

# Vallard,

|                 |            |       |            |       |        |        |        |          |              |
|-----------------|------------|-------|------------|-------|--------|--------|--------|----------|--------------|
| NAME            | Wiz6       | 15000 | PLAYERNAME | Human | Medium | DEITY  | 5' 8"  | 190 lbs. | Neutral Good |
| CLASS           | 6          | 21000 | RACE       | 17    | Other  | HEIGHT | Blue   | Blond,   | ALIGNMENT    |
| Character Level | NEXT LEVEL | AGE   | GENDER     | EYES  | HAIR   | VISION | POINTS |          |              |

| ABILITY NAME               | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD | WOUNDS/CURRENT HP             |       |              | SUBDUAL DAMAGE |                           |             | DAMAGE REDUCTION |      |             | SPEED   |      |             |                      |                     |              |
|----------------------------|------------|----------|---------------|-------------|------------|----------|-------------------------------|-------|--------------|----------------|---------------------------|-------------|------------------|------|-------------|---------|------|-------------|----------------------|---------------------|--------------|
| <b>STR</b><br>Strength     | 10         | +0       | 10            | +0          | 10         | +0       | <b>VP</b><br>Vitality         | 50    |              |                | <b>WP</b><br>Wound Points | 14          |                  |      | Walk 30 ft. |         |      |             |                      |                     |              |
| <b>DEX</b><br>Dexterity    | 16         | +3       | 16            | +3          | 16         | +3       | <b>AC</b><br>armor class      | 20    | 17           | 20             | 10                        | 0           | 0                | 3    | 0           | 0       | 7    | 0           | +0                   | 0                   |              |
|                            |            |          |               |             |            |          |                               | TOTAL | FLAT         | TOUCH          | BASE                      | ARMOR BONUS | SHIELD BONUS     | STAT | SIZE        | NATURAL | MISC | MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESIST |
| <b>CON</b><br>Constitution | 14         | +2       | 14            | +2          | 14         | +2       | <b>INITIATIVE</b><br>modifier | +6    | +3           | +3             | <b>SKILLS</b>             |             |                  |      |             |         |      |             |                      |                     |              |
| <b>INT</b><br>Intelligence | 20         | +5       | 20            | +5          | 20         | +5       |                               | TOTAL | DEX MODIFIER | MISC MODIFIER  | KEY ABILITY               |             |                  |      |             |         |      |             |                      |                     |              |
| <b>WIS</b><br>Wisdom       | 14         | +2       | 14            | +2          | 14         | +2       | <b>BASE ATTACK</b><br>bonus   | +3    |              |                | MAX RANKS                 |             |                  |      |             |         |      |             |                      |                     |              |
| <b>CHA</b><br>Charisma     | 12         | +1       | 12            | +1          | 12         | +1       |                               |       |              |                | 9/4.5                     |             |                  |      |             |         |      |             |                      |                     |              |
|                            |            |          |               |             |            |          |                               |       |              |                | SKILL MODIFIER            |             |                  |      |             |         |      |             |                      |                     |              |
|                            |            |          |               |             |            |          |                               |       |              |                | ABILITY MODIFIER          |             |                  |      |             |         |      |             |                      |                     |              |
|                            |            |          |               |             |            |          |                               |       |              |                | RANKS                     |             |                  |      |             |         |      |             |                      |                     |              |
|                            |            |          |               |             |            |          |                               |       |              |                | MISC MODIFIER             |             |                  |      |             |         |      |             |                      |                     |              |
|                            |            |          |               |             |            |          |                               |       |              |                | ✓ Appraise                | INT         | 5                | =    | 5           | +       | +    |             |                      |                     |              |
|                            |            |          |               |             |            |          |                               |       |              |                | ✓ Balance                 | DEX         | 3                | =    | 3           | +       | +    |             |                      |                     |              |
|                            |            |          |               |             |            |          |                               |       |              |                | ✓ Bluff                   | CHA         | 1                | =    | 1           | +       | +    |             |                      |                     |              |
|                            |            |          |               |             |            |          |                               |       |              |                | ✓ Climb                   | STR         | 0                | =    | 0           | +       | +    |             |                      |                     |              |

| SAVING THROWS               | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers |
|-----------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| FORTITUDE<br>(constitution) | +4    | +2        | +2      | +0    | +0   | +0   |      |                       |
| REFLEX<br>(dexterity)       | +5    | +2        | +3      | +0    | +0   | +0   |      |                       |
| WILL<br>(wisdom)            | +7    | +5        | +2      | +0    | +0   | +0   |      |                       |

|                         | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|-------------------------|-------|-------------------|------|------|------|------|------|
| MELEE<br>attack bonus   | +3    | +3                | +0   | +0   | +0   | +0   |      |
| RANGED<br>attack bonus  | +6    | +3                | +3   | +0   | +0   | +0   |      |
| GRAPPLE<br>attack bonus | +3    | +3                | +0   | +0   | +0   | +0   |      |

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

| *Mage Staff        | HAND   | TYPE  | SIZE | CRITICAL | REACH |
|--------------------|--|-------|------|----------|-------|
|                    | Both   | BS/BS | M    | 19-20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | DAMAGE   |       |      |          |       |
| +3                 | 1d6+3  |       |      |          |       |
| Special Properties | Adds 10 to Spell Point pool; +2 to Caster Level. |       |      |          |       |

\*: 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 |
|-------|------|----|--------|-------|---------------|
|-------|------|----|--------|-------|---------------|

| SKILL NAME                       | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 9/4.5 |
|----------------------------------|-------------|----------------|------------------|-----------|-------|
| ✓ Appraise                       | INT         | 5              | = 5              | +         | +     |
| ✓ Balance                        | DEX         | 3              | = 3              | +         | +     |
| ✓ Bluff                          | CHA         | 1              | = 1              | +         | +     |
| ✓ Climb                          | STR         | 0              | = 0              | +         | +     |
| ✓ Concentration                  | CON         | 11             | = 2              | +         | 9.0   |
| Concentration (Cast defensively) | CON         | 15             | = 2              | +         | 9.0   |
| ✓ Craft (Untrained)              | INT         | 5              | = 5              | +         | +     |
| ✓ Decipher Script                | INT         | 10             | = 5              | +         | 5.0   |
| ✓ Diplomacy                      | CHA         | 1              | = 1              | +         | +     |
| ✓ Disguise                       | CHA         | 1              | = 1              | +         | +     |
| ✓ Escape Artist                  | DEX         | 6              | = 3              | +         | 3.0   |
| ✓ Forgery                        | INT         | 5              | = 5              | +         | +     |
| ✓ Gather Information             | CHA         | 1              | = 1              | +         | +     |
| ✓ Heal                           | WIS         | 2              | = 2              | +         | +     |
| ✓ Hide                           | DEX         | 3              | = 3              | +         | +     |
| ✓ Initiative                     | DEX         | 6              | = 3              | +         | 3.0   |
| ✓ Intimidate                     | CHA         | 1              | = 1              | +         | +     |
| ✓ Jump                           | STR         | 0              | = 0              | +         | +     |
| Knowledge (Arcana)               | INT         | 16             | = 5              | +         | 9.0   |
| Knowledge (Dungeoneering)        | INT         | 11             | = 5              | +         | 5.0   |
| Knowledge (Nature)               | INT         | 11             | = 5              | +         | 5.0   |
| Knowledge (Religion)             | INT         | 11             | = 5              | +         | 5.0   |
| Knowledge (The Planes)           | INT         | 11             | = 5              | +         | 5.0   |
| ✓ Listen                         | WIS         | 4              | = 2              | +         | 2     |
| ✓ Move Silently                  | DEX         | 3              | = 3              | +         | +     |
| ✓ Perception                     | WIS         | 6              | = 2              | +         | 4.0   |
| Pilot                            | DEX         | 4              | = 3              | +         | 1.0   |
| ✓ x Psychic (Mental Contact)     | CHA         | 10             | = 1              | +         | 9     |
| ✓ Ride                           | DEX         | 3              | = 3              | +         | +     |
| ✓ Sense Motive                   | WIS         | 2              | = 2              | +         | +     |
| Spellcraft                       | INT         | 17             | = 5              | +         | 9.0   |
| ✓ Spot                           | WIS         | 4              | = 2              | +         | 2     |
| ✓ Stealth                        | DEX         | 8              | = 3              | +         | 5     |
| ✓ Survival                       | WIS         | 2              | = 2              | +         | +     |
| ✓ Swim                           | STR         | 0              | = 0              | +         | +     |
| ✓ Use Computer                   | INT         | 5              | = 5              | +         | +     |
| ✓ Use Rope                       | DEX         | 3              | = 3              | +         | +     |
|                                  |             |                | =                | +         | +     |
|                                  |             |                | =                | +         | +     |

✓: can be used untrained. X: exclusive skills

| EQUIPMENT  |          |     |        |            |  |
|--|----------|-----|--------|------------|--|
| ITEM   | LOCATION | QTY | WT     | COST       |  |
| Mage Staff                                       | Equipped | 1   | 2.0    | 16000.0    |  |
| Adds 10 to Spell Point pool; +2 to Caster Level. |          |     |        |            |  |
| Stealth Suit Outfit                              | Equipped | 1   | 2.0    | 5.0        |  |
| TOTAL WEIGHT CARRIED/VALUE                       |          |     | 2 lbs. | 16005.0 gp |  |

| WEIGHT ALLOWANCE |     |                 |     |             |     |
|------------------|-----|-----------------|-----|-------------|-----|
| Light            | 33  | Medium          | 66  | Heavy       | 100 |
| Lift over head   | 100 | Lift off ground | 200 | Push / Drag | 500 |

| SPECIAL ABILITIES   |  |
|---|--|
| Summon Familiar   |  |
| Team Bond ~ You have been bonded to your team members in a psychic and magical ritual. You cannot betray your team. Gain Psychic (Mental Contact) usable only on fellow team members. |  |

| FEATS                                 |   |
|---------------------------------------|---|
| Combat Casting                        | +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.  |
| Eidetic Memory                        | +1 bonus to all Knowledge skills; +4 to Intelligence checks   |
| Eldritch Training                     | +1 bonus to Spellcraft and Knowledge (magic) checks; eldritch template  |
| Mobile Spellcasting                   | You can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action.   |
| Sculpt Spell                          | You can modify an area spell by changing the areas shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread. |
| Spellcasting Prodigy                  | Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]   |
| Alertness                             | +2 bonus on Listen and Spot checks.   |
| Modify Spell ~ Double Area or Targets | [Lv+3] Touch spells cannot be affected.   |
| Modify Spell ~ Double Duration        | [Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.  |
| Modify Spell ~ Double Range           | [Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.  |
| Modify Spell ~ Increase Power         | [Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.   |
| Modify Spell ~ No Somatic Components  | [Lv+1] Spell can be cast without gestures or movements.   |
| Modify Spell ~ No Verbal Component    | [Lv+1] Spell can be cast with no verbal components.   |

| PROFICIENCIES   |
|---|
| Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Quarterstaff, Spells(Ray), Unarmed Strike |

| LANGUAGES  |
|--|
| Common, Draconic, Drow Sign Language, Elven, Sylvan, Undercommon |

| TEMPLATES |
|-----------|
| Truename  |

# Rebalanced 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 | 5 | 3 | 0 | 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.  | 16 | None                                | 1 standard action | Instantaneous                            | Close (45 ft.)   | V,S      | No                     | Conjuration (Creation) [Acid]<br><i>Caster Level:</i> 8             | PHB: pg.196 |
| <b>Amanuesis</b><br><i>Effect:</i><br>Copies 250 words per minute.  | 16 | Will negates [object]               | 1 standard action | 10 minute/level                          | Close (45 ft.)   | V,S      | Yes [object]           | Transmutation<br><i>Caster Level:</i> 8                             | SC: Pg.9    |
| <b>Arcane Mark</b><br><i>Effect:</i><br>Inscribes a personal rune [visible or invisible].   | 16 | None                                | 1 standard action | Permanent                                | 0 ft.            | V,S      | No                     | Universal<br><i>Caster Level:</i> 8                                 | PHB: pg.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. | 16 | None                                | 1 standard action | 1 round/level                            | Close (45 ft.)   | V,S      | No                     | Conjuration (Creation)<br><i>Caster Level:</i> 8                    | SC: Pg.42   |
| <b>Dancing Lights</b><br><i>Effect:</i><br>Creates torches or other lights.   | 16 | None                                | 1 standard action | 1 minute/level [D]                       | Medium (180 ft.) | V,S      | No                     | Evocation [Light]<br><i>Caster Level:</i> 8                         | PHB: pg.216 |
| <b>Daze</b><br><i>Effect:</i><br>Humanoid creature of 4 HD or less loses next action.   | 16 | Will negates                        | 1 standard action | 1 round                                  | Close (45 ft.)   | V,S,M    | Yes                    | Enchantment (Compulsion) [Mind-Affecting]<br><i>Caster Level:</i> 8 | PHB: pg.217 |
| <b>Detect Magic</b><br><i>Effect:</i><br>Detects spells and magic items within 60 ft.   | 16 | None                                | 1 standard action | Concentration, up to 1 minutes/level [D] | 60 ft.           | V,S      | No                     | Divination<br><i>Caster Level:</i> 8                                | PHB: pg.219 |
| <b>Detect Poison</b><br><i>Effect:</i><br>Detects poison in one creature or small object.   | 16 | None                                | 1 standard action | Instantaneous                            | Close (45 ft.)   | V,S      | No                     | Divination<br><i>Caster Level:</i> 8                                | PHB: pg.219 |
| <b>Disrupt Undead</b><br><i>Effect:</i><br>Deals 1d6 damage to one undead.  | 16 | None                                | 1 standard action | Instantaneous                            | Close (45 ft.)   | V,S      | Yes                    | Necromancy<br><i>Caster Level:</i> 8                                | PHB: pg.223 |
| <b>Electric Jolt</b><br><i>Effect:</i><br>Ranged touch attack delivers 1d3 electric damage.   | 16 | None                                | 1 standard action | Instantaneous                            | Close (45 ft.)   | V,S      | Yes                    | Evocation [Electricity]<br><i>Caster Level:</i> 8                   | SC: Pg.78   |
| <b>Flare</b><br><i>Effect:</i><br>Dazzles one creature [-1 on attack rolls].  | 16 | Fortitude negates                   | 1 standard action | Instantaneous                            | Close (45 ft.)   | V        | Yes                    | Evocation [Light]<br><i>Caster Level:</i> 8                         | PHB: pg.232 |
| <b>Ghost Sound</b><br><i>Effect:</i><br>Fgment sounds.  | 16 | Will disbelief (if interacted with) | 1 standard action | 1 round/level [D]                        | Close (45 ft.)   | V,S,M    | No                     | Illusion (Fgment)<br><i>Caster Level:</i> 8                         | PHB: pg.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.   | 16 | None                                | 1 standard action | Instantaneous                            | Touch            | V,S,M    | No                     | Transmutation<br><i>Caster Level:</i> 8                             | SC: Pg.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.   | 16 | None                                | 1 standard action | Instantaneous                            | Touch            | S        | No                     | Transmutation<br><i>Caster Level:</i> 8                             | SC: Pg.130  |
