

Malcolm Devereaux

NAME

d4E5 Wiz

15000

CLASS

EXPERIENCE

Mike Mason

PLAYERNAME

Human

Medium

RACE

SIZE

DEITY

5' 8"

140 lbs.

HEIGHT

WEIGHT

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

Low-light

VISION

5/6

21000

Character Level/ECL

NEXT LEVEL

33

Male

AGE

GENDER

Brown

Black,

Shoulder-length

EYES

HAIR

0

POINTS

| ABILITY NAME        | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
|---------------------|------------|----------|---------------|-------------|------------|----------|
| STR<br>Strength     | 14         | +2       | 14            | +2          | 14         | +2       |
| DEX<br>Dexterity    | 17         | +3       | 17            | +3          | 17         | +3       |
| CON<br>Constitution | 16         | +3       | 16            | +3          | 16         | +3       |
| INT<br>Intelligence | 17         | +3       | 17            | +3          | 17         | +3       |
| WIS<br>Wisdom       | 14         | +2       | 14            | +2          | 14         | +2       |
| CHA<br>Charisma     | 14         | +2       | 14            | +2          | 14         | +2       |

HP

hit points

30

AC

armor class

23

TOTAL

FLAT

TOUCH

BASE

WOUNDS/CURRENT HP

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

MISC

INITIATIVE

modifier

+3

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+3

SPEED

Walk 40 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+6

=

+4

+

+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. |

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

| *Quarterstaff      | HAND   | TYPE | SIZE | CRITICAL | REACH |
|--------------------|--------|------|------|----------|-------|
|                    | Both   | B/B  | M    | 20/x2    | 5 ft. |
| TOTAL ATTACK BONUS | DAMAGE |      |      |          |       |
| +5                 | 1d6+3  |      |      |          |       |
| 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 | 8/4 | MISC MODIFIER |
|----------------------------------|-------------|----------------|------------------|-----------|-----|---------------|
| ✓ Acrobatics                     | DEX         | 3              | = 3              | +         | +   |               |
| ✓ Appraise                       | INT         | 3              | = 3              | +         | +   |               |
| ✓ Athletics                      | STR         | 2              | = 2              | +         | +   |               |
| Athletics (Jump)                 | STR         | 6              | = 2              | +         | 1.0 | +             |
| ✓ Craft (Untrained)              | INT         | 3              | = 3              | +         | +   |               |
| ✓ Deception                      | CHA         | 10             | = 2              | +         | 8.0 | +             |
| ✓ Endurance                      | CON         | 10             | = 3              | +         | 7.0 | +             |
| ✓ Gather Information             | CHA         | 2              | = 2              | +         | +   |               |
| ✓ Heal                           | WIS         | 4              | = 2              | +         | 2.0 | +             |
| Knowledge (Arcana)               | INT         | 9              | = 3              | +         | 6.0 | +             |
| Knowledge (Dungeoneering)        | INT         | 5              | = 3              | +         | 2.0 | +             |
| ✓ Perception                     | WIS         | 12             | = 2              | +         | 8.0 | +             |
| ✓ Persuasion                     | CHA         | 10             | = 2              | +         | 8.0 | +             |
| ✓ Ride                           | DEX         | 3              | = 3              | +         | +   |               |
| ✓ Sense Motive                   | WIS         | 3              | = 2              | +         | 1.0 | +             |
| Speak Language(Abyssal, Dwarven) |             | 2              | = 0              | +         | 2.0 | +             |
| Spellcraft                       | INT         | 11             | = 3              | +         | 6.0 | +             |
| ✓ Stealth                        | DEX         | 3              | = 3              | +         | +   |               |
| ✓ Survival                       | WIS         | 2              | = 2              | +         | +   |               |
| Survival (Find or follow tracks) | WIS         | 4              | = 2              | +         | 1.0 | +             |
| ✓ Thievery                       | DEX         | 3              | = 3              | +         | +   |               |
| ✓ Use Rope                       | DEX         | 3              | = 3              | +         | +   |               |
|                                  |             |                | =                | +         | +   |               |
|                                  |             |                | =                | +         | +   |               |

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

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

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

| Special Attacks   |                 |
|---|-----------------|
| <b>Any Weapon Rod</b><br><small>Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.</small>   | [Is This It]    |
| <b>Natural Weapon (Claw)</b><br><small>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. The damage of this attack is the base creature's normal unarmed combat damage.</small>  | [DS, web]       |
| <b>Valor Form (Su)</b><br><small>Valor Form is the first Drive that you become able to do. When you Drive into Valor Form, you gain numerous benefits. You gain a +4 bonus to both Strength and Dexterity, as well as a +4 bonus on Jump checks. In addition, if you own more than one keyblade or keychain, you are able to use both of them, gaining the benefit of the Two-Weapon Fighting feat even if you don't meet the prerequisites. If you don't have two keyblades, the Form creates a nonmagical, masterwork copy of the one you do have. When you Drive into Valor Form, you must have at least 30 points in your Drive Gauge. When you Drive into Valor Form, the Drive Gauge is reset to 30 points.</small> | [KH]            |
| <b>Warcraft</b><br><small>+3 BAB</small>  | [Eclipse, p.10] |

| Special Qualities   |                 |
|---|-----------------|
| <b>Drive</b><br><small>Immediately upon completing the Test of Valor, you gain the ability to Drive-- that is, infuse the Faerie Garb with a particular virtue you have to gain extra abilities for a short time. However, with all the bonuses, there is a powerful drawback: Anti Form. Anti Form is a state reached when you abuse the powers that Drives grant to you, and your heart is momentarily seized and consumed by darkness. The amount of time each form lasts depends on what is called a "Drive Gauge", which is a visible yellow meter on the left wristcuff of the Faerie Garb. If one were to pay enough attention, he would find that the Drive Gauge is actually based on a numeric system. When first seen, the amount the gauge shows would be equivalent to 30 points. When you Drive though, you see the gauge begin depleting, by 1 every second (6 per round, lost at the end of each action). Also, every time you attack (make an attack roll), you lose 1 point from the gauge. When the gauge drops to 0, your Drive ends. There are two ways to refill the Drive Gauge - 1. Each time you successfully deal damage to an opponent, the Drive Gauge refills by 1 point. 2. Once an hour the Drive Gauge automatically refills itself by 1 point. The Drive Gauge does not refill while you're in a Drive. Each time you Drive, your Form will reset the Drive Gauge for you to a particular amount. When that amount runs out, your Drive Gauge empties completely, and you revert to your normal form. At the same time your Form resets the Drive Gauge, it restores 3/4 of your maximum hit points. Also, while Driving, you ignore the penalties to your attack rolls and saving throws the Faerie Garb gives you.</small> | [KH]            |
| <b>Weapon Proficiency (Small Group of Simple Weapons) (Dagger, Quarterstaff, Unarmed Strike, Club)</b><br><small>Grants Proficiency with selected weapons.</small>  | [Eclipse, p.49] |

+7/+2+7/+2

| Feats   |                |
|---|----------------|
| <b>Feat Conversion to CP ~ 6 (5x)</b><br><small>Covert regular feat to six Character Points</small> | [Eclipse, p.9] |

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

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

| TEMPLATES |
|-----------|
|-----------|

| Familiar: Demetrius Spirit Familiar (Companion (Spirit Elemental)) |    |      |    |       |    |
|--|----|------|----|-------|----|
| HP:  | 27 | AC:  | 22 | INIT: | +4 |
| FORT:  | +4 | REF: | +6 | WILL: | +5 |
| Special:   |    |      |    |       |    |

|  |   |
|--|---|
| <div>Recurring Bonuses</div> <div> <div>Duties</div> <div>[Eclipse, p.17]</div> <div>(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.</div> <div>Restrictions (Unable to use Abjuration or Illusion)</div> <div>[Eclipse, p.17]</div> <div>Magic</div> <div>A character with restrictions has major limitations on the use of some ability or type of equipment. He or she may never (ever!) acquire or use such talents without major penalties. For example, Witch- Hunters never cast spells except to fix the problems caused by other magic on pain of losing most of their abilities. The point bonus is per category which applies. A character only gains the bonus points for restrictions on things that would obviously be useful to him or her. Common restrictions include wearing no armor, using no weapons, using no magic or psionics, or skill-related feats. A good explanation is in order. Why is the character restricted in this way?</div> </div> | <div>Eclipse Abilities</div> <div> <div>Companion</div> <div>[Eclipse, p.27]</div> <div>(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.</div> <div>Companion - Template</div> <div>[Eclipse, p.27]</div> <div>(+6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.</div> <div>Companion - Storage</div> <div>[Eclipse, p.27]</div> <div>(+6 CP) allows you to store a number of spell levels in the Companion equal to the Companion's Charisma. You may release the spells as if you were using a scroll, provided your Companion is touching or adjacent to you. For an additional +6 CP you or the companion may release a spell as if using a spell storing device.</div> <div>Companion - Might</div> <div>[Eclipse, p.27]</div> <div>(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.</div> <div>Corrupted for Decreased Cost (Companion 1, Companion 2~ Template, Companion 3~ Storage, Companion 5~ Might)</div> <div>[Eclipse, p.22]</div> <div>+4 racial bonus on saves against sleep and paralysis</div> <div>[DS, web]</div> <div>Eldritch</div> <div>[Eclipse, p.31]</div> <div>(0 CP). You may call upon exotic forces to 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. Eldritch abilities that cost spell levels do not extend the casting time., Characters using advanced Eldritch feats must select and describe the source of their powers. Other characters with the Eldritch feat and the same source receive no penalties or advantages when facing the user. All three effects may be taken as a set for only 6 CP, but this cannot then be "turned off." It also limits use of magic items to items made by a character with at least one of these modifiers. Many settings have spells usable only with Eldritch magic, and others not usable at all with Eldritch magic.</div> <div>Familiar</div> <div>[Eclipse, p.27]</div> <div>You have a familiar companion</div> <div>Invocation</div> <div>[Eclipse, p.35]</div> <div>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.</div> <div>Malcolm's Orb</div> <div>[Is This It]</div> <div>Specialized Corrupted Summons x2 (Double Summon) (6 CP)</div> <div>Mental Link</div> <div>[Is This It, Custom]</div> <div>You are automatically in Mental Contact with your companions</div> <div>Specialist (Conjuration)</div> <div>[Eclipse, p.44]</div> <div>With Specialist, a character selects one magical specialty, usually an arcane school or a pair of divine domains. The character gains an extra spell slot of each spell level he or she can use of up to level 3. He or she may only memorize or cast spells using these slots with the chosen specialty. Characters may take this without selecting a magical specialty and put any spell in it, but this doubles the base cost as well as the cost of any improvements. Characters using Divine Magic need pay only half price for specialist.</div> </div> |
| <div>DISADVANTAGES</div> <div> <div>Hunted (Tabarath Cult)</div> <div>[Eclipse, p.19]</div> <div>Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.</div> <div>Obligations (Chosen One)</div> <div>[Eclipse, p.19]</div> <div>You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.</div> <div>Recorder</div> <div>[Eclipse, p.19]</div> <div>The player keeps records, and ensures that the GM gets a copy. Acceptable forms are up to the GM, but common variants include character diaries, letters, campaign logs, and keeping a list of NPC's.</div> </div>   |   |
| <div>Spell Caster Information</div> <div> <div>Wizard</div> <div>[Eclipse, p.11]</div> <div>Wizard Level 8, Casterlevel is 9</div> </div>  |   |

# 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 | 4 | 4 | 2 | 0 | 0 | 0 | 0 | 0 |

## LEVEL 0

| Name  | DC | Saving Throw                        | Time              | Duration                                 | Range            | Comp.    | Spell Resistance       | School  | Source     |
|---|----|-------------------------------------|-------------------|--|------------------|----------|------------------------|---|------------|
| <b>Acid Splash</b><br><i>Effect:</i><br>Orb deals 1d3 acid damage.  |    | None                                | Standard Action   | Instantaneous                            | Close (45 ft.)   | V,S      | No                     | Conjuration (Creation) [Acid]<br><i>Caster Level:</i> 9             | PHB: p.196 |
| <b>Amanuesis</b><br><i>Effect:</i><br>Copies 250 words per minute.  | 13 | Will negates [object]               | 1 standard action | 10 minute/level                          | Close (45 ft.)   | V,S      | Yes [object]           | Transmutation<br><i>Caster Level:</i> 9                             | SC: p.9    |
| <b>Arcane Mark</b><br><i>Effect:</i><br>Inscribes a personal rune [visible or invisible].   |    | None                                | Standard Action   | Permanent                                | 0 ft.            | V,S      | No                     | Universal<br><i>Caster Level:</i> 9                                 | PHB: p.201 |
| <b>Caltrops</b><br><i>Effect:</i><br>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 (45 ft.)   | V,S      | No                     | Conjuration (Creation)<br><i>Caster Level:</i> 9                    | SC: p.42   |
| <b>Dancing Lights</b><br><i>Effect:</i><br>Creates torches or other lights.   |    | None                                | Standard Action   | 1 minute/level [D]                       | Medium (190 ft.) | V,S      | No                     | Evocation [Light]<br><i>Caster Level:</i> 9                         | PHB: p.216 |
| <b>Daze</b><br><i>Effect:</i><br>Humanoid creature of 4 HD or less loses next action.   | 13 | Will negates                        | Standard Action   | 1 round                                  | Close (45 ft.)   | V,S,M    | Yes                    | Enchantment (Compulsion) [Mind-Affecting]<br><i>Caster Level:</i> 9 | PHB: p.217 |
| <b>Detect Magic</b><br><i>Effect:</i><br>Detects spells and magic items within 60 ft.   |    | None                                | Standard Action   | Concentration, up to 1 minutes/level [D] | 60 ft.           | V,S      | No                     | Divination<br><i>Caster Level:</i> 9                                | PHB: p.219 |
| <b>Detect Poison</b><br><i>Effect:</i><br>Detects poison in one creature or small object.   |    | None                                | Standard Action   | Instantaneous                            | Close (45 ft.)   | V,S      | No                     | Divination<br><i>Caster Level:</i> 9                                | PHB: p.219 |
| <b>Disrupt Undead</b><br><i>Effect:</i><br>Deals 1d6 damage to one undead.  |    | None                                | Standard Action   | Instantaneous                            | Close (45 ft.)   | V,S      | Yes                    | Necromancy<br><i>Caster Level:</i> 9                                | PHB: p.223 |
| <b>Electric Jolt</b><br><i>Effect:</i><br>Ranged touch attack delivers 1d3 electric damage.   |    | None                                | 1 standard action | Instantaneous                            | Close (45 ft.)   | V,S      | Yes                    | Evocation [Electricity]<br><i>Caster Level:</i> 9                   | SC: p.78   |
| <b>Flare</b><br><i>Effect:</i><br>Dazzles one creature [-1 on attack rolls].  | 13 | Fortitude negates                   | Standard Action   | Instantaneous                            | Close (45 ft.)   | V        | Yes                    | Evocation [Light]<br><i>Caster Level:</i> 9                         | PHB: p.232 |
| <b>Ghost Sound</b><br><i>Effect:</i><br>Figment sounds.   | 13 | Will disbelief (if interacted with) | Standard Action   | 1 round/level [D]                        | Close (45 ft.)   | V,S,M    | No                     | Illusion (Figment)<br><i>Caster Level:</i> 9                        | PHB: p.235 |
| <b>Launch Bolt</b><br><i>Effect:</i><br>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<br><i>Caster Level:</i> 9                             | SC: p.130  |
| <b>Launch Item</b><br><i>Effect:</i><br>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<br><i>Caster Level:</i> 9                             | SC: p.130  |
| <b>Light</b><br><i>Effect:</i><br>Object shines like a torch.   |    | None                                | Standard Action   | 10 minutes/level [D]                     | Touch            | V, M/DF  | No                     | Evocation [Light]<br><i>Caster Level:</i> 9                         | PHB: p.248 |
| <b>Mage Hand</b><br><i>Effect:</i><br>5-pound telekinesis.  |    | None                                | Standard Action   | Concentration                            | Close (45 ft.)   | V,S      | No                     | Transmutation<br><i>Caster Level:</i> 9                             | PHB: p.249 |
| <b>Mending</b><br><i>Effect:</i><br>Makes minor repairs on an object.   | 13 | Will negates (harmless, object)     | Standard Action   | Instantaneous                            | 10 ft.           | V,S      | Yes (harmless, object) | Transmutation<br><i>Caster Level:</i> 9                             | PHB: p.253 |
| <b>Message</b><br><i>Effect:</i><br>Whispered conversation at distance.   |    | None                                | Standard Action   | 10 minutes/level                         | Medium (190 ft.) | V,S,F    | No                     | Transmutation [Language-Dependent]<br><i>Caster Level:</i> 9        | PHB: p.253 |
| <b>Open/Close</b><br><i>Effect:</i><br>Opens or closes small or light things.   | 13 | Will negates (object)               | Standard Action   | Instantaneous                            | Close (45 ft.)   | V,S,F    | Yes (object)           | Transmutation<br><i>Caster Level:</i> 9                             | PHB: p.258 |
| <b>Prestidigitation</b><br><i>Effect:</i><br>Performs minor tricks.   | 13 | See text                            | Standard Action   | 1 hour                                   | 10 ft.           | V,S      | No                     | Universal<br><i>Caster Level:</i> 9                                 | PHB: p.264 |
| <b>Ray of Frost</b><br><i>Effect:</i><br>Ray deals 1d3 cold damage.   |    | None                                | Standard Action   | Instantaneous                            | Close (45 ft.)   | V,S      | Yes                    | Evocation [Cold]<br><i>Caster Level:</i> 9                          | PHB: p.269 |
| <b>Read Magic</b><br><i>Effect:</i><br>Read scrolls and spellbooks.   |    | None                                | Standard Action   | 10 minutes/level                         | Personal         | V,S,F    | No                     | Divination<br><i>Caster Level:</i> 9                                | PHB: p.269 |
| <b>Repair Minor Damage</b><br><i>Effect:</i><br>Repair a construct 1 point of damage.   |    | None                                | 1 standard action | Instantaneous                            | Touch            | V,S      | No                     | Transmutation<br><i>Caster Level:</i> 9                             | SC: p.173  |
| <b>Resistance</b><br><i>Effect:</i><br>Subject gains +1 on saving throws.   | 13 | Will negates (harmless)             | Standard Action   | 1 minute                                 | Touch            | V,S,M/DF | Yes (harmless)         | Abjuration<br><i>Caster Level:</i> 9                                | PHB: p.272 |
| <b>Silent Portal</b><br><i>Effect:</i><br>Negates the sound of opening/closing any portal [door,window,etc.].   | 13 | Will negates [object]               | 1 standard action | 1 minute/level [D]                       | Close (45 ft.)   | S        | Yes [object]           | Illusion (Glamer)<br><i>Caster Level:</i> 9                         | SC: p.190  |
| <b>Sonic Snap</b><br><i>Effect:</i><br>Deal 1 pt of damage and target must save or be deafened for 1 round.   | 13 | Will partial                        | 1 standard action | Instantaneous                            | Close (45 ft.)   | V,S      | Yes                    | Evocation [Sonic]<br><i>Caster Level:</i> 9                         | SC: p.195  |

\* =Domain/Specialty Spell

# Wizard Spells

|  |    |                       |                   |               |                          |       |                 |               |            |
|--|----|-----------------------|-------------------|---------------|--------------------------|-------|-----------------|---------------|------------|
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stick</div> </div> <div> <div>Effect:</div> <div>Sticks one object to another; see text.</div> </div>  | 13 | Will negates [object] | 1 standard action | Instantaneous | Touch                    | V,S,M | Yes [object]    | Transmutation | SC: p.206  |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Touch of Fatigue</div> </div> <div> <div>Effect:</div> <div>Touch attack fatigues target.</div> </div> | 13 | Fortitude negates     | Standard Action   | 1 round/level | Touch                    | V,S,M | Yes             | Necromancy    | PHB: p.294 |
|  |    |                       |                   |               | Target: Creature touched |       | Caster Level: 9 |               |            |

## 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>Enlarge Person</div> </div> <div> <div>Effect:</div> <div>Creatures size increases to next category</div> </div>   | 14 | Fortitude negates           | 1 round            | 1 minute/level [D]   | Close (45 ft.)  | V,S,M    | Yes              | Transmutation                             | PHB: p.226 |
|  |    |                             |                    |                      | Target: One humanoid creature   |          | Caster Level: 9  |   |            |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hail of Stone</div> </div> <div> <div>Effect:</div> <div>1d4/caster level [max 5d4] damage.</div> </div>   |    | None                        | 1 round            | Instantaneous        | Medium (190 ft.)  | V,S,M    | No               | Conjuration (Creation) [Earth]            | SC: p.108  |
|  |    |                             |                    |                      | Target: Cylinder [5-ft.-radius, 40 ft. high]                                |          | Caster Level: 9  |   |            |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Inhibit</div> </div> <div> <div>Effect:</div> <div>Subject is forced to delay; see text.</div> </div>  | 14 | Will negates                | 1 standard action  | Instantaneous        | Medium (190 ft.)  | V,S      | Yes              | Enchantment (Compulsion) [Mind-Affecting] | SC: p.123  |
|  |    |                             |                    |                      | Target: One creature  |          | Caster Level: 9  |   |            |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Light of Lunia</div> </div> <div> <div>Effect:</div> <div>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</div> </div> |    | None                        | 1 standard action  | 10 minutes/level [D] | Medium (190 ft.)  | V,S      | Yes; see text    | Evocation [Good, Light]                   | SC: p.132  |
|  |    |                             |                    |                      | Target: You and up to two rays; see text                                    |          | Caster Level: 9  |   |            |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mage Armor</div> </div> <div> <div>Effect:</div> <div>Gives subject +4 armor bonus.</div> </div>   | 14 | Will negates (harmless)     | Standard Action    | 1 hour/level [D]     | Touch   | V,S,F    | No               | Conjuration (Creation) [Force]            | PHB: p.249 |
|  |    |                             |                    |                      | Target: Creature touched  |          | Caster Level: 9  |   |            |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Missile</div> </div> <div> <div>Effect:</div> <div>1 missile/2 levels [max 5] that do 1d4+1 damage each.</div> </div>  |    | None                        | Standard Action    | Instantaneous        | Medium (190 ft.)  | V,S      | Yes              | Evocation [Force]                         | PHB: p.251 |
|  |    |                             |                    |                      | Target: Up to five creatures, no two of which can be more than 15 ft. apart |          | Caster Level: 9  |   |            |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Nerveskitter</div> </div> <div> <div>Effect:</div> <div>Grants +5 bonus on initiative checks.</div> </div>   | 14 | None [harmless]             | 1 immediate action | 1 round              | Close (45 ft.)  | V,S      | Yes              | Transmutation                             | SC: p.146  |
|  |    |                             |                    |                      | Target: One creature  |          | Caster Level: 9  |   |            |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ray of Flame</div> </div> <div> <div>Effect:</div> <div>Ranged touch attack deals 1d6 per two caster levels [max 5d6]; see text</div> </div>   | 14 | See text                    | 1 standard action  | Instantaneous        | Close (45 ft.)  | V,S,F    | Yes              | Evocation [Fire]                          | SC: p.167  |
|  |    |                             |                    |                      | Target: Ray   |          | Caster Level: 9  |   |            |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster I</div> </div> <div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div>  |    | None                        | 1 round            | 1 round/level [D]    | Close (45 ft.)  | V,S,F/DF | No               | Conjuration (Summoning)                   | PHB: p.285 |
|  |    |                             |                    |                      | Target: One summoned creature   |          | Caster Level: 9  |   |            |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Wall of Smoke</div> </div> <div> <div>Effect:</div> <div>Makes a wall of black smoke, causes nausea; see text.</div> </div>  | 14 | Fortitude partial; see text | 1 standard action  | 1 round/level        | Close (45 ft.)  | V,S      | No               | Conjuration (Creation)                    | SC: p.235  |
|  |    |                             |                    |                      | Target: A straight wall whose area is up to one 10-ft. square/level [S]     |          | Caster Level: 9  |   |            |

## 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>Combust</div> </div> <div> <div>Effect:</div> <div>Creature takes 1d8/level [Max 10d8] fire damage, object burns taking 1d6 fire round until extinguished.</div> </div>                | 15 | Reflex partial          | 1 standard action | Instantaneous; see text  | Touch   | V,S,M    | Yes              | Evocation [Fire]            | SC: p.50      |
|  |    |                         |                   |                          | Target: Touched creature or combustible object that weighs no more than 25 lb/level   |          | Caster Level: 9  |                             |               |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dimension Hop</div> </div> <div> <div>Effect:</div> <div>Teleport subject 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.</div> </div> | 15 | Will negates            | 1 standard action | Instantaneous            | Touch   | V        | Yes              | Conjuration (Teleportation) | PHB II: p.110 |
|  |    |                         |                   |                          | Target: Creature touched  |          | Caster Level: 9  |                             |               |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Electric Loop</div> </div> <div> <div>Effect:</div> <div>One ray/3 caster levels deal 1d6/2 caster levels [max 5d6]; see text.</div> </div>  | 15 | Reflex half; see text   | 1 standard action | Instantaneous            | Close (45 ft.)  | V,S,M    | Yes              | Evocation [Electricity]     | SC: p.78      |
|  |    |                         |                   |                          | Target: One creature/3 levels, each of which is adjacent to another target            |          | Caster Level: 9  |                             |               |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fly, Swift</div> </div> <div> <div>Effect:</div> <div>This spell functions like fly, except as noted.</div> </div>   | 15 | N/A                     | 1 swift action    | 1 round                  | Personal  | V        | N/A              | Transmutation               | SC: p.96      |
|  |    |                         |                   |                          | Target: You   |          | Caster Level: 9  |                             |               |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scorching Ray</div> </div> <div> <div>Effect:</div> <div>2 rays, ranged touch attack deals 4d6 fire damage.</div> </div>   |    | None                    | Standard Action   | Instantaneous            | Close (45 ft.)  | V,S      | Yes              | Evocation [Fire]            | PHB: p.274    |
|  |    |                         |                   |                          | Target: 1 ray + 1 ray/4 levels [see text]   |          | Caster Level: 9  |                             |               |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spider Climb</div> </div> <div> <div>Effect:</div> <div>Grants ability to walk on walls and ceilings.</div> </div>   | 15 | Will negates (harmless) | Standard Action   | 10 minutes/level         | Touch   | V,S,M    | Yes (harmless)   | Transmutation               | PHB: p.283    |
|  |    |                         |                   |                          | Target: Creature touched  |          | Caster Level: 9  |                             |               |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster II</div> </div> <div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div>   |    | None                    | 1 round           | 1 round/level [D]        | Close (45 ft.)  | V,S,F/DF | No               | Conjuration (Summoning)     | PHB: p.286    |
|  |    |                         |                   |                          | Target: One or more summoned creatures, no two of which can be more than 30 ft. apart |          | Caster Level: 9  |                             |               |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Swarm</div> </div> <div> <div>Effect:</div> <div>Summons swarm of bats, rats, or spiders.</div> </div>  |    | None                    | 1 round           | Concentration + 2 rounds | Close (45 ft.)  | V,S,M/DF | No               | Conjuration (Summoning)     | PHB: p.289    |
|  |    |                         |                   |                          | Target: One swarm of bats, rats, or spiders   |          | Caster Level: 9  |                             |               |

## LEVEL 3

| 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>Dimension Step</div> </div> <div> <div>Effect:</div> <div>Allies can make a short teleport. They can teleport line of sight up to their base speed.</div> </div> | 16 | Fortitude negates (harmless) | 1 standard action | Instantaneous  | Close (45 ft.)   | V,S      | Yes (harmless)   | Conjuration (Teleportation) | PHB II: p.110 |
|  |    |                              |                   |                | Target: One willing creature/3 levels, no two of which can be more than 30 ft. apart |          | Caster Level: 9  |                             |               |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fireball</div> </div> <div> <div>Effect:</div> <div>1d6/level [max 10d6] fire damage, 20-ft. radius.</div> </div>  | 16 | Reflex half                  | Standard Action   | Instantaneous  | Long (760 ft.)   | V,S,M    | Yes              | Evocation [Fire]            | PHB: p.231    |
|  |    |                              |                   |                | Target: 20-ft.-radius spread   |          | Caster Level: 9  |                             |               |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fly</div> </div> <div> <div>Effect:</div> <div>Subject flies at speed of 60 ft.</div> </div>   | 16 | Will negates (harmless)      | Standard Action   | 1 minute/level | Touch  | V,S,F/DF | Yes (harmless)   | Transmutation               | PHB: p.232    |
|  |    |                              |                   |                | Target: Creature touched   |          | Caster Level: 9  |                             |               |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Haste</div> </div> <div> <div>Effect:</div> <div>1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.</div> </div>                           | 16 | Fortitude negates (harmless) | Standard Action   | 1 round/level  | Close (45 ft.)   | V,S,M    | Yes (harmless)   | Transmutation               | PHB: p.239    |
|  |    |                              |                   |                | Target: 1 creature/level, no two of which can be more than 30 ft. apart              |          | Caster Level: 9  |                             |               |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scintillating Sphere</div> </div> <div> <div>Effect:</div> <div>As fireball, 1d6/caster level [max 10d6] of electrical damage.</div> </div>                      | 16 | Reflex half                  | 1 standard action | Instantaneous  | Long (760 ft.)   | V,S,M    | Yes              | Evocation [Electricity]     | SC: p.181     |
|  |    |                              |                   |                | Target: 20-ft.-radius burst  |          | Caster Level: 9  |                             |               |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Servant Horde</div> </div> <div> <div>Effect:</div> <div>Creates 2d6 +1 per caster level [max +15] unseen servants.</div> </div>                                 |    | None                         | 1 standard action | 1 hour/level   | Close (45 ft.)   | V,S,M    | No               | Conjuration (Creation)      | SC: p.182     |
|  |    |                              |                   |                | Target: Invisible, mindless, shapeless servants                                      |          | Caster Level: 9  |                             |               |

\* =Domain/Specialty Spell

## Wizard Spells

|  |    |                         |                   |                                |  |          |                        |                         |            |
|--|----|-------------------------|-------------------|--------------------------------|--|----------|------------------------|-------------------------|------------|
| ☐☐☐☐☐ Snake's Swiftmess, Mass  | 16 | Will negates [harmless] | 1 standard action | Instantaneous                  | Medium (190 ft.)   | V,S,M/DF | Yes [harmless]         | Transmutation           | SC: p.193  |
| <i>Effect:</i><br>Subjects may make another single attack melee or ranged; see text.     |    |                         |                   |                                |  |          |                        |                         |            |
| ☐☐☐☐☐ Summon Monster III   |    | None                    | 1 round           | 1 round/level [D]              | Close (45 ft.)   | V,S,F/DF | No                     | Conjuration (Summoning) | PHB: p.286 |
| <i>Effect:</i><br>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><br>Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp. |    |                         |                   |                                |  |          |                        |                         |            |
|  |    |                         |                   |                                | <i>Target:</i> Allied creatures in a 20-ft.-radius burst                                     |          | <i>Caster Level:</i> 9 |                         |            |
|  |    |                         |                   |                                | <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart |          | <i>Caster Level:</i> 9 |                         |            |
|  |    |                         |                   |                                | <i>Target:</i> Living creature touched   |          | <i>Caster Level:</i> 9 |                         |            |

## LEVEL 4

| Name  | DC | Saving Throw | Time              | Duration           | Range                                    | Comp.    | Spell Resistance       | School                                    | Source        |
|---|----|--------------|-------------------|--------------------|--|----------|------------------------|---|---------------|
| ☐☐☐☐☐ Channeled Pyroburst   | 17 | Reflex half  | See text          | Instantaneous      | Medium (190 ft.)                         | V,S      | Yes                    | Evocation [Fire]                          | PHB II: p.106 |
| <i>Effect:</i><br>Deal damage to opponent(s) based upon casting time; See text. |    |              |                   |                    |  |          |                        |   |               |
| ☐☐☐☐☐ Evard's Black Tentacles   |    | None         | Standard Action   | 1 round/level [D]  | Medium (190 ft.)                         | V,S,M    | No                     | Conjuration (Creation)                    | PHB: p.228    |
| <i>Effect:</i><br>Tentacles grapple all within 15 ft. spread.                   |    |              |                   |                    |  |          |                        |   |               |
| ☐☐☐☐☐ Polymorph   |    | None         | Standard Action   | 1 minute/level [D] | Touch                                    | V,S,M    | No                     | Transmutation                             | PHB: p.263    |
| <i>Effect:</i><br>Gives one willing subject a new form.                         |    |              |                   |                    |  |          |                        |   |               |
| ☐☐☐☐☐ Solid Fog   |    | None         | Standard Action   | 1 minute/level     | Medium (190 ft.)                         | V,S,M    | No                     | Conjuration (Creation)                    | PHB: p.281    |
| <i>Effect:</i><br>Blocks vision and slows movement.                             |    |              |                   |                    |  |          |                        |   |               |
| ☐☐☐☐☐ Summon Monster IV   |    | None         | 1 round           | 1 round/level [D]  | Close (45 ft.)                           | V,S,F/DF | No                     | Conjuration (Summoning)                   | PHB: p.286    |
| <i>Effect:</i><br>Calls extraplanar creature to fight for you.                  |    |              |                   |                    |  |          |                        |   |               |
| ☐☐☐☐☐ Whelm, Mass   | 17 | Will negates | 1 standard action | Instantaneous      | Close (45 ft.)                           | V,S      | Yes                    | Enchantment (Compulsion) [Mind-Affecting] | PHB II: p.128 |
| <i>Effect:</i><br>Deal 1d6/level [max 10d6] nonlethal damage.                   |    |              |                   |                    |  |          |                        |   |               |
|   |    |              |                   |                    | <i>Target:</i> One living creature/level |          | <i>Caster Level:</i> 9 |   |               |

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes: