

Galdur Illur

Character Name
Necromancer 7
 CLASS
 7 (7) 21000 / 28000
 Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10		+0		
DEX Dexterity	16		+3		
CON Constitution	15		+2		
INT Intelligence	18		+4		
WIS Wisdom	10		+0		
CHA Charisma	10		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+7	+2	+2	+3	+0	+0	
REFLEX (dexterity)	+8	+2	+3	+3	+0	+0	
WILL (wisdom)	+8	+5	+0	+3	+0	+0	

Conditional Save Modifiers:
 +2 racial saving throw bonus against enchantment spells or effects

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	+3	+0	+0	+0	0	
RANGED attack bonus	+6	+3	+3	+0	+0	0	
GRAPPLE attack bonus	+3	+3	+0	+0	+0	+0	

*: 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
*Bracers of Armor	+2	+2		+0	0
*Ring of Protection	+4	+4		+0	0

Wolfgang

Player Name Deity None Alignment Neutral Evil
 Half-Elf / Humanoid Medium / 5 ft. 5' 8" / 152 lbs. Low-Light
 RACE SIZE / FACE HEIGHT / WEIGHT VISION

25 Male EYES HAIR Points

AGE GENDER

HP	AC	INITIATIVE	ENCUMBRANCE	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
37	19	+3	Light				Walk 30 ft.
hit points	armor class	modifier					

TOTAL SKILLPOINTS: 60 MAX RANKS: 10/5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	4	=	4	
✓ Balance	DEX	3	=	3	
✓ Bluff	CHA	4	=	0 + 4	
✓ Climb	STR	0	=	0	
✓ Concentration	CON	10	=	2 + 8	
✓ Concentration (Cast defensively)	CON	14	=	2 + 8 + 4	
✓ Craft (Untrained)	INT	4	=	4	
Decipher Script	INT	11	=	4 + 7	
✓ Diplomacy	CHA	2	=	0 + 2	
✓ Disguise	CHA	0	=	0	
✓ Escape Artist	DEX	3	=	3	
✓ Forgery	INT	4	=	4	
✓ Gather Information	CHA	3	=	0 + 1 + 2	
✓ Heal	WIS	0	=	0	
✓ Hide	DEX	4	=	3 + 1	
✓ Intimidate	CHA	1	=	0 + 1	
✓ Jump	STR	0	=	0	
Knowledge (Arcana)	INT	13	=	4 + 9	
Knowledge (Nature)	INT	5	=	4 + 1	
Knowledge (The Planes)	INT	5	=	4 + 1	
✓ Listen	WIS	1	=	0 + 1	
✓ Move Silently	DEX	6	=	3 + 3	
✓ Perform (Untrained)	CHA	0	=	0	
✓ Ride	DEX	3	=	3	
✓ Search	INT	5	=	4 + 1	
✓ Sense Motive	WIS	0	=	0	
Spellcraft	INT	14	=	4 + 8 + 2	
✓ Spot	WIS	4	=	0 + 3 + 1	
✓ Survival	WIS	0	=	0	
✓ Swim	STR	0	=	0	
✓ Use Rope	DEX	3	=	3	
			=	+ +	
			=	+ +	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Helm of Comprehend Languages and Read Magic	Equipped	1	3 / 5,200
Bracers of Armor +2	Equipped	1	1 / 4,000
Ring of Feather Falling	Equipped	1	0 / 2,200
Ring of Protection +4	Equipped	1	0 / 32,000
Cloak of Resistance +3	Equipped	1	1 / 9,000
Spellbook (Wizard's/Blank)	Carried	1	3 / 15
TOTAL WEIGHT CARRIED/VALUE		8 lbs.	52,415gp

WEIGHT ALLOWANCE			
Light	33	Medium	66
Lift over head	100	Lift off ground	200
		Heavy	100
		Push / Drag	500

MONEY	
	Total= 0 gp

MAGIC

Languages
Common, Elven

Other Companions

Special Qualities

Bonus Feats [Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing these feats.

Bonus Languages [Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

A wizard may substitute Draconic for one of the bonus languages available to the character because of her race.

Familiar [Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

A wizard can obtain a familiar in exactly the same manner as a sorcerer can. See the sorcerer description and the information on Familiars below for details.

Scribe Scroll [Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

At 1st level, a wizard gains Scribe Scroll as a bonus feat.

