

Malcolm Devereaux

NAME
d4E6 Wiz
CLASS
6/7
Character Level/ECL

Mike Mason

PLAYERNAME
Human
RACE
33
AGE

DEITY
Medium
SIZE
5' 8"
HEIGHT
140 lbs.
WEIGHT
Black,
Shoulder-length
HAIR
Brown
EYES

Neutral Good

ALIGNMENT
Darkvision (60
ft.), Low-light
VISION
0
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	AC	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	14	+2	14	+2	14	+2	36	24				Walk 45 ft.
DEX Dexterity	17	+3	17	+3	17	+3			19	19	10	
CON Constitution	16	+3	16	+3	16	+3						
INT Intelligence	17	+3	17	+3	17	+3						
WIS Wisdom	14	+2	14	+2	14	+2						
CHA Charisma	14	+2	14	+2	14	+2						

INITIATIVE	MODIFIER	TOTAL	DEX MODIFIER	MISC MODIFIER
	+3	+3		+0

BASE ATTACK	BONUS	TOTAL
	+3	+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4	+1	+3	+0	+0	+0		
REFLEX (dexterity)	+5	+2	+3	+0	+0	+0		
WILL (wisdom)	+7	+5	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	+3	+2	+0	+0	+0	
RANGED attack bonus	+6	+3	+3	+0	+0	+0	
GRAPPLE attack bonus	+5	+3	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d3+2	20/x2	5 ft.

*Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5	1d6+3				
Special Properties					

Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5	1d3+2				
Special Properties					

*: weapon is equipped
1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Faerie Garb +3	Light	+4	+8	+0	0
*Devereaux Ring		+2		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
✓ Acrobatics	DEX	3	= 3	+	+
✓ Appraise	INT	3	= 3	+	+
✓ Athletics	STR	2	= 2	+	+
Athletics (Jump)	STR	6	= 2	+	1.0 + 3
✓ Craft (Untrained)	INT	3	= 3	+	+
✓ Deception	CHA	11	= 2	+	9.0 +
✓ Endurance	CON	12	= 3	+	9.0 +
✓ Gather Information	CHA	2	= 2	+	+
✓ Heal	WIS	4	= 2	+	2.0 +
Knowledge (Arcana)	INT	12	= 3	+	9.0 +
Knowledge (Dungeoneering)	INT	8	= 3	+	5.0 +
Knowledge (Religion)	INT	4	= 3	+	1.0 +
Knowledge (The Planes)	INT	5	= 3	+	2.0 +
Linguistics	INT	6	= 3	+	3.0 +
✓ Mystic Artist Skill		0	= 0	+	+
✓ Perception	WIS	13	= 2	+	9.0 + 2
✓ Persuasion	CHA	11	= 2	+	9.0 +
✓ Ride	DEX	3	= 3	+	+
✓ Sense Motive	WIS	7	= 2	+	5.0 +
Speak Language(Abyssal, Dwarven)		2	= 0	+	2.0 +
Spellcraft	INT	14	= 3	+	9.0 + 2
✓ Stealth	DEX	3	= 3	+	+
✓ Survival	WIS	2	= 2	+	+
Survival (Find or follow tracks)	WIS	4	= 2	+	1.0 + 1
Survival (Underground)	WIS	4	= 2	+	1.0 + 1
✓ Thievery	DEX	3	= 3	+	+
✓ Use Rope	DEX	3	= 3	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of the Apprentice Gain +1 to your Caster Level	Equipped	1	0.0	0.0
Devereaux Ring	Equipped	1	0.0	0.0
Faerie Garb +3	Equipped	1	0.5	9151.0
Quarterstaff	Equipped	1	4.0	0.0
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0
Special Backpack of Holding 0 lbs.	Equipped	1	0.0	0.0
Special Boots	Equipped	1	0.0	0.0
Teleport Crystal Bearer can teleport without error once per day to a location known to them, with up to six other creatures.	Carried	1	0.0	0.0
Claw	Carried	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			4.5 lbs.	9151.0 gp

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

Special Attacks	
Any Weapon Rod Becomes non-complex weapon as a free action.	[Is This It]
Natural Weapon (Claw) You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity.	[DS, web]
Warcraft +3 BAB	[Eclipse, p.10]

Special Qualities	
Weapon Proficiency (Small Group of Simple Weapons) (Dagger, Quarterstaff, Unarmed Strike, Club) Grants Proficiency with selected weapons.	[Eclipse, p.49]

Recurring Bonuses	
Duties () You have duties. Grants 2 CP per level.	[Eclipse, p.17]
Fast Learner/ Specialized for increased effect (Skills) +2 CP a level towards selected item.	[Eclipse, p.17]
Restrictions (Unable to use Abjuration or Illusion Magic) You have specified restrictions. Gain 1 CP per level per restriction.	[Eclipse, p.17]

DISADVANTAGES	
Hunted (Tabarath Cult) Something powerful is hunting you.	[Eclipse, p.19]
Obligations (Chosen One) You have the listed obligations.	[Eclipse, p.19]
Recorder You record the game session.	[Eclipse, p.19]

Spell Caster Information	
Wizard Wizard Level 9, Casterlevel is 10	[Eclipse, p.11]

Eclipse Abilities	
Adept (Knowledge (Arcana), Perception, Persuasion, Spellcraft) Choose four related skills that only cost 1/2 a Character Point for each skill rank.	[Eclipse, p.24]
Companion Gain a companion creature of your choice.	[Eclipse, p.27]
Companion / Might (+6 CP) Companion gets +2 Positive Levels (p.86)	[Eclipse, p.27]
Companion / Storage (+6 CP) allows you to store Companion Charisma spell levels in the Companion. You may release the spells like using a scroll, Companion must be touching or adjacent.	[Eclipse, p.27]
Companion / Template adds a single template of up to +2 ECL to a max of +6 to the companion.	[Eclipse, p.27]
+4 racial bonus on saves against sleep and paralysis	[DS, web]
Eldritch Exotic forces power your magic rather than relying on the usual sources. In other words, your magic may have strange special effects for free. This has no direct game effect, but gives you more style.	[Eclipse, p.31]
Familiar You have a familiar companion	[Eclipse, p.27]
Invocation Grants one bonus spell slot usable for any spell or power you can cast up to your current spell level limit in a particular progression. This goes up with the character, so it never becomes obsolete.	[Eclipse, p.35]
Malcolm's Orb Specialized Corrupted Summons x2 (Double Summon) (6 CP)	[Is This It]
Mental Link You are automatically in Mental Contact with your companions	[Is This It, Custom]
Metamagic / Easy Material (+1 SL) removes material components ! Verbal (+1 SL) removes Verbal Component. ! Somatic (+1 SL) removes the Somatic Component ! Temporal (+4 SL) Cast as Free Action, includes the preceeding.	[Eclipse, p.57]
Presence 10' Radius effect of the Selected Spell Effect.	[Eclipse, p.39]
Specialist (Conjuration) Gain an extra spell slot for levels 1 through 3 for any arcane spell.	[Eclipse, p.44]

Feats	
Feat Conversion to CP ~ 6 (2x) Covert regular feat to six Character Points	[Eclipse, p.9]

PROFICIENCIES	
Claw, Club, Dagger, Gauntlet, Grapple, Quarterstaff, Spells(Ray), Unarmed Strike	

LANGUAGES	
Abyssal, Common, Draconic, Dwarven, Elven, Giant, Terran	

TEMPLATES	
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Familiar: Demetrius Spirit Familiar (Companion (Spirit Elemental))					
HP:	30	AC:	22	INIT:	+4
FORT:	+4	REF:	+6	WILL:	+6
Special:					

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	5	5	4	2	1	0	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	Standard Action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 10	PHB: p.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	13	Will negates [object]	1 standard action	10 minute/level	Close (50 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 10	SC: p.9
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible]. 10		None	Standard Action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 10	PHB: p.201
Caltrop <i>Effect:</i> Caltraps 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 (50 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 10	SC: p.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	Standard Action	1 minute/level [D]	Medium (200 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 10	PHB: p.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	13	Will negates	Standard Action	1 round	Close (50 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 10	PHB: p.217
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 10	PHB: p.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	Standard Action	Instantaneous	Close (50 ft.)	V,S	No	Divination <i>Caster Level:</i> 10	PHB: p.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	Standard Action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 10	PHB: p.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 10	SC: p.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	Standard Action	Instantaneous	Close (50 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 10	PHB: p.232
Ghost Sound <i>Effect:</i> Fgment sounds.	13	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (50 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level:</i> 10	PHB: p.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> 10	SC: p.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> 10	SC: p.130
Light <i>Effect:</i> Object shines like a torch.		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 10	PHB: p.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	Standard Action	Concentration	Close (50 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 10	PHB: p.249
Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 10	PHB: p.253
Message <i>Effect:</i> Whispered conversation at distance.		None	Standard Action	10 minutes/level	Medium (200 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 10	PHB: p.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	13	Will negates (object)	Standard Action	Instantaneous	Close (50 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 10	PHB: p.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	Standard Action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 10	PHB: p.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	Standard Action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 10	PHB: p.269
Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 10	PHB: p.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> 10	SC: p.173
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 10	PHB: p.272
Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	13	Will negates [object]	1 standard action	1 minute/level [D]	Close (50 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 10	SC: p.190
Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	13	Will partial	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 10	SC: p.195

* =Domain/Specialty Spell

Wizard Spells

Stick	13	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
<i>Effect:</i> Sticks one object to another; see text.									
Touch of Fatigue	13	Fortitude negates	Standard Action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294
<i>Effect:</i> Touch attack fatigues target.									
					Target: Creature touched		Caster Level: 10		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Enlarge Person	14	Fortitude negates	1 round	1 minute/level [D]	Close (50 ft.)	V,S,M	Yes	Transmutation	PHB: p.226
<i>Effect:</i> Creatures size increases to next category									
Hail of Stone		None	1 round	Instantaneous	Medium (200 ft.)	V,S,M	No	Conjuration (Creation) [Earth]	SC: p.108
<i>Effect:</i> 1d4/caster level [max 5d4] damage.									
Inhibit	14	Will negates	1 standard action	Instantaneous	Medium (200 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.123
<i>Effect:</i> Subject is forced to delay; see text.									
Light of Lunia		None	1 standard action	10 minutes/level [D]	Medium (200 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text									
Mage Armor	14	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
<i>Effect:</i> Gives subject +4 armor bonus.									
Magic Missile		None	Standard Action	Instantaneous	Medium (200 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
<i>Effect:</i> 1 missile/2 levels [max 5] that do 1d4+1 damage each.									
Nerveskitter	14	None [harmless]	1 immediate action	1 round	Close (50 ft.)	V,S	Yes	Transmutation	SC: p.146
<i>Effect:</i> Grants +5 bonus on initiative checks.									
Ray of Flame	14	See text	1 standard action	Instantaneous	Close (50 ft.)	V,S,F	Yes	Evocation [Fire]	SC: p.167
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6]; see text									
Summon Monster I		None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.285
<i>Effect:</i> Calls extraplanar creature to fight for you.									
Wall of Smoke	14	Fortitude partial; see text	1 standard action	1 round/level	Close (50 ft.)	V,S	No	Conjuration (Creation)	SC: p.235
<i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.									
					Target: A straight wall whose area is up to one 10-ft. square/level [S]		Caster Level: 10		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Combust	15	Reflex partial	1 standard action	Instantaneous; see text	Touch	V,S,M	Yes	Evocation [Fire]	SC: p.50
<i>Effect:</i> Creature takes 1d8/level [Max 10d8] fire damage, object burns taking 1d6 fire round until extinguished.									
Dimension Hop	15	Will negates	1 standard action	Instantaneous	Touch	V	Yes	Conjuration (Teleportation)	PHB II: p.110
<i>Effect:</i> Teleport subject 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.									
Electric Loop	15	Reflex half; see text	1 standard action	Instantaneous	Close (50 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.78
<i>Effect:</i> One ray/3 caster levels deal 1d6/2 caster levels [max 5d6]; see text.									
Fly, Swift	15	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.96
<i>Effect:</i> This spell functions like fly, except as noted.									
Scorching Ray		None	Standard Action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.274
<i>Effect:</i> 2 rays, ranged touch attack deals 4d6 fire damage.									
Spider Climb	15	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: p.283
<i>Effect:</i> Grants ability to walk on walls and ceilings.									
Summon Monster II		None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.									
Summon Swarm		None	1 round	Concentration + 2 rounds	Close (50 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.289
<i>Effect:</i> Summons swarm of bats, rats, or spiders.									
					Target: One swarm of bats, rats, or spiders		Caster Level: 10		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Dimension Step	16	Fortitude negates (harmless)	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes (harmless)	Conjuration (Teleportation)	PHB II: p.110
<i>Effect:</i> Allies can make a short teleport. They can teleport line of sight up to their base speed.									
Fireball	16	Reflex half	Standard Action	Instantaneous	Long (800 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> 1d6/level [max 10d6] fire damage, 20-ft. radius.									
Fly	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,F/DF	Yes (harmless)	Transmutation	PHB: p.232
<i>Effect:</i> Subject flies at speed of 60 ft.									
Good Hope	16	Will negates (Harmless)	One standard action		Medium (200 ft.)	V, S	Yes (Harmless)	Enchantment (Compulsion) [Mind-Affecting]	dhg_tpe: p.36
<i>Effect:</i> Grants one creature per level a +2 morale bonus.									
Haste	16	Fortitude negates (harmless)	Standard Action	1 round/level	Close (50 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: p.239
<i>Effect:</i> 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.									
Scintillating Sphere	16	Reflex half	1 standard action	Instantaneous	Long (800 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.181
<i>Effect:</i> As fireball, 1d6/caster level [max 10d6] of electrical damage.									
					Target: 20-ft.-radius burst		Caster Level: 10		

* =Domain/Speciality Spell

Wizard Spells

☐☐☐☐☐ Servant Horde	None	1 standard action	1 hour/level	Close (50 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.182
<i>Effect:</i> Creates 2d6 +1 per caster level [max +15] unseen servants.								
☐☐☐☐☐ Snake's Swiftmess, Mass	16	Will negates [harmless]	1 standard action	Instantaneous	Medium (200 ft.)	V,S,M/DF	Yes [harmless]	Transmutation SC: p.193
<i>Effect:</i> Subjects may make another single attack melee or ranged; see text.								
☐☐☐☐☐ Summon Monster III	None		1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning) PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.								
☐☐☐☐☐ Vampiric Touch	None		Standard Action	Instantaneous/1 hour; see text	Touch	V,S	Yes	Necromancy PHB: p.298
<i>Effect:</i> Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.								
					Target: Living creature touched			Caster Level: 10

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Channeled Pyroburst	17	Reflex half	See text	Instantaneous	Medium (200 ft.)	V,S	Yes	Evocation [Fire]	PHB II: p.106
<i>Effect:</i> Deal damage to opponent[s] based upon casting time; See text.					<i>Target:</i> See text		<i>Caster Level:</i> 10		
☐☐☐☐☐ Defenestrating Sphere	17	Fortitude partial; see text	1 standard action	1 round/level [D]	Medium (200 ft.)	V,S,F	Yes	Evocation [Air]	SC: p.62
<i>Effect:</i> Sphere moves up to 30 ft/round and does a ranged touch attack causing 3d6 damage and chance to knock enemy down; see text.					<i>Target:</i> 2-ft.-radius sphere		<i>Caster Level:</i> 10		
☐☐☐☐☐ Evard's Black Tentacles		None	Standard Action	1 round/level [D]	Medium (200 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.228
<i>Effect:</i> Tentacles grapple all within 15 ft. spread.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 10		
☐☐☐☐☐ Polymorph		None	Standard Action	1 minute/level [D]	Touch	V,S,M	No	Transmutation	PHB: p.263
<i>Effect:</i> Gives one willing subject a new form.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Solid Fog		None	Standard Action	1 minute/level	Medium (200 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.281
<i>Effect:</i> Blocks vision and slows movement.					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high		<i>Caster Level:</i> 10		
☐☐☐☐☐ Summon Monster IV		None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
☐☐☐☐☐ Whelm, Mass	17	Will negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: p.128
<i>Effect:</i> Deal 1d6/level [max 10d6] nonlethal damage.					<i>Target:</i> One living creature/level		<i>Caster Level:</i> 10		

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Summon Monster V		None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 10	

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: