

Arselia 'd Phairlan's Racial and Class abilities, and Feat Descriptions

(4th level)

ELVES

- Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.
- Elf base land speed is 30 feet.
- Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-Light Vision: An 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.
- Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.
- +2 racial bonus on Listen, Search, and Spot checks. 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 it.
- Automatic Languages: Common and Elven. Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.
- Favored Class: Wizard. A multiclass elf's wizard class does not count when determining whether she takes an experience point penalty for multiclassing.

WIZARD CLASS FEATURES

All of the following are class features of the wizard.

- **Weapon and Armor Proficiency:** 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.
- **Spells:** A wizard casts arcane spells which are drawn from the wizard/ 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 1d20 + 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 wizard, 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.
- **Familiar:** A wizard can obtain a familiar (see below). Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.
The wizard chooses the kind of familiar he gets. As the wizard advances in level, his familiar also increases in power. If the familiar dies or is dismissed by the wizard, the wizard must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per wizard level; success reduces the loss to one-half that amount. However, a wizard's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs. A character with more than one class that grants a familiar may have only one familiar at a time.

FEAT DESCRIPTIONS

COMBAT CASTING [General, Magical]

Player's Handbook pg 92

Benefit: 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.

ESCHEW MATERIALS [General, Magical]

Player's Handbook pg 94

Benefit: You can cast any spell that has a material component costing 1 gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal.) If the spell requires a material component that costs more than 1 gp, you must have the material component at hand to cast the spell, just as normal.

LEAST DRAGONMARK [General]

Eberron Campaign Setting, pg 56

Prerequisite: Member of appropriate dragonmarked race and house.

Benefit: You train a least dragonmark and the use of one spell-like ability associated with the least dragon-mark of your house (see the next section of this chapter for information on dragonmarks).

A saving throw against your dragonmark spell-like ability has a DC of $1d20 + \text{the level of the spell} + \text{your CHA modifier}$.
Your caster level for your least dragonmark spell-like ability is $1 + \text{your level in the dragonmark heir prestige class (if any)}$.

SCRIBE SCROLL [Item Creation]

Player's Handbook pg 99-100

Prerequisite: Caster level 1st

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level \times its caster level \times 25 gp. To scribe a scroll, you must spend $\frac{1}{25}$ of this base price in XP and use up raw materials costing one-half of this base price. Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.