

Simon Christopher, Master of Science

Gnome, Wizard [Transmuter] 3rd / Alchemist (True) 14th / Rogue 3rd (Chaotic Good)
Str 10, Dex 12, Con 16, Int 20, Wis 18, Cha 14

Hit Points (hp)	120	Initiative	+6	Grapple	+6	Damage Reduction
		Speed (Foot)	22 ft.	Spell Fail	0%	Spell Resistance

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Handed	Transmorgryphier+3	+15/+10	1d6+3	19-20 (Special)	Desc: Baleful Polymorph: ForDC20, WillDC26, Critical range +1/ht
Ranged	Slingshot+3	+15/+10	3d6+3+Special	19-20 (x2)	Desc: Alchemical bullets, ranged touch, fire, cold, acid, sonic

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	22	17 / 21	None / None		+12	+12	+18

Skills	Abilities
Appraise 12	== Racial Traits: Gnome == Small: +1 to AC, +1 to Attack rolls, +4 to Hide Checks
Balance 3	Low Light Vision
Bluff 20	+2 Save vs Illusions
Climb 0	+1 DC for saves against Gnomish Illusions
Concentration 20	+1 Attack vs Goblinoid & Kobolds
Decipher Script 20	+4 Dodge vs Giants
Diplomacy 10	+2 Listen/Craft - Alchemy Checks
Disable Device 10	1x per Day: Speak with Animals (burrowing mammals only)
Disguise 2+2	1x per Day: DC12: Dancing Lights, Ghost Snd, Prestidigitation
Escape Artist 1	== Class Features: Wizard 3rd == School specialization: Transmutation
Forgery 10	• +2 on Spellcraft to learn spells of the Transmutation school.
Gather Information 20	• Prohibited schools: Enchantment, Illusion
Handle Animal -	Bonus Feat: Scribe Scroll
Heal 4	Familiar: Bat
Hide 5	Master gains +3 bonus on Listen checks
Intimidate 15	Master gains Alertness feat when familiar is within arm's reach
Jump -6	== Class Features: Alchemist (True) 14th == Add 14 to base spellcaster levels
Listen 13	Brew 5/day: can brew 5 potions per day (4min/level)
Move Silently 1	Poison Use
Open Lock 5	Bonus Feat (x3)
Ride 1	Craft Homunculus (Ex)
Search 5	Craft Tarot Deck (7 yes/no divine questions per day)
Sense Motive 5	Craft Philosopher's Stone: - Transmute Elements 500g/day
Sleight of Hand 5	- True Seeing 4m
Speak Language 13	- Legend Lore (3/day)
Spellcraft 20+2	- Clairvoyance 140m
Spot 10	- Golden Body: No need for air, water, food, +2 AC, Regenerate 1hp/rnd
Survival 4	== Class Features: Rogue 3rd == Sneak Attack: +2d6 damage
Swim 2	Trapfinding
Tumble 2	Evasion (Ex): Take no damage on successful Reflex save
Use Magic Device 15+4	Trap Sense (Ex): +1 Reflex vs Traps, +1 AC vs Traps
Use Rope 1	== Conditional Skill Bonuses == +2 on Disguise to act in character [Bluff]
Knowledge - Arcana 30	+2 on Spellcraft to decipher spells on scrolls [Use Magic Device]
Craft - Alchemy 40	+2 on Use Magic Device involving scrolls [Decipher Script]
	+2 on Use Magic Device involving scrolls [Spellcraft]
	== CHARACTER STATUS == No errors detected



Languages
Common, Gnome, Halfling, Dwarf, Elf, Goblin, Giant, Sauran, Draconian, Celestial, Infernal, Orc, Abyssal

Money
15000 gp

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
 Contingency
 Epic Reputation +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform

Equipment
 Transmorgryphier, Slingshot, Alchemist's fire, Antitoxin, , , , , ,

Magic Items
 Bracers of Armor +5, Ring of Protection +3
 Cloak of Resistance +3
 Master of Science: Min +10 any Craft, Min +5 any Knowledge
 Tarot Deck: Ask 7 divine yes/no questions per day
 Heward's Handy Haversack
 Hat of Charisma (+4 Chr), Tome of Strength +2
 Transmorgryphier: Polymorph any object (1/day), Polymorph
 Cup of Alchemy: Acts as fully stocked lab
 The Philosopher Stone: see main text

Spellpower
 Potions: Everything Potion (10), Poison (1d8 Str or Con DC 20, 10)
 Scrolls: Fireball/Lightning bolt/Cone of Cold (18d6 DC 20, 2 each)
 Wizard
 Alchemist (True)

SPELL PLANNER for Wizard

EFFECTIVE LEVEL 17 = 17
Total Base Adj.

Spells per Day:	4+1	6+1	5+1	5+1	5+1	5+1	4+1	3+1	2+1	1+1
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	15	16	17	18	19	20	21	22	23	24

LEGEND on Christopher, Master of Science
 *: 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: 65'
 Medium: 270'
 Long: 1,080'

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

The Only Sheet v7.50.7REGISTERED to Christopher Boucher

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	170 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
		LEVEL 8:										
	□□□	8 Iron Body	T	VSM/DF	1 action	Personal	You	17 min (D)			Your body becomes living iron	p.245
	□□□	8 Create Greater Undead	N	VSM	1 hour	Close	One corpse	Instant	None	No	Mummies, spectres, vampires, or ghosts	p.215
	□□□	8 Incendiary Cloud	C	VS	1 action	Medium		17 rd	Ref half [DC23]	No	Cloud deals 4d6 fire damage/round	p.244
		LEVEL 7:										
	□□□□	7 Mordy's Magnificent Mansion	C	VSF	1 action	Close		34 hr (D)	None	No	Door leads to extradimensional mansion	p.256
	□□□□	7 Ethereal Jaunt	T	VS	1 action	Personal	You	17 rd (D)			You become ethereal	p.227
	□□□□	7 Limited Wish	U	VSXP	1 action	see text	see text	see text	None	Yes	Alters reality, within spell limits	p.248
	□□□□	7 Control Undead	N	VSM	1 action	Close	34 HD of undead	17 min	Will neg [DC22]	Yes	Command undead vocally and they don't attack you	p.214
		LEVEL 6:										
	□□□□□	6 Tes's Transformation	T	VSM	1 action	Personal	You	17 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 Chain Lightning	EV	VSF	1 action	Long	1 target, + 17 secondary	Instant	Ref half [DC21]	Yes	Bolt does 17d6 dmg & half dmg on up to 17 targets inside 30'	p.208
	□□□□□	6 Create Undead	N	VSM	1 hour	Close	One corpse	Instant	None	No	Ghouls, shadows, ghosts, wights, or wraiths	p.215
	□□□□□	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 Kiss of the Vampire	N	VSM	1 action	Personal	You	1 rnd/lvl			Temporarily become vampire	
	□□□□□□	5 Nightstalker's Transformation	T	VSM	1 action	Personal	You	1 rnd/lvl			+4 Dex, +5 AC, +3d6 Sneak attack, +5 Ref, +5 skillcheck	
	□□□□□□	5 Teleport	C	VS	1 action	Touch	You and willing crts	Instant	see text	*	Instantly transports you anywhere	p.292
	□□□□□□	5 Telekinesis	T	VS	1 action	Long	see text	Conc. max 17rd	see text	*	Lifts or moves 425 lbs.	p.292
	□□□□□□	5 Fabricate	T	VSM	see text	Close	Up to 170 ³ ; see text.	Instant	None	No	Transforms raw materials into finished items	p.229
		LEVEL 4:										
	□□□□□□	4 Animate Dead	N	VSM	1 action	Touch	68 HD of corpses	Instant	None	No	Creates undead skeletons and zombies	p.198
	□□□□□□	4 Polymorph	T	VSM	1 action	Touch	Willing creature touched	17 min (D)	None	No	Changes willing subject into another creature	p.263
	□□□□□□	4 Stoneskin	A	VSM	1 action	Touch	Creature touched	170 min/Dis	Will neg [DC19]	Yes	Stops blows, cuts, stabs, and slashes	p.285
	□□□□□□	4 Remove Curse	A	VS	1 action	Touch	Creature or object	Instant	Will neg [DC19]	Yes	Frees object or person from curse	p.270
	□□□□□□	4 Bestow Curse	N	VS	1 action	Touch	Creature touched	Perm.	Will neg [DC19]	Yes	-6 to ability or -4 on attkcs, saves, chks or 50% chance to lose action	p.203
	□□□□□□	4 Stone Shape	T	VSM/DF	1 action	Touch	Stone up to 27 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 Vampiric Touch	N	VS	1 action	Touch	Living creature touched	Instant/1 hr	None	Yes	Touch deals 8d6 damage; caster gains damage as HP	p.298
	□□□□□□	3 Haste	T	VSM	1 action	Close	17 creatures inside 30'	17 rd	Fort neg [DC19]	Yes	Extra attack during full attack, +1 attack, +1 AC, +30' speed	p.239
	□□□□□□	3 Fireball	EV	VSM	1 action	Long	20' radius spread	Instant	Ref half [DC18]	Yes	10d6 damage, 20-ft. radius	p.231
	□□□□□□	3 Gaseous Form	T	SM/DF	1 action	Touch	Creature touched	34 min (D)	None	No	Subject becomes insubstantial and can fly slowly	p.234
	□□□□□□	3 Modulate	T	VS	1 round	Touch	Creature touched	1 min/lvl			Change wand effect	
		LEVEL 2:										
	□□□□□□	2 Bear's Endurance	T	VSDF	1 action	Touch	Creature touched	17 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	17 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	17 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	17 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	17 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	17 min	Will neg [DC18]	Yes	Grants a +4 enhancement bonus to Wisdom	p.259
		LEVEL 1:										
	□□□□□□	1 Identify	D	VSDF	1 hour	Touch	One touched object	Instant	None	No	Determines all features of one magic item	p.243
	□□□□□□	1 True Strike	D	VF	1 action	Personal	You	see text			Adds +20 bonus to your next attack roll	p.296
	□□□□□□	1 Enlarge Person	T	VSM	1 round	Close	One humanoid creature	17 min (D)	Fort neg [DC17]	Yes	Target grows to next size category, gains +2 Str, -2 Dex, -1 AC	p.226
	□□□□□□	1 Fist of Stone	T	VSM	1 action	Close	You	1 minute			+6 Strength, 1d6 Slam Attack	
	□□□□□□	1 Reduce Person	T	VSM	1 round	Close	One humanoid creature	17 min (D)	Fort neg [DC17]	Yes	Subject shrinks by 50% in each dimension; +2 Dex, -2 Str, +1 AC	p.269
	□□□□□□	1 Skittish Nerves	T	VS	1 action	Touch	Creature touched	1 min/lvl			+5 Initiative Bonus	