

Nevelanthona

Michael Lawson

Chaotic Good



NAME		PLAYERNAME		DEITY		ALIGNMENT	
Wiz4	6000	Elf	Medium	5' 2"	100 lbs.	Low-light VISION	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION	
4	10000	129	Female	Green	Silvery white, Shoulder length	-1 POINTS	
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR		

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1	8	-1
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	19	+4	19	+4	19	+4
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	14	+2	14	+2	14	+2
LUC Luck	10	+0	10	+0	10	+0
CML Comeliness	13	+1	13	+1	13	+1

HP hit points	17	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED						
AC armor class	12	10	12	10	0	0	2	0	0	0	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE modifier	+2	+2	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+2		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		7/3.5 MISC MODIFIER
				RANKS	RANKS	
Alchemy	INT	11	=	4	+ 7.0	+
✓ Appraise	INT	4	=	4	+	+
✓ Balance	DEX	2	=	2	+	+
✓ Bluff	CHA	2	=	2	+	+
✓ Climb	STR	-1	=	-1	+	+
✓ Concentration	CON	5	=	1	+ 4.0	+
✓ X Craft (Untrained)	INT	4	=	4	+	+
✓ Diplomacy	CHA	2	=	2	+	+
✓ Disguise	CHA	2	=	2	+	+
✓ Escape Artist	DEX	2	=	2	+	+
✓ Forgery	INT	4	=	4	+	+
✓ Gather Information	CHA	2	=	2	+	+
✓ Heal	WIS	1	=	1	+	+
✓ Hide	DEX	2	=	2	+	+
✓ Intimidate	CHA	2	=	2	+	+
✓ Jump	STR	-1	=	-1	+	+
Knowledge (Arcana)	INT	11	=	4	+ 7.0	+
Knowledge (Geography)	INT	5	=	4	+ 1.0	+
Knowledge (History)	INT	5	=	4	+ 1.0	+
Knowledge (Nature)	INT	6	=	4	+ 2.0	+
Knowledge (Nobility and Royalty)	INT	5	=	4	+ 1.0	+
Knowledge (Religion)	INT	5	=	4	+ 1.0	+
Knowledge (The Planes)	INT	5	=	4	+ 1.0	+
Knowledge (Underdark)	INT	5	=	4	+ 1.0	+
✓ Listen	WIS	3	=	1	+	+
✓ Move Silently	DEX	2	=	2	+	+
✓ Perform	CHA	2	=	2	+	+
✓ Ride	DEX	3	=	2	+ 1.0	+
✓ X Scry	INT	11	=	4	+ 7.0	+
✓ Search	INT	6	=	4	+	+
✓ Sense Motive	WIS	1	=	1	+	+
✓ Spellcraft	INT	11	=	4	+ 7.0	+
✓ Spot	WIS	3	=	1	+	+
✓ Swim	STR	-3	=	-1	+	-2
✓ Use Rope	DEX	2	=	2	+	+
✓ Wilderness Lore	WIS	1	=	1	+	+
			=	+	+	
			=	+	+	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+2	+1	+1	+0	+0	+0		
REFLEX (dexterity)	+3	+1	+2	+0	+0	+0		
WILL (wisdom)	+5	+4	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+1	+2	-1	+0	+0	+0	
RANGED attack bonus	+4	+2	+2	+0	+0	+0	
GRAPPLE attack bonus	+1	+2	-1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+1	1d3-1	20/x2	5 ft.

Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	T	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+1	1d4-1				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+5	+3	+1	-2	-4
Dam	1d4	1d4	1d4	1d4-1	1d4-1
Special Properties					

Shortbow	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+1	1d6-1				
	30 ft.	60 ft.	120 ft.	180 ft.	240 ft.
TH	+5	+4	+2	+0	-2
Dam	1d6	1d6-1	1d6-1	1d6-1	1d6-1
Special Properties					

*: 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
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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Acid (Flask)	Carried	1	1.25	10.0	
☐					
Dagger	Carried	1	1.0	2.0	
Mirror (Small/Steel)	Carried	1	0.5	10.0	
Outfit (Scholar's)	Carried	1	6.0	0.0	
Outfit (Traveler's)	Equipped	1	5.0	1.0	
Parchment (Sheet)	Carried	1	0.0	0.2	
☐					
Pouch (Belt)	Equipped	1	0.5	1.0	
0 lbs.					
Shortbow	Carried	1	2.0	30.0	
0 lbs.					
TOTAL WEIGHT CARRIED/VALUE			11.25	54.2 gp	
				lbs.	

WEIGHT ALLOWANCE					
Light	26	Medium	53	Heavy	80
Lift over head	80	Lift off ground	160	Push / Drag	400

SPECIAL ABILITIES	
+2 racial saving throw bonus against Enchantment spells or effects	
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door	
Immunity to magic sleep spells and effects	
Summon Familiar	

FEATS	
Craft Wondrous Item	The character can create any miscellaneous magic item whose prerequisites the character meet.
Point Blank Shot	The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Scribe Scroll	The character can create a scroll of any spell that the character knows.

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Grapple, Longbow, Longbow (Composite), Quarterstaff, Shortbow, Shortbow (Composite), Spells(Ray), Unarmed Strike	

LANGUAGES	
Common, Draconic, Elven, Goblin, Orc, Sylvan	

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	4	3	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	1 action	Permanent	0 ft	V, S	No	Universal	SRD: srdspellsa.rtf
□□□□ Dancing Lights <i>Effect:</i> Fignment torches or other lights.		None	1 action	1 minute	Medium (140 ft.)	V, S	No	Evocation (Light)	SRD: srdspellsd.rtf
□□□□ Daze <i>Effect:</i> Creature loses next action.	14	Will negates	1 action	1 round	Close (35 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsd.rtf
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 action	Concentration up to 4 minutes [D]	60 feet	V, S	No	Universal	SRD: srdspellsd.rtf
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 action	Instantaneous/10 minutes per target HD	Close (35 ft.)	V, S	No	Divination	SRD: srdspellsd.rtf
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 action	Instantaneous	Close (35 ft.)	V, S	Yes	Necromancy	SRD: srdspellsd.rtf
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 attack].	14	Fortitude negates	1 action	Instantaneous	Close (35 ft.)	V	Yes	Evocation [Light]	SRD: srdspellsf.rtf
□□□□ Ghost Sound <i>Effect:</i> Fignment sounds.	14	Will disbelief	1 action	4 rounds [D]	Close (35 ft.)	V, S, M	No	Illusion (Fignment)	SRD: srdspellsq.rtf
□□□□ Light <i>Effect:</i> Object shines like a torch.		None	1 action	40 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	SRD: srdspellsjkl.rtf
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	1 action	Concentration	Close (35 ft.)	V, S	No	Transmutation	SRD: srdspellsm.rtf
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (Harmless object)	1 action	Instantaneous	10 feet	V, S	Yes (Harmless object)	Transmutation	SRD: srdspellsm.rtf
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 action	Instantaneous	Close (35 ft.)	V, S, F	Yes (object)	Transmutation	SRD: srdspellsno.rtf
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.		None	1 action	1 hour	10 feet	V, S	No	Universal	SRD: srdspellsp.rtf
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 action	Instantaneous	Close (35 ft.)	V, S	Yes	Conjuration (Creation) [Cold]	SRD: srdspellsqr.rtf
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 action	40 minutes	Personal	V, S, F	No	Universal	SRD: srdspellsqr.rtf
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (Harmless)	1 action	1 minute	Touch	V, S, M/DF	Yes (Harmless)	Abjuration	SRD: srdspellsqr.rtf

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Animate Rope <i>Effect:</i> Makes a rope move at the caster's command.		None	1 action	4 rounds	Medium (140 ft.)	V, S	No	Transmutation	SRD: srdspellsa.rtf
□□□□ Charm Person <i>Effect:</i> Makes one person the caster's friend.	15	Will negates	1 action	4 hours	Close (35 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	SRD: srdspellscc.rtf
□□□□ Comprehend Languages <i>Effect:</i> Understands all spoken and written languages.		None	1 action	40 minutes	Personal	V, S, M/DF	No	Divination	SRD: srdspellscc.rtf
□□□□ Hypnotism <i>Effect:</i> Fascinates 2d4 HD of creatures.	15	Will negates	1 action	2d4 rounds [D]	Close (35 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsch.rtf
□□□□ Identify <i>Effect:</i> Determines single feature of magic item.		None	8 hours	Instantaneous	Touch	V, S, M/DF	No	Divination	SRD: srdspellsi.rtf
□□□□ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	15	Will negates (Harmless)	1 action	4 hours [D]	Touch	V, S, F	Yes (Harmless)	Conjuration (Creation) [Force]	SRD: srdspellsm.rtf
□□□□ Magic Aura <i>Effect:</i> Grants object false magic aura.		None	1 action	4 days	Touch	V, S, F	No	Illusion (Glamer)	SRD: srdspellsm.rtf
□□□□ Magic Missile <i>Effect:</i> 2 missiles; 1d4+1 damage/missile		None	1 action	Instantaneous	Medium (140 ft.)	V, S	Yes	Evocation [Force]	SRD: srdspellsm.rtf
□□□□ Undetectable Aura <i>Effect:</i> Masks magic item's aura.		None	1 action	4 days	Touch	V, S, F	No	Illusion (Glamer)	SRD: srdspellsuvwxy.z.rtf

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Detect Thoughts <i>Effect:</i> Allows 'listening' to surface thoughts.		None	1 action	Concentration up to 4 minutes [D]	60 feet	V, S, F/DF	No	Divination	SRD: srdspellsd.rtf

* =Domain/Speciality Spell

Wizard Spells

□□□□□ Hypnotic Pattern	16	Will negates	1 action	Concentration + 2 rounds	Medium (140 ft.)	(V), S, M	Yes	Illusion (Pattern) [Mind-Affecting]	SRD: srdspellsh.rtf
<i>Effect:</i> Fascinates 2d4+4 HD of creatures.								<i>Target:</i> Colorful lights in a 15-ft.-radius spread <i>Caster Level:</i> 4	
□□□□□ Locate Object		None	1 action	4 minutes	Long (560 ft.)	V, S, F/DF	No	Divination	SRD: srdspellsjkl.rtf
<i>Effect:</i> Senses direction toward object (specific or type).								<i>Target:</i> Circle, centered on the character, with a radius of 560 ft. <i>Caster Level:</i> 4	
□□□□□ Obscure Object	16	Will negates (object)	1 action	8 hours	Touch	V, S, M/DF	Yes (object)	Abjuration	SRD: srdspellsno.rtf
<i>Effect:</i> Masks object against divination.								<i>Target:</i> One object touched of up to 400 lbs. <i>Caster Level:</i> 4	

* =Domain/Speciality Spell

Spellbook: Spellbook (Wizard's/Blank)

Wizard

Level 3

- Magic Circle against Chaos (DC:17)
- Phantom Steed (DC:)
- Summon Monster III (DC:)

Spellbook: Spellbook (Wizard's/Blank) #2

Wizard

Level 0

- Arcane Mark (DC:)
- Dancing Lights (DC:)
- Daze (DC:14)
- Detect Magic (DC:)
- Detect Poison (DC:)
- Disrupt Undead (DC:)
- Flare (DC:14)
- Ghost Sound (DC:14)
- Light (DC:)
- Mage Hand (DC:)
- Mending (DC:14)
- Open/Close (DC:14)
- Prestidigitation (DC:)
- Ray of Frost (DC:)
- Read Magic (DC:)
- Resistance (DC:14)

Level 1

- Animate Rope (DC:)
- Charm Person (DC:15)
- Comprehend Languages (DC:)
- Enlarge (DC:15)
- Grease (DC:15)
- Hypnotism (DC:15)
- Identify (DC:)
- Mage Armor (DC:15)
- Magic Aura (DC:)
- Magic Missile (DC:)
- Obscuring Mist (DC:)
- Ray of Enfeeblement (DC:15)
- Undetectable Aura (DC:)
- Unseen Servant (DC:)

Level 2

- Blindness/Deafness (DC:16)
- Detect Thoughts (DC:)
- Glitterdust (DC:16)
- Hideous Laughter (DC:16)
- Hypnotic Pattern (DC:16)
- Locate Object (DC:)
- Minor Image (DC:16)
- Obscure Object (DC:16)
- Protection from Arrows (DC:16)
- Resist Elements (DC:)
- Summon Swarm (DC:)

Level 3

- Dispel Magic (DC:)
- Illusory Script (DC:17)

Nevelanthana



Elf
RACE
129
AGE
Female
GENDER
Low-light
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
5' 2"
HEIGHT
100 lbs.
WEIGHT
Green
EYE COLOUR
Pale
SKIN COLOUR
Silvery white, Shoulder length
HAIR
PHOBIAS
PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

Description:

Biography:

Nevelanthana (Neve, for short) is the daughter of an Elven Protector and a Wizard from the Ivory Tower. When she was young, she wanted to be a Protector ("Don't all Elves want to?" she would ask), and she demonstrated skill with a bow. However, Neve lacked in the overall natural strength required to be a Protector. Fortunately for Neve, she also had a strong intellect and was able to pass the tests necessary to gain admittance to the Ivory Tower.

As adolescence settled into maturity, Neve left the Enchantment to travel the world and to find out what she wanted to do with her training. She met with various people, had many adventures, and had an occasional dalliance with a lover. After several years away, she returned to the Enchantment and the Ivory Tower, and took up the study of where new spells were coming from if the Theran Arcane Magic Ban were still in effect. Neve was pursuing her studies in the Ivory Tower when the eruption of Mt. Baldy took place. The devastation and the fight the Protectors had took many in the Ivory Tower by surprise, with the notable exception of Headmaster Nym. When Falldemil disappeared, Nym was able to discern where Falldemil was kept, but little else.

During this time, Neve was maintaining her studies, using scrying as her main tool to conduct her research. As her studies progressed, she began to see that she would need to eventually travel again to see certain things firsthand. Consequently, Nym set Neve to work scrying on Lucius, Seleva, Jev, Tholos and others in addition to her regular studies. Due to this scrying, she consulted with Nym to devise a test to see if Lucius was the one they were looking for, and if so, for Neve to "travel" with them. When the party came to Emascheron, Nym sent Neve to Elladan to be a "handmaiden" for Lucius. As Nym had foreseen, Lucius was then brought to the Ivory Tower for the "test", although Neve had pretty much made up her mind that this party was worthy of her attendance. Lucius passed the test, and Neve joined the party.

Notes:

Character Sheet Notes: