

EQUIPMENT								
ITEM	LOCATION	QTY		COST				
Amulet of Natural Armor +5	Equipped	1	0.0	50000.0				
Scroll (Gate)	Carried	1	0.01	8825.0				
Boots of Teleportation	Equipped	1	3.0	49000.0				
Bracers of Armor +8	Equipped	1	1.0	64000.0				
Cloak of Charisma +6	Equipped	1	2.0	36000.0				
Elixir of Love	Carried	3	0.0 (0.0)	150.0 (450.0)				
Elixir of Love	Equipped	1	0.0	150.0				
Gloves of Dexterity +6	Equipped	1	0.0	36000.0				
Greater Ring of Energy Resistance (Fire) Absorbs 30 points of Fire damage	Equipped	1	0.0	44000.0				
Ring of Protection +5	Equipped	1	0.0	50000.0				
Rod of Splendor	Equipped	1	5.0	25000.0				
Scroll (Blink)	Carried	1	0.01	375.0				
Scroll (Blur)	Carried	1	0.01	150.0				
Scroll (Dispel Magic)	Carried	1	0.01	375.0				
Scroll (Dispel Magic, Greater)	Carried	1	0.01	1625.0				
Scroll (Invisibility, Greater)	Carried	1	0.01	700.0				
Scroll (Magic Circle against Evil)	Carried	1	0.01	375.0				
Scroll (Planar Binding)	Carried	1	0.01	1650.0				
Scroll (Planar Binding, Greater)	Carried	1	0.01	3000.0				
Scroll (Planar Binding, Lesser)	Carried	1	0.01	1125.0				
Scroll (Plane Shift)	Carried	1	0.01	2275.0				
Scroll (Power Word Stun)	Carried	1	0.01	3000.0				
Scroll (Summon Monster IX)	Carried	2	0.01 (0.02)	3825.0 (7650.0)				
Wand of 10th level caster Dispel Magic	Carried	1	0.06	22500.0				
TOTAL WEIGHT CARRIED/V	ALUE		11.2 lbs.	408225.0 gp				

	1	WEIGHT ALLO	<b>WANC</b>	E	
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

MONEY	<i>'</i>
Blaster Pistol (3d8)	
Technical Proficiency	
	Total = 0.0 gp

SPECIAL ABILITIES
Evasion (Ex)
Resistance to acid 5, cold 5, and electricity 5.
Sneak Attack +1d6
Summon Familiar
Trapfinding

	FEATS
Combat Casting	You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Empower Spell Like Ability	The creature can use the selected ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).
Greater Spell Focus (Enchantment)	Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.
Maximize Spell	All variable, numeric effects of a spell modified by this feat are maximized.
Quicken Spell	Casting a quickened spell is a free action.
Spell Focus (Enchantment)	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.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

#### PROFICIENCIES

Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Sword (Short), Unarmed Strike

# LANGUAGES Celestial, Common, Telepathy

Innate Racial Spells									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Daylight	22	None	1 standard action	200 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
Effect: 60-ft. radius of bright light.					Target: Object tou	ched			
				* =Domain/Speciality Spell					

# Sorcerer Spells

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

				LEVEL 0					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Arcane Mark	19	None	1 standard	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
			action						
Effect: Inscribes a personal rune [visible or in Dancing Lights	ivisible].	None	1	18 minute [D]	Medium (280')	al rune or i	mark, all of which must in No	fit within 1 sq. ft. Evocation [Light]	RSRD: SpellsD-E.rtf
add barrowing Lighte			standard action						
Effect: Creates torches or other lights.							hin a 10- ftradius area		
Daze	21	Will negates	1 standard	1 round	Close (70')	V, S, M	Yes	Enchantment (Compulsion)	RSRD: SpellsD-E.rtf
Effect: Humanoid creature of 4 HD or less lo	non nowt	action	action		Target: One human	oid aroutur	o of 4 HD or loss	[Mind-Affecting]	
Detect Magic	19	None	1	Concentration, up to 18 minutes [D]	60 ft.	V, S	No No	Divination	RSRD: SpellsD-E.rtf
			standard action						
Effect: Detects spells and magic items within		None		400	Target: Cone-shape			E contro Biolog	D0DD 0
Light Light	19	None	1 standard	180 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
Effect: Object shines like a torch.			action		Target: Object touch	hed			
Message	19	None	1	60 minutes	Medium (160')	V, S, F	No	Transmutation	RSRD: SpellsM-O.rtf
			standard action					[Language-Depen	dent]
Effect: Whispered conversation at distance.	19	Will pagetos (object)	1	Instantaneous	Target: 6 creatures	VCE	Van (ahiaat)	Transmutation	DCDD: CoolloM O eff
□□□□□Open/Close	19	Will negates (object)	1 standard	Instantaneous	Close (70')	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Opens or closes small or light things.			action		Target: Object weig	hina up to	30 lb. or portal that can	be opened or close	d
Read Magic	19	None	1 standard	180 minutes	Personal		No	Divination	RSRD: SpellsP-R.rtf
			standard action						
Effect: Read scrolls and spellbooks.	19	Will negates	1	1 minute	Target: You Touch	V S M/D	F Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Resistance	19	(harmless)	standard	miliate	TOUGH	v , 3, IVI/D	res (namiess)	AujurdiiOII	NOND. Opelise-K.III
Effect: Subject gains +1 on saving throws.			action		Target: Creature to	uched			
, ,				LEVEL 1					
Name Charm Person	DC 22	Saving Throw Will negates	Time 1	Duration 18 hours	Range Close (70')	Comp. V, S	Spell Resistance Yes	School Enchantment	Source RSRD: SpellsC.rtf
Chaim Person		wiii riegates	standard	10 Hours	Close (70)	۷, ٥	103	(Charm)	NOND. Openso.ru
Effect: Makes one person your friend.			action		Target: One human	oid creatur	e	[Mind-Affecting]	
□□□□ Identify	20	None	1 hour	Instantaneous	Touch	V, S, M/D	F No	Divination	RSRD: SpellsH-L.rtf
Effect: Determines properties of magic item.	20	Will negates	1	18 hours [D]	Target: One toucher Touch	d object V, S, F	No	Conjuration	RSRD: SpellsM-O.rtf
□□□□ Mage Armor	20	(harmless)	standard	16 flours [D]	Touch	v, 3, F	NO	(Creation) [Force]	NSND. Spellsivi-O.Iti
Effect: Gives subject +4 armor bonus.			action		Target: Creature to	uched			
Magic Missile	20	None	1 standard	Instantaneous	Medium (280')	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
			action						
Effect: 5 missiles that do 1d4+1 damage each	h. 22	Will negates	1 round	18 minutes	Target: Up to five cr Medium (280')	reatures, no V, S, M	two of which can be m Yes	nore than 15 ft. apar Enchantment	t RSRD: SpellsS.rtf
□□□□□Sleep		vviii riogatoo			modalii (200)	٠, ٥,		(Compulsion)	rtorts. opolice.iti
Effect: Puts 4 HD of creatures into magical s	lumber.				Target: One or more	e living cre	atures within a 10-ftrad	[Mind-Affecting] dius burst	
				LEVEL 2					
N	200	O			B		On all Business	0.11	0
Name	<b>DC</b> 21	Saving Throw Will negates	Time 1	Duration 18 minutes [D]	Range Personal or touch	Comp. V, S, M/D	Spell Resistance F Yes (harmless) or Yes	School s Illusion (Glamer)	Source RSRD: SpellsH-L.rtf
		(harmless) or Will negates (harmless,	standard action				(harmless, object)		
F# 1 O 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		object)			T				
Effect: Subject is invisible for 18 minutes or u	intii it atta 21	None	1	Instantaneous; see text	Medium (280')	eature or or V	oject weighing no more No	Transmutation	RSRD: SpellsH-L.rtf
			standard action						
Effect: Opens locked or magically sealed doc							st with an area of up to		
Levitate	21	None	1 standard	18 minutes [D]	Personal or close	V, S, F	No	Transmutation	RSRD: SpellsH-L.rtf
Effect: Subject moves up and down at your of	liroctic -		action		Target: Vo.:	willing	dura or one object to the	Luciaht un to 4000	he
Effect: Subject moves up and down at your o	irection. 21	None	1	18 minutes [D]	Personal; see text		iture or one object, total No		RSRD: SpellsM-O.rtf
			standard action					,	
Effect: Creates decoy duplicates of you [1d4					Target: You			B	
See Invisibility	21	None	1 standard	180 minutes [D]	Personal	V, S, M	No	Divination	RSRD: SpellsS.rtf
Effect Payagla invisible greatures			action		Target: Vo.				
Effect: Reveals invisible creatures or objects					Target: You				
				LEVEL 3					
Name	DC	Saving Throw	Time	Duration 40 seconds	Range	Comp.	Spell Resistance	School	Source
□□□□ Haste	22	Fortitude negates (harmless)	1 standard	18 rounds	Close (70')	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsH-L.rtf
Effect: 18 creatures moves faster, +1 on atta	ck rolls		action		Target: 18 creatures	s no two o	f which can be more tha	an 30 ft, apart	
Hold Person	24	Will negates; see text		18 rounds [D]; see text	Medium (280')	V, S, F/D		Enchantment	RSRD: SpellsH-L.rtf
			standard action					(Compulsion) [Mind-Affecting]	
Effect: Paralyzes one humanoid for 18 round		D. ()		Latertonic	Target: One human				DODD 6 "
Lightning Bolt	22	Reflex half	1 standard	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	RSRD: SpellsH-L.rtf
Effect: Electricity deals 10d6 damage.			action		Target: 120-ft. line			.,	
□□□□ Magic Circle against Chaos	22	Will negates	1	180 minutes	Touch	V, S, M/D	F No; see text	Abjuration [Lawful]	RSRD: SpellsM-O.rtf
0		(harmless)	standard action						
Effect: +2 to AC and saves, counter mind co	ntrol, hed	ge out elementals and		10-ft. radius and 180 minutes.	Target: 10-ftradius	emanation	from touched creature		
				* =Domain/Speciality Spell					

				Caragrar Challa					
				Sorcerer Spells LEVEL 4					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Charm Monster	25	Will negates	1 standard action	18 days	Close (70')	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
Effect: Makes monster believe it is your ally.  Dimensional Anchor	23	None	1 standard action	18 minutes	Target: One living of Medium (280')	V, S	Yes (object)	Abjuration	RSRD: SpellsD-E.rtf
Effect: Bars extradimensional movement.  Invisibility, Greater	23	Will negates (harmless)	1 standard action	18 rounds [D]	Target: Ray Personal or touch		Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	RSRD: SpellsH-L.rtf
Effect: As invisibility, but subject can attack ar	nd stay 23	invisible. None	1 standard action	18 minutes [D]	Target: You or crea Touch	V, S, M	No	Transmutation	RSRD: SpellsP-R.rtf
Effect: Gives one willing subject a new form.	-	_	-		Target: Willing living	g creature to	ouched	_	_
				LEVEL 5					
Name Dominate Person	DC 26	Saving Throw Will negates	Time 1 round	<b>Duration</b> 18 days	Range Close (70')	Comp. V, S	Yes	School Enchantment (Compulsion) [Mind-Affecting]	Source RSRD: SpellsD-E.rtf
Effect: Controls humanoid telepathically.  Geblemind  Effect: Subject's Int and Cha drop to 1.	26	Will negates; see text	1 standard action	Instantaneous	Target: One human Medium (280')  Target: One creatur	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsF-G.rtf
Hold Monster  Effect: As hold person, but any creature.	26	Will negates; see text	1 standard action	18 rounds [D]; see text	Medium (280')  Target: One living of	V, S, M/DI		Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
Permanency  Effect: Makes certain spells permanent.	24	None	2 rounds	Permanent; see text	See text  Target: See text		No	Universal	RSRD: SpellsP-R.rtf
				LEVEL 6					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Chain Lightning	25	Reflex half	1 standard action	Instantaneous	Long (1120')	V, S, F	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
Effect: 18d6 damage; 18 secondary bolts each	h deal h	alf damage.			Target: One primary primary target]	y target, plu	s 18 secondary targets	[each of which mus	st be within 30 ft. of th
Suggestion, Mass	27	Will negates	1 standard action	18 hours or until completed	Medium (280')	V, M	Yes	Enchantment (Compulsion)	RSRD: SpellsS.rtf
Effect: As suggestion, plus 18 subjects.  True Seeing	25	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M	which can be more tha Yes (harmless)	Divination	RSRD: SpellsT-Z.rtf
Effect: Lets you see all things as they really a	re.			. = . /= . =	Target: Creature to	uched			
				LEVEL 7					
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Banishment  Effect: Banishes 36 HD of extraplanar creatur	26	Will negates	1 standard action	Instantaneous	Close (70')	V, S, F	Yes ar creatures, no two of v	Abjuration	RSRD: SpellsA-B.rtf
Summon Monster VII  Effect: Calls extraplanar creature to fight for y	26	None	1 round	18 rounds [D]	Close (70')	V, S, F/DF		Conjuration (Summoning)	RSRD: SpellsS.rtf
□□□□Teleport, Greater	26	None and Will negates (object)	standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
Effect: As teleport, but no range limit and no o	off-targe	t arrival.			Target: You and tou	ched objec	ts or other touched willing	ng creatures	
				LEVEL 8					
Name	27 HD	Saving Throw Will negates	Time 10 minutes	<b>Duration</b> Instantaneous	Range Close (70')	Comp. V, S	Spell Resistance No and Yes; see text or outsiders, totaling no	School Conjuration (Calling)	Source RSRD: SpellsP-R.rt
Polymorph Any Object	27	Fortitude negates (object); see text	1 standard	See text	more than 30 ft. apa Close (70')	art when the		Transmutation	RSRD: SpellsP-R.rtf
Effect: Changes any subject into anything else	e.		action		Target: One creatur	e, or one n	onmagical object of up t	to 1800 cu. ft	
				LEVEL 9					
Name □□□□ Wish	DC 28	Saving Throw See text	Time 1 standard action	<b>Duration</b> See text	Range See text	Comp. V, XP	Spell Resistance Yes	<b>School</b> Universal	Source RSRD: SpellsT-Z.rtf
Effect: As limited wish, but with fewer limits.			actiOH	* =Domain/Speciality Spell	Target: See text				

### Innate

□Daylight (DC:22)

### G'Banrak

Planetouched (Aasimar) RACE 30 AGE Male GENDER Darkvision (60'), Normal VISION Lawful Good ALIGNMENT Right DOMINANT HAND 5' 9" HEIGHT 135 lbs. WEIGHT blue EYE COLOUR golden SKIN COLOUR golden, flowing HAIR home world's destruction PHOBIAS upright and fair, friendly PERSONALITY TRAITS exploring other worlds INTERESTS high, let's shop SPOKEN STYLE RISSA RESIDENCE City of the Gods LOCATION None REGION	G Dalliak
30 AGE Male GENDER Darkvision (60'), Normal VISION Lawful Good ALIGNMENT Right DOMINANT HAND 5' 9" HEIGHT 135 lbs. WEIGHT blue EYE COLOUR golden SKIN COLOUR golden, flowing HAIR home world's destruction PHOBIAS upright and fair, friendly PERSONALITY TRAITS exploring other worlds INTERESTS high, let's shop SPOKEN STYLE RISSA RESIDENCE City of the Gods LOCATION None	Planetouched (Aasimar)
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GENDER  Darkvision (60'), Normal  VISION  Lawful Good  ALIGNMENT  Right  DOMINANT HAND  5' 9"  HEIGHT  135 lbs.  WEIGHT  blue  EYE COLOUR  golden  SKIN COLOUR  golden, flowing  HAIR  home world's destruction  PHOBIAS  upright and fair, friendly  PERSONALITY TRAITS  exploring other worlds  INTERESTS  high, let's shop  SPOKEN STYLE  RISSA  RESIDENCE  City of the Gods  LOCATION  None	AGE
Darkvision (60'), Normal  VISION  Lawful Good  ALIGNMENT  Right  DOMINANT HAND  5' 9"  HEIGHT  135 lbs.  WEIGHT  blue  EYE COLOUR  golden  SKIN COLOUR  golden, flowing  HAIR  home world's destruction  PHOBIAS  upright and fair, friendly  PERSONALITY TRAITS  exploring other worlds  INTERESTS  high, let's shop  SPOKEN STYLE  RISSA  RESIDENCE  City of the Gods  LOCATION  None	
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Description:
An incredible beauty of a woman.... heavenly.
Biography:

# Notes:

## **Character Sheet Notes:**

Tactical Nude Advantage