| <b>Light</b><br><i>Effect:</i><br>Object shines like a torch.   | 16 | None                                | 1 standard action | 10 minutes/level [D]                     | Touch            | V, M/DF  | No                     | Evocation [Light]<br><i>Caster Level:</i> 8                         | PHB: pg.248 |
| <b>Mage Hand</b><br><i>Effect:</i><br>5-pound telekinesis.  | 16 | None                                | 1 standard action | Concentration                            | Close (45 ft.)   | V,S      | No                     | Transmutation<br><i>Caster Level:</i> 8                             | PHB: pg.249 |
| <b>Mending</b><br><i>Effect:</i><br>Makes minor repairs on an object.   | 16 | Will negates (harmless, object)     | 1 standard action | Instantaneous                            | 10 ft.           | V,S      | Yes (harmless, object) | Transmutation<br><i>Caster Level:</i> 8                             | PHB: pg.253 |
| <b>Message</b><br><i>Effect:</i><br>Whispered conversation at distance.   | 16 | None                                | 1 standard action | 10 minutes/level                         | Medium (180 ft.) | V,S,F    | No                     | Transmutation [Language-Dependent]<br><i>Caster Level:</i> 8        | PHB: pg.253 |
| <b>Open/Close</b><br><i>Effect:</i><br>Opens or closes small or light things.   | 16 | Will negates (object)               | 1 standard action | Instantaneous                            | Close (45 ft.)   | V,S,F    | Yes (object)           | Transmutation<br><i>Caster Level:</i> 8                             | PHB: pg.258 |
| <b>Prestidigitation</b><br><i>Effect:</i><br>Performs minor tricks.   | 16 | See text                            | 1 standard action | 1 hour                                   | 10 ft.           | V,S      | No                     | Universal<br><i>Caster Level:</i> 8                                 | PHB: pg.264 |
| <b>Ray of Frost</b><br><i>Effect:</i><br>Ray deals 1d3 cold damage.   | 16 | None                                | 1 standard action | Instantaneous                            | Close (45 ft.)   | V,S      | Yes                    | Evocation [Cold]<br><i>Caster Level:</i> 8                          | PHB: pg.269 |
| <b>Read Magic</b><br><i>Effect:</i><br>Read scrolls and spellbooks.   | 16 | None                                | 1 standard action | 10 minutes/level                         | Personal         | V,S,F    | No                     | Divination<br><i>Caster Level:</i> 8                                | PHB: pg.269 |
| <b>Repair Minor Damage</b><br><i>Effect:</i><br>Repair a construct 1 point of damage.   | 16 | None                                | 1 standard action | Instantaneous                            | Touch            | V,S      | No                     | Transmutation<br><i>Caster Level:</i> 8                             | SC: Pg.173  |
| <b>Resistance</b><br><i>Effect:</i><br>Subject gains +1 on saving throws.   | 16 | Will negates (harmless)             | 1 standard action | 1 minute                                 | Touch            | V,S,M/DF | Yes (harmless)         | Abjuration<br><i>Caster Level:</i> 8                                | PHB: pg.272 |
| <b>Silent Portal</b><br><i>Effect:</i><br>Negates the sound of opening/closing any portal [door,window,etc.].   | 16 | Will negates [object]               | 1 standard action | 1 minute/level [D]                       | Close (45 ft.)   | S        | Yes [object]           | Illusion (Glamer)<br><i>Caster Level:</i> 8                         | SC: Pg.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.   | 16 | Will partial                        | 1 standard action | Instantaneous                            | Close (45 ft.)   | V,S      | Yes                    | Evocation [Sonic]<br><i>Caster Level:</i> 8                         | SC: Pg.195  |
| * =Domain/Specialty Spell   |    |                                     |                   |  |                  |          |                        |   |             |

# Rebalanced 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>  | 16 | Will negates [object] | 1 standard | Instantaneous | action | Touch | V,S,M | Yes [object] | Transmutation | SC: Pg.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> | 16 | Fortitude negates     | 1 standard | 1 round/level | action | Touch | V,S,M | Yes          | Necromancy    | PHB: pg.294 |
| <div> <div>Target: Nonmagical, unattended object weighing up to 5lbs</div> <div>Caster Level: 8</div> </div> <div> <div>Target: Creature touched</div> <div>Caster Level: 8</div> </div>   |    |                       |            |               |        |       |       |              |               |             |

## 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>Benign Transposition</div></div> <div><div>Effect:</div><div>Two target creatures instantly swap positions.</div></div>   | 17 | None   | 1 standard  | Instantaneous                  | action         | Medium (180 ft.) | V                | No  | Conjuration (Teleportation)<br>Caster Level: 8               | SC: Pg.27      |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Color Spray</div></div> <div><div>Effect:</div><div>Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.</div></div>  | 17 | Will negates                                     | 1 standard  | Instantaneous; see text        | action         | 15 ft.           | V,S,M            | Yes   | Illusion (Pattern) [Mind-Affecting]<br>Caster Level: 8       | PHB: pg.210    |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Comprehend Languages</div></div> <div><div>Effect:</div><div>You understand all spoken and written languages.</div></div>   | 17 | None   | 1 standard  | 10 minutes/level               | action         | Personal         | V,S,M/DF         | No  | Divination<br>Caster Level: 8                                | PHB: pg.212    |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Disguise Self</div></div> <div><div>Effect:</div><div>Changes your appearance.</div></div>  | 17 | None   | 1 standard  | 10 minutes/level [D]           | action         | Personal         | V,S              | No  | Illusion (Glamour)<br>Caster Level: 8                        | PHB: pg.222    |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Distract Assailant</div></div> <div><div>Effect:</div><div>Target is flatfooted till next turn.</div></div>   | 17 | Will negates                                     | 1 swift     | 1 round                        | action         | Close (45 ft.)   | V,S,M            | Yes   | Enchantment (Compulsion) [Mind-Affecting]<br>Caster Level: 8 | SC: Pg.69      |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Ebon Eyes</div></div> <div><div>Effect:</div><div>See normally in darkness both magical and natural.</div></div>  | 17 | None   | 1 standard  | 10 minutes/level               | action         | Touch            | V,S,M            | Yes [harmless]  | Transmutation<br>Caster Level: 8                             | SC: Pg.77      |
| <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>  | 17 | Fortitude negates                                | 1 round     | 1 minute/level [D]             | action         | Close (45 ft.)   | V,S,M            | Yes   | Transmutation<br>Caster Level: 8                             | PHB: pg.226    |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Familiar Pocket</div></div> <div><div>Effect:</div><div>Creates an extra-dimensional safe haven for a Tiny or smaller familiar.</div></div>   | 17 | None   | 1 standard  | 1 hour/level [D]               | action         | Touch            | V,S,M            | No  | Universal<br>Caster Level: 8                                 | SC: Pg.88      |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Feather Fall</div></div> <div><div>Effect:</div><div>Objects or creatures fall slowly.</div></div>  | 17 | Will negates (harmless) or Will negates (object) | 1 free      | Until landing or 1 round/level | action         | Close (45 ft.)   | V                | Yes (object)  | Transmutation<br>Caster Level: 8                             | PHB: pg.229    |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Identify</div></div> <div><div>Effect:</div><div>Determines properties of magic item.</div></div>   | 17 | None   | 1 hour      | Instantaneous                  | Touch          | V,S,M/DF         | No               | Divination<br>Caster Level: 8                           | PHB: pg.243  |                |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Mount</div></div> <div><div>Effect:</div><div>Summons riding horse for 2 hours/level.</div></div>   | 17 | None   | 1 round     | 2 hours/level [D]              | Close (45 ft.) | V,S,M            | No               | Conjuration (Summoning)<br>Caster Level: 8              | PHB: pg.256  |                |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Orb of Electricity, Lesser</div></div> <div><div>Effect:</div><div>Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of electricity damage.</div></div> | 17 | None   | 1 standard  | Instantaneous                  | Close (45 ft.) | V,S              | No               | Conjuration (Creation) [Electricity]<br>Caster Level: 8 | SC: Pg.151   |                |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Remove Scent</div></div> <div><div>Effect:</div><div>Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes.</div></div>         | 17 | Will negates                                     | 1 standard  | 10 minutes/level               | action         | Touch            | V,S,M            | Yes   | Transmutation<br>Caster Level: 8                             | SC: Pg.173     |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Stand</div></div> <div><div>Effect:</div><div>Subject immediately stands, without provoking attacks of opportunity.</div></div>   | 17 | Will negates (harmless)                          | 1 immediate | Instantaneous                  | action         | Close (45 ft.)   | V,S              | Yes (harmless)  | Conjuration (Teleportation)<br>Caster Level: 8               | PHB II: pg.125 |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Tenser's Floating Disk</div></div> <div><div>Effect:</div><div>Creates 3-ft.-diameter horizontal disk that holds 800 lbs</div></div>  | 17 | None   | 1 standard  | 1 hour/level                   | action         | Close (45 ft.)   | V,S,M            | No  | Evocation [Force]<br>Caster Level: 8                         | PHB: pg.294    |

## 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>Animalistic Power</div></div> <div><div>Effect:</div><div>Subject is imbued with +2 to Strength, Dexterity and Constitution.</div></div>   | 18 | Will negates [harmless] | 1 standard | 1 minute/level                   | action                                    | Touch              | V,S,M            | Yes [harmless] | Transmutation                      | PHB II: pg.101 |
| <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> | 18 | Will negates            | 1 standard | Instantaneous                    | action                                    | Touch              | V                | Yes            | Conjuration (Teleportation)        | PHB II: pg.110 |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Mirror Image</div></div> <div><div>Effect:</div><div>Creates decoy duplicates of you [1d4 +1/3 levels, max +8].</div></div>  | 18 | None                    | 1 standard | 1 minute/level [D]               | action                                    | Personal; see text | V,S              | No             | Illusion (Figment)                 | PHB: pg.254    |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Protection from Arrows</div></div> <div><div>Effect:</div><div>Subject immune to most ranged attacks.</div></div>  | 18 | Will negates (harmless) | 1 standard | 1 hour/level or until discharged | action                                    | Touch              | V,S,F            | Yes (harmless) | Abjuration                         | PHB: pg.266    |
| <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>   | 18 | None                    | 1 standard | Instantaneous                    | action                                    | Close (45 ft.)     | V,S              | Yes            | Evocation [Fire]                   | PHB: pg.274    |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Senses of the Wyrmling</div></div> <div><div>Effect:</div><div>Gain blindsense, +5 bonus on Listen, Search, Spot checks.</div></div>   | 18 |                         | 1 standard | 8 minutes [D]                    | action                                    | Personal           | V, S             |                | Transmutation                      | APM: p. 168    |
| <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Speak to Allies</div></div> <div><div>Effect:</div><div>As message, but without requiring whispering or mouthing the words.</div></div>  | 18 | None                    | 1 standard | 10 minutes/level                 | action                                    | Medium (180 ft.)   | V,S,F            | No             | Transmutation [Language-Dependent] | SC: Pg.197     |
|  |    |                         |            |                                  | Target: Creature touched                  |                    |                  |                | Caster Level: 8                    |                |
|  |    |                         |            |                                  | Target: Creature touched                  |                    |                  |                | Caster Level: 8                    |                |
|  |    |                         |            |                                  | Target: You                               |                    |                  |                | Caster Level: 8                    |                |
|  |    |                         |            |                                  | Target: Creature touched                  |                    |                  |                | Caster Level: 8                    |                |
|  |    |                         |            |                                  | Target: 1 ray + 1 ray/4 levels [see text] |                    |                  |                | Caster Level: 8                    |                |
|  |    |                         |            |                                  | Target: You                               |                    |                  |                | Caster Level: 8                    |                |
|  |    |                         |            |                                  | Target: One creature/level                |                    |                  |                | Caster Level: 8                    |                |

## 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>Clairaudience/Clairvoyance</div></div> <div><div>Effect:</div><div>Hear or see at a distance for 1 minutes/level.</div></div> | 19 | None         | 10 minutes | 1 minute/level [D] | Long (720 ft.)         | V,S,F/DF        | No               | Divination (Scrying) | PHB: pg.209 |
|   |    |              |            |                    | Target: Magical sensor | Caster Level: 8 |                  |                      |             |
| * =Domain/Specialty Spell   |    |              |            |                    |                        |                 |                  |                      |             |

\* =Domain/Speciality Spell

## Rebalanced Wizard Spells

|   |    |                         |                                 |   |       |                        |                             |                  |
|---|----|-------------------------|---------------------------------|---|-------|------------------------|-----------------------------|------------------|
| □□□□□ Deeper Darkvision   | 19 | Will negates [harmless] | 1 standard 1 hour/level action  | Touch   | V,S,M | Yes                    | Transmutation               | SC: Pg.62        |
| <i>Effect:</i><br>The subject gains the ability to see 90 feet in total darkness.   |    |                         |                                 | <i>Target:</i> Creature touched                             |       | <i>Caster Level:</i> 8 |                             |                  |
| □□□□□ Evard's Manacing Tentacles  | 19 |                         | 1 standard 1 round/level action | Personal  | V,S,M |                        | Transmutation               | PHB II: pg.113   |
| <i>Effect:</i><br>You create two tentacles with a 10-foot reach. As a free action direct each one to attack an opponent in range using your base attack bonus and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Also gain +4 bonus on Climb checks |    |                         |                                 | <i>Target:</i> You  |       | <i>Caster Level:</i> 8 |                             |                  |
| □□□□□ Fireball  | 19 | Reflex half             | 1 standard Instantaneous action | Long (720 ft.)  | V,S,M | Yes                    | Evocation [Fire]            | PHB: pg.231      |
| <i>Effect:</i><br>1d6/level [max 10d6] fire damage, 20-ft. radius.  |    |                         |                                 | <i>Target:</i> 20-ft.-radius spread                         |       | <i>Caster Level:</i> 8 |                             |                  |
| □□□□□ Lance of Disruption   | 19 | Fortitude half          | 1 standard Instantaneous action | 60 ft   | V,S   | Yes                    | Evocation [Force, Sonic]    | Is This : Custom |
| <i>Effect:</i><br>Beam of force causes 5d4+16 to all in the area of effect  |    |                         |                                 | <i>Target:</i> From caster 5ft wide beam out to 60ft length |       | <i>Caster Level:</i> 8 |                             |                  |
| □□□□□ Regroup   | 19 | None                    | 1 standard Instantaneous action | Close (45 ft.)  | V,S   | No                     | Conjuration (Teleportation) | PHB II: pg.122   |
| <i>Effect:</i><br>Each subject of this spell appears adjacent to you [or as close to you] in an unoccupied square.  |    |                         |                                 | <i>Target:</i> One willing creature/level                   |       | <i>Caster Level:</i> 8 |                             |                  |

## LEVEL 4

| Name  | DC | Saving Throw            | Time              | Duration          | Range   | Comp. | Spell Resistance       | School                         | Source     |
|---|----|-------------------------|-------------------|-------------------|---|-------|------------------------|--------------------------------|------------|
| Darkvision, Mass  | 20 | Will negates [harmless] | 1 standard action | 1 hour/level      | 10 ft.  | V,S,M | Yes [harmless]         | Transmutation                  | SC: Pg.59  |
| <i>Effect:</i><br>As darkvision, except all targets get the spells benefits.  |    |                         |                   |                   | <i>Target:</i> Allies in a 10-ft.-radius burst, centered on you |       | <i>Caster Level:</i> 8 |                                |            |
| Flame Whips   | 20 | N/A                     | 1 standard action | 1 round/level [D] | Personal  | V,S   | N/A                    | Transmutation                  | SC: Pg.95  |
| <i>Effect:</i><br>Gain two melee touch attacks with 15-ft reach that deal 6d6 fire damage each.   |    |                         |                   |                   | <i>Target:</i> Flaming whips                                    |       | <i>Caster Level:</i> 8 |                                |            |
| Orb of Fire   | 20 | Fortitude partial       | 1 standard action | Instantaneous     | Close (45 ft.)  | V,S   | No                     | Conjuration (Creation) [Fire]  | SC: Pg.151 |
| <i>Effect:</i><br>Ranged Touch attack deals 1d6/caster level [max 15d6] points of fire damage. Fort save to avoid becoming dazed for 1 round. |    |                         |                   |                   | <i>Target:</i> One orb of fire                                  |       | <i>Caster Level:</i> 8 |                                |            |
| Orb of Force  | 20 | None                    | 1 standard action | Instantaneous     | Close (45 ft.)  | V,S   | No                     | Conjuration (Creation) [Force] | SC: Pg.151 |
| <i>Effect:</i><br>Ranged Touch attack deals 1d6/caster level [max 15d6] points of force damage.   |    |                         |                   |                   | <i>Target:</i> One orb of force                                 |       | <i>Caster Level:</i> 8 |                                |            |
| * =Domain/Speciality Spell  |    |                         |                   |                   |   |       |                        |                                |            |

## Notes:

Character Sheet Notes: