

Malcolm Devereaux

NAME

Point3

CLASS

6000

EXPERIENCE

3/4

Character Level/ECL

10000

NEXT LEVEL

Human

RACE

Medium

SIZE

5' 8"

HEIGHT

140 lbs.

WEIGHT

Black,
Shoulder-length

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.),
Low-light

VISION

Mike

PLAYERNAME

DEITY

33

AGE

Male

GENDER

Brown

EYES

-1

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	14	+2	16	+3	16	+3

SAVING THROWS

FORTITUDE
(constitution)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

TEMP

conditional modifiers

REFLEX
(dexterity)

+3

=

+0

+

+3

+

+0

+

+0

+

TEMP

conditional modifiers

WILL
(wisdom)

+6

=

+4

+

+2

+

+0

+

+0

+

TEMP

conditional modifiers

MELEE
attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+1

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

conditional modifiers

RANGED
attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+1

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

conditional modifiers

GRAPPLE
attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+1

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

conditional modifiers

UNARMED

TOTAL ATTACK BONUS

+3

DAMAGE

1d3+2

CRITICAL

20/x2

REACH

5 ft.

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

+3

DAMAGE

1d3+2

Special Properties

*Quarterstaff

HAND

TYPE

SIZE

CRITICAL

REACH

Both

B/B

M

20/x2

5 ft.

TOTAL ATTACK BONUS

+3

DAMAGE

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

WOUNDS/CURRENT HP

HP

hit points

19

AC

armor class

18

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MAX RANKS

6/3

MISC MODIFIER

✓ Acrobatics

DEX

3

=

3

+

+

✓ Appraise

INT

3

=

3

+

+

✓ Athletics

STR

2

=

2

+

+

✓ Craft (Untrained)

INT

3

=

3

+

+

✓ Deception

CHA

6

=

3

+

3.0

+

✓ Endurance

CON

8

=

3

+

5.0

+

✓ Gather Information

CHA

3

=

3

+

+

✓ Heal

WIS

4

=

2

+

2.0

+

Knowledge (Arcana)

INT

9

=

3

+

6.0

+

Knowledge (Dungeoneering)

INT

5

=

3

+

2.0

+

Knowledge (Religion)

INT

9

=

3

+

6.0

+

✓ Perception

WIS

12

=

2

+

6.0

+

4

✓ Persuasion

CHA

3

=

3

+

+

✓ Ride

DEX

3

=

3

+

+

✓ Sense Motive

WIS

2

=

2

+

+

Speak Language(Abyssal, Dwarven)

2

=

0

+

2.0

+

Spellcraft

INT

11

=

3

+

6.0

+

2

✓ Stealth

DEX

3

=

3

+

+

✓ Survival

WIS

2

=

2

+

+

✓ Thievery

DEX

3

=

3

+

+

✓ Use Rope

DEX

3

=

3

+

+

=

+

+

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

EQUIPMENT					
	ITEM	LOCATION	QTY	WT	COST
Claw		Carried	1	0.0	0.0
Faerie Garb +3		Equipped	1	0.5	9151.0
Quarterstaff		Equipped	1	4.0	0.0
Satyr Wreath		Equipped	1	0.0	0.0
You can only get truly intoxicated by fey alcohol. Fey attitudes moved up by one automatically. Increases your charisma.					
Sentient Rod of Any Weapon		Equipped	1	0.0	0.0
Special Backpack of Holding		Equipped	1	0.0	0.0
0 lbs.					
Special Boots		Equipped	1	0.0	0.0
Teleport Crystal		Carried	1	0.0	0.0
Bearer can teleport without error once per day to a location known to them					
TOTAL WEIGHT CARRIED/VALUE				4.5 lbs.	9151.0 gp

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

DISADVANTAGES	
Hunted	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.
Obligations	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.
Recorder	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.

SPECIAL ATTACKS	
Any Weapon Rod	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.
Natural Weapon (Claw)	You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.
Warcraft	+1 BAB

SPECIAL QUALITIES	
Companion	(6 CP). Used to gain familiars, psycrystals, 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.
Companion ~ Might	(+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.
Companion ~ Storage	(+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.
Companion ~ Template	(+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.
Corrupted ~ Decreased Cost ~ Six to Four (Companion, Companion ~ Might, Companion ~ Storage, Companion ~ Template)	
Duties (+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.
Fast Learner (+1)	Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.
Invocation	Grants one bonus spell slot usable for any spell or power you can cast up to your current spell level limit in a particular progression. This goes up with the character, so it never becomes obsolete.
Restrictions	
Save ~ Will (, ,)	Increases the Will Save by +4
Specialist	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.
Weapon Prof ~ A small group of Simple Weapons (Dagger, Quarterstaff, Dart, Sling)	Grants Proficiency with selected weapons.
Wizard Spell Points (Total 26 @ 3rd Level + 22 = 48 for 3rd, Total 67 @ 5th Level (45 +22))	
+4 racial bonus on saves against sleep and paralysis	
Earth Weightlessness	You float approximately 1 inch off the ground. You will not set of weight based triggers.
Familiar	You have a familiar companion
Mental Link	You are automatically in Mental Contact with your companions
Familiar	You have the Spirit Elemental Familiar
Wizard	Wizard Level 5, Casterlevel is 5

FEATS	
Feat Conversion to CP ~ 6 (, ,)	Covert regular feat to six Character Points
Dragonblood	Sorcerer is a favored class for you. This is in addition to your favored class based on race.
Alertness	You get a +2 bonus on all Listen checks and Spot checks.

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

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

TEMPLATES	
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Point Buy 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	9	9	9	9	9	9	9	9	9	9

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 1	PHB: p.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	13	Will negates [object]	1 standard action	10 minute/level	Close (25 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 1	SC: p.9
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 1	PHB: p.201
Caltrops <i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.		None	1 standard action	1 round/level	Close (25 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 1	SC: p.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	1 standard action	1 minute/level [D]	Medium (110 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	13	Will negates	1 standard action	1 round	Close (25 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 1	PHB: p.217
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 1	PHB: p.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Divination <i>Caster Level:</i> 1	PHB: p.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 1	PHB: p.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 1	SC: p.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.232
Ghost Sound <i>Effect:</i> Fgment sounds.	13	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (25 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level:</i> 1	PHB: p.235
Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 1	SC: p.130
Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.		None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 1	SC: p.130
Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (25 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 1	PHB: p.249
Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 1	PHB: p.253
Message <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	10 minutes/level	Medium (110 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 1	PHB: p.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	13	Will negates (object)	1 standard action	Instantaneous	Close (25 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 1	PHB: p.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 1	PHB: p.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 1	PHB: p.269
Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 1	PHB: p.269
Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 1	SC: p.173
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 1	PHB: p.272
Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	13	Will negates [object]	1 standard action	1 minute/level [D]	Close (25 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 1	SC: p.190
Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	13	Will partial	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 1	SC: p.195

* =Domain/Specialty Spell

Point Buy 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	1 standard action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294

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 (25 ft.)	V,S,M	Yes	Transmutation	PHB: p.226
<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 (110 ft.)	V,S,M	No	Conjuration (Creation) [Earth]	SC: p.108
<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 (110 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.123
<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 (110 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<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)	1 standard action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
<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	1 standard action	Instantaneous	Medium (110 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
<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 (25 ft.)	V,S	Yes	Transmutation	SC: p.146
<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 (25 ft.)	V,S,F	Yes	Evocation [Fire]	SC: p.167
<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 (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.285
<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 (25 ft.)	V,S	No	Conjuration (Creation)	SC: p.235

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
<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
<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 (25 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.78
<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
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scorching Ray</div> </div> <div> <div>Effect:</div> <div>0 rays, ranged touch attack deals 4d6 fire damage.</div> </div>		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.274
<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)	1 standard action	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: p.283
<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 (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<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 (25 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.289

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>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)	1 standard action	1 round/level	Close (25 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: p.239
<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 (25 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.182
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Snake's Swiftess, Mass</div> </div> <div> <div>Effect:</div> <div>Subjects may make another single attack melee or ranged; see text.</div> </div>	16	Will negates [harmless]	1 standard action	Instantaneous	Medium (110 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster III</div> </div> <div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div>		None	1 round	1 round/level [D]	Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Vampiric Touch</div> </div> <div> <div>Effect:</div> <div>Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.</div> </div>		None	1 standard action	Instantaneous/1 hour; see text	Touch	V,S	Yes	Necromancy	PHB: p.298

* =Domain/Speciality Spell

Notes:

Character Sheet Notes:

Missing Invocation