

Iaram Paa

NAME
Div17 153000
CLASS EXPERIENCE
17 153000
Character Level NEXT LEVEL

| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
|----------------------------|------------|----------|---------------|-------------|------------|----------|
| STR Strength | 13 | +1 | 13 | +1 | 13 | +1 |
| DEX Dexterity | 20 | +5 | 20 | +5 | 20 | +5 |
| CON Constitution | 16 | +3 | 16 | +3 | 16 | +3 |
| INT Intelligence | 20 | +5 | 26 | +8 | 26 | +8 |
| WIS Wisdom | 17 | +3 | 17 | +3 | 17 | +3 |
| CHA Charisma | 15 | +2 | 15 | +2 | 15 | +2 |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers |
|------------------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| FORTITUDE (constitution) | +8 | +5 | +3 | +0 | +0 | +0 | | |
| REFLEX (dexterity) | +10 | +5 | +5 | +0 | +0 | +0 | | |
| WILLPOWER (wisdom) | +13 | +10 | +3 | +0 | +0 | +0 | | |

| | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|--------------------------------|--------|-------------------|------|------|------|------|------|
| MELEE attack bonus | +9/+4 | +8/+3 | +1 | +0 | +0 | +0 | |
| RANGED attack bonus | +13/+8 | +8/+3 | +5 | +0 | +0 | +0 | |
| GRAPPLE attack bonus | +9/+4 | +8/+3 | +1 | +0 | +0 | +0 | |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|--------|----------|
| | +5/+0 | 1d3+1 | 20/x2 |

*: weapon is equipped
1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

| ARMOR | TYPE | AC | MAXDEX | CHECK | SPELL FAILURE |
|------------------------|------|----|--------|-------|---------------|
| *Ring of Protection +5 | | +5 | | +0 | 0 |

Curtis

PLAYERNAME
Human Medium
RACE SIZE
67 Male
AGE GENDER

| HP | hit points | WOUNDS/CURRENT HP |
|-----|------------|-------------------|
| 107 | | |

| AC | armor class | TOTAL | FLAT | TOUCH | BASE | ARMOR BONUS | SHIELD BONUS | STAT | SIZE | NATURAL | MISC | MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESIST |
|----|-------------|-------|------|-------|------|-------------|--------------|------|------|---------|------|-------------|----------------------|---------------------|--------------|
| 20 | | 15 | 20 | 10 | 0 | 0 | 5 | 0 | 0 | 5 | | | 0 | +0 | 0 |

| INITIATIVE | modifier | TOTAL | DEX MODIFIER | MISC MODIFIER |
|------------|----------|-------|--------------|---------------|
| +9 | | +5 | +4 | |

| BASE ATTACK | bonus | TOTAL |
|-------------|-------|-------|
| +8/+3 | | |

DEITY
5' 9"
HEIGHT WEIGHT
Brown Grey, Balding
EYES HAIR
Lawful Neutral
ALIGNMENT
Normal
VISION
0
POINTS

| SPEED | Walk 30' |
|-------|----------|
| | |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 20/10 | MISC MODIFIER |
|--------------------------|-------------|----------------|------------------|-----------|-------|---------------|
| ✓ Appraise | INT | 8 | = 8 | + | + | |
| ✓ Balance | DEX | 5 | = 5 | + | + | |
| ✓ Bluff | CHA | 2 | = 2 | + | + | |
| ✓ Climb | STR | 1 | = 1 | + | + | |
| ✓ Concentration | CON | 22 | = 3 | + | 19.0 | + |
| ✓ Craft (Stonemasonry) | INT | 28 | = 8 | + | 20.0 | + |
| ✓ Craft (Untrained) | INT | 8 | = 8 | + | + | |
| ✓ Decipher Script | INT | 18 | = 8 | + | 10.0 | + |
| ✓ Diplomacy | CHA | 10 | = 2 | + | 8.0 | + |
| ✓ Disguise | CHA | 2 | = 2 | + | + | |
| ✓ Escape Artist | DEX | 5 | = 5 | + | + | |
| ✓ Forgery | INT | 8 | = 8 | + | + | |
| ✓ Gather Information | CHA | 12 | = 2 | + | 10.0 | + |
| ✓ Heal | WIS | 3 | = 3 | + | + | |
| ✓ Hide | DEX | 5 | = 5 | + | + | |
| ✓ Intimidate | CHA | 2 | = 2 | + | + | |
| ✓ Jump | STR | 1 | = 1 | + | 0.5 | + |
| ✓ Knowledge (Arcana) | INT | 23 | = 8 | + | 15.0 | + |
| ✓ Knowledge (Religion) | INT | 14 | = 8 | + | 6.0 | + |
| ✓ Knowledge (The Planes) | INT | 20 | = 8 | + | 12.0 | + |
| ✓ Listen | WIS | 5 | = 3 | + | 2.0 | + |
| ✓ Move Silently | DEX | 5 | = 5 | + | + | |
| ✓ Ride | DEX | 5 | = 5 | + | + | |
| ✓ Search | INT | 8 | = 8 | + | + | |
| ✓ Sense Motive | WIS | 3 | = 3 | + | + | |
| ✓ Spot | WIS | 3 | = 3 | + | 0.5 | + |
| ✓ Survival | WIS | 3 | = 3 | + | + | |
| ✓ Swim | STR | 1 | = 1 | + | + | |
| ✓ Tumble | DEX | 5 | = 5 | + | 0.5 | + |
| ✓ Use Rope | DEX | 5 | = 5 | + | + | |
| | | | = | + | + | |
| | | | = | + | + | |

✓ : can be used untrained. X : exclusive skills

EQUIPMENT

| ITEM | LOCATION | QTY | WT | COST |
|---------------------------------|----------|-----|--------|------------|
| Headband of Intellect +6 | Equipped | 1 | 0.0 | 36000.0 |
| Ring of Protection +5 | Equipped | 1 | 0.0 | 50000.0 |
| TOTAL WEIGHT CARRIED/VALUE | | | 0 lbs. | 86000.0 gp |

WEIGHT ALLOWANCE

| | | | | | |
|----------------|-----|-----------------|-----|-------------|-----|
| Light | 50 | Medium | 100 | Heavy | 150 |
| Lift over head | 150 | Lift off ground | 300 | Push / Drag | 750 |

MONEY

| |
|---|
| Ring of the Diehard |
| +3 Fortitude Save |
| Fast Healing: 5 (when over 50% HP) |
| Fast Healing: 10 (when between 25% and 50% HP) |
| Fast Healing: 25 (when under 25% HP) |
| Do not die until -25 HP. |
| Note that fast healing: 25 will be active when unconscious and will cause auto-stabilization and regaining of consciousness. |
| +15 Max HP |
| Iron Stone of Great Luck |
| +2 to all saving throws and skill checks |
| Belt of Fortitude +4 |
| +4 to Con |
| Cloak of the Dimensional Lapse |
| +4 to reflex save and 50% miss chance for concealment |
| Robes of Lawful Protection |
| +7 AC |
| +1 All Saves |
| Spell Resistance: 23 |
| Wearer always radiates Magic Circle Against Chaos as per the spell |
| Boots of the Cunning Escape |
| +15 Speed |
| Dimension Door on self 2x/day |
| Mislead on self 1x/day |
| Staff of Mental Mastery |
| +4 Quarterstaff |
| At will: Detect Thoughts, Discern Lies, Telepathy, Tongues (can be used with TelepathY) |
| 1 charge: Suggestion, Eagle's Splendor, Locate Creature |
| 2 charge: Charm Person, Lesser Geas |
| 3 charge: Charm Monster, Confusion |
| 4 charge: Feeblemind, Dominate Person |
| 5 charge: Mass Suggestion |
| On a successful melee strike, the damaged creature will be absolutely unable to perform any hostile actions toward the wielder. He may however, help others do so, but any die roll associated with helping another character harm the wielder will be at -2 (any die roll has a minimum of 1). A successful will save of DC 27 will allow the affected person to attack the wielder, but all associated rolls will be at -4. |
| This staff has a maximum of 9 charges. It recharges itself at the rate of 1 charge per 6 hours. |
| Total = 0.0 gp |

SPECIAL ABILITIES

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| +2 bonus to Spellcraft when learning Divination |
| Summon Familiar |

FEATS

| | |
|---------------------------|--|
| Craft Wondrous Item | You can create any wondrous item whose prerequisites you meet. |
| Empower Spell | All variable, numeric effects of an empowered spell are increased by one-half. |
| Extend Spell | An extended spell lasts twice as long as normal. |
| Forge Ring | You can create any ring whose prerequisites you meet. |
| Greater Spell Penetration | You get a +2 bonus on caster level checks made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration. |
| Improved Initiative | You get a +4 bonus on initiative checks. |
| Quickened Spell | Casting a quickened spell is a free action. |
| Spell Focus (Divination) | Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. |
| Spell Penetration | You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. |
| Scribe Scroll | You can create a scroll of any spell that you know. |

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff

LANGUAGES

Common

PROHIBITED

Abjuration

Wizard Spells

| LEVEL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| KNOWN | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| PER DAY | 4+1 | 6+1 | 6+1 | 6+1 | 6+1 | 5+1 | 5+1 | 4+1 | 3+1 | 1+1 |

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|-------------------------------------|-------------------|-------------------------------------|----------------------|---------|------------------------|---|---------------------|
| □□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage. | 18 | None | 1 standard action | Instantaneous | Close (65') | V, S | No | Conjuration (Creation) [Acid] | RSRD: SpellsA-B.rtf |
| □□□□□ Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible]. | 18 | None | 1 standard action | Permanent | 0 ft. | V, S | No | Universal | RSRD: SpellsA-B.rtf |
| □□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights. | 18 | None | 1 standard action | 17 minute [D] | Medium (270') | V, S | No | Evocation [Light] | RSRD: SpellsD-E.rtf |
| □□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action. | 18 | Will negates | 1 standard action | 1 round | Close (65') | V, S, M | Yes | Enchantment (Compulsion) [Mind-Affecting] | RSRD: SpellsD-E.rtf |
| □□□□□ *Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. | 19 | None | 1 standard action | Concentration, up to 17 minutes [D] | 60 ft. | V, S | No | Divination | RSRD: SpellsD-E.rtf |
| □□□□□ *Detect Poison <i>Effect:</i> Detects poison in one creature or small object. | 19 | None | 1 standard action | Instantaneous | Close (65') | V, S | No | Divination | RSRD: SpellsD-E.rtf |
| □□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead. | 18 | None | 1 standard action | Instantaneous | Close (65') | V, S | Yes | Necromancy | RSRD: SpellsD-E.rtf |
| □□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. | 18 | Fortitude negates | 1 standard action | Instantaneous | Close (65') | V | Yes | Evocation [Light] | RSRD: SpellsF-G.rtf |
| □□□□□ Ghost Sound <i>Effect:</i> Figment sounds. | 18 | Will disbelief (if interacted with) | 1 standard action | 17 rounds [D] | Close (65') | V, S, M | No | Illusion (Figment) | RSRD: SpellsF-G.rtf |
| □□□□□ Light <i>Effect:</i> Object shines like a torch. | 18 | None | 1 standard action | 170 minutes [D] | Touch | V, M/DF | No | Evocation [Light] | RSRD: SpellsH-L.rtf |
| □□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis. | 18 | None | 1 standard action | Concentration | Close (65') | V, S | No | Transmutation | RSRD: SpellsM-O.rtf |
| □□□□□ Mending <i>Effect:</i> Makes minor repairs on an object. | 18 | Will negates (harmless, object) | 1 standard action | Instantaneous | 10 ft. | V, S | Yes (harmless, object) | Transmutation | RSRD: SpellsM-O.rtf |
| □□□□□ Message <i>Effect:</i> Whispered conversation at distance. | 12 | None | 1 standard action | 60 minutes | Medium (160') | V, S, F | No | Transmutation [Language-Dependent] | RSRD: SpellsM-O.rtf |
| □□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things. | 18 | Will negates (object) | 1 standard action | Instantaneous | Close (65') | V, S, F | Yes (object) | Transmutation | RSRD: SpellsM-O.rtf |
| □□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks. | 18 | See text | 1 standard action | 1 hour | 10 ft. | V, S | No | Universal | RSRD: SpellsP-R.rtf |
| □□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage. | 18 | None | 1 standard action | Instantaneous | Close (65') | V, S | Yes | Evocation [Cold] | RSRD: SpellsP-R.rtf |
| □□□□□ *Read Magic <i>Effect:</i> Read scrolls and spellbooks. | 19 | None | 1 standard action | 170 minutes | Target: Ray Personal | V, S, F | No | Divination | RSRD: SpellsP-R.rtf |
| □□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target. | 18 | Fortitude negates | 1 standard action | 17 rounds | Target: You Touch | V, S, M | Yes | Necromancy | RSRD: SpellsT-Z.rtf |

* =Domain/Specialty Spell

Iaram Paa

| | |
|--------------------|--------------------|
| RACE | Human |
| AGE | 67 |
| GENDER | Male |
| VISION | Normal |
| ALIGNMENT | Lawful Neutral |
| DOMINANT HAND | Right |
| HEIGHT | 5' 9" |
| WEIGHT | 168 lbs. |
| EYE COLOUR | Brown |
| SKIN COLOUR | White |
| HAIR | Grey, Balding |
| PHOBIAS | Being Out of Touch |
| PERSONALITY TRAITS | Crystal Network |
| INTERESTS | Slurred, |
| SPOKEN STYLE | |
| RESIDENCE | |
| LOCATION | None |
| REGION | |

Description:

Sudden Maximize, Sudden Quicken

Biography:

A mage who has established himself as the de facto arbiter of information flow in his world due to his extensive crystal ball network. He resides in his tower watching over the Over Crystal which acts as the nexus for his communication network. The crystal balls were originally installed and adopted as person-to-person communication devices that were substantially faster than carrier pigeons. But after they were well embedded into society, Iaram Paa began to take advantage of the fact that he had almost limitless access to information on people's lives. He established his own magiocracy and began to impose tyrannical order. What's worse, he has assembled a team of crystal-ball telemarketers who constantly harass his subjects trying to sell charms and "upgrades" of questionable value. He is clearly an enemy to the supporters of chaos and freedom. His iron grip will be hard to break, but the key probably lies in getting into his tower and destroying the Over Crystal. If his crystal ball communication grid breaks down, so will his power. He also said to have a strange sense of humor and the designs of his tower reflect that. It will be extremely difficult to penetrate his defenses, but it will be quite funny nevertheless.

Notes:

Character Sheet Notes: