

NAME _____

3/4

10000

PLAYERNAME

33

Male

DEITY

Brown

Shoulder-length

ALIGNMENT

-1

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	14	+2	14	+2

HP hit points		19		WOUNDS/CURRENT HP	
AC armor class		18		15 : 14 = 10 +	
TOTAL		FLAT		TOUCH	
INITIATIVE modifier		+3		+3 + +0	
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus		+1			

SUBDUAL DAMAGE						DAMAGE REDUCTION		SPEED Walk 35 ft.										
4	+	0	+	3	+	0	+	0	+	1	+	1			0	+	0	0
MOMOR BONUS		SHIELD		STAT		SIZE		NATURAL ARMOR		DEFLEC- TION		MISC		MISS CHANCE		ARCANE SPELL FAIL PROB. TY	ARMOR CHECK RESIS	SPELLS RESIS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	= +0	+ +3	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+3	= +0	+ +3	+ +0	+ +0	+ +0		
WILL (wisdom)	+6	= +4	+ +2	+ +0	+ +0	+ +0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	=	+1	+2	+0	+0	+0	
RANGED attack bonus	+4	=	+1	+3	+0	+0	+0	
GRAPPLE attack bonus	+3	=	+1	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+2	20/x2	5 ft.

Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+3		1d3+2			
Special Properties					

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

SKILL NAME

Skill		Modifier	Modifier	Ranks	Modifier
✓	Acrobatics	DEX	3	= 3 +	+
✓	Appraise	INT	3	= 3 +	+
✓	Athletics	STR	2	= 2 +	+
✓	Craft (Untrained)	INT	3	= 3 +	+
✓	Deception	CHA	5	= 2 + 3.0	+
✓	Endurance	CON	8	= 3 + 5.0	+
✓	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	+
	Knowledge (Religion)	INT	9	= 3 + 6.0	+
✓	Perception	WIS	12	= 2 + 6.0	+ 4
✓	Persuasion	CHA	2	= 2 +	+
✓	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 +	+
	Survival (Find or follow tracks)	WIS	4	= 2 + 1.0	+ 1
✓	Thievery	DEX	3	= 3 +	+
✓	Use Rope	DEX	3	= 3 +	+
				= +	+
				= +	+

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

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

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

SPECIAL ATTACKS	
Any Weapon Rod <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]
Natural Weapon (Claw) <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>	[Is This It]
Warcraft <small>+1 BAB</small>	[Eclipse, p.10]

SPECIAL QUALITIES	
Weapon Prof ~ A small group of Simple Weapons (Dagger, Quarterstaff, Dart, Sling) <small>Grants Proficiency with selected weapons.</small>	[Eclipse, p.49]

FEATS	
Feat Conversion to CP ~ 6 (4x) <small>Covert regular feat to six Character Points</small>	[Eclipse, p.9]
Dragonblood <small>Sorcerer is a favored class for you. This is in addition to your favored class based on race.</small>	[ds, web]
Alertness <small>+2 bonus on Listen and Spot checks.</small>	[PHB, p.89]

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

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

TEMPLATES

Familiar: Demetrius Spirit Familiar (Companion (Spirit Elemental))					
HP:	9	AC:	18	INIT:	+4
FORT:	+5	REF:	+7	WILL:	+5
Special:					

Recurring Bonuses

Duties [Eclipse, p.17]

(+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 [Eclipse, p.17]

(+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.

Restrictions () [Eclipse, p.17]

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?

DISADVANTAGES

Hunted [Eclipse, p.19]

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 [Eclipse, p.19]

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 [Eclipse, p.19]

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.

Spell Caster Information

Wizard Spell Points (Total 26 @ 3rd Level + 22 = 48 [Is This It])
for 3rd, Total 67 @ 5th Level (45 +22))

Wizard [Eclipse, p.11]

Wizard Level 5, Casterlevel is 6

Eclipse Abilities

Companion [Eclipse, p.27]

(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.

Template [Eclipse, p.27]

(+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.

Storage [Eclipse, p.27]

(+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.

Might [Eclipse, p.27]

(+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.

Corrupted for Decreased Cost (Companion, [Eclipse, p.22]
Companion ~ Might, Companion ~ Storage,
Companion ~ Template)

Invocation [Eclipse, p.35]

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.

Specialist () [Eclipse, p.44]

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.

+4 racial bonus on saves against sleep and paralysis [Is This It, p.]

Earth Weightlessness [Is This It]

You float approximately 1 inch off the ground. You will not set off weight based triggers.

Familiar [Eclipse, p.27]

You have a familiar companion

Malcolm's Orb [Is This It]

Specialized Corrupted Summons x2 (Double Summon) (6 CP)

Mental Link [Is This It]

You are automatically in Mental Contact with your companions

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	4	3	2	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 6	PHB: p.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	13	Will negates [object]	1 standard action	10 minute/level	Close (40 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 6	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> 6	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 (40 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 6	SC: p.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	1 standard action	1 minute/level [D]	Medium (160 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 6	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 (40 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 6	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> 6	PHB: p.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Divination <i>Caster Level:</i> 6	PHB: p.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 6	PHB: p.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 6	SC: p.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	1 standard action	Instantaneous	Close (40 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 6	PHB: p.232
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> 6	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> 6	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> 6	PHB: p.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (40 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 6	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> 6	PHB: p.253
Message <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	10 minutes/level	Medium (160 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 6	PHB: p.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	13	Will negates (object)	1 standard action	Instantaneous	Close (40 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 6	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> 6	PHB: p.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 6	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> 6	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> 6	SC: p.173
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 (40 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 6	SC: p.195
Stick <i>Effect:</i> Sticks one object to another; see text.	13	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation <i>Caster Level:</i> 6	SC: p.206
Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	13	Fortitude negates	1 standard action	1 round/level	Touch	V,S,M	Yes	Necromancy <i>Caster Level:</i> 6	PHB: p.294

