

S26 - Bad Wiz

NAME

Wiz16

CLASS

16

Character Level

120000

EXPERIENCE

136000

NEXT LEVEL

PLAYERNAME

Elf (Grey)

RACE

143

AGE

Medium

SIZE

Male

GENDER

DEITY

5' 0"

HEIGHT

EYES

120 lbs.

WEIGHT

HAIR

Chaotic Evil

ALIGNMENT

Low-light

VISION

-1

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

18

+4

18

+4

18

+4

DEX

18

+4

18

+4

18

+4

CON

14

+2

14

+2

14

+2

INT

34

+12

34

+12

34

+12

WIS

26

+8

26

+8

26

+8

CHA

16

+3

16

+3

16

+3

VP

213

WOUNDS/CURRENT HP

Subdual Damage

WP

14

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC

46

TOTAL

42

FLAT

28

TOUCH

10

BASE

8

ARMOR BONUS

0

SHIELD BONUS

4

STAT

0

SIZE

10

NATURAL

14

MISC

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

+8

TOTAL

+4

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

+8/+3

bonus

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

+18

=

+5

+

+2

+

+5

+

+6

+

+0

+

REFLEX

+20

=

+5

+

+4

+

+5

+

+6

+

+0

+

WILL

+29

=

+10

+

+8

+

+5

+

+6

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

+12/+7

=

+8/+3

+

+4

+

+0

+

+0

+

+0

+

RANGED

+12/+7

=

+8/+3

+

+4

+

+0

+

+0

+

+0

+

GRAPPLE

+12/+7

=

+8/+3

+

+4

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+12/+7

1d8+4

20/x2

\*: 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
*Belt, Monk's		+9		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	19/9.5	MISC MODIFIER
✓ Alchemy	INT	17	= 12	+ 5.0	+	
✓ Appraise	INT	12	= 12	+	+	
✓ Balance	DEX	6	= 4	+	+ 2	
✓ Bluff	CHA	3	= 3	+	+	
✓ Climb	STR	4	= 4	+	+	
✓ Concentration	CON	21	= 2	+ 19.0	+	
✓ Craft (Untrained)	INT	12	= 12	+	+	
✓ Diplomacy	CHA	3	= 3	+	+	
✓ Disguise	CHA	3	= 3	+	+	
✓ Escape Artist	DEX	13	= 4	+ 9.0	+	
✓ Forgery	INT	12	= 12	+	+	
✓ Gather Information	CHA	3	= 3	+	+	
✓ Heal	WIS	8	= 8	+	+	
✓ Intimidate	CHA	3	= 3	+	+	
✓ Jump	STR	6	= 4	+	+ 2	
Knowledge (Arcana)	INT	31	= 12	+ 19.0	+	
Knowledge (Psychic)	INT	15	= 12	+ 3.0	+	
Knowledge (The Planes)	INT	18	= 12	+ 6.0	+	
✓ Listen	WIS	10	= 8	+	+ 2	
✓ X Psychic-Blink Teleport		9	= 0	+ 9.0	+	
✓ X Psychic-Body Control	WIS	8	= 8	+	+	
X Psychic-Dimensional Phase		9	= 0	+ 9.0	+	
✓ X Psychic-Psychic Sense	WIS	17	= 8	+ 9.0	+	
X Psychic-Psychic Shield	WIS	17	= 8	+ 9.0	+	
X Psychic-Teleport	INT	21	= 12	+ 9.0	+	
✓ Ride	DEX	4	= 4	+	+	
✓ Search	INT	14	= 12	+	+ 2	
✓ Sense Motive	WIS	8	= 8	+	+	
✓ Sneak	DEX	4	= 4	+	+	
✓ Sneak (Hide)	DEX	4	= 4	+	+	
Spellcraft	INT	33	= 12	+ 19.0	+ 2	
✓ Spot	WIS	19	= 8	+ 9.0	+ 2	
✓ Survival	WIS	8	= 8	+	+	
✓ Swim	STR	4	= 4	+	+	
Tumble	DEX	13	= 4	+ 9.0	+	
✓ Use Rope	DEX	4	= 4	+	+	
			=	+	+	
			=	+	+	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Belt, Monk's	Equipped	1	1.0	13000.0
Ring of Wizardry IV	Equipped	1	0.0	100000.0
Robe Natural Armor Bonus (Enhancement) (+5)	Equipped	1	0.0	50000.0
Natural Armor bonus to armor class of +5				
Slippers of Spider Climbing	Equipped	1	0.5	4800.0
Tharizdun Amulet	Equipped	1	0.0	361000.0
(Amulet AC Bonus (Deflection) (+5/INT +6/Armor Bonus (Enhancement) (+8)/Save Bonus (Profane) (+5))), Deflection bonus to armor class of +5, Enhancement bonus to ability INT]+6, Enhancement bonus to armor class of +8, Profane bonus to all saving throws of +5				
TOTAL WEIGHT CARRIED/VALUE			1.5 lbs.52800.0	gp

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

SPECIAL ABILITIES	
+2 racial saving throw bonus against enchantment spells or effects.	
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.	
Immunity to magic sleep effects.	
Summon Familiar	

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Dimensional Shift	You have the potential to learn the Dimensional Shift skill.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Toughness	Gain hp equal to your current HD
Maximize Spell	All variable, numeric effects of a spell modified by this feat are maximized.
Modify Spell	Laden spell has additional power
Psychic Ability	You have the potential to acquire psychic feats and skills.
Psychic Channeling	You can channel spell energy to fuel your psychic abilities.
Psychic Stamina	Your mental strength reinforces your physical endurance.
Psychometabolism	You have the potential to learn psychometabolism skills.
Psychoportation	You have the potential to learn psychoportation skills.
Quicken Spell	Casting a quickened spell is a free action.
Repeat Spell	A repeated spell is automatically cast again at the beginning of your next round of actions.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs.
Scribe Scroll	You can create a scroll of any spell that you know.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Longbow, Longsword, Quarterstaff, Rapier, Shortbow, Spells(Ray), Unarmed Strike

LANGUAGES
Common, Draconic, Elven, Gnome, Goblin, Orc, Sylvan

TEMPLATES
Truename

# 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	8	7	7	11	7	5	5	4	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash	23	None	1 standard action	Instantaneous	Close (65 ft.)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
Effect: Orb deals 1d3 acid damage.					Target: One missile of acid			Caster Level: 16	
□□□□□ Amanuensis	23	Will negates [object]	1 standard action	10 minute/level	Close (65 ft.)	V, S	Yes [object]	Transmutation	SPELL CO: Pg.9
Effect: Copies 250 words per minute.					Target: Object or objects with writing			Caster Level: 16	
□□□□□ Arcane Mark	23	None	1 standard action	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
Effect: Inscribes a personal rune [visible or invisible].					Target: One personal rune or mark, all of which must fit within 1 sq. ft.			Caster Level: 16	
□□□□□ Caltrops	23	None	1 standard action	1 round/level	Close (65 ft.)	V, S	No	Conjuration (Creation)	SPELL CO: Pg.42
Effect: 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.					Target: See text			Caster Level: 16	
□□□□□ Dancing Lights	23	None	1 standard action	1 minute/level [D]	Medium (260 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
Effect: Creates torches or other lights.					Target: Up to four lights, all within a 10- ft.-radius area			Caster Level: 16	
□□□□□ Daze	23	Will negates	1 standard action	1 round	Close (65 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
Effect: Humanoid creature of 4 HD or less loses next action.					Target: One humanoid creature of 4 HD or less			Caster Level: 16	
□□□□□ Detect Magic	23	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation			Caster Level: 16	
□□□□□ Detect Poison	23	None	1 standard action	Instantaneous	Close (65 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects poison in one creature or small object.					Target: One creature, one object, or a 5-ft. cube			Caster Level: 16	
□□□□□ Disrupt Undead	23	None	1 standard action	Instantaneous	Close (65 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
