Name:	The Florist				Player:			C	ampaign:	Whit	te Star	Campaign
	Character Level:	1	S Am Indi	ian/Spanish	LN		Bra	azil			Cath	olic
Class	Everyman	Level 1	Race		Align.	Nationalit	у			Faith		
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Class		Level	AC	12	= 10 +	0 +	-	+ 2 +	0 +	+	+	+
	current	items & temp mods	28		base	armor bonus	shield bonus	DEX mod	size mod	class mod	other magic	misc nat. mod armor
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	bonuses	total		base bonus		mod	mod	mod				
M	elee	0 =	=	+0	4	- 0 +	- 0	+				
Ra	nged	+2	=	+0	+	2 +	- 0	+				
		total		base bonus	3	dex mod	size mod	misc mod				
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Wear		bonus total		damage	bonus	critical	range	weight	type	size	prof.	RND DC
	w Army/Navy/Marine	+2		2d6+5 2d6+5	0	19-20/x2	30	2	Р	H	S	6 +7
	w Army/Navy/Marine ng Auto-5 Shotgun	+2		4d4+4	0	19-20/x2 19-20/x3	30 20	2	P P		S M	6 +7 5 -5
Club	ig Auto-5 Shotgun	+2		1d6	0	x2	10 ft.	3	В	1	S	0 0
Dagger		+2		1d4	-	19–20/x2	10 ft.	1	P or S	\vdash	S	0 0
Quarte		0		1d6/1d6		x2	_	4	В	2	S	0 0
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<u> </u>	he Florist		-								49 gp	:current	(5	starting)
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The Florist: Born in a remote Brazilian village, the Florist was exposed to native cultures his entire life. He particularly enjoyed the local flora and spent a lot of his time studying it. His brush with the supernatural involved observing some evil cabalists harvesting some supernatural plants from the region. When they had left, he went to the area and took some for his own studies. When he became an adult, he moved to Rio and opened a flower shop, where he could earn a living doing something he loved and allowed him to continue his studies. He was recruited to the Fellowship by a local watcher.

The Florist # of Feats available: 0 level:

* - may be taken multiple times, for different targets, does not stack; ** - may be taken multiple times, effects stack; (f) - Fighter feat

Chosen	General Feats		Prereq met?	ath an	
Chosen	Augment Summoning	I	pellcaster 2nd	other	ref
	Blind-Fight	3	no prereq	ı +	srd srd
	Combat Casting		no prereq		srd
	Combat Casting Combat Expertise		TRUE		srd
	Immovable Force (f)		FALSE		WSC
	Improved Disarm		FALSE		srd
	Improved Feint		FALSE	MV action feint (Bluff)	srd
	Flourish (f)		FALSE	WY dollor ferrit (Blair)	WSC
	Improved Trip		FALSE		srd
	Combat Reflexes		no prereq		srd
	Take the Hit (f)		FALSE		WSC
	Dirty Fighting		Sneak Attack		WSC
	Doctor		FALSE		WSC
	Dodge		TRUE		srd
	Mobility		FALSE		srd
	Spring Attack		FALSE		srd
	Whirlwind Attack		FALSE		srd
	Endurance		no prereq		srd
	Die Hard		FALSE		srd
	Eschew Materials	ani	/ metamagic t	L feat	srd
	Exotic Weapon Proficiency*	any	FALSE		srd
	Extra Turning**		FALSE		srd
	Great Fortitude		no prereq	+2 Fort	srd
	Hold This			+2 FOIL	-
	Improved Counterspell		no prereq		WSC
	Improved Critical*		no prereq FALSE		srd
	· · ·			41.9	srd
	Improved Initiative	ALTER A	no prereq	+4 Init	srd
	Improved Turning	Ability to t	urn or rebuke	creatures	srd
	Improved Unarmed Strike		no prereq		srd
	Deflect Arrows		FALSE		srd
	Snatch Arrows		FALSE		srd
	Improved Grapple		FALSE		srd
	O		E41.0E		1 .
