

Blibdool Marid

Gnome, Ranger 2nd / Wizard [Evoker] 9th (Chaotic Neutral)
 Str 11, Dex 19, Con 16, Int 18, Wis 12, Cha 12

Hit Points (hp)	67	Initiative	+8	Grapple	+2	Damage Reduction	
Spell Penetration	14	Speed (Foot)	20 ft.	Spell Fail	0%	Spell Resistance	0

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Weapons (primary)	Shortsword of the Planes+4	+13/+8	1d6+4	19-20 (x2)	Desc: +1 Material, +2 Elemental, +3 Ethereal/Astral, +4 Outer
Two-Weapons (off-hand)	Marid+2	+12	3d4+2+Cold	15-20 (x2)	Desc: +2 Keen Cold Iron Frost Kukri
Ranged	Composite Longbow+1	+12/+7	1d6+1	20 (x3)	Desc: Made for a strength ratings of +0

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	25	18 / 20	Leather+3 / None		+9	+10	+7

Skills	Value
Appraise	4
Balance	4
Bluff	4
Climb	0
Concentration	21
Decipher Script	17
Diplomacy	1
Disable Device	-
Disguise	1
Escape Artist	4
Forgery	4
Gather Information	1
Handle Animal	3
Heal	1
Hide	16
Intimidate	1
Jump	-6
Listen	15
Move Silently	6
Open Lock	-
Ride	11
Search	10
Sense Motive	1
Sleight of Hand	-
Speak Language	6
Spellcraft	20
Spot	5
Survival	8+2
Swim	7
Tumble	-
Use Magic Device	-
Use Rope	4
Knowledge - Arcana	10
Craft - Alchemy	10

Abilities

==| Racial Traits: Gnome |==
 Small: +1 to AC, +1 to Attack rolls, +4 to Hide Checks
 Low Light Vision
 +2 Save vs Illusions
 +1 DC for saves against Gnomish Illusions
 +1 Attack vs Goblinoid & Kobolds
 +4 Dodge vs Giants
 +2 Listen/Craft - Alchemy Checks
 1x per Day: Speak with Animals (burrowing mammals only)
 1x per Day: DC11: Dancing Lights, Ghost Snd, Prestidigitation

==| Class Features: Ranger 2nd |==
 Bonus Feat: Track
 Wild Empathy (Ex): 1d20+3
 Combat Style (Ex): Two-Weapon Fighting
 Favored Enemy (Ex): bonus on Bluff, Listen, Sense Mot., Spot, Survival
 • Outsider (fire) +2 skill bonus; +2 damage bonus

==| Class Features: Wizard 9th |==
 School specialization: Evocation
 • +2 on Spellcraft to learn spells of the Evocation school.
 • Prohibited schools: Enchantment, Conjuraction
 Bonus Feat: Scribe Scroll
 Familiar: Snake, Tiny Viper
 Master gains +3 bonus on Bluff checks
 Master gains Alertness feat when familiar is within arm's reach
 1x Bonus Feat (Ref. PHB p.57)

==| Conditional Skill Bonuses |==
 +2 on Survival when following tracks [Search]

==| CHARACTER STATUS |==
 No errors detected



Languages	Common, Gnome, Halfling, Dwarf
Money	2500 gp sp

Feats

Spell Penetration +2 bonus on caster level checks to defeat spell resistance
 Wpn Focus: Kukri +1 bonus on attack rolls with: Kukri
 Track Use Survival skill to track
 Two-Weapon Fighting Reduce two-weapon fighting penalty by 2
 Weapon Finesse Use Dex modifier instead of Str modifier on attack rolls
 Dodge +1 dodge bonus to AC against selected target
 Improved Initiative +4 bonus on Initiative checks
 Scribe Scroll Create magic scrolls
 Alertness +2 bonus to Listen and Spot checks

Equipment
 Marid, Shortsword of the Planes, Composite Longbow, , , ,
 , , , , ,

Magic Items
 Amulet of Natural Armor +2, Ring of Protection +2
 Ring of Wizardry II (Doubles 2nd levels spells memorized)
 Charms: +2 Str, Dex, Con, Chr

Marid: (+2 Keen Cold Iron Frost Kukri)
 Water Breathing (self)
 Create Water, Control Water (each 3/day)
 Drench (3/day)
 Detect Magic, Purify Food & Drink, Polymorph Self (each 3/day)

SPELL PLANNER for Wizard

EFFECTIVE LEVEL =
Total Base Adj.

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

LEGEND Blibdool Marid

*: 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: 45'
 Medium: 190'
 Long: 760'

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.
LEVEL 5:												
<input type="checkbox"/>	5	Prying Eyes	D	VSM	1 min	One mile		9hr; see text	None	No	1d4+9 floating eyes scout for you, Spot +9	p.266
<input type="checkbox"/>	5	Cone of Cold	EV	VSM/DF	1 action	60 ft.	Cone-shaped burst	Instant	Ref half [DC19]	Yes	9d6 cold damage	p.212
LEVEL 4:												
<input type="checkbox"/>	4	Polymorph	T	VSM	1 action	Touch	Willing creature touched	9 min (D)	None	No	Changes willing subject into another creature	p.263
<input type="checkbox"/>	4	Globe of Invulnerability, Lesser	A	VSM	1 action	10 ft.	10' radius sphere	9 rd (D)	None	No	Stops 1st- through 3rd-level spell effects	p.236
<input type="checkbox"/>	4	Fire Shield	EV	VSM/DF	1 action	Personal	You	9 rd (D)			Attackers take 1d6+9 fire / cold dmg; protection from cold / fire	p.230
<input type="checkbox"/>	4	Ice Storm	EV	VSM/DF	1 action	Long	Cylinder (20' radius, 40' high)	1 full rd	None	Yes	Hail does 3d6 bludgeoning +2d6 cold dmg, 1/2 mvt, -4 to Listen	p.243
LEVEL 3:												
<input type="checkbox"/>	3	Fly	T	VSM/DF	1 action	Touch	Creature touched	9 min	Will neg [DC17]	Yes	Target flies at 60' (Light) or 40' (Medium, Heavy) encumbrance	p.232
<input type="checkbox"/>	3	Displacement	I	VM	1 action	Touch	Creature touched	9 rd (D)	Will neg [DC17]	Yes	Attacks miss subject 50%	p.223
<input type="checkbox"/>	3	Dispel Magic	A	VS	1 action	Medium	see text	Instant	None	No	Cancels magical spells & effects. Caster Level chk 1d20+9	p.223
<input type="checkbox"/>	3	Lightning Bolt	EV	VSM	1 action	120 ft.	120' line	Instant	Ref half [DC17]	Yes	Stroke of electricity deals 9d6 damage	p.248
<input type="checkbox"/>	3	Lightning Bolt	EV	VSM	1 action	120 ft.	120' line	Instant	Ref half [DC17]	Yes	Stroke of electricity deals 9d6 damage	p.248
LEVEL 2:												
<input type="checkbox"/>	2	Invisibility	I	VSM/DF	1 action	Touch	You or max. 900 lb.	9 min (D)	Will neg [DC16]	Yes	Subject is invisible for until it attacks	p.245
<input type="checkbox"/>	2	See Invisibility	D	VSM	1 action	Personal	You	90 min (D)			Reveals invisible creatures or objects	p.275
<input type="checkbox"/>	2	Detect Thoughts	D	VSM/DF	1 action	60 ft.	Cone-shaped emanation	9 min (Conc)	Will neg [DC16]	No	Allows 'listening' to surface thoughts	p.220
<input type="checkbox"/>	2	Mirror Image	I	VS	1 action	see text	You	9 min (D)			Creates 1d4+3 decoy duplicates of you	p.254
<input type="checkbox"/>	2	Protection from Arrows	A	VSM	1 action	Touch	Creature touched	9 hr or Dis	Will neg [DC16]	Yes	Subject immune to most ranged attacks	p.266
<input type="checkbox"/>	2	Cat's Grace	T	VSM	1 action	Touch	Creature touched	9 min	Will neg [DC16]	Yes	Grants a +4 enhancement bonus to Dexterity	p.208
<input type="checkbox"/>	2	Analyze Portal	D	VS	1 round	Close	Dimensional Portal				Analyze dimensional portals	
<input type="checkbox"/>	2	Analyze Portal	D	VS	1 round	Close	Dimensional Portal				Analyze dimensional portals	
<input type="checkbox"/>	2	Scorching Ray	EV	VS	1 action	Close	Targets inside 30'	Instant	None	Yes	2 rays deal 4d6 fire each to subjects	p.274
<input type="checkbox"/>	2	Scorching Ray	EV	VS	1 action	Close	Targets inside 30'	Instant	None	Yes	2 rays deal 4d6 fire each to subjects	p.274
<input type="checkbox"/>	2	Flaming Sphere	EV	VSM/DF	1 action	Medium		9 rd	Ref neg [DC16]	Yes	Rolling ball of fire, 2d6 damage	p.232
<input type="checkbox"/>	2	Flaming Sphere	EV	VSM/DF	1 action	Medium		9 rd	Ref neg [DC16]	Yes	Rolling ball of fire, 2d6 damage	p.232
LEVEL 1:												
<input type="checkbox"/>	1	True Strike	D	VF	1 action	Personal	You	see text			Adds +20 bonus to your next attack roll	p.296
<input type="checkbox"/>	1	Detect Secret Doors	D	VS	1 action	60 ft.	Cone-shaped emanation	9 min (D)	None	No	Reveals hidden doors within 60 ft.	p.220
<input type="checkbox"/>	1	Ray of Enfeeblement	N	VS	1 action	Close		9 min	None	Yes	Ray reduces Str by 1d6+4 points	p.269
<input type="checkbox"/>	1	Ray of Enfeeblement	N	VS	1 action	Close		9 min	None	Yes	Ray reduces Str by 1d6+4 points	p.269
<input type="checkbox"/>	1	Shocking Grasp	EV	VS	1 action	Touch	Creature or object	Instant	None	Yes	Touch delivers 5d6 electricity damage. +3 attack vs metal	p.279
<input type="checkbox"/>	1	Shocking Grasp	EV	VS	1 action	Touch	Creature or object	Instant	None	Yes	Touch delivers 5d6 electricity damage. +3 attack vs metal	p.279
SOR/WIZ CANTRIPS:												
<input type="checkbox"/>	0	Ray of Frost	EV	VS	1 action	Close		Instant	None	Yes	Ray deals 1d3 cold damage	p.269
<input type="checkbox"/>	0	Disrupt Undead	N	VS	1 action	Close		Instant	None	Yes	Deals 1d6 damage to one undead	p.223
<input type="checkbox"/>	0	Mage Hand	T	VS	1 action	Close	Unattended obj. max 5 lb.	Conc.	None	No	5-pound telekinesis	p.249
<input type="checkbox"/>	0	Message	T	VSM	1 action	Medium	9 creatures	90 min	None	No	Whispered conversation at distance	p.253
<input type="checkbox"/>	0	Light	EV	VM/DF	1 action	Touch	Object touched	90 min (D)	None	No	Object shines like a torch	p.248