* =Domain/Speciality Spell

Wizard Spells

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Enlarge Person <i>Effect:</i> Creatures size increases to next category	14	Fortitude negates	1 round	1 minute/level [D]	Close (40 ft.)	V,S,M	Yes	Transmutation	PHB: p.226
<i>Target:</i> One humanoid creature <i>Caster Level:</i> 6									
Hail of Stone <i>Effect:</i> 1d4/caster level [max 5d4] damage.		None	1 round	Instantaneous	Medium (160 ft.)	V,S,M	No	Conjuration (Creation) [Earth]	SC: p.108
<i>Target:</i> Cylinder [5-ft.-radius, 40 ft. high] <i>Caster Level:</i> 6									
Inhibit <i>Effect:</i> Subject is forced to delay; see text.	14	Will negates	1 standard action	Instantaneous	Medium (160 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.123
<i>Target:</i> One creature <i>Caster Level:</i> 6									
Light of Lunia <i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text		None	1 standard action	10 minutes/level [D]	Medium (160 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<i>Target:</i> You and up to two rays; see text <i>Caster Level:</i> 6									
Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	14	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
<i>Target:</i> Creature touched <i>Caster Level:</i> 6									
Magic Missile <i>Effect:</i> 1 missile/2 levels [max 5] that do 1d4+1 damage each.		None	1 standard action	Instantaneous	Medium (160 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart <i>Caster Level:</i> 6									
Nerveskitter <i>Effect:</i> Grants +5 bonus on initiative checks.	14	None [harmless]	1 immediate action	1 round	Close (40 ft.)	V,S	Yes	Transmutation	SC: p.146
<i>Target:</i> One creature <i>Caster Level:</i> 6									
Ray of Flame <i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6]; see text	14	See text	1 standard action	Instantaneous	Close (40 ft.)	V,S,F	Yes	Evocation [Fire]	SC: p.167
<i>Target:</i> Ray <i>Caster Level:</i> 6									
Summon Monster I <i>Effect:</i> Calls extraplanar creature to fight for you.		None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.285
<i>Target:</i> One summoned creature <i>Caster Level:</i> 6									
Wall of Smoke <i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.	14	Fortitude partial; see text	1 standard action	1 round/level	Close (40 ft.)	V,S	No	Conjuration (Creation)	SC: p.235
<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S] <i>Caster Level:</i> 6									

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Combust <i>Effect:</i> Creature takes 1d8/level [Max 10d8] fire damage, object burns taking 1d6 fire round until extinguished.	15	Reflex partial	1 standard action	Instantaneous; see text	Touch	V,S,M	Yes	Evocation [Fire]	SC: p.50
<i>Target:</i> Touched creature or combustible object that weighs no more than 25 lb/level <i>Caster Level:</i> 6									
Dimension Hop <i>Effect:</i> Teleport subject 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.	15	Will negates	1 standard action	Instantaneous	Touch	V	Yes	Conjuration (Teleportation)	PHB II: p.110
<i>Target:</i> Creature touched <i>Caster Level:</i> 6									
Electric Loop <i>Effect:</i> One ray/3 caster levels deal 1d6/2 caster levels [max 5d6]; see text.	15	Reflex half; see text	1 standard action	Instantaneous	Close (40 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.78
<i>Target:</i> One creature/3 levels, each of which is adjacent to another target <i>Caster Level:</i> 6									
Fly, Swift <i>Effect:</i> This spell functions like fly, except as noted.	15	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.96
<i>Target:</i> You <i>Caster Level:</i> 6									
Scorching Ray <i>Effect:</i> 1 rays, ranged touch attack deals 4d6 fire damage.		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.274
<i>Target:</i> 1 ray + 1 ray/4 levels [see text] <i>Caster Level:</i> 6									
Spider Climb <i>Effect:</i> Grants ability to walk on walls and ceilings.	15	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: p.283
<i>Target:</i> Creature touched <i>Caster Level:</i> 6									
Summon Monster II <i>Effect:</i> Calls extraplanar creature to fight for you.		None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 6									
Summon Swarm <i>Effect:</i> Summons swarm of bats, rats, or spiders.		None	1 round	Concentration + 2 rounds	Close (40 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.289
<i>Target:</i> One swarm of bats, rats, or spiders <i>Caster Level:</i> 6									

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Haste <i>Effect:</i> 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	16	Fortitude negates (harmless)	1 standard action	1 round/level	Close (40 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: p.239
<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 6									
Servant Horde <i>Effect:</i> Creates 2d6 +1 per caster level [max +15] unseen servants.		None	1 standard action	1 hour/level	Close (40 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.182
<i>Target:</i> Invisible, mindless, shapeless servants <i>Caster Level:</i> 6									
Snake's Swiftess, Mass <i>Effect:</i> Subjects may make another single attack melee or ranged; see text.	16	Will negates [harmless]	1 standard action	Instantaneous	Medium (160 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<i>Target:</i> Allied creatures in a 20-ft.-radius burst <i>Caster Level:</i> 6									
Summon Monster III <i>Effect:</i> Calls extraplanar creature to fight for you.		None	1 round	1 round/level [D]	Close (40 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 6									
Vampiric Touch <i>Effect:</i> Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.		None	1 standard action	Instantaneous/1 hour; see text	Touch	V,S	Yes	Necromancy	PHB: p.298
<i>Target:</i> Living creature touched <i>Caster Level:</i> 6									

* =Domain/Speciality Spell

Notes:

Character Sheet Notes:

Missing Invocation