feat (x3)
Listen 4	Craft Homunculus (Ex)
Move Silently 3	Craft Philosopher's Stone: - Transmute Elements 300gp/day
Open Lock 4	- Transmute Energy: freely change energy type of any spell
Ride 3	- True Seeing 27'
Search 4	- Legend Lore 1/day
Sense Motive 2	== Conditional Skill Bonuses ==
Sleight of Hand 6	+2 on Disguise to act in character [Bluff]
Speak Language 10	+2 on Spellcraft to decipher spells on scrolls [Use Magic Device]
Spellcraft 20+2	+2 on Use Magic Device involving scrolls [Decipher Script]
Spot 2	+2 on Use Magic Device involving scrolls [Spellcraft]
Survival 2	== CHARACTER STATUS ==
Swim -1	No errors detected
Tumble -	
Use Magic Device 16+4	
Use Rope 3	
Knowledge - Arcana 25	
Craft - Alchemy 25	
Profession - Apothecary 10	



Languages
Common, Gnome, Halfling, Dwarf, Elf, Goblin, Giant, Sauran, Draconian, Celestial, Infernal, Orc, Abyssal
Money
15000 gp sp

Feats
Weapon Finesse Use Dex modifier instead of Str modifier on attack rolls
Improved Initiative +4 bonus on Initiative checks
Spell Focus: Transmutation Add +1 to the DC against spells of the Transmutation school of magic
Brew Potion Create magic potions
Scribe Scroll Create magic scrolls
Craft Wondrous Item Create magic wondrous items
Silent Spell Cast spells without verbal components
Still Spell Cast spells without somatic components
Eschew Materials Cast spells without material components
Greater Spell Focus: Transmutation Add +1 to the DC against spells of the Transmutation school of magic
Forge Ring Create magic rings

Equipment
Staff of Earth, Slingshot, , , ,
, , , , ,
Magic Items
Ring of Protection +3
Cup of Alchemy: Create any liquid
The Philosopher Stone: see main text
Crown of Sinterklaus: Golden Body, Major Creation, Fabricate
Staff of Earth: Wall of Stone, Transmute Rock/Mud, Stoneshape, Tremor
Heward's Handy Haversack

SPELL PLANNER for Wizard

EFFECTIVE LEVEL =
Total Base Adj.

Spells per Day:	4+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	14	15	16	17	18	19	20	21	22	23

LEGEND Cyrus
 *: See text, **cr**: 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

SCHOOLS: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

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

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		LEVEL 9:										
		□□□ 9 Shapechange	T	VSF	1 action	Personal	You	180 min (D)			Transforms you into any creature, & change forms 1/round	p.277
		□□□ 9 Wish	U	VXP	1 action	see text	see text	see text	see text	Yes	As limited wish, but with fewer limits	p.302
		□□□ 9 Etherealness	T	VS	1 action	Touch	You and 6 touched crts.	18 min (D)		Yes	Travel to Ethereal Plane with companions	p.228
		LEVEL 8:										
		□□□□ 8 Iron Body	T	VSM/DF	1 action	Personal	You	18 min (D)			Your body becomes living iron	p.245
		□□□□ 8 Prying Eyes, Greater	D	VSM	1 min	One mile		18hr; see text	None	No	1d4+18 floating eyes scout for you with true seeing, Spot +18	p.267
		□□□□ 8 Moment of Prescience	D	VS	1 action	Personal	You	18 hr or Dis			+18 insight bonus on a single attack, skill chk or saving throw roll	p.255
		□□□□ 8 Polar Ray	EV	VSF	1 action	Close		Instant	None	Yes	Ray deals 18d6 damage	p.262
		□□□□ 8 Polymorph Any Object	T	VSM/DF	1 action	Close	1 object max 1800 ³	see text	Fort neg [DC24]	Yes	Changes any subject into anything else	p.263
		LEVEL 7:										
		□□□□ 7 Mordy's Magnificent Mansion	C	VSF	1 action	Close		36 hr (D)	None	No	Door leads to extradimensional mansion	p.256
		□□□□ 7 Reverse Gravity	T	VSM/DF	1 action	Medium	Up to 9x10' cubes (S)	18 rd (D)	None	No	Objects and creatures fall upward	p.273
		□□□□ 7 Limited Wish	U	VXSP	1 action	see text	see text	see text	None	Yes	Alters reality, within spell limits	p.248
		□□□□ 7 Control Weather	T	VS	10 min; see text	2 miles	Circle of 2 mile radius	see text	None	No	Changes weather in local area	p.214
		□□□□ 7 Ethereal Jaunt	T	VS	1 action	Personal	You	18 rd (D)			You become ethereal	p.227
		LEVEL 6:										
		6 Tes's Transformation	T	VSM	1 action	Personal	You	18 rd			You gain combat bonuses	p.294
		□□□□□ 6 Flesh to Stone	T	VSM	1 action	Medium	One creature	Instant	Fort neg [DC22]	Yes	Turns subject creature into statue	p.232
		□□□□□ 6 Stone to Flesh	T	VSM	1 action	Medium	One petrified creature	Instant	Fort neg [DC22]	Yes	Restores petrified creature	p.285
		□□□□□ 6 Dispel Magic, Greater	A	VS	1 action	Medium	see text	Instant	None	No	Cancels magical spells & effects. Caster Level chk 1d20+18	p.223
		□□□□□ 6 Disintegrate	T	VSM/DF	1 action	Medium		Instant	Fort part (obj) [DC22]	Yes	Reduces one creature or object to dust	p.222
		LEVEL 5:										
		□□□□□ 5 Baleful Polymorph	T	VS	1 action	Close	One creature	Perm.	see text	Yes	Transforms subject into harmless Small or smaller 1 HD crt	p.202
		□□□□□ 5 Animal Growth	T	VS	1 action	Medium	9 animals	18 min	Fort neg [DC21]	Yes	Animals increase one size category	p.198
		□□□□□ 5 Fabricate	T	VSM	see text	Close	Up to 180 ³ ; see text.	Instant	None	No	Transforms raw materials into finished items	p.229
		□□□□□ 5 Telekinesis	T	VS	1 action	Long	see text	Conc. max 18rd	see text	*	Lifts or moves 450 lbs.	p.292
		□□□□□ 5 Fabricate	T	VSM	see text	Close	Up to 180 ³ ; see text.	Instant	None	No	Transforms raw materials into finished items	p.229
		LEVEL 4:										
		□□□□□□ 4 Globe of Invulnerability, Lesser	A	VSM	1 action	10 ft.	10' radius sphere	18 rd (D)	None	No	Stops 1st- through 3rd-level spell effects	p.236
		□□□□□□ 4 Polymorph	T	VSM	1 action	Touch	Willing creature touched	18 min (D)	None	No	Changes willing subject into another creature	p.263
		□□□□□□ 4 Summon Monster IV	C	VSF/DF	1 round	Close		18 rd (D)	None	No	Calls outsider to fight for you	p.286
		□□□□□□ 4 Remove Curse	A	VS	1 action	Touch	Creature or object	Instant	Will neg [DC18]	Yes	Frees object or person from curse	p.270
		□□□□□□ 4 Bestow Curse	N	VS	1 action	Touch	Creature touched	Perm.	Will neg [DC18]	Yes	-6 to ability or -4 on atctks, saves, chks or 50% chance to lose action	p.203
		□□□□□□ 4 Stone Shape	T	VSM/DF	1 action	Touch	Stone up to 28 ³	Instant	None	No	Sculpts stone into any form	p.284
		LEVEL 3:										
		□□□□□□ 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 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
		□□□□□□ 3 Haste	T	VSM	1 action	Close	18 creatures inside 30'	18 rd	Fort neg [DC19]	Yes	Extra attack during full attack, +1 attack, +1 AC, +30' speed	p.239
		□□□□□□ 3 Lightning Bolt	EV	VSM	1 action	120 ft.	120' line	Instant	Ref half [DC17]	Yes	Stroke of electricity deals 10d6 damage	p.248
		□□□□□□ 3 Gaseous Form	T	SM/DF	1 action	Touch	Creature touched	36 min (D)	None	No	Subject becomes insubstantial and can fly slowly	p.234
		□□□□□□ 3 Shrink Item	T	VS	1 action	Touch	One object of up to 36 ³	18 days	Will neg [DC19]	Yes	Object shrinks to one-twelfth size	p.279
		LEVEL 2:										
		□□□□□□ 2 Bear's Endurance	T	VSDF	1 action	Touch	Creature touched	18 min	Will neg [DC18]	Yes	Grants a +4 enhancement bonus to Constitution	p.203
		□□□□□□ 2 Bull's Strength	T	VSM/DF	1 action	Touch	Creature touched	18 min	Will neg [DC18]	Yes	Grants a +4 enhancement bonus to Strength	p.207
		□□□□□□ 2 Cat's Grace	T	VSM	1 action	Touch	Creature touched	18 min	Will neg [DC18]	Yes	Grants a +4 enhancement bonus to Dexterity	p.208
		□□□□□□ 2 Eagle's Splendor	T	VSM/DF	1 action	Touch	Creature touched	18 min	Will neg (harmless) [DC18]	Yes	Grants a +4 enhancement bonus to Charisma	p.225
		□□□□□□ 2 Fox's Cunning	T	VSM/DF	1 action	Touch	Creature touched	18 min	Will neg [DC18]	Yes	Grants a +4 enhancement bonus to Intelligence	p.233
		□□□□□□ 2 Owl's Wisdom	T	VSM/DF	1 action	Touch	Creature touched	18 min	Will neg [DC18]	Yes	Grants a +4 enhancement bonus to Wisdom	p.259
		□□□□□□ 1 Animate Rope	T	VS	1 action	Medium	1 ropelike obj. up to 140'	18 rd	see text	No	Animates a rope to attack your enemies or help you climb	p.199
		□□□□□□ 1 Endure Elements	A	VS	1 action	Touch	Creature touched	24 hr	Will neg [DC15]	Yes	Ignores adverse climactic conditions from -50 to 140 degrees	p.226
		□□□□□□ 1 Erase	T	VS	1 action	Close	One scroll or two pages	Instant	see text	No	Mundane or magical writing vanishes	p.227
		□□□□□□ 1 Jump	T	VSM	1 action	Touch	Creature touched	18 min (D)	Will neg [DC17]	Yes	Subject gets enhancement bonus on Jump checks of +30	p.246
		□□□□□□ 1 Feather Fall	T	V	1 free action	Close	18 falling obj/crt inside 20'	Land or 18 rd	Will neg [DC17]	Yes	Objects and/or creatures fall at 60'/round	p.229
		□□□□□□ 1 Mount	C	VSM	1 round	Close		36 hr (D)	None	No	Summons an equipped riding horse	p.256