

Iradli "El Guapo"

Mike

Wizard 2

CHARACTER LEVEL (favored class = Wizard)

Half-Elf

RACE

Medium

SIZE

Chaotic Good

ALIGNMENT

Male

GENDER

30

AGE

5' 8"

HEIGHT

190lb.

WEIGHT

Dark Brown

HAIR

Green

EYES

DEITY

SKIN

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	7	-2		
DEX Dexterity	16	+3		
CON Constitution	14	+2		
INT Intelligence	15	+2		
WIS Wisdom	12	+1		
CHA Charisma	10	+0		

HP	TOTAL	DR
HIT POINTS	15	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	HERO PTS
+3 = 3 + 0	0
TOTAL	DEX MOD.
	MISC MOD.

AC 14	= 10 +				3		TOUCH 14
TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER		
			1				FLAT-FOOTED 11
		NATURAL ARMOR	DEFLECT MODIFIER	MISC MODIFIER	DODGE BONUS		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	2		2			
REFLEX (DEXTERITY)	3		3			
WILL (WISDOM)	4	3	1			

Situational Modifiers

All Saves: +2 vs. enchantments

BASE ATTACK BONUS	+1	SPELL RESISTANCE	
-------------------	----	------------------	--

CMB -1	= 1	-2	0
TOTAL	BASE ATTACK	STRENGTH MODIFIER	SIZE MODIFIER
CMD 13	= 1	-2	3
TOTAL	BASE ATTACK	STRENGTH MODIFIER	DEXTERITY MODIFIER
			SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
Dagger			-1	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P/S	10'		1d4-2	

WEAPON [in both hands]			ATTACK BONUS	CRITICAL
Masterwork Quarterstaff			+0	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d6-2	

WEAPON			ATTACK BONUS	CRITICAL
Unarmed strike			-1	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d3-2	

WEAPON			ATTACK BONUS	CRITICAL
Light crossbow			+4	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P	80'		1d8	



SPEED	LAND	30 FT. 6 SQ.	20 FT. 4 SQ.	MODIFIERS
BASE SPEED	WITH ARMOR			
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW

SKILLS

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	0	=Dex	3	+0
✓ Appraise	2	=Int	2	+0
Bluff	0	=Cha	0	+0
Climb	-5	=Str	-2	+0
Diplomacy	0	=Cha	0	+0
Disguise	0	=Cha	0	+0
Escape Artist	0	=Dex	3	+0
✓ Fly	0	=Dex	3	+0
Heal	1	=Wis	1	+0
Intimidate	2	=Cha	0	+2
✓ Knowledge (arcana)	6	=Int	2	+1+3
✓ Knowledge (dungeoneering)	6	=Int	2	+1+3
✓ Knowledge (history)	6	=Int	2	+1+3
✓ Knowledge (local)	6	=Int	2	+1+3
✓ Linguistics	7	=Int	2	+2+3
Perception	3	=Wis	1	+0
Ride	0	=Dex	3	+0
Sense Motive	1	=Wis	1	+0
✓ Spellcraft	9	=Int	2	+1+3
Stealth	0	=Dex	3	+0
Survival	1	=Wis	1	+0
Swim	-5	=Str	-2	+0

✓ = Class Skill, ■ = Trained Only, ▼ = Armor Check Penalty Applies

LANGUAGES

Abyssal • Common • Elven • Goblin • Halfling • Terran



COMBAT MANEUVERS		
Maneuver	CMB	CMD
Bull Rush	-1	13
Dirty Trick	-1	13
Disarm	-1	13
Drag	-1	13
Feint	-1	13
Grapple	-1	13
Overrun	-1	13
Pull	-1	13
Push	-1	13
Reposition	-1	13
Steal	-1	13
Sunder	-1	13
Trip	-1	13

SPECIAL ABILITY / FEATURE SUMMARY

Low-Light Vision
 Elven Immunities - Sleep
 Elven Immunities
 Arcane Bond (Staff) (1/day) (Sp)
 Elf Blood
 Enchantment
 Necromancy
 Physical Enhancement +1 (Dexterity) (Su)
 Telekinetic Fist (5/day) (Sp)
 Transmutation

FEATS SUMMARY

Scribe Scroll
 Skill Focus (Spellcraft)
 Spell Penetration
 Wizard Weapon Proficiencies

MONEY	
Platinum	2
Gold	43
Silver	8
Copper	8
Valuables	5
ENCUMBRANCE	
Current	32.5 lbs
Light	23 lbs
Medium	46 lbs
Heavy	70 lbs
EXPERIENCE	
Current	2546
Next Level	5000

TRACKED RESOURCES		
Resource	Max.	Used
Arcane Bond (Staff) (1/day) (Sp)	1	
Crossbow bolts	20	
Dagger	1	
Healer's kit (10/10 uses remaining)	10	
Potion of bull's strength	1	
Potion of cure light wounds	1	
Potion of undetectable alignment	1	
Telekinetic Fist (5/day) (Sp)	5	

GEAR

Backpack		
Qty	Item	Weight
	empty	

Spell component pouch		
Qty	Item	Weight
	empty	

Gear In No Container

Qty	Item	Weight	Cost
1	Masterwork Quarterstaff	4 lbs	600 GP
1	Potion of bull's strength		300 GP
1	Potion of cure light wounds		50 GP
1	Potion of undetectable alignment		300 GP
1	Ring of protection +1		2000 GP
1	Scroll of Burning Hands		25 GP
1	Scroll of Color Spray		25 GP
1	Scroll of Entangle (x2)		50 GP
1	Scroll of Fireball		375 GP
1	Scroll of Sleep		25 GP
1	Scroll of True Strike (x2)		50 GP
1	Staff	5 lbs	
1	Backpack	2 lbs	2 GP
1	Bread	0.5 lbs	2 CP
1	Bullseye lantern	3 lbs	12 GP
20	Crossbow bolts	0.1 lbs	2 GP
1	Dagger	1 lb	2 GP
1	Healer's kit (10/10 uses remaining)	1 lb	50 GP
1	Light crossbow	4 lbs	35 GP
1	Oil	1 lb	1 SP
1	Scroll of ??? (ID 5)		5 GP
1	Spell component pouch	2 lbs	5 GP
1	Spellbook	3 lbs	15 GP
1	Tsuto's journal		
1	Vial of water from Catacombs of Wrath, Area B4		
1	Waterskin	4 lbs	1 GP

SPELL SUMMARY

WIZARD SPELLS

Spell Level:	0	1
Casts Per Day:	4	3

Level	Spell	Casting Time	Range	DC Resist	Duration
0	Ghost Sound	1 action	Close (25 + 5 ft./2 levels)	12 No	1 round/level (D)
0	Message	1 action	Medium (100 + 10 ft./level)	12 No	10 min./level
0	Prestidigitation	1 action	10 ft.	12 No	1 hour
0	Ray of Frost	1 action	Close (25 + 5 ft./2 levels)	12 Yes	Instantaneous
1	Mage Armor	1 action	Touch	13 No	1 hour/level (D)
1	Magic Missile	1 action	Medium (100 + 10 ft./level)	13 Yes	Instantaneous
1	Unseen Servant	1 action	Close (25 + 5 ft./2 levels)	13 No	1 hour/level
1*	Enlarge Person	1 round	Close (25 + 5 ft./2 levels)	13 Yes	1 min./level (D)

TRAITS

SPECIAL ABILITIES/FEATURES

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Elven Immunities - Sleep

You are immune to magic sleep effects.

Elven Immunities

+2 save bonus vs Enchantments.

Arcane Bond (Staff) (1/day) (Sp)

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If a wizard attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school).

A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Chapter 5). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Note: If your bonded object does not have any other powers or properties yet, there are power-less versions of the wand, staff, ring, and amulet available on the magic tab.

Elf Blood

You are counted as both elven and human for any effect relating to race.

Enchantment

You must spend 2 slots to cast spells from the Enchantment school.

Necromancy

You must spend 2 slots to cast spells from the Necromancy school.

Physical Enhancement +1 (Dexterity) (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 (5/day) (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.

Transmutation

Transmuters use magic to change the world around them.

FEATS

Scribe Scroll (Item Creation)

You can create magic scrolls.

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Magic Items for more information.

Skill Focus (Spellcraft)

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Spell Penetration

Your spells break through spell resistance more easily than most.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Wizard Weapon Proficiencies

Benefit: You are proficient with the Dagger, Crossbow (Light and Heavy) and Quarterstaff.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

MAGIC ITEMS

Masterwork Quarterstaff

A quarterstaff is a simple piece of wood, about 5 feet in length. In battle, it's held with one hand at the butt and the other a quarter of the way up the staff, allowing it to block blows and make quick strikes.

Potion of bull's strength

Subject gains +4 to Str for 1 min./level.

Potion of cure light wounds

Cures 1d8 damage +1/level (max +5).

Potion of undetectable alignment

Conceals alignment for 24 hours.

Ring of protection +1 (Ring)

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring; Cost 1,000 gp

Scroll of Burning Hands

Burning Hands, Reflex half (DC 11)

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Scroll of Color Spray

Color Spray, Will negates (DC 11)

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round. Sightless creatures are not affected by color spray.

Scroll of Entangle (x2)

Entangle, Reflex partial; see text (DC 11)

This spell causes tall grass, weeds, and other plants to wrap around creatures in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Scroll of Fireball

Fireball, Reflex half (DC 14)

A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Scroll of Sleep

Sleep, Will negates (DC 11)

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

Scroll of True Strike (x2)

True Strike,

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Staff

This is for Wizards who have chosen a staff as the bonded object for their Arcane Bond ability, but have not yet enchanted that item. This staff has no capabilities or powers. If you have enchanted your staff, select it as a normal magic item.

WIZARD SPELLS

WIZARD SPELLBOOK SUMMARY

Level	Spell	Casting Time	Range	DC/Resist	Duration
0	Acid Splash	1 action	Close (25 + 5 ft./2 levels)	12 No	Instantaneous
0	Arcane Mark	1 action	Touch	12 No	Permanent
0	Dancing Lights	1 action	Medium (100 + 10 ft./level)	12 No	1 minute (D)
0	Detect Magic	1 action	60 ft.	12 No	Concentration, up to 1 min./level (D)
0	Detect Poison	1 action	Close (25 + 5 ft./2 levels)	12 No	Instantaneous
0	Flare	1 action	Close (25 + 5 ft./2 levels)	12 Yes	Instantaneous
0	Ghost Sound	1 action	Close (25 + 5 ft./2 levels)	12 No	1 round/level (D)
0	Light	1 action	Touch	12 No	10 min./level
0	Mage Hand	1 action	Close (25 + 5 ft./2 levels)	12 No	Concentration
0	Mending	10 minutes	10 ft.	12 Yes (harmless, object)	Instantaneous
0	Message	1 action	Medium (100 + 10 ft./level)	12 No	10 min./level
0	Open/Close	1 action	Close (25 + 5 ft./2 levels)	12 Yes (object)	Instantaneous
0	Prestidigitation	1 action	10 ft.	12 No	1 hour
0	Ray of Frost	1 action	Close (25 + 5 ft./2 levels)	12 Yes	Instantaneous
0	Read Magic	1 action	Personal	12	10 min./level
0	Resistance	1 action	Touch	12 Yes (harmless)	1 minute
0	Spark	1 action	Close (25 + 5 ft./2 levels)	12 Yes (object)	Instantaneous
1	Color Spray	1 action	15 ft.	13 Yes	Instantaneous; see text
1	Disguise Self	1 action	Personal	13	10 min./level (D)
1	Enlarge Person	1 round	Close (25 + 5 ft./2 levels)	13 Yes	1 min./level (D)
1	Feather Fall	1 immediate action	Close (25 + 5 ft./2 levels)	13 Yes (object)	Until landing or 1 round/level
1	Mage Armor	1 action	Touch	13 No	1 hour/level (D)
1	Magic Missile	1 action	Medium (100 + 10 ft./level)	13 Yes	Instantaneous
1	Reduce Person	1 round	Close (25 + 5 ft./2 levels)	13 Yes	1 min./level (D)
1	Unseen Servant	1 action	Close (25 + 5 ft./2 levels)	13 No	1 hour/level

WIZARD SPELL DESCRIPTIONS

Acid Splash

School Conjuration, Earth Elemental (Creation); **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range Close (25 + 5 ft./2 levels)

Effect One missile of acid

Duration Instantaneous

Saving Throw None; **Spell Resistance** No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

Arcane Mark

School Universal; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Effect One personal rune or mark, all of which must fit within 1 sq. ft.

Duration Permanent

Saving Throw None; **Spell Resistance** No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable.

See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell.

If an arcane mark is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting instant summons on the same object (see that spell description for details).

Color Spray

School Illusion (Pattern); **Level** 1

Casting Time 1 action

Components Verbal, Somatic, Material

Range 15 ft.

Area Cone-shaped burst

Duration Instantaneous; see text

Saving Throw DC 13 Will negates; **Spell Resistance** Yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds,

and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round. Sightless creatures are not affected by color spray.

Dancing Lights

School Evocation; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range Medium (100 + 10 ft./level)

Effect Up to four lights, all within a 10-ft.-radius area

Duration 1 minute (D)

Saving Throw None; **Spell Resistance** No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

Detect Magic

School Divination; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range 60 ft.

Area Cone-shaped emanation

Duration Concentration, up to 1 min./level (D)

Saving Throw None; **Spell Resistance** No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds

Moderate - 1d6 minutes

Strong - 1d6 x 10 minutes

Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a permanency spell.

Detect Poison

School Divination; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range Close (25 + 5 ft./2 levels)

Target One creature, one object, or a 5-ft. cube

Duration Instantaneous

Saving Throw None; **Spell Resistance** No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Disguise Self

School Illusion(Glamer); **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range Personal

Target You

Duration 10 min./level (D)

Saving Throw ; Spell Resistance

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

Enlarge Person

School Transmutation; **Level** 1

Casting Time 1 round

Components Verbal, Somatic, Material

Range Close (25 + 5 ft./2 levels)

Target One humanoid creature

Duration 1 min./level (D)

Saving Throw DC 13 Fortitude negates; **Spell Resistance** Yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

Feather Fall

School Transmutation, Air Elemental; **Level** 1

Casting Time 1 immediate action

Components Verbal

Range Close (25 + 5 ft./2 levels)

Target One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart

Duration Until landing or 1 round/level

Saving Throw DC 13 Will negates (harmless) or Will negates (object); **Spell Resistance** Yes (object)

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Flare

School Evocation; **Level** 0

Casting Time 1 action

Components Verbal

Range Close (25 + 5 ft./2 levels)

Effect burst of light

Duration Instantaneous

Saving Throw DC 12 Fortitude negates; **Spell Resistance** Yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

Ghost Sound

School Illusion(Figment); **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Material

Range Close (25 + 5 ft./2 levels)

Effect Illusory sounds

Duration 1 round/level (D)

Saving Throw DC 12 Will disbelief; **Spell Resistance** No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

Light

School Evocation, Wood Elemental; **Level** 0

Casting Time 1 action

Components Verbal, Material or Divine Focus

Range Touch

Target Object touched

Duration 10 min./level

Saving Throw None; **Spell Resistance** No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level

for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Mage Armor

School Conjuration (Creation); **Level** 1

Casting Time 1 action

Components Verbal, Somatic, Focus

Range Touch

Target Creature touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Mage Hand

School Transmutation; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range Close (25 + 5 ft./2 levels)

Target One nonmagical, unattended object weighing up to 5 lbs.

Duration Concentration

Saving Throw None; **Spell Resistance** No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Magic Missile

School Evocation; **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range Medium (100 + 10 ft./level)

Target Up to five creatures, no two of which can be more than 15 ft. apart

Duration Instantaneous

Saving Throw None; **Spell Resistance** Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Mending

School Transmutation, Metal Elemental; **Level** 0

Casting Time 10 minutes

Components Verbal, Somatic

Range 10 ft.

Target One object of up to 1 lb./level

Duration Instantaneous

Saving Throw Will negates (harmless, object); **Spell Resistance** Yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Message

School Transmutation, Air Elemental; **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Focus

Range Medium (100 + 10 ft./level)

Target One creature/level

Duration 10 min./level

Saving Throw None; **Spell Resistance** No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Open/Close

School Transmutation; **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Focus

Range Close (25 + 5 ft./2 levels)

Target Object weighing up to 30 lbs. or portal that can be opened or closed

Duration Instantaneous

Saving Throw DC 12 Will negates (object); **Spell Resistance** Yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Prestidigitation

School Universal; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range 10 ft.

Target See text

Area See text

Effect See text

Duration 1 hour

Saving Throw DC 12 See text; **Spell Resistance** No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Ray of Frost

School Evocation, Water Elemental; **Level** 0

Casting Time 1 action

Components Verbal, Somatic

Range Close (25 + 5 ft./2 levels)

Effect Ray

Duration Instantaneous

Saving Throw None; **Spell Resistance** Yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Read Magic

School Divination; **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Focus

Range Personal

Target You

Duration 10 min./level

Saving Throw ; Spell Resistance

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Reduce Person

School Transmutation; **Level** 1

Casting Time 1 round

Components Verbal, Somatic, Material

Range Close (25 + 5 ft./2 levels)

Target One humanoid creature

Duration 1 min./level (D)

Saving Throw DC 13 Fortitude negates; **Spell Resistance** Yes

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size. A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed. All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person.

Reduce person can be made permanent with a permanency spell.

Resistance

School Abjuration; **Level** 0

Casting Time 1 action

Components Verbal, Somatic, Material or Divine Focus

Range Touch

Target Creature touched

Duration 1 minute

Saving Throw Will negates (harmless); **Spell Resistance** Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell.

Spark

School Evocation, Fire Elemental; **Level** 0

Casting Time 1 action

Components

Range Close (25 + 5 ft./2 levels)

Target one Fine object

Duration Instantaneous

Saving Throw DC 12 Fortitude negates (object); **Spell Resistance** Yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object.

Unseen Servant

School Conjuratation(Creation); **Level** 1

Casting Time 1 action

Components Verbal, Somatic, Material

Range Close (25 + 5 ft./2 levels)

Effect One invisible, mindless, shapeless servant

Duration 1 hour/level

Saving Throw None; **Spell Resistance** No

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet. The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.