Spell Book		CASTER CLASS LEVEL ARCANE SCHOOL		Domain Bloodline/Mystery/Patron				_ · _	Opposition School Ranged Melee Touch Attick			
VALUBALE COMPONENETS	QTY.	SPELL LEVEL O SPELL PER DAY BONUS SPELLS KNOWN CLASS SLOTS SAVE DC	OVERCOM SPELL RESITA 1ST	AE NCE	3 _{RD}	COUNTE	STH	6тн	ARC SPELL	8TH	9тн	
Spell Component Pouch: Escew Materials:			1	2	3	Sp 4	ELLS US	GED 6	7	8	9	
			NTRIF	PS								
SPELL NAME EFFECT SPELL NAME	LEVEL	School/Domain	Сомрон	ENETS	CASTIN TIME	RAI	NGE	Area	SAV DO		Dice Pg.	

	Spell Name	Level	School/Domain	Componenets	Casting Time	Range	Area	Save DC	DICE
E	FFECT								Pg.
	Spell Name	Level	School/Domain	Componenets	Casting Time	Range	Area	SAVE DC	Dice
1	FFECT							-1	Pg.
	Spell Name	Level	School/Domain	Componenets	Casting Time	Range	Area	Save DC	Dice
:	- ГРЕСТ	•							Pg.
	Spell Name	Level	School/Domain	Componenets	Casting Time	Range	Area	SAVE DC	Dice
Ē	FFECT	•							Pg.
	Spell Name	Level	School/Domain	Componenets	Casting Time	Range	A rea	SAVE DC	DICE
	FFECT	•			•				Pg.
	Spell Name	Level	School/Domain	Componenets	Casting Time	Range	Area	Save DC	DICE
E	FFECT	•			•			1	Pg.
	Spell Name	Level	School/Domain	Componenets	Casting Time	Range	Area	SAVE DC	Dice
Ē	FFECT				•	•			Pg.
Ē	Spell Name	Level	School/Domain	Componenets	Casting Time	Range	A rea	Save DC	Dice
E	FFECT				1	1			Pg.

Casting Class: Page Spell Level: **Spells Used: Spell DC: Caster Level: Concentration:** SPELL NAME LEVEL SCHOOL/DOMAIN COMPONENETS RANGE Area DICE **E**FFECT SPELL NAME LEVEL SCHOOL/DOMAIN **COMPONENETS** RANGE AREA DICE **E**ffect SCHOOL/DOMAIN SPELL NAME LEVEL **COMPONENETS** RANGE AREA DICE **E**FFECT SCHOOL/DOMAIN SPELL NAME LEVEL COMPONENETS RANGE AREA Save DC DICE **E**ffect SCHOOL/DOMAIN Spell Name LEVEL COMPONENETS RANGE AREA SAVE DC DICE **E**ffect SPELL NAME SCHOOL/DOMAIN COMPONENETS RANGE DICE LEVEL AREA DC **E**FFECT SCHOOL/DOMAIN SPELL NAME LEVEL **COMPONENETS** RANGE AREA SAVE DC DICE **E**FFECT Pg. SPELL NAME SCHOOL/DOMAIN CASTING TIME SAVE DC LEVEL **COMPONENETS** RANGE AREA DICE **E**FFECT Pg. CASTING TIME SPELL NAME SCHOOL/DOMAIN SAVE DC LEVEL **COMPONENETS** RANGE DICE AREA **E**FFECT Pg. SPELL NAME SCHOOL/DOMAIN RANGE LEVEL **COMPONENETS** AREA DICE **E**FFECT SPELL NAME SCHOOL/DOMAIN LEVEL **COMPONENETS** Range AREA DICE Еггест