

PER DM				CLASS/RACIAL ABILITIES	SPELLS			
EXPERIENCE POINTS					LVL	KNOWN	PER DAY	DC
GEAR								
MUNDANE ITEMS	WT.	MAGICAL ITEMS	WT.					
Portable Hole (Lamar)		Headband of Cha (+6)	0	Claws are considered magical				
Portable Hole (Reggie)		POTION OF INVIS x 4	0	1d6/1d6	BW	3	1	
Wand of Cause Mod Wounds		Potion cure light (1d8+1) (x9)	0	Breath Weapon (1d6/lv) 60' x 3	1	5 (+3)	9	
SPELL COMPONENT POUCH	2	Scroll of Teleportation		1d6 acid damage from claws	2	4 (+3)	9	2
Everburning Torch	1	Amulet of Nat Arm +5		Wings (60' fly)	3	4 (+3)	9	
FLASK of ACID	1	potion cure serious (3d8+5)	0	+4 natural armor	4	4 (+2)	9	8
Handy Haversack	5	Potion of Neutralize Poison	0	Permanent See Invisibility	5	3 (+1)	8	4
LIQUID ICE	1	Wand of Hold Monster (12)			6	5	8	5
LITTLE BLACK DRESS	1	Feather token (tree)		Power of Wyrm	7	4	8	5
KNEE HIGH BOOTS	2	Helm of comp languages		Immune to Acid	8	2	6	1
Bracers of AC +8	1	Ring of protection +5		Immune to Paralysis	9			
Alchemist Fire (+1 Ray)	1	Cloak of Resistance +5		Immune to Sleep	P. Rod	3	2	
Antitoxin(+5 Fort vs poison)		Potion Cure Mod (2d8+3) x 22		Blindsight 60'	P. Rod	3	1	
+1 Brass Knuckles, Defending		Potion of Lesser Restore x 3			P. Rod	3		
Scarlet, blue ioun stone		Persistent Rod x 3	5		Boots	10		
Wand of Stoneskin x 28 (70)		Glove of Storing			Staff	10	6	
Dust of Disappearance		Belt of Dex/Con +6						
Orange ioun stone		Potion of Darkvision						
Circlet of Persuasion		Robes of Arcane Heritage						
Scroll Form of Dragon II		Eyes of the Eagle						
Weapon Cord		Bag of Holding						
Staff of Transmutation		Stone of Good Luck						
Ring of Delayed Doom (8)		Pale Green ioun stone						
Ioun Stone, +1 AC		Scroll Break Enchantment x						
Boots of Speed		Potion of Heroism x2						
Torc (?)	?	TOTAL WEIGHT 581		FEATS	CHARACTER NOTES			
				Elemental Spell (Acid) (+1 lv)	TRAIT #1 GIFTED ADEPT (MM)			
				TOUGHNESS	TRAIT #2 RICH PARENTS			
				COMBAT CASTING (+4)				
				SPELL PENETRATION (+2 SR)	ESCHEW MATERIALS			
				Extend Spell (duration X 2) (+1 lv)				
				Improved Initiative (+4)	Military Riding Saddle			
				G. SPELL PENETRATION (+2 SR)				
				Leadership				
				Allied Spell Caster (+2 SR)				
				Quicken Spell (+4 lv)				
				Maximize Spell (+3 lv)				
				Spell Perfection (Disintegrate)				

Damage = 216

Acid Damage = 252

Spell Focus (Transmutation)

LANGUAGES

COMMON

Draconic

26

LIGHT
LOAD

53

MEDIUM
LOAD

80

HEAVY
LOAD

80

PRESS

160

LIFT

400

DRAG

MONEY

CP -

SP -

GP - 28,045

PP -

TOTAL GP EQUIVALENT:

28,045.0