	Stunning Fist		FALSE	OMCH	srd
1	Iron Will	amall .	no prereq	+2 Will	srd
1	Iron Will Keen Sense*	smell	no prereq	+2 Will adds +2 to Notice with associated sense	srd wsc
1	Iron Will Keen Sense* Leadership	smell	no prereq no prereq FALSE	adds +2 to Notice with associated sense	srd wsc srd
1	Iron Will Keen Sense* Leadership Lightning Reflexes	smell	no prereq no prereq FALSE no prereq		srd wsc srd srd
1	Iron Will Keen Sense* Leadership Lightning Reflexes Martial Weapon Proficiency*	smell	no prereq no prereq FALSE no prereq no prereq	adds +2 to Notice with associated sense	srd wsc srd srd srd
1	Iron Will Keen Sense* Leadership Lightning Reflexes Martial Weapon Proficiency* Mounted Combat	smell	no prereq no prereq FALSE no prereq no prereq FALSE	adds +2 to Notice with associated sense	srd wsc srd srd srd srd
1	Iron Will Keen Sense* Leadership Lightning Reflexes Martial Weapon Proficiency* Mounted Combat Mounted Archery	smell	no prereq no prereq FALSE no prereq no prereq FALSE FALSE	adds +2 to Notice with associated sense	srd wsc srd srd srd srd srd
1	Iron Will Keen Sense* Leadership Lightning Reflexes Martial Weapon Proficiency* Mounted Combat Mounted Archery Ride-By Attack	smell	no prereq no prereq FALSE no prereq no prereq FALSE FALSE FALSE	adds +2 to Notice with associated sense	srd wsc srd srd srd srd srd srd srd srd srd
1	Iron Will Keen Sense* Leadership Lightning Reflexes Martial Weapon Proficiency* Mounted Combat Mounted Archery Ride-By Attack Spirited Charge	smell	no prereq no prereq FALSE no prereq no prereq FALSE FALSE FALSE FALSE	adds +2 to Notice with associated sense	srd wsc srd srd srd srd srd srd srd
1	Iron Will Keen Sense* Leadership Lightning Reflexes Martial Weapon Proficiency* Mounted Combat Mounted Archery Ride-By Attack Spirited Charge Trample		no prereq no prereq FALSE no prereq no prereq FALSE FALSE FALSE FALSE FALSE	adds +2 to Notice with associated sense +2 Reflex	srd wsc srd srd srd srd srd srd srd srd srd srd
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1	Iron Will Keen Sense* Leadership Lightning Reflexes Martial Weapon Proficiency* Mounted Combat Mounted Archery Ride-By Attack Spirited Charge Trample Old Money Perfect Memory Perfect Placement Perfect Spot (f) Point Blank Shot Far Shot Get in Close (f) Precise Shot Improved Precise Shot Trick Shot (f) Rapid Shot Fan the Hammer (f) Manyshot Shot on the Run		no prereq no prereq no prereq no prereq no prereq no prereq FALSE FALSE FALSE FALSE TRUE TRUE no prereq no prereq FALSE	adds +2 to Notice with associated sense +2 Reflex +5 to Int check to remember detail ignore hardness vs. explosives ignore DR vs. creature no AoO using firearm in melee	srd wsc srd srd srd srd srd srd srd srd srd srd
1	Iron Will Keen Sense* Leadership Lightning Reflexes Martial Weapon Proficiency* Mounted Combat Mounted Archery Ride-By Attack Spirited Charge Trample Old Money Perfect Memory Perfect Placement Perfect Spot (f) Point Blank Shot Far Shot Get in Close (f) Precise Shot Improved Precise Shot Trick Shot (f) Rapid Shot Fan the Hammer (f) Manyshot Shot on the Run Power Attack		no prereq no prereq no prereq no prereq no prereq no prereq FALSE FALSE FALSE FALSE TRUE TRUE no prereq no prereq FALSE	adds +2 to Notice with associated sense +2 Reflex +5 to Int check to remember detail ignore hardness vs. explosives ignore DR vs. creature no AoO using firearm in melee	srd wsc srd srd srd srd srd srd srd srd srd srd
	Iron Will Keen Sense* Leadership Lightning Reflexes Martial Weapon Proficiency* Mounted Combat Mounted Archery Ride-By Attack Spirited Charge Trample Old Money Perfect Memory Perfect Placement Perfect Spot (f) Point Blank Shot Far Shot Get in Close (f) Precise Shot Improved Precise Shot Trick Shot (f) Rapid Shot Fan the Hammer (f) Manyshot Shot on the Run Power Attack Cleave		no prereq no prereq no prereq no prereq no prereq no prereq FALSE FALSE FALSE FALSE TRUE TRUE no prereq no prereq FALSE	adds +2 to Notice with associated sense +2 Reflex +5 to Int check to remember detail ignore hardness vs. explosives ignore DR vs. creature no AoO using firearm in melee	srd wsc srd srd srd srd srd srd srd srd srd srd
	Iron Will Keen Sense* Leadership Lightning Reflexes Martial Weapon Proficiency* Mounted Combat Mounted Archery Ride-By Attack Spirited Charge Trample Old Money Perfect Memory Perfect Placement Perfect Spot (f) Point Blank Shot Far Shot Get in Close (f) Precise Shot Improved Precise Shot Trick Shot (f) Rapid Shot Fan the Hammer (f) Manyshot Shot on the Run Power Attack Cleave Great Cleave		no prereq no prereq no prereq no prereq no prereq no prereq FALSE FALSE FALSE FALSE FALSE TRUE no prereq no prereq FALSE	adds +2 to Notice with associated sense +2 Reflex +5 to Int check to remember detail ignore hardness vs. explosives ignore DR vs. creature no AoO using firearm in melee	srd wsc srd srd srd srd srd srd srd srd srd srd
	Iron Will Keen Sense* Leadership Lightning Reflexes Martial Weapon Proficiency* Mounted Combat Mounted Archery Ride-By Attack Spirited Charge Trample Old Money Perfect Memory Perfect Placement Perfect Spot (f) Point Blank Shot Far Shot Get in Close (f) Precise Shot Improved Precise Shot Trick Shot (f) Rapid Shot Fan the Hammer (f) Manyshot Shot on the Run Power Attack Cleave Great Cleave Improved Bull Rush		no prereq no prereq no prereq FALSE no prereq no prereq FALSE FALSE FALSE FALSE TRUE TRUE no prereq no prereq FALSE	adds +2 to Notice with associated sense +2 Reflex +5 to Int check to remember detail ignore hardness vs. explosives ignore DR vs. creature no AoO using firearm in melee	srd wsc srd srd srd srd srd srd srd srd srd srd
	Iron Will Keen Sense* Leadership Lightning Reflexes Martial Weapon Proficiency* Mounted Combat Mounted Archery Ride-By Attack Spirited Charge Trample Old Money Perfect Memory Perfect Placement Perfect Spot (f) Point Blank Shot Far Shot Get in Close (f) Precise Shot Improved Precise Shot Trick Shot (f) Rapid Shot Fan the Hammer (f) Manyshot Shot on the Run Power Attack Cleave Great Cleave Improved Overrun		no prereq no prereq no prereq no prereq no prereq no prereq FALSE FALSE FALSE FALSE TRUE TRUE no prereq no prereq FALSE	adds +2 to Notice with associated sense +2 Reflex +5 to Int check to remember detail ignore hardness vs. explosives ignore DR vs. creature no AoO using firearm in melee	srd wsc srd srd srd srd srd srd srd srd srd srd
	Iron Will Keen Sense* Leadership Lightning Reflexes Martial Weapon Proficiency* Mounted Combat Mounted Archery Ride-By Attack Spirited Charge Trample Old Money Perfect Memory Perfect Placement Perfect Spot (f) Point Blank Shot Far Shot Get in Close (f) Precise Shot Improved Precise Shot Trick Shot (f) Rapid Shot Fan the Hammer (f) Manyshot Shot on the Run Power Attack Cleave Great Cleave Improved Overrun Improved Sunder		no prereq no prereq no prereq FALSE no prereq no prereq FALSE FALSE FALSE FALSE TRUE TRUE no prereq no prereq FALSE	adds +2 to Notice with associated sense +2 Reflex +5 to Int check to remember detail ignore hardness vs. explosives ignore DR vs. creature no AoO using firearm in melee	srd wsc srd srd srd srd srd srd srd srd srd srd
	Iron Will Keen Sense* Leadership Lightning Reflexes Martial Weapon Proficiency* Mounted Combat Mounted Archery Ride-By Attack Spirited Charge Trample Old Money Perfect Memory Perfect Placement Perfect Spot (f) Point Blank Shot Far Shot Get in Close (f) Precise Shot Improved Precise Shot Trick Shot (f) Rapid Shot Fan the Hammer (f) Manyshot Shot on the Run Power Attack Cleave Great Cleave Improved Sunder Irresistable Object (f)		no prereq no prereq no prereq FALSE no prereq no prereq FALSE FALSE FALSE FALSE TRUE TRUE no prereq no prereq FALSE	adds +2 to Notice with associated sense +2 Reflex +5 to Int check to remember detail ignore hardness vs. explosives ignore DR vs. creature no AoO using firearm in melee	srd wsc srd srd srd srd srd srd srd srd srd srd
	Iron Will Keen Sense* Leadership Lightning Reflexes Martial Weapon Proficiency* Mounted Combat Mounted Archery Ride-By Attack Spirited Charge Trample Old Money Perfect Memory Perfect Placement Perfect Spot (f) Point Blank Shot Far Shot Get in Close (f) Precise Shot Improved Precise Shot Trick Shot (f) Rapid Shot Fan the Hammer (f) Manyshot Shot on the Run Power Attack Cleave Great Cleave Improved Overrun Improved Sunder		no prereq no prereq no prereq FALSE no prereq no prereq FALSE FALSE FALSE FALSE TRUE TRUE no prereq no prereq FALSE	adds +2 to Notice with associated sense +2 Reflex +5 to Int check to remember detail ignore hardness vs. explosives ignore DR vs. creature no AoO using firearm in melee	srd wsc srd srd srd srd srd srd srd srd srd srd

	Quick Draw		FALSE		srd
	Give Me That		FALSE	use Sleight of Hand to take items from others	WSC
(Quick Learner		no prereq	gain 1 extra skill point/level	wsc
F	Rapid Reload		Proficiency w	vith Crossbow	srd
F	Run		no prereq		srd
;	Savant*		no prereq	Choose 2 skills to be Class	wsc
5	Shield Proficiency		no prereq		srd
	Improved Shield Bash		FALSE		srd
	Tower Shield Proficiency		FALSE		srd
\$	Simple Weapon Proficiency		no prereq		srd
\$	Skill Focus*		no prereq		srd
	Savoir-Faire		FALSE		wsc
ç	Skill Symbosis*		no prereq	+2 to 2 skills of choice	WSC
	Socialite				WSC
ç	Speedloader (f)		FALSE	load 6 bullets in 1 firearm	WSC
!	Spell Focus*		no prereq		srd
	Greater Spell Focus*		FALSE		srd
5	Spell Mastery*		FALSE		srd
	Spell Penetration		no prereq		srd
	Greater Spell Penetration		FALSE		srd
-	Teamwork (f)		no prereq		WSC
	Toughness**		no prereq	+3 hp	srd
	Resiliance		FALSE	gain 1 hp per level	wsc
-	Track		no prereq		srd
	Two-Weapon Fighting		FALSE		srd
	Improved Two-Weapon Fighting		FALSE		srd
	Greater Two-Weapon Fighting		FALSE		srd
	Two-Weapon Defense		FALSE		srd
١	Weapon Finesse		FALSE		srd
١	Weapon Focus*		FALSE		srd
	Weapon Specialization*		FALSE		srd
	Greater Weapon Focus*		FALSE		srd
	Greater Weapon Specialization*		FALSE		srd
	l. O d' =		Prereq		
Chosen	Item Creation Feats		met?	other requirements	ref
F	Brew Potion		Spellcaster 3	Brd+	srd
(Craft Magic Arms and Armor		Spellcaster 5	ith+	srd
(Craft Rod		Spellcaster 9	th+	srd
	Craft Staff		Spellcaster 1	2th+	
(Ciail Stail		_		srd
_	Craft Wand		Spellcaster 5	ith+	srd srd
(•		
(Craft Wand		Spellcaster 5	3rd+	srd
((Craft Wand Craft Wondrous Item		Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1	ord+ 2th+	srd srd
((Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll		Spellcaster 3 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq	ord+ 2th+	srd srd
((F	Craft Wand Craft Wondrous Item Forge Ring		Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1	ord+ 2th+	srd srd
Chosen	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell		Spellcaster 3 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq	2th+ st+	srd srd srd
Chosen	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell		Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met?	srd+ 2th+ st+ spell level increase	srd srd srd srd
Chosen E E	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell		Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met? no prereq	srd+ 2th+ st+ spell level increase +2	srd srd srd srd
Chosen E E	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell		Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x	srd srd srd srd ref srd
Chosen	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell		Spellcaster 5 Spellcaster 1 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3	srd srd srd srd ref srd srd srd
Chosen	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell Quicken Spell		Spellcaster 5 Spellcaster 1 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq no prereq	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3 +4	srd srd srd srd ref srd srd srd
Chosen	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell Quicken Spell Silent Spell		Spellcaster 5 Spellcaster 1 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq no prereq no prereq no prereq	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3 +4 +1	srd srd srd srd srd srd srd srd srd srd
Chosen	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell Quicken Spell		Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3 +4	srd srd srd srd ref srd srd srd srd srd srd
Chosen	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell Quicken Spell Silent Spell Widen Spell		Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq Prereq	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3 +4 +1 +3	srd srd srd srd srd srd srd srd srd srd
Chosen Chosen Chosen	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell Quicken Spell Silent Spell Widen Spell Supernatural Feats		Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq no prereq no prereq no prereq Prereq met?	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3 +4 +1 +1 +3 skill used	srd srd srd srd srd srd srd srd srd srd
Chosen Chosen Chosen	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell Quicken Spell Silent Spell Widen Spell Supernatural Feats Sixth Sense	notice the supernatural	Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3 +4 +1 +1 +3 skill used	srd srd srd srd srd srd srd srd srd srd
Chosen Chosen Chosen	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell Quicken Spell Silent Spell Widen Spell Supernatural Feats Sixth Sense Arithmology	bonus to spell DCs vs target	Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq FALSE	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3 +4 +1 +1 +3 skill used Notice Mathematics	srd srd srd srd srd srd srd srd srd srd
Chosen Chosen Chosen	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell Quicken Spell Silent Spell Widen Spell Supernatural Feats Sixth Sense Arithmology Meditation	bonus to spell DCs vs target bonus to attribues	Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq Tereq met?	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3 +4 +1 +1 +3 skill used Notice Mathematics Concentration	srd srd srd srd srd srd srd srd srd srd
Chosen Chosen Chosen	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell Quicken Spell Silent Spell Widen Spell Supernatural Feats Sixth Sense Arithmology Meditation Presence	bonus to spell DCs vs target bonus to attribues supernatural creatures & undead	Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq Tereq met? Prereq met? TRUE	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3 +4 +1 +1 +3 skill used Notice Mathematics Concentration Diplomacy / Handle Animal	srd srd srd srd srd srd srd srd srd srd
Chosen Chosen Chosen Chosen Chosen	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell Quicken Spell Silent Spell Widen Spell Supernatural Feats Sixth Sense Arithmology Meditation Presence Prognostication	bonus to spell DCs vs target bonus to attribues supernatural creatures & undead omens & fortune telling	Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq Tereq met? Prereq met? TRUE TRUE FALSE	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3 +4 +1 +1 +3 skill used Notice Mathematics Concentration Diplomacy / Handle Animal Decipher Script	srd srd srd srd srd srd srd srd srd srd
Chosen Chosen Chosen	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell Quicken Spell Silent Spell Widen Spell Supernatural Feats Sixth Sense Arithmology Meditation Presence	bonus to spell DCs vs target bonus to attribues supernatural creatures & undead	Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq Teres present the spellcaster 1 Prereq met? TRUE TRUE TRUE TRUE TRUE	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3 +4 +1 +1 +3 skill used Notice Mathematics Concentration Diplomacy / Handle Animal	srd srd srd srd srd srd srd srd srd srd
Chosen Chosen Chosen 1 5	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell Quicken Spell Widen Spell Widen Spell Supernatural Feats Sixth Sense Arithmology Meditation Presence Prognostication Psychometry	bonus to spell DCs vs target bonus to attribues supernatural creatures & undead omens & fortune telling	Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq Teres met? Prereq met? TRUE TRUE TRUE TRUE TRUE Prereq	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3 +4 +1 +1 +3 skill used Notice Mathematics Concentration Diplomacy / Handle Animal Decipher Script Gather Information	srd srd srd srd srd srd srd srd srd srd
Chosen Chosen Chosen Chosen Chosen	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell Quicken Spell Silent Spell Widen Spell Supernatural Feats Sixth Sense Arithmology Meditation Presence Prognostication	bonus to spell DCs vs target bonus to attribues supernatural creatures & undead omens & fortune telling	Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq Teres present the spellcaster 1 Prereq met? TRUE TRUE TRUE TRUE TRUE	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3 +4 +1 +1 +3 skill used Notice Mathematics Concentration Diplomacy / Handle Animal Decipher Script	srd srd srd srd srd srd srd srd srd srd
Chosen Chosen Chosen 1 5	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell Quicken Spell Widen Spell Widen Spell Supernatural Feats Sixth Sense Arithmology Meditation Presence Prognostication Psychometry	bonus to spell DCs vs target bonus to attribues supernatural creatures & undead omens & fortune telling	Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq Teres met? Prereq met? TRUE TRUE TRUE TRUE TRUE Prereq	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3 +4 +1 +1 +3 skill used Notice Mathematics Concentration Diplomacy / Handle Animal Decipher Script Gather Information	srd srd srd srd srd srd srd srd srd srd
Chosen Chosen Chosen 1 5	Craft Wand Craft Wondrous Item Forge Ring Scribe Scroll Metamagic Feats Empower Spell Enlarge Spell Extend Spell Heighten Spell Maximize Spell Quicken Spell Widen Spell Widen Spell Supernatural Feats Sixth Sense Arithmology Meditation Presence Prognostication Psychometry	bonus to spell DCs vs target bonus to attribues supernatural creatures & undead omens & fortune telling	Spellcaster 5 Spellcaster 3 Spellcaster 1 Spellcaster 1 Prereq met? no prereq no prereq no prereq no prereq no prereq no prereq no prereq no prereq Teres met? Prereq met? TRUE TRUE TRUE TRUE TRUE Prereq	srd+ 2th+ st+ spell level increase +2 +1 +1 +1 +x +3 +4 +1 +1 +3 skill used Notice Mathematics Concentration Diplomacy / Handle Animal Decipher Script Gather Information	srd srd srd srd srd srd srd srd srd srd

^{* -} may be taken multiple times, for different targets, does not stack; ** - may be taken multiple times, effects stack; regional - see your region & feat descriptions for details