

Wiz7 Dorc2 Lor2

CLASS

11

Character Level

55000

EXPERIENCE

66000

NEXT LEVEL

Elf, Fire

RACE

Medium

SIZE

5' 9"

HEIGHT

120 lbs.

WEIGHT

Lawful Neutral

ALIGNMENT

Darkvision (60'),

VISION

-1

POINTS

NAME

PLAYERNAME

DEITY

STR

Strength

13

+1

13

+1

13

+1

DEX

Dexterity

16

+3

20

+5

20

+5

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

21

+5

23

+6

23

+6

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

13

+1

13

+1

13

+1

HP

hit points

65

WOUNDS/CURRENT HP

AC

armor class

30

TOTAL

FLAT

25

TOUCH

-10

BASE

10

ARMOR BONUS

20

SHIELD BONUS

0

STAT

5

SIZE

0

NATURAL

20

MISC

-25

MISS CHANCE

ARCANE SPELL FAILURE

10

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

INITIATIVE

modifier

+9

TOTAL

+5

DEX MODIFIER

+5

MISC MODIFIER

+4

BASE ATTACK

bonus

+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+7

=

+2

+

+2

+

+3

+

+0

+

+0

+

REFLEX

(dexterity)

+12

=

+4

+

+5

+

+3

+

+0

+

+0

+

WILL

(wisdom)

+15

=

+11

+

+1

+

+3

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+6

=

BASE ATTACK BONUS

+5

+

STAT

+1

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

TOTAL

+10

=

BASE ATTACK BONUS

+5

+

STAT

+5

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+6

=

BASE ATTACK BONUS

+5

+

STAT

+1

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

+6

DAMAGE

1d3+1

CRITICAL

20/x2

REACH

5 ft.

Longbow +3 (Distant Shot/Ironwood)

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

20/x3

5 ft.

30 ft.

20000 ft.

40000 ft.

60000 ft.

80000 ft.

TH

+15

+15

+13

+11

+9

Dam

1d8+4

1d8+4

1d8+4

1d8+4

1d8+4

Special Properties

weapon can be used against any target within line of sight at no penalty for range., Wooden but functions as steel, does not burn

Longsword +3 (Heavy Dwarven)

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

19-20/x2

5 ft.

To Hit

Dam

1H-P

+9

1d8+4

2W-P-(OH)

+3

1d8+4

1H-O

+5

1d8+3

2W-P-(OL)

+5

1d8+4

2H

+9

1d8+4

2W-OH

-1

1d8+3

Special Properties

(Longsword +3)

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Chain Shirt +3 (Mithral)

Light

+7

+6

+0

10

Negates Negative Energy Effects, 30hp/inch and 15 hardness

*Amulet of Natural Armor +2

+2

+0

0

*Ring of Protection +3

+3

+0

0

*The Staff of Adaline

+15

+0

0

Shield Wall ~ Acts as Wall of Force Shield

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

14/7

MISC MODIFIER

✓

Appraise

INT

6

=

6

+

+

+

✓

Balance

DEX

7

=

5

+

+

2

✓

Bluff

CHA

1

=

1

+

+

+

✓

Climb

STR

1

=

1

+

+

+

✓

Concentration

CON

23

=

2

+

14.0

+

7

✓

Concentration (Wis)

WIS

22

=

1

+

14.0

+

7

✓

Craft (Alchemy)

INT

9

=

6

+

3.0

+

+

✓

Craft (Untrained)

INT

6

=

6

+

+

+

✓

Diplomacy

CHA

1

=

1

+

+

+

✓

Disguise

CHA

1

=

1

+

+

+

✓

Escape Artist

DEX

5

=

5

+

+

+

✓

Forgery

INT

6

=

6

+

+

+

✓

Gather Information

CHA

1

=

1

+

+

+

✓

Heal

WIS

1

=

1

+

+

+

✓

Hide

DEX

5

=

5

+

+

+

✓

Intimidate

CHA

1

=

1

+

+

+

✓

Jump

STR

7

=

1

+

+

6

Knowledge (Arcana)

INT

25

=

6

+

14.0

+

5

Knowledge (Architecture and Engineering)

INT

12

=

6

+

5.0

+

1

Knowledge (Dragons)

INT

8

=

6

+

1.0

+

1

Knowledge (Dungeoneering)

INT

14

=

6

+

7.0

+

1

Knowledge (Nature)

INT

10

=

6

+

3.0

+

1

Knowledge (Religion)

INT

20

=

6

+

10.0

+

4

Knowledge (The Planes)

INT

14

=

6

+

7.0

+

1

✓

Listen

WIS

3

=

1

+

+

2

✓

Move Silently

DEX

5

=

5

+

+

+

✓

Ride

DEX

6

=

5

+

1.0

+

+

✓

Search

INT

12

=

6

+

4.0

+

2

✓

Sense Motive

WIS

1

=

1

+

+

+

Speak Language(Dwarven, Ignan)

2

=

0

+

2.0

+

+

Spellcraft

INT

22

=

6

+

14.0

+

2

✓

Spot

WIS

3

=

1

+

+

2

✓

Survival

WIS

1

=

1

+

+

+

✓

Swim

STR

1

=

1

+

+

+

✓

Tumble

DEX

12

=

5

+

7.0

+

+

✓

Use Rope

DEX

5

=

5

+

+

+

=

+

+

+

+

=

+

+

+

+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +2	Equipped	1	0.0	8000.0
Arrows + of Flaming (Arrows +1 (20/Flaming)), +1d6 fire damage	Backpack	1	3.0	3321.0
□□□□□ □□□□□ □□□□□ □□□□□				
Backpack 3 lbs., 1 Arrows + of Flaming		1	2.0	2.0
Bag of Holding (Type 1) 0 lbs., 1 Wand (Wall of Ice (Ice Plane)/Wizard/7th), 1 Wand (Magic Missile/Wizard/3rd), 1 Wand (Levitate/Wizard/3rd), 1 Wand (Invisibility/Wizard/3rd), 1 Wand (Fear/Wizard/7th)	Equipped	1	15.0	2500.0
Boots of Levitation On command, cast levitate on self that last 3 minutes.	Equipped	1	1.0	7500.0
Chain Shirt +3 (Mithral) Negates Negative Energy Effects, 30hp/inch and 15 hardness	Equipped	1	12.5	10100.0
Cloak of Resistance +3	Equipped	1	1.0	9000.0
Dwarven Bracers of Archery (Greater) (Bracers of Archery (Greater))	Equipped	1	1.0	25000.0
Gloves of Dexterity +4	Equipped	1	0.0	16000.0
Headband of Intellect +2	Equipped	1	0.0	4000.0
Longbow +3 (Distant Shot/Ironwood) 0 lbs. weapon can be used against any target within line of sight at no penalty for range., Wooden but functions as steel, does not burn	Carried	1	3.0	162375.0
Longsword +3 (Heavy Dwarven) (Longsword +3)	Carried	1	4.0	18315.0
Scholar's Outfit	Equipped	1	6.0	0.0
Ring of Feather Falling	Equipped	1	0.0	2200.0
Ring of Protection +3	Equipped	1	0.0	18000.0
Spell Component Pouch	Equipped	1	2.0	5.0
Spellbook (Wizard's/Blank)	Equipped	1	3.0	15.0
The Staff of Adaline Shield Wall ~ Acts as Wall of Force Shield	Equipped	1	0.0	0.0
The Wand of Adaline Ties to Spontaneous Magic; Staff is +4 Deflection	Carried	1	0.0	0.0
Tunic of Steady Spellcasting +5 competence bonus to Concentration skill.	Equipped	1	0.0	0.0
Wand (Detect Magic/Wizard/1st) used □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□	Carried	1	0.0	315.0
Wand (Fear/Wizard/7th) □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□	Bag of Holding (Type 1)	1	0.0	11340.0
Wand (Invisibility/Wizard/3rd) □□□□□ □□□□□ □□□□□ □□	Bag of Holding (Type 1)	1	0.0	1530.0
Wand (Levitate/Wizard/3rd) □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□	Bag of Holding (Type 1)	1	0.0	3780.0
Wand (Magic Missile/Wizard/3rd) □□□□□ □□□□□ □□□□□ □□□□□	Bag of Holding (Type 1)	1	0.0	900.0
Wand (Wall of Ice (Ice Plane)/Wizard/7th) □□□□□	Bag of Holding (Type 1)	1	0.0	2100.0
TOTAL WEIGHT CARRIED/VALUE			42.5 lbs.	306298.0 gp

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

SPECIAL ABILITIES	
+1 racial bonus on attacks against creatures of the Water Subtype	
+2 racial saving throw bonus against enchantment spells or effects.	
-2 penalty on all Saves against Spells, Spell-like, or Supernatural Abilities with the Water or Cold Subtype or used by creatures of the Water or Cold Subtype	
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.	
Cast Divination spells at +2 caster levels.	
Cold Vulnerability (Ex) ~ Take 50% more damage from cold based attacks	
Curse ~ May RAGE under stress.	
Elf Racial Level 1, Generalist Wizard: Cannot specialize, but may learn one additional spell per level and can cast one additional spell of the highest available.	
Fire Breath (Su) ~ 2/day, 40' cone, breath weapon (1d6 per 2/level), DC 21 Reflex save	
Fire Resistance 20	
Fireburst (Sp) ~ 3/day (recharge 1d4 rounds). Rage may trigger this effect	
Flame Aura (Su) ~ At will your aura glows as if on fire allowing you to move faster and jump farther. (+10 to Movement and Jump Skill, -10 to Hide/Sneak Skill and outlines Invisibility and other similar magics)	
Flame Aura Flight (Su) ~ (Movement Rate 5' per 2/level, Max 60)	
Flame Touched (Ex) ~ Movement increased	
Immunity to magic sleep effects.	
Library ~ Allows research of spells at a reduced cost. Grants a Knowledge Check on any untrained Knowledge at -2. Grants a +1 to all Knowledge Checks.	
Lore (+8)	
Overcast ~ May cast a spell normally above your limit that is written in your spellbook. Simple DC is 25 + 2 x spell level, Ritual DC is 20 + 2 x spell level. AEG Magic, pg.152.	
Permanently cast - Detect Magic, Tongues, See Invisible, Darkvision, Arcane Sight	
Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage, she instead takes no damage.	
Scry Bonus (Su): A divine oracle add a +1 sacred bonus to the save DC of all her divination (scrying) spells.	
Secret (Secret Knowledge of Avoidance)	
Skill Trick ~ Collector of Stories - Gain +5 bonus on Knowledge checks to identify monsters	
Skill Trick ~ Swift Concentration - You can maintain concentration on a spell or similar effect as a swift action.	
Spontaneous Freeform Casting ~ May Cast up to your max level any spell within the guidelines - Simple DC 35 + 2 x Spell level or Ritual DC 30 + Spell level. AEG Magic, pg.154.	
Summon Familiar	
Training with Master Mystic Zu gives a bonus to Concentration	
Warm to the touch (Ex): You radiate warmth	

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Collegiate Wizard	Begin play with six 1st level plus 1 per point of INT modifier. Each wizard level you may add four spells to your spellbook.
Mobile Spellcasting	Cast a spell and move at the same time
Sculpt Spell	[Lv+1] Modify an area spell by making it either a cylinder (10-ft.-radius, 30-ft.-high), a 40-ft.-cone, four 10-ft. cubes, a ball (20-ft.-radius spread) or 120-ft.-line.
Skill Focus (Knowledge (Religion))	You get a +3 bonus on all checks involving that skill.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Scribe Scroll	You can create a scroll of any spell that you know.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Fleet of Foot	+10 feet bonus to ground speed
Improved Initiative	You get a +4 bonus on initiative checks.
Modify Spell ~ Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

DOMAINS	
Oracle	Cast Divination spells at +2 caster levels.
PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Grapple, Longbow, Longsword, Quarterstaff, Rapier, Shortbow, Spells(Ray), Unarmed Strike	
LANGUAGES	
Common, Draconic, Dwarven, Elven, Gnoll, Gnome, Goblin, Ignan, Sylvan	
TEMPLATES	
Elf Wizard Lv:1	
Truename	

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐	Fireburst	19	Reflex half	1 standard	Instantaneous action	10 ft.	V,S,M	Yes	Evocation [Fire]	Is This : Pg.93
<i>Effect:</i> All creatures within range take 1d8/caster level [max 5d8] of fire damage.						<i>Target:</i> Burst of fire extending 10 ft			<i>Caster Level:</i> 11	
* =Domain/Speciality Spell										

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	6	6	6	5	3	2	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (55 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 12	PHB: pg.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	17	Will negates [object]	1 standard action	10 minute/level	Close (55 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 12	Is This : Pg.9
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 12	PHB: pg.201
Caltrops <i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.		None	1 standard action	1 round/level	Close (55 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 12	Is This : Pg.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	1 standard action	1 minute/level [D]	Medium (220 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 12	PHB: pg.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	17	Will negates	1 standard action	1 round	Close (55 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 12	PHB: pg.217
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 14	PHB: pg.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (60 ft.)	V,S	No	Divination <i>Caster Level:</i> 14	PHB: pg.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 12	PHB: pg.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 12	Is This : Pg.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	17	Fortitude negates	1 standard action	Instantaneous	Close (55 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 12	PHB: pg.232
Ghost Sound <i>Effect:</i> Fgment sounds.	17	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (55 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level:</i> 12	PHB: pg.235
Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 12	Is This : Pg.130
Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.		None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 12	Is This : Pg.130
Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 12	PHB: pg.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (55 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 12	PHB: pg.249
Mending <i>Effect:</i> Makes minor repairs on an object.	17	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 12	PHB: pg.253
Message <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	10 minutes/level	Medium (220 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 12	PHB: pg.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	17	Will negates (object)	1 standard action	Instantaneous	Close (55 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 12	PHB: pg.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	17	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 12	PHB: pg.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 12	PHB: pg.269
Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 14	PHB: pg.269
Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 12	Is This : Pg.173
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	17	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 12	PHB: pg.272
Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	17	Will negates [object]	1 standard action	1 minute/level [D]	Close (55 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 12	Is This : Pg.190
Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	17	Will partial	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 12	Is This : Pg.195

* =Domain/Specialty Spell

Wizard Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stick</div> </div>	17	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	Is This : Pg.206
Effect: Sticks one object to another; see text.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Touch of Fatigue</div> </div>	17	Fortitude negates	1 standard action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: pg.294
Effect: Touch attack fatigues target.									
								Target: Creature touched	Caster Level: 12

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Benign Transposition</div> </div>		None	1 standard action	Instantaneous	Medium (220 ft.)	V	No	Conjuration (Teleportation)	Is This : Pg.27
Effect: Two target creatures instantly swap positions.								Target: Two willing creatures of up to Large size	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Burning Hands</div> </div>	18	Reflex half	1 standard action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.207
Effect: 1d4/level [max 5d4] fire damage								Target: Cone-shaped burst	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Change to Tenser's Floating Disk</div> </div>		None	1 standard action	1 hour/level	Close (55 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.294
Effect: Creates 3-ft.-diameter horizontal disk that holds 1200 lbs								Target: 3-ft.-diameter disk of force	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Color Spray</div> </div>	18	Will negates	1 standard action	Instantaneous; see text	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting]	PHB: pg.210
Effect: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.								Target: Cone-shaped burst	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Comprehend Languages</div> </div>		None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
Effect: You understand all spoken and written languages.								Target: You	Caster Level: 14
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Deep Breath</div> </div>	18	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	Is This : Pg.61
Effect: Your lungs are constantly filled with air for the duration of the spell.								Target: You	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Disguise Self</div> </div>		None	1 standard action	10 minutes/level [D]	Personal	V,S	No	Illusion (Glamour)	PHB: pg.222
Effect: Changes your appearance.								Target: You	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Distract Assailant</div> </div>	18	Will negates	1 swift action	1 round	Close (55 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	Is This : Pg.69
Effect: Target is flatfooted till next turn.								Target: One creature	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Enlarge Person</div> </div>	18	Fortitude negates	1 round	1 minute/level [D]	Close (55 ft.)	V,S,M	Yes	Transmutation	PHB: pg.226
Effect: Creatures size increases to next category								Target: One humanoid creature	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Erase</div> </div>	18	See text	1 standard action	Instantaneous	Close (55 ft.)	V,S	No	Transmutation	PHB: pg.227
Effect: Mundane or magical writing vanishes.								Target: One scroll or two pages	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Expeditious Retreat</div> </div>		None	1 standard action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: pg.228
Effect: Your speed increases by 30 ft.								Target: You	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Grease</div> </div>	18	See text	1 standard action	1 round/level [D]	Close (55 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.237
Effect: Makes 10-ft. square or one object slippery.								Target: One object or a 10-ft. square	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Master's Touch</div> </div>	18	Will negates (harmless)	1 immediate action	Instantaneous	Close (60 ft.)	V	Yes (harmless)	Divination	PHB II: pg.119
Effect: Subject gains +4 insight bonus to one skill check.								Target: One creature	Caster Level: 14
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Orb of Fire, Lesser</div> </div>		None	1 standard action	Instantaneous	Close (55 ft.)	V,S	No	Conjuration (Creation) [Fire]	Is This : Pg.151
Effect: Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of fire damage.								Target: One orb of fire	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ray of Clumsiness</div> </div>		None	1 standard action	Instantaneous	Close (55 ft.)	V,S	No	Abjuration	Is This : Pg.166
Effect: Interferes with magical animation dealing 1d6 per caster level [max 15d6].								Target: Ray and One construct	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scholar's Touch</div> </div>		None	1 standard action	Concentration, up to 14 rounds	Personal	V,S,M,F	No	Divination	Race Des: Pg.167
Effect: Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.								Target: One book/round	Caster Level: 14
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Silent Image</div> </div>	18	Will disbelief (if interacted with)	1 standard action	Concentration	Long (880 ft.)	V,S,F	No	Illusion (Figment)	PHB: pg.279
Effect: Creates minor illusion of your design.								Target: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stand</div> </div>	18	Will negates (harmless)	1 immediate action	Instantaneous	Close (55 ft.)	V,S	Yes (harmless)	Conjuration (Teleportation)	PHB II: pg.125
Effect: Subject immediately stands, without provoking attacks of opportunity.								Target: One willing prone creature	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Whelm</div> </div>	18	Will negates	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.128
Effect: Deal 1d6 nonlethal damage plus 1d6 for every two caster levels beyond 1st [max 5d6 @ 9th].								Target: One living creature	Caster Level: 12

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Alarm, Greater</div> </div>		None	1 standard action	2 hours/level; see text	Close (55 ft.)	V,S,F	No	Abjuration	Is This : Pg.8
Effect: Wards an area; see text.								Target: 20-ft.-radius emanation centered on a point in space	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Black Karma Curse</div> </div>	19	Will negates	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.103
Effect: If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack.								Target: One creature	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Combust</div> </div>	19	Reflex partial	1 standard action	Instantaneous; see text	Touch	V,S,M	Yes	Evocation [Fire]	Is This : Pg.50
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object burns taking 1d6 fire round until extinguished.								Target: Touched creature or combustible object that weighs no more than 25 lb/level	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Detect Thoughts</div> </div>	19	Will negates; see text	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,F/DF	No	Divination [Mind-Affecting]	PHB: pg.220
Effect: Allows 'listening' to surface thoughts.								Target: Cone-shaped emanation	Caster Level: 14
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>False Life</div> </div>		None	1 standard action	1 hour/level or until discharged; see text	Personal	V,S,M	No	Necromancy	PHB: pg.229
Effect: Gain 1d10 +1/level [max +10] temporary hp								Target: You	Caster Level: 12

* =Domain/Specialty Spell

Wizard Spells

Force Ladder	None	1 standard 1 minute/level action	Close (55 ft.)	V,S,F	No	Evocation [Force]	Is This : Pg.97
Effect: Creates a ladder from 10 to 60 ft. long by 2 ft. wide.			Target: One ladder of force 2 ft. wide and anywhere from 10 to 60 ft. long			Caster Level: 12	
Glitterdust	19	Will negates (blinding only)	1 standard 1 round/level action	Medium (220 ft.)	V,S,M	No	Conjuration (Creation) Caster Level: 12 PHB: pg.236
Effect: Blinds creatures, outlines invisible creatures.			Target: Creatures and objects within 10-ft.-radius spread				
Ironthunder Horn	19	Reflex negates	1 standard Instantaneous action	30 ft.	V,S	Yes	Transmutation [Sonic] Caster Level: 12 Is This : Pg.126
Effect: Creatures must save or be knocked prone.			Target: Cone-shaped burst				
Knock	None		1 standard Instantaneous; see text action	Medium (220 ft.)	V	No	Transmutation Caster Level: 12 PHB: pg.246
Effect: Opens locked or magically sealed door.			Target: One door, box, or chest with an area of up to 10 sq. ft./level				
Master's Touch	19	Will negates (harmless)	1 immediate Instantaneous action	Close (60 ft.)	V	Yes (harmless)	Divination PHB II: pg.119
Effect: Subject gains +4 insight bonus to one skill check.			Target: One creature			Caster Level: 14	
Mechanus Mind	19	Fortitude negates [harmless]	1 standard 1 minute/level action	Touch	V,S	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 12 Is This : Pg.140
Effect: Subject +4 resistance bonus on Will saves; see text			Target: Creature touched				
Mirror Image	None		1 standard 1 minute/level [D] action	Personal; see text	V,S	No	Illusion (Figment) Caster Level: 12 PHB: pg.254
Effect: Creates decoy duplicates of you [1d4 +1/3 levels, max +8].			Target: You				
Protection from Arrows	19	Will negates (harmless)	1 standard 1 hour/level or until discharged action	Touch	V,S,F	Yes (harmless)	Abjuration Caster Level: 12 PHB: pg.266
Effect: Subject immune to most ranged attacks.			Target: Creature touched				
Ray of Stupidity	None		1 standard Instantaneous action	Close (55 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 12 Is This : Pg.167
Effect: Ranged touch attack takes 1d4+1 Intelligence damage.			Target: Ray				
Rope Trick	None		1 standard 1 hour/level [D] action	Touch	V,S,M	No	Transmutation Caster Level: 12 PHB: pg.273
Effect: As many as eight creatures hide in extradimensional space.			Target: One touched piece of rope from 5 ft. to 30 ft. long				
Scorching Ray	None		1 standard Instantaneous action	Close (55 ft.)	V,S	Yes	Evocation [Fire] Caster Level: 12 PHB: pg.274
Effect: 3 rays, ranged touch attack deals 4d6 fire damage.			Target: 1 ray + 1 ray/4 levels [see text]				
See Invisibility	None		1 standard 10 minutes/level [D] action	Personal	V,S,M	No	Divination Caster Level: 14 PHB: pg.275
Effect: Reveals invisible creatures or objects.			Target: You				
Seeking Ray	None		1 standard Instantaneous; see text action	Medium (220 ft.)	V,S	Yes	Evocation Caster Level: 12 PHB II: pg.124
Effect: Ranged touch attack [no penalty for firing into melee], ignores concealment and cover, deals 4d6 electricity. See text.			Target: Ray				
Shatter	19	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard Instantaneous action	Close (55 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic] Caster Level: 12 PHB: pg.278
Effect: Sonic vibration damages objects or crystalline creatures.			Target: 5-ft.-radius spread; or one solid object or one crystalline creature				
Shroud of Undeath	19	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Necromancy Caster Level: 12 Is This : Pg.189
Effect: Shroud yourself in invisible negative energy so nonintelligent undead percieve you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.			Target: You				
Slide, Greater	19	Will negates	1 standard Instantaneous action	Medium (220 ft.)	V	Yes	Transmutation Caster Level: 12 Is This : Pg.192
Effect: Slide the subject 20 feet in any direction; does not provoke attack of opportunity.			Target: One creature				
Spectral Hand	None		1 standard 1 minute/level [D] action	Medium (220 ft.)	V,S	No	Necromancy Caster Level: 12 PHB: pg.282
Effect: Creates disembodied glowing hand to deliver touch attacks.			Target: One spectral hand				
Web	19	Reflex negates; see text	1 standard 10 minutes/level [D] action	Medium (220 ft.)	V,S,M	No	Conjuration (Creation) Caster Level: 12 PHB: pg.301
Effect: Fills 20-ft.-radius spread with sticky spiderwebs.			Target: Webs in a 20-ft.-radius spread				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alter Fortune		None	1 immediate action	Instantaneous	Close (60 ft.)	V,X	No	Divination	PHB II: pg.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					Target: One creature			Caster Level: 14	
Anticipate Teleportation		None	10 minutes	1 hour/level	One willing creature touched	V,S,F	No	Abjuration	Is This : Pg.13
<i>Effect:</i> Delays teleportation into the area also making the creature aware of them.					Target: 5-ft./level radius emanation from touched creature			Caster Level: 12	
Arcane Sight		None	1 standard action	1 minute/level [D]	Personal	V,S	No	Divination	PHB: pg.201
<i>Effect:</i> Magical auras become visible to you.					Target: You			Caster Level: 14	
Chain Missile		None	1 standard action	Instantaneous	Long (880 ft.)	V,S	Yes	Evocation [Force]	Is This : Pg.44
<i>Effect:</i> Creates 1 missile/2 levels that deals 1d4+1 [Max 10d4+10] each to the primary target, each secondary target takes only 1d4+1 from onewithin 30 ft. of the primary target					Target: One creature, + one/2 levels which must be			Caster Level: 12	
Clairaudience/Clairvoyance		None	10 minutes	1 minute/level [D]	Long (960 ft.)	V,S,F/DF	No	Divination (Scrying)	PHB: pg.209
<i>Effect:</i> Hear or see at a distance for 1 minutes/level.					Target: Magical sensor			Caster Level: 14	
Corpse Candle		None	1 standard action	1 minute/level [D]; see text	Close (55 ft.)	S,M	No	Conjuration (Creation)	Is This : Pg.53
<i>Effect:</i> Create ghostly hand and candle that sheds 5 ft. of light, you can direct it to mave 50 ft a round. Reveals hidden, ethereal, and invisible beings and items.					Target: Ghostly hand and candle			Caster Level: 12	
Deeper Darkvision	20	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation	Is This : Pg.62
<i>Effect:</i> The subject gains the ability to see 90 feet in total darkness.					Target: Creature touched			Caster Level: 12	
Dispel Magic		None	1 standard action	Instantaneous	Medium (220 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst			Caster Level: 12	
* =Domain/Speciality Spell									

Wizard Spells

□□□□□ Dragonskin	20	N/A	1 standard 10 minutes/level action	Personal	S,M	N/A	Transmutation	Is This : Pg.73
<i>Effect:</i> Gain armor enhancement bonus of +1/2 levels [max +5] and energy resistance 10 [20 after 10th level] to one energy type.				<i>Target:</i> You		<i>Caster Level:</i> 12		
□□□□□ Enhance Familiar		None	1 standard 1 hour/level action	Touch	V,S	Yes [harmless]	Universal	Is This : Pg.81
<i>Effect:</i> Grants familiar +2 bonus on saves, attack rolls and melee damage, as well as a +2 bonus to AC.				<i>Target:</i> Familiar touched		<i>Caster Level:</i> 12		
□□□□□ Haste	20	Fortitude negates (harmless)	1 standard 1 round/level action	Close (55 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: pg.239
<i>Effect:</i> 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.				<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 12		
□□□□□ Mage Armor, Greater	20	Will negates [harmless]	1 standard 1 hour/level [D] action	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force]	Is This : Pg.136
<i>Effect:</i> As mage armor, except gain +6 armor bonus.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 12		
□□□□□ Magic Circle against Evil	20	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.				<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 12		
□□□□□ Nondetection	20	Will negates (harmless, object)	1 standard 1 hour/level action	Touch	V,S,M	Yes (harmless, object)	Abjuration	PHB: pg.257
<i>Effect:</i> Hides subject from divination, scrying.				<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 12		
□□□□□ Phantom Steed		None	10 minutes 1 hour/level [D]	0 ft.	V,S	No	Conjuration (Creation)	PHB: pg.260
<i>Effect:</i> Magic horse appears for 1 hour/level.				<i>Target:</i> One quasi-real, horselike creature		<i>Caster Level:</i> 12		
□□□□□ Scintillating Sphere	20	Reflex half	1 standard Instantaneous action	Long (880 ft.)	V,S,M	Yes	Evocation [Electricity]	Is This : Pg.181
<i>Effect:</i> As fireball, 1d6/caster level [max 10d6] of electrical damage.				<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 12		
□□□□□ Shrink Item	20	Will negates (object)	1 standard 1 day/level; see text action	Touch	V,S	Yes (object)	Transmutation	PHB: pg.279
<i>Effect:</i> Object shrinks to one-sixteenth size.				<i>Target:</i> One touched object of up to 2 cu. ft./level		<i>Caster Level:</i> 12		
□□□□□ Spell Vulnerability	20	Fortitude negates	1 round 1 minute/level	Close (55 ft.)	V,S	No	Transmutation	Is This : Pg.200
<i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.				<i>Target:</i> One creature		<i>Caster Level:</i> 12		
□□□□□ Suspended Silence	20	None [object]	1 standard 24 hours or until discharged, then 6 rounds; see text action	Touch	V,S,M	No [object]	Illusion (Glamer)	Is This : Pg.216
<i>Effect:</i> Imbue object with held silence spell until command word is used.				<i>Target:</i> One object		<i>Caster Level:</i> 12		
□□□□□ Tongues	20	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V, M/DF	No	Divination	PHB: pg.294
<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 14		
□□□□□ Vampiric Touch		None	1 standard Instantaneous/1 hour; see text action	Touch	V,S	Yes	Necromancy	PHB: pg.298
<i>Effect:</i> Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 12		

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Arcane Eye		None	10 minutes 1 minute/level [D]		Unlimited	V,S,M	No	Divination (Scrying)	PHB: pg.200
<i>Effect:</i> Invisible floating eye moves 30 ft./round.				<i>Target:</i> Magical sensor		<i>Caster Level:</i> 14			
□□□□□ Baleful Blink	21	Fortitude negates	1 standard 1 round/level action		Close (55 ft.)	V	No	Transmutation	PHB II: pg.102
<i>Effect:</i> Creature has 50% miss chance on any attack. No miss chance to hit affected creature.				<i>Target:</i> One creature		<i>Caster Level:</i> 12			
□□□□□ Celerity			1 immediate action	Instantaneous	Personal	V		Transmutation	PHB II: pg.105
<i>Effect:</i> Can immediately take a standard action as if you had readied an action. You are dazed until the end of your next turn.				<i>Target:</i> You		<i>Caster Level:</i> 12			
□□□□□ Change to Evard's Black Tentacles		None	1 standard 1 round/level [D] action		Medium (220 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.228
<i>Effect:</i> Tentacles grapple all within 15 ft. spread.				<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 12			
□□□□□ Detect Scrying		None	1 standard 24 hours action		40 ft.	V,S,M	No	Divination	PHB: pg.219
<i>Effect:</i> Alerts you of magical eavesdropping.				<i>Target:</i> 40-ft.-radius emanation centered on you		<i>Caster Level:</i> 14			
□□□□□ Dimensional Anchor		None	1 standard 1 minute/level action		Medium (220 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.221
<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray		<i>Caster Level:</i> 12			
□□□□□ Forceward	21	Will negates; see text	1 round 1 minute/level		15 ft.	V,S	Yes	Abjuration [Force]	Is This : Pg.98
<i>Effect:</i> Creates an unmoving, transparent sphere of force centered on you; see text				<i>Target:</i> 15-ft.-radius sphere centered on you		<i>Caster Level:</i> 12			
□□□□□ Invisibility, Greater	21	Will negates (harmless)	1 standard 1 round/level [D] action		Personal or touch	V,S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	PHB: pg.245
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.				<i>Target:</i> You or creature touched		<i>Caster Level:</i> 12			
□□□□□ Know Vulnerabilities	21	Will negates	1 standard Instantaneous action		Close (60 ft.)	V,S	Yes	Divination	Is This : Pg.129
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.				<i>Target:</i> One creature		<i>Caster Level:</i> 14			
□□□□□ Orb of Acid	21	Fortitude partial; see text	1 standard Instantaneous action		Close (55 ft.)	V,S	No	Conjuration (Creation) [Acid]	Is This : Pg.150
<i>Effect:</i> Ranged Touch attack deals 1d6 points of acid damage per caster level [max 15d6]. Fort save to avoid becoming sick for 1 round.				<i>Target:</i> One orb of acid		<i>Caster Level:</i> 12			
□□□□□ Otiluke's Resilient Sphere	21	Reflex negates	1 standard 1 minute/level [D] action		Close (55 ft.)	V,S,M	Yes	Evocation [Force]	PHB: pg.258
<i>Effect:</i> Force globe protects but traps one subject.				<i>Target:</i> 1 ft./level diameter sphere, centered around a creature		<i>Caster Level:</i> 12			
□□□□□ Polymorph		None	1 standard 1 minute/level [D] action	Touch	V,S,M	No		Transmutation	PHB: pg.263
<i>Effect:</i> Gives one willing subject a new form.				<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 12			
□□□□□ Vortex of Teeth		None	1 standard 1 round/level [D] action		Medium (220 ft.)	V,S,M	Yes	Evocation [Force]	Is This : Pg.232
<i>Effect:</i> Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.				<i>Target:</i> Hollow cylinder [40-ft. radius, 20-ft. high, with 5-ft.-radius safe zone in center]		<i>Caster Level:</i> 12			
□□□□□ Wall of Fire		None	1 standard Concentration + 1 round/level action		Medium (220 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.298
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage				<i>Target:</i> Opaque sheet of flame up to 20 ft./level long or a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high		<i>Caster Level:</i> 12			

* =Domain/Specialty Spell

Wizard Spells

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Anticold Sphere		None	1 standard action	10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold]	Is This : Pg.13
<i>Effect:</i> Immune to cold and Hedge creatures of the cold subtype.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 12	
Change to Leomund's Secret Chest		None	10 minutes	Sixty days or until discharged	See text	V,S,F	No	Conjuration (Summoning)	PHB: pg.247
<i>Effect:</i> Hides expensive chest on Ethereal Plane; you retrieve it at will.					<i>Target:</i> One chest and up to 1 cu. ft./level. of goods			<i>Caster Level:</i> 12	
Change to Mordenkainen's Faithful Hound		None	1 standard action	1 hour/level or until discharged, then 1 round/level; see text	Close (55 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.255
<i>Effect:</i> Phantom dog can guard, attack.					<i>Target:</i> Phantom watchdog			<i>Caster Level:</i> 12	
Dimension Shuffle	22	Will negates; see text	1 standard action	Instantaneous	Close (55 ft.)	V	Yes	Conjuration (Teleportation)	PHB II: pg.110
<i>Effect:</i> Teleport any subject creature to any other spot within 30 ft. [See restrictions in text].					<i>Target:</i> One creature/level, no two of which can are more than 30 ft. apart			<i>Caster Level:</i> 12	
Dragonsight	22	N/A	1 standard action	1 hour/level [D]	Personal	V,S,F	N/A	Transmutation	Is This : Pg.73
<i>Effect:</i> Gain low-light vision, darkvision [10 ft per caster level] and blindsense [5 ft. per caster level].					<i>Target:</i> You			<i>Caster Level:</i> 12	
Etherealness, Swift	22	Will negates	1 swift action	1 round	Close (55 ft.)	V,S	Yes	Transmutation	PHB II: pg.113
<i>Effect:</i> Subject becomes ethereal until the end of it's next turn.					<i>Target:</i> One willing creature			<i>Caster Level:</i> 12	
Feeblemind	22	Will negates; see text	1 standard action	Instantaneous	Medium (220 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.229
<i>Effect:</i> Subject's Int and Cha drop to 1.					<i>Target:</i> One creature			<i>Caster Level:</i> 12	
Fire Shield, Mass	22	Will negates [harmless]	1 round	1 round/level [D]	Close (55 ft.)	V,S,M	Yes [harmless]	Evocation [Fire or Cold]	Is This : Pg.92
<i>Effect:</i> Creatures attacking subjects take fire damage; you're protected from heat or cold.					<i>Target:</i> One or more allied creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 12	
Hidden Lodge		None	10 minutes	24 hours	Close (55 ft.)	V,S,F	No	Conjuration (Creation)	Is This : Pg.113
<i>Effect:</i> As leomund's secure shelter, except it is camouflaged.					<i>Target:</i> 20-ft.-square structure			<i>Caster Level:</i> 12	
Lucent Lance		None	1 standard action	Instantaneous	Close (55 ft.)	V,S,F	Yes; see text	Transmutation [Light]	Is This : Pg.134
<i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text.					<i>Target:</i> Ray			<i>Caster Level:</i> 12	
Permanency		None	2 rounds	Permanent; see text	See text	V,S, XP	No	Universal	PHB: pg.259
<i>Effect:</i> Makes certain spells permanent.					<i>Target:</i> See text			<i>Caster Level:</i> 12	
Rary's Telepathic Bond		None	1 standard action	10 minutes/level [D]	Close (60 ft.)	V,S,M	No	Divination	PHB: pg.268
<i>Effect:</i> Link lets allies communicate.					<i>Target:</i> You plus One willing creature/per 3 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
Teleport	22	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	PHB: pg.292
<i>Effect:</i> Instantly transports you as far as 100 miles/level.					<i>Target:</i> You and touched objects or other touched willing creatures			<i>Caster Level:</i> 12	
Transmute Rock to Mud	22	See text	1 standard action	Permanent; see text	Medium (220 ft.)	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.295
<i>Effect:</i> Transforms 2 10-ft. cubes/level.					<i>Target:</i> Up to two 10 ft. cubes/level [S]			<i>Caster Level:</i> 12	

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Antimagick Field		None	1 standard action	10 minutes/level [D]	10 ft.	V,S,M/DF	See text	Abjuration	PHB: pg.200
<i>Effect:</i> Negates magic within 10 ft.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 12	
Disintegrate	23	Fortitude partial (object)	1 standard action	Instantaneous	Medium (220 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.222
<i>Effect:</i> Makes one creature or object vanish.					<i>Target:</i> Ray			<i>Caster Level:</i> 12	
Dispel Magic, Greater		None	1 standard action	Instantaneous	Medium (220 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 12	
Freezing Fog	23	Reflex partial; see text	1 standard action	1 minute/level	Medium (220 ft.)	V,S	No	Conjuration (Creation) [Cold]	Is This : Pg.99
<i>Effect:</i> Grants concealment and inflicts 1d6 damage each round.					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high			<i>Caster Level:</i> 12	
Legend Lore		None	See text	See text	Personal	V,S,M,F	No	Divination	PHB: pg.246
<i>Effect:</i> Lets you learn tales about a person, place, or thing.					<i>Target:</i> You			<i>Caster Level:</i> 14	
Make Manifest	23	Will negates	1 standard action	1 round/level	Close (55 ft.)	V,S,M	Yes	Transmutation	Is This : Pg.137
<i>Effect:</i> Cause one creature on a coexistent plane to appear on your plane; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 12	
Planar Binding	23	Will negates	10 minutes	Instantaneous	Close (55 ft.)	V,S	No and Yes; see text	Conjuration (Calling)	PHB: pg.262
<i>Effect:</i> As lesser planar binding, but up to 12 HD.					<i>Target:</i> Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear			<i>Caster Level:</i> 12	
Resistance, Superior	23	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	Is This : Pg.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 12	
Ruby Ray of Reversal		None	1 standard action	Instantaneous	Medium (220 ft.)	V,S,M	No	Abjuration	PGtF: pg.110
<i>Effect:</i> Eliminates hazard both magical and non-magical; see text					<i>Target:</i> One natural or magical hazard; see text			<i>Caster Level:</i> 12	

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Forcecage		None	1 standard action	2 hours/level [D]	Close (55 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.233
<i>Effect:</i> Cube or cage of force imprisons all inside.					<i>Target:</i> Barred cage 20 or windowless cell 10			<i>Caster Level:</i> 12	
Ruby Ray of Reversal		None	1 standard action	Instantaneous	Medium (220 ft.)	V,S,M	No	Abjuration	PGtF: pg.110
<i>Effect:</i> Eliminates hazard both magical and non-magical; see text					<i>Target:</i> One natural or magical hazard; see text			<i>Caster Level:</i> 12	

* =Domain/Specialty Spell

Wizard Spells LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Celerity, Greater			1 immediate action	Instantaneous	Personal	V		Transmutation	PHB II: pg.105
<i>Effect:</i> Can immediately take a full action or [standard and move action] as if you had readied an action. You are dazed until the end of your next turn.					<i>Target:</i> You			<i>Caster Level:</i> 12	
☐☐☐☐☐ Discern Location		None	10 minutes	Instantaneous	Unlimited	V,S, DF	No	Divination	PHB: pg.222
<i>Effect:</i> Reveals exact location of creature or object.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 14	
☐☐☐☐☐ Excavate		None	1 standard action	Instantaneous	Close (55 ft.)	V,S,M	No	Transmutation	Is This : Pg.85
<i>Effect:</i> As with passwall, create tunnel/passage through wooden, plaster or stone walls, but not through metal or harder material.					<i>Target:</i> One 5-ft.-by 8 ft. opening, 1 ft. deep/level			<i>Caster Level:</i> 12	
* =Domain/Speciality Spell									

Pryad



Elf, Fire
RACE
132
AGE
Male
GENDER
Darkvision (60'), Low-light
VISION
Lawful Neutral
ALIGNMENT
Right
DOMINANT HAND
5' 9"
HEIGHT
120 lbs.
WEIGHT
Violet - It red
EYE COLOUR
Gray
SKIN COLOUR
Flame Orange,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
Sulasspryn
RESIDENCE
Thar
LOCATION
None
REGION

Description:
Spell Points: 143

Biography:

Notes:

Character Sheet Notes:

Spell Points: +11