

# Harwynian Fallingleaf, Elven Transmuter 11

## Attributes

|     | Points | Base | Race | Class | Total          | Bonus   |
|-----|--------|------|------|-------|----------------|---------|
| STR | -2     | 8    | 0    |       | <b>8</b>       | -1      |
| CON | 2      | 12   | -2   |       | <b>10</b>      | +0      |
| DEX | 5      | 15   | 2    | 3     | <b>20</b>      | +5      |
| INT | 10     | 17   | 2    |       | <b>19 (21)</b> | +4 (+5) |
| WIS | 2      | 12   | 0    |       | <b>12</b>      | +1      |
| CHA | 3      | 13   | 0    |       | <b>13</b>      | +1      |

|      |                     |
|------|---------------------|
| HP   | 54                  |
| AC   | 18 (13 flat-footed) |
| BAB  | +5                  |
| CMD  | 16                  |
| XP   | 235,000             |
| Algn | Chaotic Good        |
| Age  | 149                 |
| Move | 30                  |

|      |    |
|------|----|
| Fort | +2 |
| Ref  | +7 |
| Will | +9 |

## Languages

Common, Elven, Dwarven, Skald, Goblin, Sylvan, Orc, Giantish (L), Tien (L)

## Class Features

Bonded Object (Amulet) ☐, Change Shape (11 rounds/day ☐☐☐☐☐☐☐☐☐☐☐) Favored School: Transmutation, Forbidden Schools: Necromancy, Illusion, Physical Enhancement (+3 DEX), Telekinetic Fist (1d4+5, 30' ranged touch, 8/day ☐☐☐☐☐☐)

## Attacks

| Weapon           | Bonus        | Damage | Critical | Type     | Notes            |
|------------------|--------------|--------|----------|----------|------------------|
| Repair +1        | +5           | 1d6    | 18-20/x2 | Slash    |                  |
| Silver Dagger +1 | +5 / +10 thr | 1d4    | 19-20/x2 | Pierce   | Range 10'        |
| Telekinetic Fist | +9           | 1d4+5  | 20/x2    | Bludgeon | 30' ranged touch |

## HP Usage

| Hit Points |
|------------|
| <b>54</b>  |

## Skills

| Skill                 | Stat | Rank | Class | Stat | Total |
|-----------------------|------|------|-------|------|-------|
| Appraise              | Int  | 10   | 3     | 5    | +18   |
| Knowledge (geography) | Int  | 7    | 3     | 5    | +15   |
| Knowledge (history)   | Int  | 6    | 3     | 5    | +14   |
| Knowledge (arcana)    | Int  | 8    | 3     | 5    | +16   |
| Knowledge (local)     | Int  | 1    | 3     | 5    | +9    |
| Linguistics           | Int  | 2    | 3     | 5    | +10   |
| Spellcraft            | Int  | 10   | 3     | 5    | +18   |
| Stealth               | Dex  | 0    | 0+5   | 4    | +9    |
| Survival              | Wis  | 10   | 3+2   | 1    | +17   |
| Profession (scribe)   | Wis  | 7    | 3     | 1    | +11   |
| Fly                   | Dex  | 3    | 3     | 4    | +10   |
| Craft                 | Int  | 0    |       | 5    | +5    |

## Aspects and Fate Points

Fate Points: ☐☐☐

- Elegant Elven Transmuter
- Trapped by Tradition
- Enchanted by Beautiful Dreams

## Feats

Combat Casting, Craft Magic Arms & Armor, Craft Wand, Extend Spell, Heighten Spell, Persistent Spell, Scribe Scroll, Spell Mastery, Spell Penetration

## Campaign Traits

Student Survivalist (Shalelu Andosana)

## Spells Prepared

- Cantrips (4): *see spreadsheet*
- Level One (6+1): *see spreadsheet*
- Level Two (5+1): *see spreadsheet*
- Level Three (5+1): *see spreadsheet*
- Level Four (4+1): *see spreadsheet*
- Level Five (3+1): *see spreadsheet*
- Level Six (1+1): *see spreadsheet*

## Spellbook

- Cantrips: Resistance, Acid Splash, Detect Magic, Detect Poison, Read Magic, Daze, Dancing Lights, Flare, Light, Ray of Frost, Mage Hand (tr), Mending (tr), Message (tr), Open/Close (tr), Arcane Mark, Prestidigitation
- Level One: Comprehend Languages (ma), Endure Elements, Enlarge Person (tr), Expeditious Retreat (tr), Feather Fall (tr), Magic Weapon (tr, ma), Protection from Evil, Protection from Law, Identify, Magic Missile, Reduce Person (tr)
- Level Two: Arcane Lock, Bull's Strength (tr), Cat's Grace (tr), Darkness, Darkvision (tr), Eagle's Splendor (tr), Elemental Speech, Knock, Levitate (tr), Protection from Arrows, Scorching Ray, Spider Climb (tr, ma), Web (ma)
- Level Three: Beast Shape I (tr), Blink (tr), Dispel Magic, Flame Arrow (tr), Fly (tr), Gaseous Form (tr), Haste (tr), Magic Circle of Protection from Evil, Protection from Energy, Slow (tr), Tiny Hut
- Level Four: Beast Shape II (tr), Calcific Touch (tr, APG), Dimension Door, Firefall (tr, APG), Ice Storm, Stoneskin
- Level Five: Break Enchantment, Passwall (tr), Telekinesis (tr), Treasure Stitching (tr, APG)
- Level Six: Bear's Endurance (Mass) (tr), Disintegrate (tr)

## Random Items

Map of Brinestump Marsh (showing two shipwrecks and a dangerous cave)

Rubbing of the nameplate from the *Kaijitsu Star* (Tien characters)

Documents relating to planar bindings and hellwasps

## Equipment

| Item                        | Location | Qty | Unit Wt. (lb) | Unit Cost (gp) | Total Wt. (lb) | Total Cost | Uses | Notes                            |
|-----------------------------|----------|-----|---------------|----------------|----------------|------------|------|----------------------------------|
| Belt Pouch                  | Belt     | 1   | 0.5           | 1              | 0.5            | 1          |      |                                  |
| Cold Iron Dagger            | Belt     | 1   | 1             | 4              | 1              | 4          |      | 1d4, 19-20/x2, rng 10'           |
| Dagger                      | Belt     | 1   | 1             | 2              | 2              | 4          |      | 1d4, 19-20/x2, rng 10'           |
| Silver Dagger +1            | Belt     | 1   | 1             |                | 1              |            |      | 1d4, 19-20/x2, rng 10', +1 hit   |
| Rapier +1                   | Belt     | 1   | 2             | 310            | 1              | 310        |      | 1d6+1, +1 to hit, 18-20/x2       |
| Masterwork Dagger           | Belt     | 2   | 1             | 2              | 2              | 4          |      | 1d4, 19-20/x2, rng 10' +1 to hit |
| Miyako's Fan                | Belt     | 1   |               |                |                |            |      | See below                        |
| Dancing Wasp                | Belt     | 1   |               |                |                |            |      | See below                        |
| Cube of Frost Resistance    | Pouch    |     |               |                |                |            |      |                                  |
| Wand of Magic Missile (CL5) | Pouch    | 1   |               |                |                |            | 22   |                                  |
| Wand of Flame Arrow (CL5)   | Pouch    | 1   |               |                |                |            | 7    |                                  |
| Wand of Identify            | Pouch    | 1   |               |                |                |            | 15   |                                  |
| Wand of Bull's Strength     | Pouch    | 1   |               | 4500           |                |            | 42   |                                  |
| Wand of Endure Elements     | Pouch    | 1   |               | 750            |                |            | 45   |                                  |

| <i>Item</i>                               | <i>Location</i> | <i>Qty</i> | <i>Unit Wt. (lb)</i> | <i>Unit Cost (gp)</i> | <i>Total Wt. (lb)</i> | <i>Total Cost</i> | <i>Uses</i> | <i>Notes</i>                        |
|---|-----------------|------------|----------------------|-----------------------|-----------------------|-------------------|-------------|-------------------------------------|
| Wand of Ray of Enfeeblement               | Pouch           | 1          |                      |                       |                       |                   | 14          |                                     |
| Pearl of Power (1 <sup>st</sup> level)    | Pouch           | 1          |                      |                       |                       |                   | ☐           | Recover 1 <sup>st</sup> level spell |
| Scroll of Beast Shape I                   | Pouch           | 1          |                      |                       |                       |                   | ☐           |                                     |
| Scroll of Dimension Door                  | Pouch           | 1          |                      |                       |                       |                   | ☐           |                                     |
| Scroll of Blink                           | Pouch           | 1          |                      |                       |                       |                   | ☐           |                                     |
| Scroll of Ghoul Touch                     | Pouch           | 1          |                      |                       |                       |                   | ☐           |                                     |
| Scroll of Haste                           | Pouch           | 1          |                      |                       |                       |                   | ☐           |                                     |
| Scroll of Protection from Evil            | Pouch           | 4          |                      |                       |                       |                   | ☐☐<br>☐☐    |                                     |
| Scroll of Protection from Energy          | Pouch           | 2          |                      |                       |                       |                   | ☐☐          |                                     |
| Scroll of Knock                           | Pouch           | 1          |                      |                       |                       |                   | ☐☐          |                                     |
| Scroll of Levitate                        | Pouch           | 1          |                      |                       |                       |                   | ☐           |                                     |
| Scroll of Expeditious Retreat             | Pouch           | 1          |                      |                       |                       |                   | ☐           |                                     |
| Scroll of Darkvision                      | Pouch           | 2          |                      |                       |                       |                   | ☐☐          |                                     |
| Scroll of Protection from Arrows          | Pouch           | 1          |                      |                       |                       |                   | ☐           |                                     |
| Scroll of Scorching Ray                   | Pouch           | 4          |                      |                       |                       |                   | ☐           |                                     |
| Scroll of Ventriloquism                   | Pouch           | 1          |                      |                       |                       |                   | ☐           |                                     |
| Pinches of Powdered Silver                | Pouch           | 2          |                      |                       |                       |                   | ☐☐          | For Magic Circle                    |
| Potion of Vanish                          | Pouch           | 1          |                      |                       |                       |                   | ☐           | CL 1, 1 round                       |
| Potion of Barkskin                        | Pouch           | 1          |                      |                       |                       |                   | ☐           |                                     |
| Potion of Displacement                    | Pouch           | 1          |                      |                       |                       |                   | ☐           |                                     |
| Potion of Cure Serious Wounds             | Pouch           | 4          |                      |                       |                       |                   | ☐☐<br>☐☐    |                                     |
| Fugitive Grenade                          | Pouch           | 1          |                      |                       |                       |                   | ☐           | Smoke & rope trick                  |
| Magical Wayfinder                         | Pouch           | 1          |                      |                       |                       |                   |             |                                     |
| Thunderstone                              | Pouch           | 1          |                      |                       |                       |                   | ☐           |                                     |
| Vial of Alchemist's Fire                  | Pouch           | 1          |                      |                       |                       |                   | ☐           |                                     |
| Vial of Holy Water                        | Pouch           | 1          |                      |                       |                       |                   | ☐           |                                     |
| Skyrocket                                 | Pouch           | 1          |                      |                       |                       |                   |             | Firework                            |
| Desnan Candles                            | Pouch           | 3          |                      |                       |                       |                   | 4           | Firework                            |
| Dice and Cards                            | Pouch           | 1          |                      |                       |                       |                   |             |                                     |
| Waterskin                                 | Belt            | 1          | 4                    | 1                     | 4                     | 1                 |             |                                     |
| Headband of Intellect +2                  | Worn            | 1          |                      |                       |                       |                   |             | +2 INT                              |
| Ring of Protection +1                     | Worn            | 1          |                      |                       |                       |                   |             | +1 AC                               |
| Bracers of Armor +2                       | Worn            | 1          |                      |                       |                       |                   |             | +2 AC (not stack w/ Shozoku)        |
| Amulet of Natural Armor +1                | Worn            | 1          |                      |                       |                       |                   |             | +1 AC                               |
| Bonded Amulet                             | Worn            | 1          | 0                    | 0                     | 0                     | 0                 |             |                                     |
| Shozoku of the Night Wind                 | Worn            | 1          |                      |                       |                       |                   |             | +2 AC, +5 Stealth                   |
| Claws of the Ice Bear                     | Worn            | 1          |                      |                       |                       |                   |             | +2 Climb, Acrobatics on ice         |
| Ornamental scabbard, decorated with opals | Worn            | 1          |                      | 1000                  |                       |                   |             | From Ordo-Aganhei                   |
| Gold Bracelet                             | Worn            | 1          |                      | 100                   |                       |                   |             | Allows <i>Sacred Bond</i> from Gobo |
| Snow Goggles                              | Worn            | 1          |                      |                       |                       |                   |             |                                     |
| Cold Weather Outfit                       | Worn            | 1          | 7                    | 8                     |                       |                   |             | +5 Survival vs. cold                |
| Bright Green Sash                         | Worn            | 1          | 0                    | 4                     | 0                     | 4                 |             |                                     |

| <i>Item</i>                    | <i>Location</i> | <i>Qty</i> | <i>Unit Wt. (lb)</i> | <i>Unit Cost (gp)</i> | <i>Total Wt. (lb)</i> | <i>Total Cost</i> | <i>Uses</i> | <i>Notes</i>                                     |
|--------------------------------|-----------------|------------|----------------------|-----------------------|-----------------------|-------------------|-------------|--|
| Elegant Green Robe             | Worn            | 1          | 8                    | 10                    | 8                     | 10                |             |  |
| Masterwork Shuriken            | Worn            | 1          | 0                    |                       |                       |                   |             | Sewn inside flap of robe, etched w/ group symbol |
| Backpack                       | Back            | 1          | 2                    | 2                     | 2                     | 2                 |             |  |
| Ink (8 oz jar)                 | Pouch           | 1          | 0                    | 8                     | 0                     | 8                 |             |  |
| Inkpen                         | Pouch           | 1          | 0                    | 0.1                   | 0                     | 0.1               |             |  |
| Parchment                      | Scroll Case     | 10         | 0                    | 0.2                   | 0                     | 2                 |             |  |
| Drinking Horn                  | Backpack        | 1          |                      |                       |                       |                   |             |  |
| Scroll Case                    | Backpack        | 1          | 0.5                  | 1                     | 0.5                   | 1                 |             |  |
| Spellbook                      | Backpack        | 1          | 1                    | 0                     | 1                     | 0                 |             |  |
| 60' silk rope & grappling hook | Backpack        | 1          |                      |                       |                       |                   |             |  |
| Jade Raven statuette           | Backpack        | 1          |                      |                       |                       |                   |             | Fancy  |
| Bedroll                        | Wagon           | 1          | 5                    | 0.1                   | 5                     | 0.1               |             | weight = 5lb                                     |
| <b>Totals</b>                  |                 |            |                      |                       | <b>26</b>             | <b>47.2</b>       |             | (light load to 26 lb)<br>(med load to 53 lb)     |

### Money

|                |     |
|----------------|-----|
| Platinum Coins |     |
| Gold Coins     | 680 |
| Silver Coins   | 22  |
| Copper Coins   | 8   |

### Interesting Documents

Map of Brinestump Marsh

Rubbing of the *Kaijitsu Star* nameplate (Tien characters)

### Magical Wayfinder

A magical device that provides light and a +2 bonus to Survival to avoid becoming lost. It includes a slot into which an *Ioun Stone* may be placed.

### Dancing Wasp

The *Dancing Wasp* is a unique magical kusari-gama (exotic weapon, light weapon). In addition to its properties as a weapon, once per day it can summon (and control) a giant wasp. The user must whirl the weapon around his head for the summoning, and must continue the action as long as the giant wasp remains, to a maximum of 5 rounds.

| <i>Weapon</i> | <i>Dmg</i> | <i>Crit</i> | <i>Wt.</i> | <i>Type</i> | <i>Special</i>                     |
|---------------|------------|-------------|------------|-------------|------------------------------------|
| Kusarigama    | 1d3/1d6    | x2          | 3 lb       | S or B      | double, monk, reach, trip, grapple |

### Giant Wasp CR 3

N Large vermin

**Init** +1; **Senses** darkvision 60 ft.; Perception +9

#### Defense

**AC** 14, touch 10, flat-footed 13; (+1 Dex, +4 natural, -1 size)

**hp** 34 (4d8+16)

**Fort** +8, **Ref** +2, **Will** +2

**Immune** mind-affecting effects

### Offense

**Speed** 20 ft., fly 60 ft. (good)

**Melee** sting +6 (1d8+6 plus poison)

**Space** 10 ft.; **Reach** 5 ft.

### Statistics

**Str** 18, **Dex** 12, **Con** 18, **Int** —, **Wis** 13, **Cha** 11

**Base Atk** +3; **CMB** +8; **CMD** 19

**Skills** Fly +3, Perception +9; **Racial Modifiers** +8 Perception

### Ecology

**Environment** temperate forests

**Organization** solitary, pair, group (3–6), or nest (7–19)

**Treasure** none

### Special Abilities

**Poison (Ex)** Sting—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

### *Shozoku of the Night Wind*

The Shozoku of the Night Wind is a stylish classic ninja outfit. It provides the wearer with +2 AC, a +5 circumstance bonus to Stealth, and the ability to invoke *Invisibility* once per day (CL3). If the wearer is also a ninja, it provides several additional benefits.

### *Claws of the Ice Bear*

The *Claws of the Ice Bear* are climbing claws, strapped to the hands, that provide the following benefits:

- A +2 confidence bonus to Climb and Acrobatics skill checks (when using both hands for the purpose);
- The wearer may ignore penalties for moving slick and icy surfaces (as long as both hands are used)
- They may be used as spiked gauntlets
- Three times per day, they can provide the benefit of a *Spider Climb* spell for 1 round.

### *Miyako's Fan*

Miyako's Fan is a decorated fan with a variety of abilities. It provides:

- A +2 bonus of CHA-based rolls
- Can substitute for the somatic components of spells
- The ability to cast Calm Emotions (1/day, CL 11, DC 13), Whispering Wind (1/day, CL 11) and Forceful Hand (CL 11, CMB 20)

### *Life History*

Harwynian Fallingleaf, an elf from the Mierani forest. He was educated as a transmuter by the Green Sash Society, a group of elven magicians dedicated to the reclamation of the ruined city of Celwynvian. But he remains dismayed by the way the Green Sashes have been mired in meaningless ritual and routine, bringing them no closer to unraveling the curses of the city. He has abandoned their forest lodge and taken up with Shalelu Andosana, learning her ways. And now that she has settled on the idea of traveling with a caravan, he is drawn along with her. Perhaps along the way he will learn something useful to the dream of recovering Celwynvian.

### *Relationships*

- Ameiko Kaijitsu (friendly) 6
- Koya Mvashti (competitive) 4
- Sandru Vhiski (friendly) 10
- Shalelu Andosana (friendly) 17
- Spivey (friendly) 1

### *Elf Racial Traits*

**+2 Dexterity, +2 Intelligence, –2 Constitution:** Elves are nimble, both in body and mind, but their form is frail.

**Medium:** Elves are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Elves have a base speed of 30 feet.

**Low-Light Vision:** Elves can see twice as far as humans in conditions of dim light. See Chapter 7.

**Elven Immunities:** Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

**Elven Magic:** Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

**Keen Senses:** Elves receive a +2 racial bonus on Perception skill checks.

**Weapon Familiarity:** Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.

**Languages:** Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

### Transmutation School

Transmuters use magic to change the world around them. Forbidden schools: Necromancy, Illusion.

- *Physical Enhancement (Su):* You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two physical ability scores of your choice.
- *Telekinetic Fist (Sp):* As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.
- *Change Shape (Sp):* At 8th level, you can change your shape for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This ability otherwise functions like *beast shape II* or *elemental body I*. At 12th level, this ability functions like *beast shape III* or *elemental body II*.

### Campaign Trait

**Student Survivalist:** Although she is seen as something of a mystery to most of Sandpoint’s citizens, Shalelu has never really seemed all that mysterious to you. Of course, that’s probably because she helped raise you. You have never quite figured out why Shalelu decided to treat you as a younger sibling, but you certainly appreciated it— and you eagerly absorbed all of the survivalist tricks that she showed you over the years. As a result, you gain a +2 trait bonus on all Survival checks, and Survival is a class skill for you. In addition, you gain a +1 trait bonus on all attack rolls against foes that threaten your mentor. **NPC**

**Choices:** Shalelu.

### Experience Log

| Date       | Experience Gain | Experience Total | Notes   |
|------------|-----------------|------------------|---|
| 11/12/2011 | 0               | 0                | Character created   |
| 11/27/2011 | 0               | 3000             | Wizard Level 2. +3 hit points, +1 BAB, +1 Will Save, +1 cantrip, +1 L1 spell per day, 6 skill points, +1 relationship with Shalelu Andosana. +1 Appraise, +1 Survival, +1 Spellcraft, +1 Knowledge (geography), +1 Knowledge (arcana), +1 Knowledge (local)   |
| 12/11/2011 | 0               | 0                | Missed session  |
| 01/08/2012 | 0               | 7500             | Wizard Level 3. +6 hit points, +1 Fort save, +1 Ref save, +1 L2 spell/day (+1 for INT, +1 school spell), +1 relationship with Shalelu Andosana. +1 Appraise, +1 Spellcraft, +1 Survival, +1 Knowledge: arcana, +1 Knowledge: geography, +1 Knowledge: history, 2 new spells (Spider Climb, Web), Spell Mastery feat |
| 02/05/2012 | 0               | 14,000           | Wizard Level 4. +5 hit points, +1 Will save, +1 BAB, +1 DEX. Spells/day to 4/4+1/3+1. 6 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (arcana), +1 Knowledge (geography); 2 new spells: Darkvision, Bull’s Strength   |

| <i>Date</i> | <i>Experience Gain</i> | <i>Experience Total</i> | <i>Notes</i>  |
|-------------|------------------------|-------------------------|---|
| 04/01/2012  | 0                      | 23,000                  | Wizard Level 5. +3 hit points. +1 L3 spell/day (+1 Transmutation spell). 7 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (arcana), +1 Knowledge (geography), +1 Linguistics (Giantish). Bonus feat: Empower Spell. Feat: Craft Wand. 2 spells: Haste, Tiny Hut  |
| 05/13/2012  | 0                      | 35,000                  | Wizard Level 6. +6 hit points. +1 BAB, +1 Fort, +1 Ref, +1 Will. +1 L2 spell/day, +1 L3 spell/day – spells to 4/5+1/4+1/3+1. 7 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (arcane), +1 Knowledge (geography), +1 Knowledge (history). 2 spells: Resist Energy, Slow  |
| 06/17/2012  | 0                      | 53,000                  | Wizard Level 7. +7 hit points (roll 6, +1 favored class). +1 L4 spell/day, +1 L1 spell/day – spells to 4/6+1/4+1/3+1/2+1. New feat: Heighten Spell. 6 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (geography), +1 Fly. 2 spells: Beast Shape II (tr), Calcific Touch (APG, tr)  |
| 07/21/2012  | 0                      | 77,000                  | Wizard Level 8. +4 hit points (roll 4). +1 BAB, +1 Will, +1 INT. +1 L3 spell/day, +1 L4 spell/day – spells to 4/6+1/4+1/4+1/3+1. <i>Change Shape</i> (8 rounds/day, as Beast Shape II or Elemental Body I). 7 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (arcana), +1 Knowledge (history), +1 Fly. 2 spells: Blink, Firefall |
| 08/18/2012  | 0                      | 115,000                 | Wizard Level 9. +4 hit points (roll 4). +1 Fort, +1 Ref. Spells to 4/6+1/5+1/4+1/3+1/2+1. 7 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Knowledge (arcane), +1 Knowledge (geography), +1 Knowledge (history), +1 Fly. 2 spells: Telekinesis (tr), Treasure Stitching (APG, tr). New Feat: Persistent Spell.   |
| 09/30/2012  | 0                      | 160,000                 | Wizard Level 10. +7 hit points (roll 6). +1 BAB, +1 Will. +1 L4 spell, +1 L5 spell: spells to 4/6+1/5+1/4+1/4+1/3+1. 6 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Knowledge (arcane), +1 Knowledge (history), +1 Profession (scribe). 2 spells: Passwall, Break Enchantment. New Bonus Feat: Craft Magic Arms & Armor.   |
| 11/10/2012  | 0                      | 235,000                 | Wizard Level 11. +2 hit points (roll 1). +1 L6 spell, +1 L3 spell: spells to 4/6+1/5+1/5+1/4+1/4+1/3+1/1+1. 6 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Knowledge (arcana), +1 Knowledge (geography), +1 Profession (scribe). 2 spells: Bear's Endurance (Mass), Disintegrate. 1 Feat: Spell Penetration  |

# Harwynian Current Spells

11/10/2012

|         |   |   |   |
|---------|---|---|---|
| Level 0 | 4 |   |   |
| Level 1 | 6 | 1 | 7 |
| Level 2 | 5 | 1 | 6 |
| Level 3 | 5 | 1 | 6 |
| Level 4 | 4 | 1 | 5 |
| Level 5 | 3 | 1 | 4 |
| Level 6 | 1 | 1 | 2 |

| Row Labels         | Sum of Remaining | Sum of Memorized |
|--------------------|------------------|------------------|
| 0                  | 4                | 4                |
| 1                  | 7                | 7                |
| 2                  | 5                | 6                |
| 3                  | 4                | 5                |
| 4                  | 5                | 5                |
| 5                  | 2                | 4                |
| 6                  |                  | 2                |
| <b>Grand Total</b> | <b>27</b>        | <b>33</b>        |

| Spell                  | Feats      | Level | Trans? | Memorized | Used | Remaining |
|------------------------|------------|-------|--------|-----------|------|-----------|
| Detect Magic           |            | 0     | FALSE  | 1         |      | 1         |
| Mending                |            | 0     | TRUE   | 1         |      | 1         |
| Prestidigitation       |            | 0     | FALSE  | 1         |      | 1         |
| Read Magic             |            | 0     | FALSE  | 1         |      | 1         |
| Expeditious Retreat    |            | 1     | TRUE   | 2         |      | 2         |
| Magic Missile          |            | 1     | FALSE  | 3         |      | 3         |
| Protection from Evil   |            | 1     | FALSE  | 2         |      | 2         |
| Cat's Grace            |            | 2     | TRUE   | 1         |      | 1         |
| Knock                  |            | 2     | FALSE  | 1         |      | 1         |
| Levitate               |            | 2     | TRUE   | 1         |      | 1         |
| Protection from Arrows |            | 2     | FALSE  | 1         |      | 1         |
| Scorching Ray          |            | 2     | FALSE  | 1         | 1    |           |
| Web                    |            | 2     | FALSE  | 1         |      | 1         |
| Blink                  |            | 3     | TRUE   | 2         |      | 2         |
| Dispel Magic           |            | 3     | FALSE  | 1         |      | 1         |
| Fly                    |            | 3     | TRUE   | 1         |      | 1         |
| Haste                  |            | 3     | TRUE   | 2         | 1    | 1         |
| Calcific Touch         |            | 4     | TRUE   | 1         |      | 1         |
| Dimension Door         |            | 4     | FALSE  | 2         |      | 2         |
| Ice Storm              |            | 4     | FALSE  | 2         |      | 2         |
| Break Enchantment      |            | 5     | FALSE  | 1         | 1    |           |
| Passwall               |            | 5     | TRUE   | 1         |      | 1         |
| Slow                   | Persistent | 5     | TRUE   | 1         | 1    |           |
| Telekinesis            |            | 5     | TRUE   | 1         |      | 1         |
| Bear's Endurance, Mass |            | 6     | TRUE   | 1         |      | 1         |
| Disintegrate           |            | 6     | TRUE   | 1         |      | 1         |