Spellbooks [Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

A wizard must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for read magic, which all wizards can prepare from memory. A wizard begins play with a spellbook containing all 0-level wizard spells (except those from her prohibited school or schools, if any; see School Specialization, below) plus three 1st-level spells of your choice. For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of your choice. At each new wizard level, she gains two new spells of any spell level or levels that she can cast (based on her new wizard level) for her spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to her own.

Spells [Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

A wizard casts arcane spells which are drawn from the sorcerer/ wizard spell list. A wizard must choose and prepare her spells ahead of time (see below). To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier. Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Wizard. In addition, she receives bonus spells per day if she has a high Intelligence score. Unlike a bard or sorcerer, a wizard may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the wizard decides which spells to prepare.

Weapon and Armor Proficiency [Wizards of the Coast - Revised (v.3.5) System

Reference Document, classesII]

Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.

Elven Blood [Wizards of the Coast - Revised (v.3.5) System Reference Document]

For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves. (See the Monster Manual for more information about elves, and the Dungeon Master's Guide for more on magic items.)

Half-Elf Racial Traits (Ex) [Wizards of the Coast - Revised (v.3.5) System Reference Document]

Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throw against enchantment spells or effects.

Low-light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

+1 racial bonus on Listen, Search, and Spot checks: A half-elf does not have the elf's ability to notice secret doors simply by passing near them. Half-elves have keen senses, but not as keen as those of an elf.

+2 racial bonus on Diplomacy and Gather Information checks: Half-elves get along naturally with all people.

Elven Blood: For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves. (See the Monster Manual for more information about elves, and the Dungeon Master's Guide for more on magic items.)

Humanoid Traits [Wizards of the Coast - Revised (v.3.5) System Reference Document, TypesSubtypesAbilities]

Humanoids eat/sleep/breathe

Low-Light Vision (Ex) [Wizards of the Coast - Revised (v.3.5) System Reference Document]

You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

+2 bonus to Spellcraft when learning Necromancy [Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII]

Feats

Combat Casting [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

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.

Craft Wand [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You can create a wand of any 4th-level or lower spell that you know.

Quicken Spell [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity. Special: This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously), since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

Spell Focus (Necromancy) [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Scribe Scroll [Wizards of the Coast - Revised (v.3.5) System

**Reference Document,
Feats]**

You can create a scroll of any spell that you know.

Proficiencies

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

Templates

Base Race Type

Base Race Type ~ Humanoid

Magic Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Feather Fall	Transmutation	1 free action	Until landing or 1 rounds	Close (25 ft.)	RSRD:SpellsF-G

[V] TARGET: 1 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart; **EFFECT:** Objects or creatures fall slowly. [SR:Yes (object); DC:10, Will negates (harmless) or Will negates (object)]

Wizard Spells

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

LEVEL 0 / Per Day:4+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□ Arcane Mark	Universal	1 standard action	Permanent	0 ft.	RSRD:SpellsA-B
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: Inscribes a personal rune [visible or invisible]. [SR:No]					
□□□□□ Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (170 ft.)	RSRD:SpellsD-E
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: Creates torches or other lights. [SR:No]					
□□□□□ Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (40 ft.)	RSRD:SpellsD-E
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: Humanoid creature of 4 HD or less loses next action. [SR:Yes; DC:14, Will negates]					
□□□□□ Detect Magic	Divination	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S] TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No]					
□□□□□ Detect Poison	Divination	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsD-E
[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detects poison in one creature or small object. [SR:No]					
□□□□□ *Disrupt Undead	Necromancy	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsD-E
[V, S] TARGET: Ray; EFFECT: Deals 1d6 damage to one undead. [SR:Yes]					
□□□□□ Flare	Evocation [Light]	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsF-G
[V, S, F] TARGET: Burst of light; EFFECT: Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:14, Fortitude negates]					
□□□□□ Light	Evocation [Light]	1 standard action	70 minutes [D]	Touch	RSRD:SpellsH-L
[V, M/DF] TARGET: Object touched; EFFECT: Object shines like a torch. [SR:No]					
□□□□□ Mage Hand	Transmutation	1 standard action	Concentration	Close (40 ft.)	RSRD:SpellsM-O
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; EFFECT: 5-pound telekinesis. [SR:No]					
□□□□□ Mending	Transmutation	1 standard action	Instantaneous	10 ft.	RSRD:SpellsM-O
[V, S] TARGET: One object of up to 1 lb.; EFFECT: Makes minor repairs on an object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
□□□□□ Message	Transmutation [Language-Dependent]	1 standard action	70 minutes	Medium (170 ft.)	RSRD:SpellsM-O
[V, S, F] TARGET: 7 creatures; EFFECT: Whispered conversation at distance. [SR:No]					
□□□□□ Open/Close	Transmutation	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsM-O
[V, S, F] TARGET: Object weighing up to 30 lb. or portal that can be opened or closed; EFFECT: Opens or closes small or light things. [SR:Yes (object); DC:14, Will negates (object)]					
□□□□□ Prestidigitation	Universal	1 standard action	1 hour	10 ft.	RSRD:SpellsP-R
[V, S] TARGET: See text; EFFECT: Performs minor tricks. [SR:No; DC:14, See text]					
□□□□□ Ray of Frost	Evocation [Cold]	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsP-R
[V, S] TARGET: Ray; EFFECT: Ray deals 1d3 cold damage. [SR:Yes]					
□□□□□ Read Magic	Divination	1 standard action	70 minutes	Personal	RSRD:SpellsP-R
[V, S, F] TARGET: You; EFFECT: Read scrolls and spellbooks. [SR:No]					
□□□□□ Resistance	Abjuration	1 standard action	1 minute	Touch	RSRD:SpellsP-R
[V, S, M/DF] TARGET: Creature touched; EFFECT: Subject gains +1 on saving throws. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□□ *Touch of Fatigue	Necromancy	1 standard action	7 rounds	Touch	RSRD:SpellsT-Z
[V, S, M] TARGET: Creature touched; EFFECT: Touch attack fatigues target. [SR:Yes; DC:15, Fortitude negates]					

LEVEL 1 / Per Day:5+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□ Animate Rope	Transmutation	1 standard action	7 rounds	Medium (170 ft.)	RSRD:SpellsA-B
[V, S] TARGET: One ropelike object, length up to 85 ft.; see text; EFFECT: Makes a rope move at your command. [SR:No]					
□□□□□ Burning Hands	Evocation [Fire]	1 standard action	Instantaneous	15 ft.	RSRD:SpellsA-B
[V, S] TARGET: Cone-shaped burst; EFFECT: 5d4 fire damage [SR:Yes; DC:15, Reflex half]					
□□□□□ *Cause Fear	Necromancy [Fear, Mind-Affecting]	1 standard action	1d4 rounds or 1 round; see text	Close (40 ft.)	RSRD:SpellsC
[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: One creature of 5 HD or less flees for 1d4 rounds. [SR:Yes; DC:16, Will partial]					
□□□□□ Charm Person	Enchantment (Charm) [Mind-Affecting]	1 standard action	7 hours	Close (40 ft.)	RSRD:SpellsC
[V, S] TARGET: One humanoid creature; EFFECT: Makes one person your friend. [SR:Yes; DC:15, Will negates]					
□□□□□ *Chill Touch	Necromancy	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S] TARGET: Up to 7 Creatures touched; EFFECT: 7 touches deal 1d6 damage and possibly 1 Str damage. [SR:Yes; DC:16, Fortitude partial or Will negates; see text]					
□□□□□ Comprehend Languages	Divination	1 standard action	70 minutes	Personal	RSRD:SpellsC
[V, S, M/DF] TARGET: You; EFFECT: You understand all spoken and written languages. [SR:No]					
□□□□□ Detect Secret Doors	Divination	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S] TARGET: Cone-shaped emanation; EFFECT: Reveals hidden doors within 60 ft. [SR:No]					
□□□□□ Detect Undead	Divination	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: Reveals undead within 60 ft. [SR:No]					
□□□□□ Expeditious Retreat	Transmutation	1 standard action	7 minutes [D]	Personal	RSRD:SpellsD-E
[V, S] TARGET: You; EFFECT: Your speed increases by 30 ft. [SR:No]					
□□□□□ Identify	Divination	1 hour	Instantaneous	Touch	RSRD:SpellsH-L
[V, S, M/DF] TARGET: One touched object; EFFECT: Determines properties of magic item. [SR:No]					
□□□□□ Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (170 ft.)	RSRD:SpellsM-O
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: 4 missiles that do 1d4+1 damage each. [SR:Yes]					
□□□□□ Magic Weapon	Transmutation	1 standard action	7 minutes	Touch	RSRD:SpellsM-O
[V, S, DF] TARGET: Weapon touched; EFFECT: Weapon gains +1 bonus. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
□□□□□ Protection from Good	Abjuration [Evil]	1 standard action	7 minutes [D]	Touch	RSRD:SpellsP-R
[V, S, M/DF] TARGET: Creature touched; EFFECT: +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:15, Will negates (harmless)]					
□□□□□ *Ray of Enfeeblement	Necromancy	1 standard action	7 minutes	Close (40 ft.)	RSRD:SpellsP-R
[V, S] TARGET: Ray; EFFECT: Ray deals 1d6 +3 Str damage. [SR:Yes]					
□□□□□ Shield	Abjuration [Force]	1 standard action	7 minutes [D]	Personal	RSRD:SpellsS
[V, S] TARGET: You; EFFECT: Invisible disc gives +4 to AC, blocks magic missiles. [SR:No]					
□□□□□ Shocking Grasp	Evocation [Electricity]	1 standard action	Instantaneous	Touch	RSRD:SpellsS
[V, S] TARGET: Creature or object touched; EFFECT: Touch delivers 5d6 electricity damage. [SR:Yes]					
□□□□□ Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	7 minutes	Medium (170 ft.)	RSRD:SpellsS
[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: Puts 4 HD of creatures into magical slumber. [SR:Yes; DC:15, Will negates]					
□□□□□ True Strike	Divination	1 standard action	See text	Personal	RSRD:SpellsT-Z
[V, F] TARGET: You; EFFECT: +20 on your next attack roll. [SR:No]					

* =Domain/Speciality Spell

Wizard Spells

LEVEL 2 / Per Day:4+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□ *Blindness/Deafness	Necromancy	1 standard action	Permanent [D]	Medium (170 ft.)	RSRD:SpellsA-B
[V] TARGET: One living creature; EFFECT: Makes subject blinded or deafened. [SR:Yes; DC:17, Fortitude negates]					
□□□□□ *Command Undead	Necromancy	1 standard action	7 days	Close (40 ft.)	RSRD:SpellsC
[V, S, M] TARGET: One undead creature; EFFECT: Undead creature obeys your commands. [SR:Yes; DC:17, Will negates; see text]					
□□□□□ Continual Flame	Evocation [Light]	1 standard action	Permanent	Touch	RSRD:SpellsC
[V, S, M] TARGET: Object touched Magical, heatless flame; EFFECT: Makes a permanent, heatless torch. [SR:No]					
□□□□□ Darkness	Evocation [Darkness]	1 standard action	70 minutes [D]	Touch	RSRD:SpellsD-E
[V, M/DF] TARGET: Object touched; EFFECT: 20-ft. radius of supernatural shadow. [SR:No]					
□□□□□ Daze Monster	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Medium (170 ft.)	RSRD:SpellsD-E
[V, S, M] TARGET: One living creature of 6 HD or less; EFFECT: Living creature of 6 HD or less loses next action. [SR:Yes; DC:16, Will negates]					
□□□□□ Detect Thoughts	Divination [Mind-Affecting]	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S, F/DF] TARGET: Cone-shaped emanation; EFFECT: Allows 'listening' to surface thoughts. [SR:No; DC:16, Will negates; see text]					
□□□□□ *False Life	Necromancy	1 standard action	7 hours or until discharged; see text	Personal	RSRD:SpellsF-G
[V, S, M] TARGET: You; EFFECT: Gain 1d10+7 temporary hp [SR:No]					
□□□□□ *Ghoul Touch	Necromancy	1 standard action	1d6+2 rounds	Touch	RSRD:SpellsF-G
[V, S, M] TARGET: Living humanoid touched; EFFECT: Paralyzes one subject, which exudes stench that makes those nearby sickened. [SR:Yes; DC:17, Fortitude negates]					
□□□□□ Hideous Laughter	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds	Close (40 ft.)	RSRD:SpellsH-L
[V, S, M] TARGET: One creature; see text; EFFECT: Subject loses actions for 7 rounds. [SR:Yes; DC:16, Will negates]					
□□□□□ Levitate	Transmutation	1 standard action	7 minutes [D]	Personal or close	RSRD:SpellsH-L
[V, S, F] TARGET: You or one willing creature or one object, total weight up to 700 lbs; EFFECT: Subject moves up and down at your direction. [SR:No]					
□□□□□ Rope Trick	Transmutation	1 standard action	7 hours [D]	Touch	RSRD:SpellsP-R
[V, S, M] TARGET: One touched piece of rope from 5 ft. to 30 ft. long; EFFECT: As many as eight creatures hide in extradimensional space. [SR:No]					
□□□□□ *Scare	Necromancy [Fear, Mind-Affecting]	1 standard action	7 rounds or 1 round; see text for cause fear	Medium (170 ft.)	RSRD:SpellsS
[V, S, M] TARGET: 2 living creatures, no two of which can be more than 30 ft. apart; EFFECT: Panics creatures of less than 6 HD. [SR:Yes; DC:17, Will partial]					
□□□□□ Scorching Ray	Evocation [Fire]	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsS
[V, S] TARGET: 2 rays; EFFECT: 2 rays, ranged touch attack deals 4d6 fire damage. [SR:Yes]					

LEVEL 3 / Per Day:3+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□ Fireball	Evocation [Fire]	1 standard action	Instantaneous	Long (680 ft.)	RSRD:SpellsF-G
[V, S, M] TARGET: 20-ft.-radius spread; EFFECT: 7d6 fire damage, 20-ft. radius. [SR:Yes; DC:17, Reflex half]					
□□□□□ Fly	Transmutation	1 standard action	7 minutes	Touch	RSRD:SpellsF-G
[V, S, F/DF] TARGET: Creature touched; EFFECT: Subject flies at speed of 60 ft. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□□ *Halt Undead	Necromancy	1 standard action	7 rounds	Medium (170 ft.)	RSRD:SpellsH-L
[V, S, M] TARGET: Up to three undead creatures, no two of which can be more than 30 ft. apart; EFFECT: Immobilizes undead for 7 rounds. [SR:Yes; DC:18, Will negates (see text)]					
□□□□□ Lightning Bolt	Evocation [Electricity]	1 standard action	Instantaneous	120 ft.	RSRD:SpellsH-L
[V, S, M] TARGET: 120-ft. line; EFFECT: Electricity deals 7d6 damage. [SR:Yes; DC:17, Reflex half]					
□□□□□ *Vampiric Touch	Necromancy	1 standard action	Instantaneous/1 hour; see text	Touch	RSRD:SpellsT-Z
[V, S] TARGET: Living creature touched; EFFECT: Touch deals 3d6 damage; caster gains damage as hp. [SR:Yes]					

LEVEL 4 / Per Day:2+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□ *Animate Dead	Necromancy [Evil]	1 standard action	Instantaneous	Touch	RSRD:SpellsA-B
[V, S, M] TARGET: One or more corpses touched; EFFECT: Creates undead skeletons and zombies. [SR:No]					
□□□□□ *Bestow Curse	Necromancy	1 standard action	Permanent	Touch	RSRD:SpellsA-B
[V, S] TARGET: Creature touched; EFFECT: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action. [SR:Yes; DC:19, Will negates]					

* =Domain/Speciality Spell

Magic Item Spell-like Abilities

At Will Feather Fall (DC:10)

Galdur Illur

Half-Elf

RACE

25

AGE

Male

GENDER

Low-Light

VISION

Neutral Evil

ALIGNMENT

Right

DOMINANT HAND

5' 8"

HEIGHT

152 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

Galdur grew up in a fairly desolate frontier area. He was orphaned very young, and after a childhood of travails, ended up studying magic with a "mage in a tower" type of master that one might find in such an isolated place. He obtained 2nd level working for their hermit-master before heading off to pursue other business opportunities; these eventually brought him to 4th level, and some serious problems.

After a decline to ever more despicable and incompetent associates, the Wizard found that he was addicted to a powerful narcotic (Blood-Tree Resin, a crystallized resin formed from the sap of the Blood-Tree) and framed in a capital crime. About to be executed, the Wizard was saved at the last moment by a La Femme Nikita-like deal he struck with shadowy organized crime figures.

Now in the clutches of a mysterious group of criminals, the Wizard has been Geased to do the bidding of and generally support and watch the back of one who has been called the Company Man and his associates in carrying out a couple of odd jobs. The Wizard is not to reveal the identity of the Company Man to the other PCs. He will be guided to a distant, isolated locale and introduced to the Company Man by a guide.