

Letek

Character Name

Bard (Archaeologist) 6

CLASS

6 (5)

23000 / 35000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	12	+1	12	+1		
DEX	20	+5	20	+5		
CON	*	+0	*	+0		
INT	16	+3	16	+3		
WIS	16	+3	16	+3		
CHA	20	+5	20	+5		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE	+9	= +7	+ +0	+ +2	+ +0	+ +0	
REFLEX	+12	= +5	+ +5	+ +2	+ +0	+ +0	
WILL	+10	= +5	+ +3	+ +2	+ +0	+ +0	

Player Name

Ghoul / Undead

RACE

0

Male

GENDER

AGE

EYES

HAIR

Points

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Neutral Evil

Alignment

Darkvision (60 ft.)

VISION

25

HP

hit points

68

WOUNDS/CURRENT HP

AC

armor class

23

18

FLAT

15

TOUCH

10

BASE

6

ARMOR BONUS

0

SHIELD BONUS

5

STAT

0

SIZE

2

NATURAL ARMOR

0

DEFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

INITIATIVE

modifier

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

MISS CHANCE

10

Arcane Spell Failure

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

Speed

Walk 30 ft.

STR

Strength

12

DEX

Dexterity

20

CON

Constitution

\*

INT

Intelligence

16

WIS

Wisdom

16

CHA

Charisma

20

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+9

=

+7

+

+0

+

+2

+

+0

+

+0

+

REFLEX

(dexterity)

+12

=

+5

+

+5

+

+2

+

+0

+

+0

+

WILL

(wisdom)

+10

=

+5

+

+3

+

+2

+

+0

+

+0

+

Conditional Save Modifiers:

+2 Reflex to avoid traps

MELEE

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+4

+

STAT

+1

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+9

=

BASE ATTACK BONUS

+4

+

STAT

+5

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

CMB

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+4

+

STAT

+1

+

SIZE

+0

+

MISC

+

EPIC

+

TEMP

CMB

GRAPPLE

+5

TRIP

+5

DISARM

+5

SUNDER

+5

BULL RUSH

+5

OVERRUN

+5

CMD

20

20

20

20

20

20

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+9

DAMAGE

1d3+7

CRITICAL

20/x2

REACH

5 ft.

\*Rapier (Cold Iron)

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

M

18-20/x2

5 ft.

TOTAL ATTACK BONUS

+9

DAMAGE

1d6+3

Special Properties: 30 hp/inch, hardness 10

\*Whip

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

S

M

20/x2

15 ft.

TOTAL ATTACK BONUS

+9

DAMAGE

1d3+3

Special Properties: Bonus to disarm an enemy (pg. 144), Deals nonlethal damage (pg. 145), May be used to make trip attacks (pg.145)

\*Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

+9/+9

DAMAGE

1d6+7

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

\*Mithral Shirt +2

Light

+6

+6

+0

10

30 hp/inch, hardness 15

Skills

TOTAL SKILLPOINTS: 54

MAX RANKS: 6/6

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Acrobatics

DEX

12

=

5

+

4

+

3

✓ Appraise

INT

12

=

3

+

6

+

3

✓ Bluff

CHA

9

=

5

+

1

+

3

✓ Climb

STR

5

=

1

+

1

+

3

✓ Craft (Untrained)

INT

3

=

3

✓ Diplomacy

CHA

14

=

5

+

6

+

3

Disable Device

DEX

14

=

5

+

6

+

3

✓ Disguise

CHA

14

=

5

+

6

+

3

✓ Escape Artist

DEX

5

=

5

✓ Fly

DEX

5

=

5

✓ Heal

WIS

3

=

3

✓ Intimidate

CHA

9

=

5

+

1

+

3

Knowledge (Arcana)

INT

10

=

3

+

1

+

6

Knowledge (Dungeoneering)

INT

10

=

3

+

1

+

6

Knowledge (Engineering)

INT

10

=

3

+

1

+

6

Knowledge (Geography)

INT

10

=

3

+

1

+

6

Knowledge (History)

INT

10

=

3

+

1

+

6

Knowledge (Local)

INT

10

=

3

+

1

+

6

Knowledge (Nature)

INT

10

=

3

+

1

+

6

Knowledge (Nobility)

INT

10

=

3

+

1

+

6

Knowledge (Planes)

INT

10

=

3

+

1

+

6

Knowledge (Religion)

INT

10

=

3

+

1

+

6

✓ Knowledge (Untrained)

INT

6

=

3

+

3

✓ Perception

WIS

15

=

3

+

6

+

6

✓ Perform (Untrained)

CHA

5

=

5

✓ Ride

DEX

5

=

5

✓ Sense Motive

WIS

7

=

3

+

1

+

3

Sleight of Hand

DEX

9

=

5

+

1

+

3

Spellcraft

INT

7

=

3

+

1

+

3

✓ Stealth

DEX

14

=

5

+

6

+

3

✓ Survival

WIS

3

=

3

✓ Swim

STR

2

=

1

+

1

Use Magic Device

CHA

10

=

5

+

2

+

3

=

+

+

=

+

+

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

Character: Letek

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).

Level:6 (CR:5)

Player:

Created using PCGen v6.06.01 on Apr 28, 2017 at 5:31:29 PM

Page 1

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BP	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+9	1d6+7				

Crossbow, Light			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +9		Damage: 1d8+2			
80 ft.		160 ft.		240 ft.		320 ft.	
+9		+7		+5		+3	
TH	1d8+2	TH	1d8+2	TH	1d8+2	TH	1d8+2
480 ft.		560 ft.		640 ft.		720 ft.	
-1		-3		-5		-7	
TH	1d8+2	TH	1d8+2	TH	1d8+2	TH	1d8+2
-9		-7		-5		-3	
Dam	1d8+2	Dam	1d8+2	Dam	1d8+2	Dam	1d8+2

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Amulet of Mighty Fists (Agile)	Equipped	1	0 / 4,000	
Dex to damage				
Rapier (Cold Iron)	Equipped	1	2 / 40	
30 hp/inch, hardness 10				
Whip	Equipped	1	2 / 1	
Bonus to disarm an enemy (pg. 144), Deals nonlethal damage (pg. 145), May be used to make trip attacks (pg.145)				
Claw	Equipped	1	0 / 0	
Bite	Equipped	1	0 / 0	
Cloak of Resistance +2	Equipped	1	1 / 4,000	
Mithral Shirt +2	Equipped	1	10 / 5,100	
30 hp/inch, hardness 15				
Wand (Infernal Healing/Wizard/1st)	Equipped	2	0 (0) / 750 (1,500)	
000000 000000 000000 000000 000000				
000000 000000 000000 000000 000000				
Bolts, Crossbow (10)	Equipped	3	1 (3) / 1 (3)	
000000 000000 000000 000000 000000				
000000				
Scroll (Undetectable Alignment)	Equipped	2	0 (0) / 150 (300)	
00				
Scroll (Identify)	Equipped	2	0 (0) / 25 (50)	
00				
Scroll (Grease)	Equipped	2	0 (0) / 25 (50)	
00				
Scroll (Expeditious Retreat)	Equipped	1	0 / 25	
Scroll (Detect Secret Doors)	Equipped	2	0 (0) / 25 (50)	
00				
Scroll (Darkness)	Equipped	2	0 (0) / 150 (300)	
00				
Potion of Protection from Good	Equipped	1	0 / 50	
+2 deflection bonus to AC, +2 resistance bonus to saves, gain protection from mental control and summoned creatures for 1 minute. Protects from attacks by good creatures only.				
Potion of Magic Fang	Equipped	2	0 (0) / 50 (100)	
00				
+1 enhancement bonus on attack and damage rolls with one single natural weapon				
Scale (Merchant's)	Equipped	1	1 / 2	
+2 to appraise items valued by weight				
Potion of Enlarge Person	Equipped	4	0 (0) / 50 (200)	
00000				
Target's size category increases to next larger category for 1 minute				
Potion of Inflict Light Wounds	Equipped	4	0 (0) / 50 (200)	
00000				
Inflicts 1d8+1 points of damage				
Crossbow, Light	Carried	1	4 / 35	
TOTAL WEIGHT CARRIED/VALUE	23.13 lbs.	16,006gp		

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

MONEY	
	Total= 0 gp

MAGIC	
Languages	
Common	

Other Companions	
------------------	--

Archetypes	
Archaeologist	[Paizo Inc. - Ultimate Combat, p.32]
No stodgy researcher, this Archaeologist meets his research head-on in the field. Archaeologists sacrifice the bard's inspirational performance for a smattering of rogue talents. This archetype also fits roguelike characters that focus more on learning than on stabbing foes in the back.	

Special Attacks	
Disease (Su)	[Paizo Inc. - Bestiary, p.146]

Ghoul Fever: Bite--injury; save Fort DC 15; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. A humanoid who dies of ghoule fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Paralysis (Su)	[Paizo Inc. - Bestiary, p.146]
----------------	--------------------------------

This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Fortitude saving throw DC 15. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.

Special Qualities	
-------------------	--

Archaeologist's Luck (Ex)	[Paizo Inc. - Ultimate Combat, p.32]
---------------------------	--------------------------------------

Fortune favors the Archaeologist. As a swift action, an Archaeologist can call on fortune's favor, giving him a +1 luck bonus on attack rolls, saving throws, skill checks, and weapon damage rolls. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. Maintaining this bonus is a free action, but it ends immediately if the Archaeologist is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. Archaeologist's luck is treated as bardic performance for the purposes of feats, abilities, effects, and the like that affect bardic performance. Like bardic performance, it cannot be maintained at the same time as other performance abilities. This bonus increases to +2 at 5th level, +3 at 11th level, and +4 at 17th level. (9 uses per day with +2 bonus)

Armored Casting (Ex)	[Paizo Inc. - Core Rulebook, p.35]
----------------------	------------------------------------

You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Knowledge (Ex)	[Paizo Inc. - Core Rulebook, p.35]
-----------------------	------------------------------------

You add +3 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance	[Paizo Inc. - Ultimate Combat, p.32]
--------------------	--------------------------------------

Archaeologists do not gain the bardic performance ability or any of its performance types.

Black Market Connections (Ex)	[Paizo Inc. - Ultimate Combat, p.69]
-------------------------------	--------------------------------------

A rogue with this talent gains better access to magic items from black market connections. She treats every settlement as one size greater (see Table 15-1 on page 461 of the Core Rulebook) for the purpose of determining the gp limit of the base value of items for sale, as well as the number of minor, medium, and major magic items for sale in the settlement. If the settlement is already a metropolis, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful Diplomacy check, the rogue can treat the settlement as two sizes larger. If the settlement is already a metropolis and she succeeds at the check, all magic items are for sale. If the settlement is already a large city and she succeeds at the check, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful check, the rogue can also sell stolen items on the black market. If the check fails by 5 or more, the rogue does something to spook the market, and treats the city as normal for 1 week. Furthermore, those in control of the black market may alert the authorities to the rogue's presence in an act of reprisal for spooking the market or to divert attention away from their illicit activities. The DCs of the checks are by settlement size and are given in the table below.

Cantrips	[Paizo Inc. - Core Rulebook, p.38]
----------	------------------------------------

You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Channel Resistance (Ex)	[Paizo Inc. - Bestiary, p.298]
-------------------------	--------------------------------

You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Clever Explorer (Ex)	[Paizo Inc. - Ultimate Combat, p.32]
----------------------	--------------------------------------

At 2nd level, an Archaeologist gains a bonus equal to half his class level on Disable Device and Perception checks. He can disable intricate and complex devices in half the normal amount of time (minimum 1 round) and open a lock as a standard action. At 6th level, an Archaeologist can take 10 on Disable Device checks, even if distracted or endangered, and can disarm magical traps. This ability replaces the versatile performance ability.

Darkvision (Ex)	[Paizo Inc. - Bestiary]
-----------------	-------------------------

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Evasion (Ex)	[Paizo Inc. - Ultimate Combat, p.32]
--------------	--------------------------------------

At 6th level, an Archaeologist gains evasion, as the rogue ability of the same name.

Evasion (Ex)	[Paizo Inc. - Core Rulebook]
--------------	------------------------------

You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

**Immunity to Ability Drain (Ex)** [Paizo Inc. - Bestiary, p.301]

You are immune to ability drain attacks.

**Immunity to Death Effects (Ex)** [Paizo Inc. - Bestiary, p.301]

You are never subject to death effects.

**Immunity to Death from Massive Damage (Ex)** [Paizo Inc. - Bestiary, p.301]

You are not at risk of death from massive damage.

**Immunity to Disease (Ex)** [Paizo Inc. - Bestiary, p.301]

You are never subject to disease effects.

**Immunity to Energy Drain (Ex)** [Paizo Inc. - Bestiary, p.301]

You are immune to energy drain attacks.

**Immunity to Exhaustion (Ex)** [Paizo Inc. - Bestiary, p.301]

You can never be exhausted.

**Immunity to Fatigue (Ex)** [Paizo Inc. - Bestiary, p.301]

You can never be fatigued.

**Immunity to Mind-Affecting Effects (Ex)** [Paizo Inc. - Bestiary, p.301]

You are never affected by mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

**Immunity to Nonlethal Damage (Ex)** [Paizo Inc. - Bestiary, p.301]

You are never subject to nonlethal damage.

**Immunity to Paralysis (Ex)** [Paizo Inc. - Bestiary, p.301]

You can never be paralyzed.

**Immunity to Poison (Ex)** [Paizo Inc. - Bestiary, p.301]

You never take poison damage.

**Immunity to Sleep (Ex)** [Paizo Inc. - Bestiary, p.301]

You are never subject to sleep effects.

**Immunity to Stunning (Ex)** [Paizo Inc. - Bestiary, p.301]

You are never subject to stunning.

**Lore Master (Ex)** [Paizo Inc. - Core Rulebook, p.38]

You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 1 times per day, you can take 20 on any Knowledge skill check as a standard action.

**Rogue Talents** [Paizo Inc. - Ultimate Combat, p.32]

At 4th level, an Archaeologist gains a rogue talent. He gains an additional rogue talent for every four levels of Archaeologist gained after 4th level. Otherwise, this works as the rogue's rogue talent ability.

**Trap Sense (Ex)** [Paizo Inc. - Ultimate Combat, p.32]

At 3rd level, an Archaeologist gains trap sense +1, as the rogue class feature of the same name. This bonus improves by +1 for every three levels gained after 3rd, to a maximum of +6 at 18th level.

**Trap Sense (Ex)** [Paizo Inc. - Core Rulebook]

You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

**Uncanny Dodge (Ex)** [Paizo Inc. - Ultimate Combat, p.32]

At 2nd level, an Archaeologist gains uncanny dodge, as the rogue class feature of the same name. This ability replaces well-versed.

**Uncanny Dodge (Ex)** [Paizo Inc. - Core Rulebook]

You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

### Feats

**Arcane Strike** [Paizo Inc. - Core Rulebook, p.118]

As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, you gain a +2 damage bonus and your weapons are treated as magic for the purpose of overcoming damage reduction.

As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of

overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

**Civilized Ghouliness** [Allard Hoeve - Houserules]

Although undead, you can easily pass as living.

Your appearance is such that, while pale-skinned and gaunt, you can pass as a living humanoid of your choice. You gain a +10 racial bonus on Disguise checks made to appear human, and your channel resistance increases by +2.

**Weapon Finesse** [Paizo Inc. - Core Rulebook, p.136]

You are trained in using your agility in melee combat, as opposed to brute strength.

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

### Proficiencies

Battle Aspergillum, Bayonet, Bite, Blowgun, Boar Spear, Brass Knuckles, Cestus, Claw, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Sword (Short), Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Whip

### Temporary Bonus

Arcane Strike

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	4	4	—	—	—	—
PER DAY	at will	6	4	—	—	—	—
Concentration	+11						

LEVEL 0 / Per Day:0 / Caster Level:6					
Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <a href="#">Detect Magic</a>	Divination	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You detect magical auras. [SR:No]					
☐☐☐☐☐ <a href="#">Mending</a>	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 6 lb.; <i>EFFECT</i> : This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
☐☐☐☐☐ <a href="#">Message</a>	Transmutation, AirSchool [Language-Depend	1 standard action	60 minutes	Medium (160 ft.)	CR:p.313
[V, S, F] TARGET: 6 creatures; <i>EFFECT</i> : You can whisper messages and receive whispered replies. [SR:No]					
☐☐☐☐☐ <a href="#">Prestidigitation</a>	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] TARGET: See text; <i>EFFECT</i> : Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:15, See text]					
☐☐☐☐☐ <a href="#">Read Magic</a>	Divination	1 standard action	60 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; <i>EFFECT</i> : You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
☐☐☐☐☐ <a href="#">Sift</a>	Divination	1 standard action	Instantaneous	30 ft.	APG:p.244
[V, S] TARGET: one 10-ft. cube; <i>EFFECT</i> : See area as though examining it. [SR:No]					

LEVEL 1 / Per Day:6 / Caster Level:6					
Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Beguiling Gift</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	5 ft.	APG:p.205
[V, S, F] TARGET: one creature; <b>EFFECT:</b> Subject immediately accepts an offered item and uses it. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐ <b>Blurred Movement</b>	Illusion (Glamer)	1 standard action	6 minutes [D]	Personal	ACG:p.176
[V, S] TARGET: you; <b>EFFECT:</b> As blur, but only while you are moving.					
☐☐☐☐☐ <b>Identify</b>	Divination	1 standard action	18 rounds [D]	60 ft.	CR:p.299
[V, S, M] TARGET: Cone-shaped emanation; <b>EFFECT:</b> This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. [SR:No]					
☐☐☐☐☐ <b>Undetectable Alignment</b>	Abjuration	1 standard action	24 hours	Close (40 ft.)	CR:p.363
[V, S] TARGET: One creature or object; <b>EFFECT:</b> An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. [SR:Yes (object); DC:16, Will negates (object)]					

LEVEL 2 / Per Day:4 / Caster Level:6					
Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <a href="#">Darkness</a>	Evocation [Darkness]	1 standard action	6 minutes [D]	Touch	CR:p.263
[V, M/DF] TARGET: Object touched; <i>EFFECT</i> : This spell causes an object to radiate darkness out to a 20-foot radius. [SR:No]					
☐☐☐☐☐ <a href="#">Glitterdust</a>	Conjuration, EarthSchool (Creation) [MetalSc	1 standard action	6 rounds	Medium (160 ft.)	CR:p.290
[V, S, M (ground mica)] TARGET: Creatures and objects within 10-ft.-radius spread; <i>EFFECT</i> : A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. [SR:No; DC:17, Will negates (blinding only)]					
☐☐☐☐☐ <a href="#">Invisibility</a>	Illusion (Glamer)	1 standard action	6 minutes [D]	Personal or touch	CR:p.301
[V, S, M/DF] TARGET: You or a creature or object weighing no more than 600 lbs.; <i>EFFECT</i> : The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object); DC:17, Will negates (harmless) or Will negates (harmless, object)]					
☐☐☐☐☐ <a href="#">Silence</a>	Illusion (Glamer)	1 round	6 rounds [D]	Long (640 ft.)	CR:p.343
[V, S] TARGET: 20-ft.-radius emanation centered on a creature, object, or point in space; <i>EFFECT</i> : Upon the casting of this spell, complete silence prevails in the affected area. [SR:Yes; see text or no (object); DC:17, Will negates; see text or none (object)]					

\* =Domain/Speciality Spell

Letek

Ghoul

RACE

0

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Neutral Evil

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Undead

Race Type

Race Sub Type

Description:

Biography: