

Iruka "Ashley" Imino

CHARACTER NAME

d8E 5, Wizard

CLASS

5

10000 / 15000

Character Level

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	12		+1		
<b>DEX</b> Dexterity	14		+2		
<b>CON</b> Constitution	14		+2		
<b>INT</b> Intelligence	19		+4		
<b>WIS</b> Wisdom	17		+3		
<b>CHA</b> Charisma	12		+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
<b>FORTITUDE</b> (constitution)	+3	= +1	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+4	= +2	+2	+0	+0	+0		
<b>WILL</b> (wisdom)	+6	= +3	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+1	= +6	+1	+0	-6	+0	
<b>RANGED</b> attack bonus	+2	= +6	+2	+0	-6	+0	
<b>GRAPPLE</b> attack bonus	+1	= +6	+1	+0	-6	+0	

<b>*Quarterstaff</b>	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5/+5	1d6+1				
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
*Ring of Protection +2		+2		+0	0

Dan Cool

PLAYER NAME

Human

Medium

5' 4"

150 lbs.

Normal

CLASS

15

Male

Brown

Black

Character Level

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HP	WOUNDS/CURRENT HP					SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED					
hit points	42													Walk 30 ft.				
AC	21	19	17	= 10	+ 4	+ 0	+ 2	+ 0	+ 0	+ 2	+ 2	+ 3		0	+0	0		
armor class	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE CHECK FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		

TOTAL SKILLPOINTS: 64		SKILLS		MAX RANKS: 8/4	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	2	=	2	
✓ Appraise	INT	4	=	4	
Arcana	INT	16	=	4 + 8 + 4	
✓ Athletics	STR	1	=	1	
✓ Craft (Untrained)	INT	4	=	4	
✓ Deception	CHA	1	=	1	
✓ Endurance	CON	2	=	2	
✓ Gather Information	CHA	1	=	1	
✓ Heal	WIS	11	=	3 + 8	
✓ Insight	WIS	11	=	3 + 8	
Knowledge (Tactics)	INT	12	=	4 + 8	
Knowledge (The Planes)	INT	12	=	4 + 8	
Linguistics	INT	12	=	4 + 8	
Martial Arts (Intelligence Based)	INT	12	=	4 + 8	
✓ Perception	WIS	11	=	3 + 8	
✓ Persuasion	CHA	1	=	1	
✓ Persuasion (Diplomacy)	CHA	3	=	1 + 2	
✓ Ride	DEX	2	=	2	
✓ Stealth	DEX	10	=	2 + 8	
✓ Survival	WIS	11	=	3 + 8	
✓ Survival (Find or follow tracks)	WIS	13	=	3 + [8] + 2	
✓ Survival (The Planes)	WIS	13	=	3 + [8] + 2	
✓ Thievery	DEX	2	=	2	
✓ Use Rope	DEX	2	=	2	
			=	+	+
			=	+	+
✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.					

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Quarterstaff	Equipped	1	4.0	0.0
<b>Ring of Protection +2</b>	Equipped	1	0.0	8000.0
<b>Ring of Merrick's Manor Access</b>	Equipped	1	0.0	0.0
<small>Find Merrick's Manor when it's available, or another wearer of the ring if known, or a servant of the house of Merrick.</small>				
TOTAL WEIGHT CARRIED/VALUE			4 lbs.	8000.0 gp

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

LANGUAGES	
Abyssal, Celestial, Common, Elven, Gnome	

Special Attacks	
<b>Warcraft</b>	[Eclipse, p.10]
+2 BAB	

Special Qualities	
<b>Death and Dying</b>	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	
<b>Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Sword (Short))</b>	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	

Recurring Bonuses	
<b>Duties (Merrick)</b>	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+10 total CP].	
<b>Fast Learner (Focused on Skills /Human) (Child)</b>	[Eclipse, p.17]
+2 CP towards Skills per level. [+16 total Skill Points Granted].	

DISADVANTAGES	
<b>History</b>	[Eclipse, p.19]
You have a written history for the GM.	
<b>Unluck</b>	[Eclipse, p.20]
2's become 1's due to unluck.	
<b>Valuable</b>	[Eclipse, p.20]
You have value to others.	

Spell Caster Information	
<b>Spell Points</b>	[Eclipse]
Wizard Spell Points=83	
<b>Wizard</b>	[Eclipse, p.11]
Wizard Level 8, Casterlevel is 8	

Eclipse Abilities	
<b>Character Points Total</b>	[Eclipse]
Character Points Total 194, Bonus Feats have added 30 CP, Disadvantages have added 10 CP, Duties adds 10 CP, HD 8 deducts 20 CP	
<b>Adept (Arcana, Knowledge (Tactics), Perception, Knowledge (The Planes))</b>	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
<b>Innate Enchantment</b>	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.	
<b>Innate Enchantment / Well-Practiced (WIS)</b>	[Eclipse]
You may add a +1 bonus to a selected attribute.	
<b>Innate Enchantment / Enhanced Attribute (+2 Intelligence)</b>	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Intelligence	
<b>Innate Enchantment / Force Armor I</b>	[Eclipse]
[At Will] As Armor Spell, grants +4 Armor AC.	
<b>Innate Enchantment / Martial Mastery (Quarterstaff)</b>	[Eclipse]
+4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon).	

Martial Arts	
<b>Martial Arts Basic / Defenses (3x)</b>	[Eclipse, p.81]
Gain additional +1 each time taken [currently +3] bonus to AC when you are unarmored or lightly armored.	
<b>Martial Arts Basic / Synergy (Arcana)</b>	[Eclipse, p.81]
You gain +2 on any related skill. Each time this is taken it applies to a different skill. Common synergies include Tumble, Heal, and Move Silently, but others are possible.	
<b>Martial Arts Advanced / Instant Stand</b>	[Eclipse, p.81]
You may stand up as a Free Action if unarmored or in light armor.	
<b>Martial Arts Advanced / Mind Like Moon</b>	[Eclipse, p.81]
You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.	

PROFICIENCIES	
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halbspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword (Short), Sword Staff, Unarmed, Unarmed Strike	

TEMPLATES	
03 - World Law ~ Feat Progression 1 - Gain Bonus Feat every Even Level	
03 - World Law ~ Feat Progression 0 - Gain Additional Bonus Feat at First Level	

# Wizard Spells

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

## LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
■■■■■ Acid Splash <i>School:</i> Conjuration (Creation) [Acid] <i>Effect:</i> You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target.	SR: No	Standard Action	Instantaneous	Close (45 ft.)	V,S	PHB: p.196
■■■■■ Amanuesis <i>School:</i> Transmutation <i>Effect:</i> Copies 250 words per minute.	DC: 14, Will negates [object] SR: Yes [object]	1 standard action	10 minute/level	Close (45 ft.)	V,S	SC: p.9
■■■■■ Arcane Mark <i>School:</i> Universal <i>Effect:</i> Inscribes a personal rune [visible or invisible].	SR: No	Standard Action	Permanent	0 ft.	V,S	PHB: p.201
■■■■■ Caltrops <i>School:</i> Conjuration (Creation) <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.	SR: No	1 standard action	1 round/level	Close (45 ft.)	V,S	SC: p.42
■■■■■ Dancing Lights <i>School:</i> Evocation [Light] <i>Effect:</i> 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. Dancing lights can be made permanent with a permanency spell.	SR: No	Standard Action	1 minute/level [D]	Medium (180 ft.)	V,S	PHB: p.216
■■■■■ Daze <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Humanoid creature of 4 HD or less loses next action., This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. Material Component: A pinch of wool or similar substance.	DC: 14, Will negates SR: Yes	Standard Action	1 round	Close (45 ft.)	V,S,M	PHB: p.217
■■■■■ Detect Magic <i>School:</i> Divination <i>Effect:</i> Detects spells and magic items within 60 ft.	SR: No	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
■■■■■ Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object.	SR: No	Standard Action	Instantaneous	Close (45 ft.)	V,S	PHB: p.219
■■■■■ Disrupt Undead <i>School:</i> Necromancy <i>Effect:</i> Deals 1d6 damage to one undead.	SR: Yes	Standard Action	Instantaneous	Close (45 ft.)	V,S	PHB: p.223
■■■■■ Electric Jolt <i>School:</i> Evocation [Electricity] <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.	SR: Yes	1 standard action	Instantaneous	Close (45 ft.)	V,S	SC: p.78
■■■■■ Flare <i>School:</i> Evocation [Light] <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	DC: 14, Fortitude negates SR: Yes	Standard Action	Instantaneous	Close (45 ft.)	V	PHB: p.232
■■■■■ Ghost Sound <i>School:</i> Illusion (Figment) <i>Effect:</i> 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 twenty 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 sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell. Material Component - A bit of wool or a small lump of wax.	DC: 14, Will disbelief (if interacted with) SR: No	Standard Action	1 round/level [D]	Close (45 ft.)	V,S,M	PHB: p.235
■■■■■ Launch Bolt <i>School:</i> Transmutation <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.	SR: No	1 standard action	Instantaneous	Touch	V,S,M	SC: p.130
■■■■■ Launch Item <i>School:</i> Transmutation <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.	SR: No	1 standard action	Instantaneous	Touch	S	SC: p.130
■■■■■ Light <i>School:</i> Evocation [Light] <i>Effect:</i> Object shines like a torch.	SR: No	Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.248
■■■■■ Mage Hand <i>School:</i> Transmutation <i>Effect:</i> 5-pound telekinesis.	SR: No	Standard Action	Concentration	Close (45 ft.)	V,S	PHB: p.249
■■■■■ Mending <i>School:</i> Transmutation <i>Effect:</i> Makes minor repairs on an object.	DC: 14, Will negates (harmless, object) SR: Yes (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.253
■■■■■ Message <i>School:</i> Transmutation [Language-Dependent] <i>Effect:</i> Whispered conversation at distance.	SR: No	Standard Action	10 minutes/level	Medium (180 ft.)	V,S,F	PHB: p.253
■■■■■ Open/Close <i>School:</i> Transmutation <i>Effect:</i> Opens or closes small or light things.	DC: 14, Will negates (object) SR: Yes (object)	Standard Action	Instantaneous	Close (45 ft.)	V,S,F	PHB: p.258
■■■■■ Prestidigitation <i>School:</i> Universal <i>Effect:</i> Performs minor tricks.	DC: 14, See text SR: No	Standard Action	1 hour	10 ft.	V,S	PHB: p.264
■■■■■ Ray of Frost <i>School:</i> Evocation [Cold] <i>Effect:</i> Ray deals 1d3 cold damage.	SR: Yes	Standard Action	Instantaneous	Close (45 ft.)	V,S	PHB: p.269
■■■■■ Read Magic <i>School:</i> Divination <i>Effect:</i> Read scrolls and spellbooks.	SR: No	Standard Action	10 minutes/level	Personal	V,S,F	PHB: p.269
■■■■■ Repair Minor Damage <i>School:</i> Transmutation <i>Effect:</i> Repair a construct 1 point of damage.	SR: No	1 standard action	Instantaneous	Touch	V,S	SC: p.173
■■■■■ Resistance <i>School:</i> Abjuration <i>Effect:</i> 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. Arcane Material - Component A miniature cloak.	DC: 14, Will negates (harmless) SR: Yes (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272
■■■■■ Silent Portal <i>School:</i> Illusion (Glamour) <i>Effect:</i> This simple contraption negates the sound of opening and closing a single portal [door, window, gate, drawer, chest lid, or the like]. Even the squeakiest door opens without a sound when under the effect of this spell. Silent portal covers only the normal means of opening and closing the targeted portal. Breaking a window or kicking in a door still makes noise, but opening a door that is loosely hanging by its hinges does not [since this is the normal way a door would be opened]. Portals composed of magical energy are not affected by this spell. In the case of magic or even intelligent portals, spell resistance and a Will save [DC 10 + caster's ability modifier + other modifiers as appropriate] apply	DC: 14, Will negates [object] SR: Yes [object]	1 standard action	1 minute/level [D]	Close (45 ft.)	S	SC: p.190
■■■■■ Sonic Snap <i>School:</i> Evocation [Sonic] <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	DC: 14, Will partial SR: Yes	1 standard action	Instantaneous	Close (45 ft.)	V,S	SC: p.195
■■■■■ Stick <i>School:</i> Transmutation <i>Effect:</i> Sticks one object to another; see text.	DC: 14, Will negates [object] SR: Yes [object]	1 standard action	Instantaneous	Touch	V,S,M	SC: p.206
■■■■■ Touch of Fatigue <i>School:</i> Necromancy	DC: 14, Fortitude negates SR: Yes	Standard Action	1 round/level	Touch	V,S,M	PHB: p.294

# Wizard Spells

*Effect:* Touch attack fatigues target.

## LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
Alarm		Standard Action	2 hours/level [D]	Close (45 ft.)	V,S,F/DF	PHB: p.197
<i>School:</i> Abjuration	<i>SR:</i> No	<i>Target:</i> 20-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 8		
<i>Effect:</i> Wards an area for 2 hours/level.						
Burning Hands	<b>DC: 15, Reflex half</b>	Standard Action	Instantaneous	15 ft.	V,S	PHB: p.207
<i>School:</i> Evocation [Fire]	<i>SR:</i> Yes	<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 8		
<i>Effect:</i> 1d4/level [max 5d4] fire damage						
Chill Touch	<b>DC: 15, Fortitude partial or Will negates; see text</b>	Standard Action	Instantaneous	Touch	V,S	PHB: p.209
<i>School:</i> Necromancy	<i>SR:</i> Yes	<i>Target:</i> Up to one Creature/level touched		<i>Caster Level:</i> 8		
<i>Effect:</i> One touch/level deal 1d6 damage and possibly 1 Str damage.						
Comprehend Languages		Standard Action	10 minutes/level	Personal	V,S,M/DF	PHB: p.212
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> You		<i>Caster Level:</i> 8		
<i>Effect:</i> You understand all spoken and written languages.						
Feather Fall	<b>DC: 15, Will negates (harmless) or Will negates (object)</b>	1 free action	Until landing or 1 round/level	Close (45 ft.)	V	PHB: p.229
<i>School:</i> Transmutation	<i>SR:</i> Yes (object)	<i>Target:</i> One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart		<i>Caster Level:</i> 8		
<i>Effect:</i> Objects or creatures fall slowly.						
Grease	<b>DC: 15, See text</b>	Standard Action	1 round/level [D]	Close (45 ft.)	V,S,M	PHB: p.237
<i>School:</i> Conjuraton (Creation)	<i>SR:</i> No	<i>Target:</i> One object or a 10-ft. square		<i>Caster Level:</i> 8		
<i>Effect:</i> Makes 10-ft. square or one object slippery.						
Identify		1 hour	Instantaneous	Touch	V,S,M/DF	PHB: p.243
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> One touched object		<i>Caster Level:</i> 8		
<i>Effect:</i> The spell determines all magic properties of a single magic item, including how to activate those functions [if appropriate], and how many charges are left [if any]. Identify does not function when used on an artifact. Arcane Material Component - A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.						
Jump	<b>DC: 15, Will negates (harmless)</b>	Standard Action	1 minute/level [D]	Touch	V,S,M	PHB: p.246
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
<i>Effect:</i> Subject gets bonus on Jump checks.						
Mount		1 round	2 hours/level [D]	Close (45 ft.)	V,S,M	PHB: p.256
<i>School:</i> Conjuraton (Summoning)	<i>SR:</i> No	<i>Target:</i> One mount		<i>Caster Level:</i> 8		
<i>Effect:</i> Summons riding horse for 2 hours/level.						
Shield		Standard Action	1 minute/level [D]	Personal	V,S	PHB: p.278
<i>School:</i> Abjuration [Force]	<i>SR:</i> No	<i>Target:</i> You		<i>Caster Level:</i> 8		
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.						
Shocking Grasp		Standard Action	Instantaneous	Touch	V,S	PHB: p.279
<i>School:</i> Evocation [Electricity]	<i>SR:</i> Yes	<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 8		
<i>Effect:</i> Touch delivers 1d6/level [max 5d6] electricity damage.						
Sleep	<b>DC: 15, Will negates</b>	1 round	1 minute/level	Medium (180 ft.)	V,S,M	PHB: p.280
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One or more living creatures within a 10-ft.-radius burst		<i>Caster Level:</i> 8		
<i>Effect:</i> Puts 4 HD of creatures into magical slumber.						
Tenser's Floating Disk		Standard Action	1 hour/level	Close (45 ft.)	V,S,M	PHB: p.294
<i>School:</i> Evocation [Force]	<i>SR:</i> No	<i>Target:</i> 3-ft.-diameter disk of force		<i>Caster Level:</i> 8		
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 100lbs/level.						
Ventriloquism	<b>DC: 15, Will disbelief (if interacted with)</b>	Standard Action	1 minute/level [D]	Close (45 ft.)	V, F	PHB: p.298
<i>School:</i> Illusion (Figment)	<i>SR:</i> No	<i>Target:</i> Intelligible sound, usually speech		<i>Caster Level:</i> 8		
<i>Effect:</i> Throws voice for 1 minutes/level.						

## LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
Blur	<b>DC: 16, Will negates (harmless)</b>	Standard Action	1 minute/level [D]	Touch	V	PHB: p.206
<i>School:</i> Illusion (Glamer)	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
<i>Effect:</i> Attacks miss subject 20% of the time.						
Bull's Strength	<b>DC: 16, Will negates (harmless)</b>	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.207
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.						
Cat's Grace	<b>DC: 16, Will negates (harmless)</b>	Standard Action	1 minute/level	Touch	V,S,M	PHB: p.208
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.						
Continual Flame		Standard Action	Permanent	Touch	V,S,M	PHB: p.213
<i>School:</i> Evocation [Light]	<i>SR:</i> No	<i>Target:</i> Object touched Magical, heatless flame		<i>Caster Level:</i> 8		
<i>Effect:</i> Makes a permanent, heatless torch.						
Eagle's Splendor	<b>DC: 16, Will negates (harmless)</b>	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.225
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.						
Flaming Sphere	<b>DC: 16, Reflex negates</b>	Standard Action	1 round/level	Medium (180 ft.)	V,S,M/DF	PHB: p.232
<i>School:</i> Evocation [Fire]	<i>SR:</i> Yes	<i>Target:</i> 5-ft.-diameter sphere		<i>Caster Level:</i> 8		
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.						
Fox's Cunning	<b>DC: 16, Will negates (harmless)</b>	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.233
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
<i>Effect:</i> Subject gains +4 Int for 1 minutes/level.						
Knock		Standard Action	Instantaneous; see text	Medium (180 ft.)	V	PHB: p.246
<i>School:</i> Transmutation	<i>SR:</i> No	<i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level		<i>Caster Level:</i> 8		
<i>Effect:</i> Opens locked or magically sealed door.						
Melf's Acid Arrow		Standard Action	1 round +1 round/per 3 levels	Long (720 ft.)	V,S,M,F	PHB: p.253
<i>School:</i> Conjuraton (Creation) [Acid]	<i>SR:</i> No	<i>Target:</i> One arrow of acid		<i>Caster Level:</i> 8		
<i>Effect:</i> Ranged touch attack; 2d4 damage for 2 rounds.						
Owl's Wisdom	<b>DC: 16, Will negates (harmless)</b>	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.259
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.						
Protection from Arrows	<b>DC: 16, Will negates (harmless)</b>	Standard Action	1 hour/level or until discharged	Touch	V,S,F	PHB: p.266
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
<i>Effect:</i> Subject immune to most ranged attacks.						
See Invisibility		Standard Action	10 minutes/level [D]	Personal	V,S,M	PHB: p.275
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> You		<i>Caster Level:</i> 8		
<i>Effect:</i> Reveals invisible creatures or objects.						
Summon Monster II		1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	PHB: p.286
<i>School:</i> Conjuraton (Summoning)	<i>SR:</i> No	<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. Celestial giant bee LG; Celestial giant bombardier beetle NG; Celestial riding dog NG; Celestial eagle CG; Lemure [devil] LE; Fiendish squid 1E; Fiendish wolf LE; Fiendish monstrous centipede, Large NE; Fiendish monstrous scorpion, Medium NE; Fiendish shark, Medium 1 NE; Fiendish monstrous spider, Medium CE; Fiendish snake, Medium viper CE						
Web	<b>DC: 16, Reflex negates; see text</b>	Standard Action	10 minutes/level [D]	Medium (180 ft.)	V,S,M	PHB: p.301
<i>School:</i> Conjuraton (Creation)	<i>SR:</i> No	<i>Target:</i> Webs in a 20-ft.-radius spread		<i>Caster Level:</i> 8		
<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.						

\* =Domain/Specialty Spell

Wizard Spells

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
■■■■■Blink		Standard Action	1 round/level [D]	Personal	V,S	PHB: p.206
School: Transmutation	SR: No	Target: You			Caster Level: 8	
Effect: You randomly vanish and reappear for 1 round/level.						
■■■■■Clairaudience/Clairvoyance		10 minutes	1 minute/level [D]	Long (720 ft.)	V,S,F/DF	PHB: p.209
School: Divination (Scrying)	SR: No	Target: Magical sensor			Caster Level: 8	
Effect: Hear or see at a distance for 1 minutes/level.						
■■■■■Dispel Magic		Standard Action	Instantaneous	Medium (180 ft.)	V,S	PHB: p.223
School: Abjuration	SR: No	Target: One spellcaster, creature, or object; or 20-ft.-radius burst			Caster Level: 8	
Effect: Cancels magical spells and effects.						
■■■■■Fireball	DC: 17, Reflex half	Standard Action	Instantaneous	Long (720 ft.)	V,S,M	PHB: p.231
School: Evocation [Fire]	SR: Yes	Target: 20-ft.-radius spread			Caster Level: 8	
Effect: A fireball spell is an 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. Material Component - A tiny ball of bat guano and sulfur.						
■■■■■Gaseous Form		Standard Action	2 minutes/level [D]	Touch	S, M/DF	PHB: p.234
School: Transmutation	SR: No	Target: Willing corporeal creature touched			Caster Level: 8	
Effect: Subject becomes insubstantial and can fly slowly.						
■■■■■Haste	DC: 17, Fortitude negates (harmless)	Standard Action	1 round/level	Close (45 ft.)	V,S,M	PHB: p.239
School: Transmutation	SR: Yes (harmless)	Target: 1 creature/level, no two of which can be more than 30 ft. apart			Caster Level: 8	
Effect: The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. [This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.] A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class [if any] also makes you lose dodge bonuses. All of the hasted creature's modes of movement [including land movement, burrow, climb, fly, and swim] increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow. Material Component - A shaving of licorice root.						
■■■■■Heroism	DC: 17, Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S	PHB: p.240
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes (harmless)	Target: Creature touched			Caster Level: 8	
Effect: Gives +2 bonus on attack rolls, saves, skill checks.						
■■■■■Hold Person	DC: 17, Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (180 ft.)	V,S,F/DF	PHB: p.241
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One humanoid creature			Caster Level: 8	
Effect: Paralyzes one humanoid for 1 round/level.						
■■■■■Lightning Bolt	DC: 17, Reflex half	Standard Action	Instantaneous	120 ft.	V,S,M	PHB: p.248
School: Evocation [Electricity]	SR: Yes	Target: 120-ft. line			Caster Level: 8	
Effect: Electricity deals 1d6/level [max 10d6].						
■■■■■Protection from Energy	DC: 17, Fortitude negates (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S, DF	PHB: p.266
School: Abjuration	SR: Yes (harmless)	Target: Creature touched			Caster Level: 8	
Effect: Absorb 12 points of damage/level [max 120] from one kind of energy.						
■■■■■Stinking Cloud	DC: 17, Fortitude negates; see text	Standard Action	1 round/level	Medium (180 ft.)	V,S,M	PHB: p.284
School: Conjuraton (Creation)	SR: No	Target: Cloud spreads in 20-ft. radius, 20 ft. high			Caster Level: 8	
Effect: Nauseating vapors, 1 round/level.						
■■■■■Summon Monster III		1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	PHB: p.286
School: Conjuraton (Summoning)	SR: No	Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			Caster Level: 8	
Effect: This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. Celestial black bear LG; Celestial bison NG; Celestial dire badger CG; Celestial hippogriff CG; Elemental, Small [any] N; Fiendish ape LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish boar NE; Fiendish monstrous centipede, Huge NE; Fiendish crocodile CE; Dretch [demon] CE; Fiendish snake, Large viper CE; Fiendish wolverine CE						
■■■■■Tongues	DC: 17, Will negates (harmless)	Standard Action	10 minutes/level	Touch	V, M/DF	PHB: p.294
School: Divination	SR: No	Target: Creature touched			Caster Level: 8	
Effect: Speak any language.						

LEVEL 4

Name	Save Information	Time	Duration	Range	Comp.	Source
■■■■■Arcane Eye		10 minutes	1 minute/level [D]	Unlimited	V,S,M	PHB: p.200
School: Divination (Scrying)	SR: No	Target: Magical sensor			Caster Level: 8	
Effect: Invisible floating eye moves 30 ft./round.						
■■■■■Dimension Door	DC: 18, None and Will negates (object)	Standard Action	Instantaneous	Long (720 ft.)	V	PHB: p.221
School: Conjuraton (Teleportation)	SR: No and Yes (object)	Target: You and touched objects or other touched willing creatures			Caster Level: 8	
Effect: Teleports you short distance.						
■■■■■Flame Whips	DC: 18, N/A	1 standard action	1 round/level [D]	Personal	V,S	SC: p.95
School: Transmutation	SR: N/A	Target: Flaming whips			Caster Level: 8	
Effect: Gain two melee touch attacks with 15-ft reach that deal 6d6 fire damage each.						
■■■■■Minor Creation		1 minute	1 hour/level [D]	0 ft.	V,S,M	PHB: p.253
School: Conjuraton (Creation)	SR: No	Target: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level			Caster Level: 8	
Effect: You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item. Attempting to use any created object as a material component causes the spell to fail. Material Component - A tiny piece of matter of the same sort of item you plan to create with minor creation.						
■■■■■Stoneskin	DC: 18, Will negates (harmless)	Standard Action	10 minutes/level or until discharged	Touch	V,S,M	PHB: p.285
School: Abjuration	SR: Yes (harmless)	Target: Creature touched			Caster Level: 8	
Effect: Ignore 10 points of damage per attack.						
■■■■■Summon Monster IV		1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	PHB: p.286
School: Conjuraton (Summoning)	SR: No	Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			Caster Level: 8	
Effect: This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. Archon, lantern LG; Celestial giant owl LG; Celestial giant eagle CG; Celestial lion CG; Mephit [any] N; Fiendish dire wolf LE; Fiendish giant wasp LE; Fiendish giant praying mantis NE; Fiendish shark, Large1 NE; Yeth hound NE; Fiendish monstrous spider, Large CE; Fiendish snake, Huge viper CE; Howler CE						
■■■■■Wall of Fire		Standard Action	Concentration + 1 round/level	Medium (180 ft.)	V,S,M/DF	PHB: p.298
School: Evocation [Fire]	SR: Yes	Target: 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			Caster Level: 8	
Effect: Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage						
■■■■■Wall of Ice	DC: 18, Reflex negates; see text	Standard Action	1 minute/level	Medium (180 ft.)	V,S,M	PHB: p.299
School: Evocation [Cold]	SR: Yes	Target: Anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level			Caster Level: 8	
Effect: Ice plane creates wall with 15 +1/level hp or hemisphere can trap creatures inside.						

\* =Domain/Specialty Spell