

Jonna Viljanen

NAME
Evo8
CLASS
8
Character Level

28000
EXPERIENCE
36000
NEXT LEVEL

Eric (DMPC)

PLAYERNAME
Human
RACE
17
AGE

Medium
SIZE
Female
GENDER

DEITY
5' 9"
HEIGHT
Gray
EYES
134 lbs.
WEIGHT
Blond, Braided
HAIR

Lawful Good

ALIGNMENT
VISION
-1
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	18	+4	18	+4	18	+4
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	14	+2	14	+2	14	+2

HP hit points	48	WOUNDS/CURRENT HP		
AC armor class	13	11	13	10
TOTAL		FLAT	TOUCH	BASE
INITIATIVE modifier	+2	+2	+0	
TOTAL		DEX MODIFIER	MISC MODIFIER	
BASE ATTACK bonus	+4			

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	+4	+0	+0	+0	+0	
RANGED attack bonus	+6	+4	+2	+0	+0	+0	
GRAPPLE attack bonus	+4	+4	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3	20/x2	5 ft.

*Crossbow, Light		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	P	M	19-20/x2	5 ft.
TH	30 ft.	80 ft.	160 ft.	240 ft.	320 ft.	
	+6	+6	+4	+2	+0	
Dam	1d8	1d8	1d8	1d8	1d8	
Special Properties						

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+4	1d4	2W-P-(OH)	-2	1d4	
1H-O	+0	1d4	2W-P-(OL)	+0	1d4	
2H	+4	1d4	2W-OH	-4	1d4	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+6	+4	+2	+0	-2	
Dam	1d4	1d4	1d4	1d4	1d4	
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
*Ring of Protection +1		+1		+0	0

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
				Walk 30 ft.	
ARMOR BONUS	0	SHIELD BONUS	0	STAT	2
SIZE	0	NATURAL	0	MISC	1
MISS CHANCE		MISS CHANCE		ARCANE SPELL FAILURE	0
ARMOR CHECK PENALTY		ARMOR CHECK PENALTY		SPELL RESIST	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	11/5.5
✓ Appraise	INT	4	= 4	+	+
✓ Balance	DEX	2	= 2	+	+
✓ Bluff	CHA	2	= 2	+	+
✓ Climb	STR	0	= 0	+	+
✓ Concentration	CON	13	= 2	+ 11.0	+
✓ Craft (Untrained)	INT	4	= 4	+	+
✓ Decipher Script	INT	15	= 4	+ 11.0	+
✓ Diplomacy	CHA	2	= 2	+	+
✓ Disguise	CHA	2	= 2	+	+
✓ Escape Artist	DEX	2	= 2	+	+
✓ Forgery	INT	4	= 4	+	+
✓ Gather Information	CHA	2	= 2	+	+
✓ Heal	WIS	0	= 0	+	+
✓ Hide	DEX	2	= 2	+	+
✓ Intimidate	CHA	2	= 2	+	+
✓ Jump	STR	0	= 0	+	+
Knowledge (Arcana)	INT	11	= 4	+ 7.0	+
Knowledge (History)	INT	8	= 4	+ 4.0	+
Knowledge (Nobility and Royalty)	INT	8	= 4	+ 4.0	+
Knowledge (The Planes)	INT	10	= 4	+ 6.0	+
✓ Listen	WIS	0	= 0	+	+
✓ Move Silently	DEX	2	= 2	+	+
✓ Ride	DEX	2	= 2	+	+
✓ Search	INT	4	= 4	+	+
✓ Sense Motive	WIS	0	= 0	+	+
Speak Language(Auran, Celestial, Undercommon, Ignan)		4	= 0	+ 4.0	+
Spellcraft	INT	17	= 4	+ 11.0	2
✓ Spot	WIS	0	= 0	+	+
✓ Survival	WIS	0	= 0	+	+
✓ Swim	STR	0	= 0	+	+
✓ Use Rope	DEX	2	= 2	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Adventurer's Belt	Equipped	1	2.0	2.0	
4.12 lbs., 1 Dagger, 2 Holy Water (Flask), 1 Wand (Enlarge Person), 1 Wand (Light), 1 Wand (Mage Armor), 1 Alchemist's Fire (Flask), 1 Potion of Cure Moderate Wounds, 1 Potion of Cure Serious Wounds (Backpack (BELT, CONTAINER))					
Alchemist's Fire (Flask)	Adventurer's Belt	1	1.0	20.0	
Backpack	Equipped	1	2.0	2.0	
8 lbs., 1 Spellbook (Wizard's/Blank), 1 Blanket (Winter), 1 Soap (Per Lb.), 2 Sack, 10 Paper (Sheet)					
Blanket (Winter)	Backpack	1	3.0	0.5	
Boltcase	Equipped	1	1.0	2.0	
1 lbs., 1 Bolts, Crossbow (10) (Backpack)					
Bolts, Crossbow (10)	Boltcase	1	1.0	1.0	
Candle	Pouch (Belt)	3	0.0 (0.0)	0.01 (0.03)	
Chalk (1 piece)	Pouch (Belt)	5	0.0 (0.0)	0.01 (0.05)	
Crossbow, Light	Equipped	1	4.0	35.0	
0 lbs.					
Dagger	Adventurer's Belt	1	1.0	2.0	
Holy Water (Flask)	Adventurer's Belt	2	1.0 (2.0)	25.0 (50.0)	
Ink (1 Oz. Vial)	Pouch (Belt)	2	0.0 (0.0)	8.0 (16.0)	
Inkpen	Pouch (Belt)	2	0.0 (0.0)	0.1 (0.2)	
Cold Weather Outfit	Equipped	1	7.0	8.0	
+5 circumstance bonus on Fort saves vs cold					
Paper (Sheet)	Backpack	10	0.0 (0.0)	0.4 (4.0)	
Potion of Cure Moderate Wounds	Adventurer's Belt	1	0.0	300.0	
Potion of Cure Serious Wounds	Adventurer's Belt	1	0.0	750.0	
Pouch (Belt)	Equipped	1	0.5	1.0	
1.3 lbs., 3 Candle, 5 Chalk (1 piece), 6 Gem (Sardonyx, 50), 2 Ink (1 Oz. Vial), 2 Inkpen, 30 Coin (Silver), 35 Coin (Gold)					
Ring of Feather Falling	Equipped	1	0.0	2200.0	
Ring of Protection +1	Equipped	1	0.0	2000.0	
Sack	Backpack	2	0.5 (1.0)	0.1 (0.2)	
0 lbs.					
Scroll (Haste)	Scroll Organizer	2	0.01 (0.02)	375.0 (750.0)	
Scroll (Mage Armor)	Scroll Organizer	2	0.01 (0.02)	25.0 (50.0)	
Scroll (Magic Weapon)	Scroll Organizer	2	0.01 (0.02)	25.0 (50.0)	
Scroll (Protection from Evil)	Scroll Organizer	1	0.01	25.0	
Scroll Organizer	Equipped	1	1.0	1.0	
0.07 lbs., 2 Scroll (Mage Armor), 2 Scroll (Magic Weapon), 1 Scroll (Protection from Evil), 2 Scroll (Haste) (Case (Map or Scroll))					
Sigil (Cat's Grace)	Equipped	1	0.0	3750.0	
(Wand (Cat's Grace/3rd)), (Wand)					
Sigil (Fox's Cunning)	Equipped	1	-0.06	3750.0	
(Wand (Fox's Cunning/3rd))					
Sigil (Resistance)	Equipped	1	0.0	937.5	
(Wand), (Wand (MAGIC/Resistance/Wizard/5th))					
Soap (Per Lb.)	Backpack	1	1.0	0.5	
Spell Component Pouch	Equipped	1	2.0	5.0	
Spellbook (Wizard's/Blank)	Backpack	1	3.0	15.0	
Wand (Enlarge Person)	Adventurer's Belt	1	0.06	750.0	
Wand (Light)	Adventurer's Belt	1	0.06	375.0	
TOTAL WEIGHT CARRIED/VALUE			26.93 lbs.	16602.98 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Wand (Mage Armor)	Adventurer's Belt	1	0.0	750.0	
(Wand (WAND/Mage Armor/Wizard/1st))					
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐					
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐					
TOTAL WEIGHT CARRIED/VALUE			26.93	16602.98	
			lbs.	gp	

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

MONEY	
Coin (Gold): 35[Pouch (Belt)]	
Coin (Silver): 30[Pouch (Belt)]	
6 x Gem (Sardonyx, 50) (50) [Pouch (Belt)]	
1200 gold pieces in box at the Raven's Razor Inn	
Total = 338.0 gp	

SPECIAL ABILITIES
Summon Familiar

FEATS	
Craft Wand	You can create a wand of any 4th-level or lower spell that you know.
Greater Spell Focus (Evocation)	Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.
Spell Focus (Evocation)	Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.
Spell Penetration	You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.
Toughness	You gain +3 hit points.

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

LANGUAGES
Auran, Celestial, Common, Ignan, Undercommon

PROHIBITED
Enchantment,Necromancy

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+1	5+1	4+1	4+1	3+1	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 (45 ft.)	V, S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 8	RSRD: SpellsA-B.rtf
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> 8	RSRD: SpellsA-B.rtf
*Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	1 standard action	8 minute [D]	Medium (180 ft.)	V, S	No	Evocation [Light] <i>Caster Level:</i> 8	RSRD: SpellsD-E.rtf
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	V, S	No	Divination <i>Caster Level:</i> 8	RSRD: SpellsD-E.rtf
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (45 ft.)	V, S	No	Divination <i>Caster Level:</i> 8	RSRD: SpellsD-E.rtf
*Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	16	Fortitude negates	1 standard action	Instantaneous	Close (45 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 8	RSRD: SpellsF-G.rtf
Ghost Sound <i>Effect:</i> Figmment sounds.	14	Will disbelief (if interacted with)	1 standard action	8 rounds [D]	Close (45 ft.)	V, S, M	No	Illusion (Figmment) <i>Caster Level:</i> 8	RSRD: SpellsF-G.rtf
*Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	80 minutes [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 8	RSRD: SpellsH-L.rtf
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (45 ft.)	V, S	No	Transmutation <i>Caster Level:</i> 8	RSRD: SpellsM-O.rtf
Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 8	RSRD: SpellsM-O.rtf
Message <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	80 minutes	Medium (180 ft.)	V, S, F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 8	RSRD: SpellsM-O.rtf
Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	Instantaneous	Close (45 ft.)	V, S, F	Yes (object)	Transmutation <i>Caster Level:</i> 8	RSRD: SpellsM-O.rtf
Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal <i>Caster Level:</i> 8	RSRD: SpellsP-R.rtf
*Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (45 ft.)	V, S	Yes	Evocation [Cold] <i>Caster Level:</i> 8	RSRD: SpellsP-R.rtf
Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	80 minutes	Personal	V, S, F	No	Divination <i>Caster Level:</i> 8	RSRD: SpellsP-R.rtf
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 8	RSRD: SpellsP-R.rtf

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.		None	1 standard action	80 minutes	Personal	V, S, M/DF	No	Divination <i>Caster Level:</i> 8	RSRD: SpellsC.rtf
Detect Secret Doors <i>Effect:</i> Reveals hidden doors within 60 ft.		None	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	V, S	No	Divination <i>Caster Level:</i> 8	RSRD: SpellsD-E.rtf
Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	15	See text	1 standard action	8 rounds [D]	Close (45 ft.)	V, S, M	No	Conjuration (Creation) <i>Caster Level:</i> 8	RSRD: SpellsF-G.rtf
Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	15	Will negates (harmless)	1 standard action	8 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force] <i>Caster Level:</i> 8	RSRD: SpellsM-O.rtf
*Magic Missile <i>Effect:</i> 4 missiles that do 1d4+1 damage each.		None	1 standard action	Instantaneous	Medium (180 ft.)	V, S	Yes	Evocation [Force] <i>Caster Level:</i> 8	RSRD: SpellsM-O.rtf
Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 8	RSRD: SpellsM-O.rtf
Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.		None	1 standard action	8 minutes [D]	Personal	V, S	No	Abjuration [Force] <i>Caster Level:</i> 8	RSRD: SpellsS.rtf

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 2 rounds.		None	1 standard action	3 rounds	Long (720 ft.)	V, S, M, F	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 8	RSRD: SpellsA-B.rtf

* =Domain/Specialty Spell

Wizard Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Invisibility	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	8 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject is invisible for 8 minutes or until it attacks.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Knock	None		1 standard action	Instantaneous; see text	Medium (180 ft.)	V	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Opens locked or magically sealed door.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Pyrotechnics	16	Will negates or Fortitude negates; see text	1 standard action	1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text	Long (720 ft.)	V, S, M	Yes or No; see text	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Turns fire into blinding light or choking smoke.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Resist Energy	16	Fortitude negates (harmless)	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> *Scorching Ray	None		1 standard action	Instantaneous	Close (45 ft.)	V, S	Yes	Evocation [Fire]	RSRD: SpellsS.rtf
<i>Effect:</i> 2 rays, ranged touch attack deals 4d6 fire damage.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Spider Climb	16	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Grants ability to walk on walls and ceilings.									

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> Dispel Magic		None	1 standard action	Instantaneous	Medium (180 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Cancels magical spells and effects.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> *Fireball	19	Reflex half	1 standard action	Instantaneous	Long (720 ft.)	V, S, M	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> 8d6 fire damage, 20-ft. radius.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Fly	17	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject flies at speed of 60 ft.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Invisibility Sphere	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	8 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Makes everyone within 10 ft. invisible.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> *Lightning Bolt	19	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Electricity deals 8d6 damage.									

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dimension Door	18	None and Will negates (object)	1 standard action	Instantaneous	Long (720 ft.)	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Teleports you short distance.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> *Ice Storm	None		1 standard action	1 full round	Long (720 ft.)	V, S, M/DF	Yes	Evocation [Cold]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Polymorph	None		1 standard action	8 minutes [D]	Touch	V, S, M	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Gives one willing subject a new form.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> *Wall of Ice	20	Reflex negates; see text	1 standard action	8 minutes	Medium (180 ft.)	V, S, M	Yes	Evocation [Cold]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Ice plane creates wall with 23 hp or hemisphere can trap creatures inside.									

* =Domain/Specialty Spell

Spellbook: Spellbook (Wizard's/Blank)

Wizard

Level 0

- ☐ Acid Splash (DC:)
- ☐ Arcane Mark (DC:)
- ☐ *Dancing Lights (DC:)
- ☐ Detect Magic (DC:)
- ☐ Detect Poison (DC:)
- ☐ *Flare (DC:16)
- ☐ Ghost Sound (DC:14)
- ☐ *Light (DC:)
- ☐ Mage Hand (DC:)
- ☐ Mending (DC:14)
- ☐ Message (DC:)
- ☐ Open/Close (DC:14)
- ☐ Prestidigitation (DC:14)
- ☐ *Ray of Frost (DC:)
- ☐ Read Magic (DC:)
- ☐ Resistance (DC:14)

Level 1

- ☐ Comprehend Languages (DC:)
- ☐ Detect Secret Doors (DC:)
- ☐ Grease (DC:15)
- ☐ Mage Armor (DC:15)
- ☐ *Magic Missile (DC:)
- ☐ Magic Weapon (DC:15)
- ☐ Shield (DC:)

Level 2

- ☐ Acid Arrow (DC:)
- ☐ Invisibility (DC:16)
- ☐ Knock (DC:)
- ☐ Pyrotechnics (DC:16)
- ☐ Resist Energy (DC:16)
- ☐ *Scorching Ray (DC:)
- ☐ Spider Climb (DC:16)

Level 3

- ☐ Dispel Magic (DC:)
- ☐ *Fireball (DC:19)
- ☐ Fly (DC:17)
- ☐ Invisibility Sphere (DC:17)
- ☐ *Lightning Bolt (DC:19)

Level 4

- ☐ Dimension Door (DC:18)
- ☐ *Ice Storm (DC:)
- ☐ Polymorph (DC:)
- ☐ *Wall of Ice (DC:20)

Notes:

Character Sheet Notes:

1200 gold pieces in room at Raven's Razor Inn.
Architect named Olaf Traband.