Effect: Deals 1d6 damage to one undead.					Target: Ray			Caster Level: 16	
□□□□□ Electric Jolt	23	None	1 standard action	Instantaneous	Close (65 ft.)	V, S	Yes	Evocation [Electricity]	SPELL CO: Pg.78
Effect: Ranged touch attack delivers 1d3 electric damage.					Target: Ray			Caster Level: 16	
□□□□□ Flare	23	Fortitude negates	1 standard action	Instantaneous	Close (65 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of light			Caster Level: 16	
□□□□□ Ghost Sound	23	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (65 ft.)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
Effect: Figment sounds.					Target: Illusory sounds			Caster Level: 16	
□□□□□ Launch Bolt	23	None	1 standard action	Instantaneous	Touch	V, S, M	No	Transmutation	SPELL CO: Pg.130
Effect: Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.					Target: One crossbow bolt in your possession			Caster Level: 16	
□□□□□ Launch Item	23	None	1 standard action	Instantaneous	Touch	S	No	Transmutation	SPELL CO: Pg.130
Effect: Launch an item safely to the target you specify where it will act normally upon impact.					Target: One Fine item in your possession, weighing up to 10lbs			Caster Level: 16	
□□□□□ Light	23	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
Effect: Object shines like a torch.					Target: Object touched			Caster Level: 16	
□□□□□ Mage Hand	23	None	1 standard action	Concentration	Close (65 ft.)	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.			Caster Level: 16	
□□□□□ Mending	23	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Makes minor repairs on an object.					Target: One object of up to 1 lb.			Caster Level: 16	
□□□□□ Message	23	None	1 standard action	10 minutes/level	Medium (260 ft.)	V, S, F	No	Transmutation [Language-Dependent]	RSRD: SpellsM-O.rtf
Effect: Whispered conversation at distance.					Target: 1 creature/level			Caster Level: 16	
□□□□□ Open/Close	23	Will negates (object)	1 standard action	Instantaneous	Close (65 ft.)	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Opens or closes small or light things.					Target: Object weighing up to 30 lb. or portal that can be opened or closed			Caster Level: 16	
□□□□□ Prestidigitation	23	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
Effect: Performs minor tricks.					Target: See text			Caster Level: 16	
□□□□□ Ray of Frost	23	None	1 standard action	Instantaneous	Close (65 ft.)	V, S	Yes	Evocation [Cold]	RSRD: SpellsP-R.rtf
Effect: Ray deals 1d3 cold damage.					Target: Ray			Caster Level: 16	
□□□□□ Read Magic	23	None	1 standard action	10 minutes/level	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 16	
□□□□□ Repair Minor Damage	23	None	1 standard action	Instantaneous	Touch	V, S	No	Transmutation	SPELL CO: Pg.173
Effect: Repair a construct 1 point of damage.					Target: Construct touched			Caster Level: 16	
□□□□□ Resistance	23	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Subject gains +1 on saving throws.					Target: Creature touched			Caster Level: 16	
□□□□□ Silent Portal	23	Will negates [object]	1 standard action	1 minute/level [D]	Close (65 ft.)	S	Yes [object]	Illusion (Glamer)	SPELL CO: Pg.190
Effect: Negates the sound of opening/closing any portal [door, window, etc.].					Target: One portal			Caster Level: 16	
□□□□□ Sonic Snap	23	Will partial	1 standard action	Instantaneous	Close (65 ft.)	V, S	Yes	Evocation [Sonic]	SPELL CO: Pg.195
Effect: Deal 1 pt of damage and target must save or be deafened for 1 round.					Target: One creature or object			Caster Level: 16	

\* =Domain/Speciality Spell

## Wizard Spells

Stick	23	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SPELL CO: Pg.206
Effect: Sticks one object to another; see text.					Target: Nonmagical, unattended object weighing up to 5lbs Caster Level: 16				
Touch of Fatigue	23	Fortitude negates	1 standard action	1 round/level	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf
Effect: Touch attack fatigues target.					Target: Creature touched Caster Level: 16				
LEVEL 1									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alarm	24	None	1 standard action	2 hours/level [D]	Close (65 ft.)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
Effect: Wards an area for 2 hours/level.					Target: 20-ft.-radius emanation centered on a point in space Caster Level: 16				
Backbiter	24	Will negates; see text	1 standard action	1 round/level or until discharged	Close (65 ft.)	V,S,F	Yes [object]	Necromancy	SPELL CO: Pg.23
Effect: When the target melee weapon is used it strikes and inflicts damage to it's wielder [auto hit].					Target: One weapon Caster Level: 16				
Burning Hands	24	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsA-B.rtf
Effect: 1d4/level [max 5d4] fire damage					Target: Cone-shaped burst Caster Level: 16				
Ebon Eyes	24	None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.77
Effect: See normally in darkness both magical and natural.					Target: Creature touched Caster Level: 16				
Ectoplasmic Armor	24	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V	No	Abjuration	SPELL CO: Pg.77
Effect: Gain +5 armor bonus AC with an additional +1/4 caster levels [max +9 at 16th level] against incorporeal attacks.					Target: Creature touched Caster Level: 16				
Ray Deflection	24	None	1 standard action	1 minute/level	Close (65 ft.)	V,S	Yes	Transmutation	SPELL CO: Pg.166
Effect: Subject takes Dex penalty of 1d6 +1 per two caster levels [max 1d6+5].					Target: Ray Caster Level: 16				
LEVEL 2									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alarm, Greater	25	None	1 standard action	2 hours/level; see text	Close (65 ft.)	V,S,F	No	Abjuration	SPELL CO: Pg.8
Effect: Wards an area; see text.					Target: 20-ft.-radius emanation centered on a point in space Caster Level: 16				
Balor Nimbus	25	N/A	1 standard action	1 round/level	Personal	V,S,M/DF	N/A	Transmutation	SPELL CO: Pg.24
Effect: Any creature grappling you takes 6d6 points of fire damage.					Target: You Caster Level: 16				
Combust	25	Reflex partial	1 standard action	Instantaneous; see text	Touch	V,S,M	Yes	Evocation [Fire]	SPELL CO: Pg.50
Effect: Creature takes 1d8/level [Max 10d8] fire damage, object burns taking 1d6 fire round until extinguished.					Target: Touched creature or combustible object that weighs no more than 25 lb/level Caster Level: 16				
False Life	25	None	1 standard action	1 hour/level or until discharged; see text	Personal	V, S, M	No	Necromancy	RSRD: SpellsF-G.rtf
Effect: Gain 1d10 +1/level [max +10] temporary hp					Target: You Caster Level: 16				
Mirror Image	25	None	1 standard action	1 minute/level [D]	Personal; see text	V, S	No	Illusion (Figment)	RSRD: SpellsM-O.rtf
Effect: Creates decoy duplicates of you [1d4 +1/3 levels, max +8].					Target: You Caster Level: 16				
Portal Alarm	25	None	1 standard action	2 hours/level [D]	Close (65 ft.)	V,S,M	No	Abjuration	SPELL CO: Pg.160
Effect: Any time a creature of Tiny or larger passes through the portal you get either a mental or audible alarm; see text.					Target: One interplanar gate or portal Caster Level: 16				
Scorching Ray	25	None	1 standard action	Instantaneous	Close (65 ft.)	V, S	Yes	Evocation [Fire]	RSRD: SpellsS.rtf
Effect: 3 rays, ranged touch attack deals 4d6 fire damage.					Target: 1 ray + 1 ray/4 levels [see text] Caster Level: 16				
See Invisibility	25	None	1 standard action	10 minutes/level [D]	Personal	V, S, M	No	Divination	RSRD: SpellsS.rtf
Effect: Reveals invisible creatures or objects.					Target: You Caster Level: 16				
Wraithstrike	25	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.243
Effect: Makes your melee attacks become touch attacks.					Target: You Caster Level: 16				
LEVEL 3									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Chain Missile	26	None	1 standard action	Instantaneous	Long (1040 ft.)	V,S	Yes	Evocation [Force]	SPELL CO: Pg.44
Effect: Creates 1 missile/2 levels that deals 1d4+1 [Max 10d4+10] each to the primary target, each secondary target takes only 1d4+1 from one missile.					Target: One creature, + one/2 levels which must be within 30 ft. of the primary target Caster Level: 16				
Lance of Disruption	26	Fortitude half	1 standard action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Custom: Custom
Effect: Beam of force causes 5d4+32 to all in the area of effect					Target: From caster 5ft wide beam out to 60ft length Caster Level: 16				
Mage Armor, Greater	26	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force]	SPELL CO: Pg.136
Effect: As mage armor, except gain +6 armor bonus.					Target: Creature touched Caster Level: 16				
Major Image	26	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (1040 ft.)	V, S, F	No	Illusion (Figment)	RSRD: SpellsM-O.rtf
Effect: As silent image, plus sound, smell and thermal effects.					Target: Visual figment that cannot extend beyond 40-ft. Caster Level: 16 cubes + 10-ft./level [S]				
Nondetection	26	Will negates (harmless, object)	1 standard action	1 hour/level	Touch	V, S, M	Yes (harmless, object)	Abjuration	RSRD: SpellsM-O.rtf
Effect: Hides subject from divination, scrying.					Target: Creature or object touched Caster Level: 16				
Protection from Energy	26	Fortitude negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Absorb 12 points of damage/level [max 120] from one kind of energy.					Target: Creature touched Caster Level: 16				
Suspended Silence	26	None [object]	1 standard action	24 hours or until discharged, then 6 rounds; see text	Touch	V,S,M	No [object]	Illusion (Glamour)	SPELL CO: Pg.216
Effect: Imbue object with held silence spell until command word is used.					Target: One object Caster Level: 16				
* =Domain/Specialty Spell									

## Wizard Spells LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Animate Dead	27	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Creates undead skeletons and zombies.					<i>Target:</i> One or more corpses touched			<i>Caster Level:</i> 16	
□□□□□Assay Spell Resistance	27	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Divination	SPELL CO: Pg.17
<i>Effect:</i> Gives a +10 bonus on caster level to overcome spell resistance of one specific creature.					<i>Target:</i> You			<i>Caster Level:</i> 16	
□□□□□Blast of Flame	27	Reflex half	1 standard action	Instantaneous	60 ft.	V,S,M	No	Conjuration (Creation) [Fire]	SPELL CO: Pg.31
<i>Effect:</i> Deal 1d6/level [max 10d6] to all creatures in the area.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 16	
□□□□□Dispelling Screen	27	None	1 standard action	1 minute/level	Close (65 ft.)	V,S,M	No	Abjuration	SPELL CO: Pg.67
<i>Effect:</i> Anything passing through the effect is subject to a dispel magic at your caster level [max +10].					<i>Target:</i> Energy wall whose area is up to one 10-ft. square/level; or See Text			<i>Caster Level:</i> 16	
□□□□□Energy Spheres	27	Reflex half; see text	1 standard action	1 round/level or until discharged	Close (65 ft.)	V,S,M	Yes; see text	Evocation [Acid, Cold, Electricity, Fire, Sonic]	SPELL CO: Pg.80
<i>Effect:</i> Spheres can be used offensively or defensively; see text					<i>Target:</i> Five floating spheres			<i>Caster Level:</i> 16	
□□□□□Force Missiles	27	None	1 standard action	Instantaneous	Medium (260 ft.)	V,S	Yes	Evocation [Force]	SPELL CO: Pg.98
<i>Effect:</i> Each missile deals 2d6 to target and half to any adjacent creature.					<i>Target:</i> Up to four creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 16	
□□□□□Forceward	27	Will negates; see text	1 round	1 minute/level	15 ft.	V,S	Yes	Abjuration [Force]	SPELL CO: Pg.98
<i>Effect:</i> Create an unmoving, transparent sphere of force centered on you; see text					<i>Target:</i> 15-ft.-radius sphere centered on you			<i>Caster Level:</i> 16	
□□□□□Orb of Force	27	None	1 standard action	Instantaneous	Close (65 ft.)	V,S	No	Conjuration (Creation) [Force]	SPELL CO: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d6/caster level [max 15d6] points of force damage.					<i>Target:</i> One orb of force			<i>Caster Level:</i> 16	
□□□□□Stoneskin	27	Will negates (harmless)	1 standard action	10 minutes/level or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Ignore 10 points of damage per attack.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 16	

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Earth Reaver	28	Reflex partial	1 standard action	Instantaneous	Medium (260 ft.)	V,S	Yes	Transmutation [Fire]	SPELL CO: Pg.75
<i>Effect:</i> Deals 4d6 from impact and 3d6 fire [no save], must make a save or be knocked prone.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 16	
□□□□□Mage's Faithful Hound	28	None	1 standard action	1 hour/level or until discharged, then 1 round/level; see text	Close (65 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Phantom dog can guard, attack.					<i>Target:</i> Phantom watchdog			<i>Caster Level:</i> 16	

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Antimagick Field	29	None	1 standard action	10 minutes/level [D]	10 ft.	V, S, M/DF	See text	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Negates magic within 10 ft.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 16	
□□□□□Aura of Terror	29	Will negates; see text	1 standard action	1 minute/level	30 ft.	V	Yes	Necromancy [Fear,SPELL Mind-Affecting]	CO: Pg.18
<i>Effect:</i> All creatures with less HD than you must make a Will save or become shaken.					<i>Target:</i> 30-ft. radius emanation centered on you			<i>Caster Level:</i> 16	
□□□□□Chain Lightning	29	Reflex half	1 standard action	Instantaneous	Long (1040 ft.)	V, S, F	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
<i>Effect:</i> 1d6/level [max 20d6] damage; one secondary bolt/level [max 20] each deal half damage.					<i>Target:</i> One primary target, plus one secondary target/level [each of which must be within 30 ft. of the primary target]			<i>Caster Level:</i> 16	
□□□□□Contingency	29	None	At least 10 minutes; see text	1 day/level [D] or until discharged	Personal	V, S, M, F	No	Evocation	RSRD: SpellsC.rtf
<i>Effect:</i> Sets trigger condition for another spell.					<i>Target:</i> You			<i>Caster Level:</i> 16	
□□□□□Disintegrate	29	Fortitude partial (object)	1 standard action	Instantaneous	Medium (260 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Makes one creature or object vanish.					<i>Target:</i> Ray			<i>Caster Level:</i> 16	
□□□□□Globe of Invulnerability	29	None	1 standard action	1 round/level [D]	10 ft.	V, S, M	No	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> As lesser globe of invulnerability, plus 4th-level spell effects.					<i>Target:</i> 10-ft.-radius spherical emanation, centered on you			<i>Caster Level:</i> 16	
□□□□□Resistance, Superior	29	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 16	

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Avasculate	30	Fortitude partial	1 standard action	Instantaneous	Close (65 ft.)	V,S	Yes	Necromancy [Death, Evil]	SPELL CO: Pg.19
<i>Effect:</i> Target reduced to half it's current HP on successful ranged touch attack and on failed Fort save is stunned for one round.					<i>Target:</i> Ray			<i>Caster Level:</i> 16	
□□□□□Control Undead	30	Will negates	1 standard action	1 minute/level	Close (65 ft.)	V, S, M	Yes	Necromancy	RSRD: SpellsC.rtf
<i>Effect:</i> Undead don't attack you while under your command.					<i>Target:</i> 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 16	
□□□□□Dragon Ally	30	None	10 minutes	Instantaneous	Close (65 ft.)	V,XP	No	Conjuration (Calling)	SPELL CO: Pg.72
<i>Effect:</i> Functions like lesser dragon ally, except you call dragon up to 18 HD.					<i>Target:</i> One called dragon of 18 HD or less			<i>Caster Level:</i> 16	
□□□□□Elemental Body	30	N/A	1 standard action	1 hour/level	Personal	V,S,M	N/A	Transmutation [See text]	SPELL CO: Pg.78
<i>Effect:</i> Become an elemental; see text					<i>Target:</i> You			<i>Caster Level:</i> 16	
□□□□□Finger of Death	30	Fortitude partial	1 standard action	Instantaneous	Close (65 ft.)	V, S	Yes	Necromancy [Death]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Kills one subject.					<i>Target:</i> One living creature			<i>Caster Level:</i> 16	
□□□□□Ironguard	30	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M,F	Yes [harmless]	Abjuration	SPELL CO: Pg.125
<i>Effect:</i> You or creature touched becomes immune to magic metal					<i>Target:</i> Creature touched			<i>Caster Level:</i> 16	
□□□□□Simulacrum	30	None	12 hours	Instantaneous	0 ft.	V, S, M, XP	No	Illusion (Shadow)	RSRD: SpellsS.rtf
<i>Effect:</i> Creates partially real double of a creature.					<i>Target:</i> One duplicate creature			<i>Caster Level:</i> 16	
□□□□□Spell Turning	30	None	1	Until expended or 10 minutes/level	Personal	V, S, M/DF	No	Abjuration	RSRD: SpellsS.rtf

\* =Domain/Specialty Spell

Wizard Spells									
			standard action						
Effect: Reflect 1d4+6 spell levels back at caster.					Target: You			Caster Level: 16	
LEVEL 8									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■ Create Greater Undead	31	None	1 hour	Instantaneous	Close (65 ft.)	V, S, M	No	Necromancy [Evil]	RSRD: SpellsC.rtf
Effect: Create shadows, wraiths, spectres, or devourers.					Target: One corpse		Caster Level: 16		
■■■■■ Flensing	31	Fortitude partial; see text	1 standard action	4 rounds	Close (65 ft.)	V,S,M	Yes	Transmutation [Evil]	SPELL CO: Pg.95
Effect: Strips flesh from one creature; each round takes 2d6 damage, 1d6 Charisma damage and 1d6 constitution damage.					Target: One corporeal creature		Caster Level: 16		
■■■■■ Horrid Wilting	31	Fortitude half	1 standard action	Instantaneous	Long (1040 ft.)	V, S, M/DF	Yes	Necromancy	RSRD: SpellsH-L.rtf
Effect: Deals 1d6/level [max 20d6] damage within 30 ft.					Target: Living creatures, no two of which can be more than 60 ft. apart		Caster Level: 16		
■■■■■ Invisibility, Superior	31	Will negates [harmless]	1 standard action	1 minute/level [D]	Personal or touch	V,S	No	Illusion (Glamer)	SPELL CO: Pg.125
Effect: More powerful invisibility.					Target: You or a creature or object weighing no more than 100 lb/level		Caster Level: 16		
■■■■■ Iron Body	31	None	1 standard action	1 minute/level [D]	Personal	V, S, M/DF	No	Transmutation	RSRD: SpellsH-L.rtf
Effect: Your body becomes living iron.					Target: You		Caster Level: 16		
■■■■■ Lightning Ring	31	See text	1 round	1 round/2 levels	See text	V,S,M	Yes	Evocation [Electricity]	SPELL CO: Pg.132
Effect: Creatures adjacent take 10d6 of damage or half on a save; see text					Target: Ring of electricity		Caster Level: 16		
■■■■■ Skeletal Guard	31	None	1 standard action	Instantaneous	Touch	V,S,M	No	Necromancy [Evil]	SPELL CO: Pg.191
Effect: Create loyal warrior skeletons; see text.					Target: One or more finger bones		Caster Level: 16		
■■■■■ Summon Monster VIII	31	None	1 round	1 round/level [D]	Close (65 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart		Caster Level: 16		
■■■■■ Symbol of Death	31	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
Effect: Triggered rune slays nearby creatures.					Target: One symbol		Caster Level: 16		
* =Domain/Speciality Spell									

## Notes:

### Character Sheet Notes:

Bone Lacing (+2 STR +20 HP - 10/Slashing or Piercing)  
Extra Spine (+4 STR)  
Fleshworkers (Heal 1 hp/rnd)  
Muscle Lacing (+4 STR +2 CON)  
Stamina Booster (+2 CON)