

Bo 'Flash' Kindleson

NAME
d20E1 Wiz d8E5 15000
CLASS
6
Character Level
21000
NEXT LEVEL

Andrew Maitland

PLAYERNAME
Human
Medium
6' 0"
180 lbs.
VISION
0
POINTS

DEITY
6' 0"
180 lbs.
VISION
0
POINTS

Neutral Good

ALIGNMENT



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	10	+0	12	+1	12	+1
INT Intelligence	17	+3	19	+4	19	+4
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	10	+0	10	+0	10	+0

HP hit points 56
AC armor class 21
WOUNDS/CURRENT HP
SUBDUAL DAMAGE
DAMAGE REDUCTION
SPEED
Walk 30 ft.

INITIATIVE modifier +3
TOTAL +3
DEX MODIFIER +3
MISC MODIFIER +0
BASE ATTACK bonus +3

SAVING THROWS
FORTITUDE (constitution) +3 = +2
REFLEX (dexterity) +4 = +1
WILL (wisdom) +3 = +3

MELEE attack bonus +7
RANGED attack bonus +8
GRAPPLE attack bonus +7

UNARMED
TOTAL ATTACK BONUS +7
DAMAGE 1d3+2
CRITICAL 20/x2
REACH 5 ft.

*Longsword				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	S	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam		
1H-P	+8	1d8+2	2W-P-(OH)	+2		1d8+2		
1H-O	+4	1d8+1	2W-P-(OL)	+4		1d8+2		
2H	+8	1d8+3	2W-OH	-2		1d8+1		

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
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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5	MISC MODIFIER
✓ Acrobatics	DEX	3	= 3	+	+		
✓ Appraise	INT	4	= 4	+	+		
✓ Athletics	STR	2	= 2	+	+		
✓ Craft (Untrained)	INT	4	= 4	+	+		
✓ Deception	CHA	3	= 0	+	3.0	+	
✓ Endurance	CON	1	= 1	+	+		
✓ Gather Information	CHA	0	= 0	+	+		
✓ Heal	WIS	2	= 0	+	2.0	+	
Knowledge (Arcana)	INT	13	= 4	+	9.0	+	
Linguistics	INT	6	= 4	+	2.0	+	
Martial Arts (Bladesinger Style)	DEX	12	= 3	+	9.0	+	
✓ Mystic Artist Skill		0	= 0	+	+		
✓ Perception	WIS	9	= 0	+	9.0	+	
✓ Persuasion	CHA	6	= 0	+	6.0	+	
✓ Ride	DEX	6	= 3	+	3.0	+	
✓ Sense Motive	WIS	6	= 0	+	6.0	+	
Spellcraft	INT	15	= 4	+	9.0	+	2
✓ Stealth	DEX	10	= 3	+	7.0	+	
✓ Survival	WIS	7	= 0	+	7.0	+	
Survival (Find or follow tracks)	WIS	9	= 0	+	7.0	+	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
Amulet of Health +2	Equipped	1	0.0	4000.0
Headband of Intellect +2	Equipped	1	0.0	4000.0
Longsword	Equipped	1	4.0	15.0
Spellbook (Wizard's/Blank)	Equipped	1	3.0	15.0
TOTAL WEIGHT CARRIED/VALUE			7 lbs.	8030.0 gp

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

Special Attacks	
Warcraft	[Eclipse, p.10]
+3 BAB	

Special Qualities	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	
Weapon Proficiency (One Martial Weapon) (Longsword)	[Eclipse, p.49]
Grants Proficiency with selected weapons.	

Recurring Bonuses	
Duties ()	[Eclipse, p.17]
You have duties. Grants 2 CP per level.	
Fast Learner/ Specialized for increased effect (HD)	[Eclipse, p.17]
+2 CP a level towards selected item.	

DISADVANTAGES	
History	[Eclipse, p.19]
You have a written history for the GM.	
Obligations (Military and Wizard Guild)	[Eclipse, p.19]
You have the listed obligations.	
Valuable	[Eclipse, p.20]
You have value to others.	

Spell Caster Information	
Wizard	[Eclipse, p.11]
Wizard Level 7, Casterlevel is 7	

Eclipse Abilities	
Adept (Knowledge (Arcana), Perception, Spellcraft)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Augmented Bonus (INT adds to AC)	[Eclipse, p.25]
(+2 CP) Adds INT bonus to AC.	
Deep Sleep	[Eclipse, p.30]
You only require 4 hours of sleep instead of 8 hours to be fully refreshed.	
Evasive, Very Common Actions (Casting an Arcane Spell - Specialized/ Single Action, L5 or lower)	[Eclipse, p.52]
Evasive characters may take an action (select one) that usually provokes an Attack of Opportunity without being so exposed. You may take this multiple times, selecting a different action each time.	
Reflex Training (Cast a Spell and get an Immediate Attack)	[Eclipse, p.40]
Gain immediate standard action from listed circumstances	

Martial Arts	
Martial Arts Advanced / Mind Like Moon	[Eclipse, p.81]
You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.	
Martial Arts Basic / Attack (2x)	[Eclipse, p.81]
You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses (4x)	[Eclipse, p.81]
You gain +1 bonus to AC when you are unarmored or lightly armored.	

PROFICIENCIES	
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halbspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortsphear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike	

LANGUAGES	
Common, Draconic, Elven, Sylvan, Terran	

TEMPLATES	
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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	4	3	2	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ (Skill) Mastery	14	Will negates (Harmless)	One standard action	Ten minutes per level. +1 level for one hour per level, +3 for one day.	Touch	V, S	Yes (Harmless)	Divination, Transmutation	dhg_tpe: p.14
<i>Effect:</i> Provides a competence bonus on one or more skills.					<i>Target:</i> Living creature touched			<i>Caster Level:</i>	
□□□□□ Acid Splash		None	Standard Action	Instantaneous	Close (40 ft.)	V,S	No	Conjuration (Creation) [Acid]	PHB: p.196
<i>Effect:</i> Orb deals 1d3 acid damage.					<i>Target:</i> One missile of acid			<i>Caster Level:</i> 7	
□□□□□ Amanuesis	14	Will negates [object]	1 standard action	10 minute/level	Close (40 ft.)	V,S	Yes [object]	Transmutation	SC: p.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 7	
□□□□□ Arcane Mark		None	Standard Action	Permanent	0 ft.	V,S	No	Universal	PHB: p.201
<i>Effect:</i> Inscribes a personal rune [visible or invisible]. 7					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.			<i>Caster Level:</i> 7	
□□□□□ Caltrops		None	1 standard action	1 round/level	Close (40 ft.)	V,S	No	Conjuration (Creation)	SC: p.42
<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.					<i>Target:</i> See text			<i>Caster Level:</i> 7	
□□□□□ Create Water	14	See text	One standard action	Instantaneous	Close (40 ft.)	V, S	No	Conjuration (Creation) [Water]	dhg_tpe: p.156
<i>Effect:</i> Creates large quantities of water or other fluids.					<i>Target:</i> Produces 2 gallons or 0.25 cubic ft per caster level worth of liquids			<i>Caster Level:</i> 7	
□□□□□ Dancing Lights		None	Standard Action	1 minute/level [D]	Medium (170 ft.)	V,S	No	Evocation [Light]	PHB: p.216
<i>Effect:</i> Creates torches or other lights.					<i>Target:</i> Up to four lights, all within a 10- ft.-radius area			<i>Caster Level:</i> 7	
□□□□□ Daze	14	Will negates	Standard Action	1 round	Close (40 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.217
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.					<i>Target:</i> One humanoid creature of 4 HD or less			<i>Caster Level:</i> 7	
□□□□□ Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 7	
□□□□□ Detect Poison		None	Standard Action	Instantaneous	Close (40 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 7	
□□□□□ Disrupt Undead		None	Standard Action	Instantaneous	Close (40 ft.)	V,S	Yes	Necromancy	PHB: p.223
<i>Effect:</i> Deals 1d6 damage to one undead.					<i>Target:</i> Ray			<i>Caster Level:</i> 7	
□□□□□ Electric Jolt		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Electricity]	SC: p.78
<i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.					<i>Target:</i> Ray			<i>Caster Level:</i> 7	
□□□□□ Enchant Tools	14	None (Object)	One standard action	7 hours [D]	Touch	V, S	Yes (Harmless)	Transmutation	dhg_tpe: p.12
<i>Effect:</i> Boosts the user's effective skill and reduces time needed for specific tasks.					<i>Target:</i> Tool or Toolkit touched			<i>Caster Level:</i> 7	
□□□□□ Enhance Attribute	14	Will negates (Harmless)	One standard action	One minute per level. Extend to ten minutes per level at +1 Spell Level, one hour per level at +2, and one day at +3.	Touch, plus one category per +1 level. Mass versions automatically include short range.	V, S, M	Yes (Harmless)	Transmutation	dhg_tpe: p.17
<i>Effect:</i> Provides an enhancement bonus to one or more basic attributes.					<i>Target:</i> Creature[s] touched			<i>Caster Level:</i> 7	
□□□□□ Fast Healing	14	Will half (Harmless)	One standard action	See text	Touch	V, S	Yes (Harmless)	Conjuration (Healing)	dhg_tpe: p.78
<i>Effect:</i> Induces temporary Fast Healing abilities.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□ Flare	14	Fortitude negates	Standard Action	Instantaneous	Close (40 ft.)	V	Yes	Evocation [Light]	PHB: p.232
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light			<i>Caster Level:</i> 7	
□□□□□ Flesh Ward	14	None (Harmless)	One standard action	Ten minutes per level. +1 level for one hour per level, +2 levels for one day, +1 level to eliminate the damage limit	Touch, +1 level for +1 range category	V, S, M	Yes (Harmless)	Abjuration, Transmutation, Conjuration	dhg_tpe: p.66
<i>Effect:</i> Grants damage reduction.					<i>Target:</i> Creature touched or one creature per level for Mass variant			<i>Caster Level:</i>	
□□□□□ Force Armor	14	Will negates (Harmless)	One standard action	7 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	dhg_tpe: p.11
<i>Effect:</i> Provides an armor bonus that affects incorporeal attackers., +2					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□ Force Shield	14	Will negates (Harmless)	One standard action	7 minutes [D]	Touch	V, S	No	Abjuration [Force]	dhg_tpe: p.11
<i>Effect:</i> Provides a shield bonus that affects incorporeal attackers., 0 +2					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□ Fortune's Favor		None	One standard action	One minute per level	Touch	V, S, F (Dice)	Yes (Harmless)	Evocation	dhg_tpe: p.32
<i>Effect:</i> Provides a luck bonus on skill and attribute checks for a time.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□ Ghost Sound	14	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (40 ft.)	V,S,M	No	Illusion (Figment)	PHB: p.235
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 7	
□□□□□ Launch Bolt		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation	SC: p.130
<i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.					<i>Target:</i> One crossbow bolt in your possession			<i>Caster Level:</i> 7	
□□□□□ Launch Item		None	1 standard action	Instantaneous	Touch	S	No	Transmutation	SC: p.130
<i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.					<i>Target:</i> One Fine item in your possession, weighing up to 10lbs			<i>Caster Level:</i> 7	
□□□□□ Light		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 7	

* =Domain/Speciality Spell

Wizard Spells

□□□□□ Mage Hand		None	Standard Action	Concentration	Close (40 ft.)	V,S	No	Transmutation	PHB: p.249
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.				
□□□□□ Magic Armor	14	Will negates (Harmless, object)	One standard action	One minute per level	Touch	V, S, F (Item to be enhanced)	Yes (Harmless, object)	Transmutation	dhg_tpe: p.25
<i>Effect:</i> Grants a suit of armor a +1 enhancement bonus.					<i>Target:</i> One suit of armor or a shield				
□□□□□ Malediction (Various)	14	Will negates individually	One standard action	Special, see text.	See text		Yes	Necromancy	dhg_tpe: p.60
<i>Effect:</i> Allows the infliction of curses.					<i>Target:</i> See text				
□□□□□ Mending	14	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.				
□□□□□ Message		None	Standard Action	10 minutes/level	Medium (170 ft.)	V,S,F	No	Transmutation [Language-Dependent]	PHB: p.253
<i>Effect:</i> Whispered conversation at distance.					<i>Target:</i> 1 creature/level				
□□□□□ Open/Close	14	Will negates (object)	Standard Action	Instantaneous	Close (40 ft.)	V,S,F	Yes (object)	Transmutation	PHB: p.258
<i>Effect:</i> Opens or closes small or light things.					<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed				
□□□□□ Prestidigitation	14	See text	Standard Action	1 hour	10 ft.	V,S	No	Universal	PHB: p.264
<i>Effect:</i> Performs minor tricks.					<i>Target:</i> See text				
□□□□□ Ray of Frost		None	Standard Action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Cold]	PHB: p.269
<i>Effect:</i> Ray deals 1d3 cold damage.					<i>Target:</i> Ray				
□□□□□ Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You				
□□□□□ Repair Construct (Light)	14	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Transmutation	dhg_tpe: p.59
<i>Effect:</i> Repairs 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched				
□□□□□ Repair Minor Damage		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation	SC: p.173
<i>Effect:</i> Repair a construct 1 point of damage.					<i>Target:</i> Construct touched				
□□□□□ Resistance	14	Will negates (Harmless)	One standard action	One minute	Touch	V, S, M	Yes (Harmless)	Abjuration	dhg_tpe: p.39
<i>Effect:</i> Provides a +1 resistance bonus on saves.					<i>Target:</i> Creature touched				
□□□□□ Resistance	14	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched				
□□□□□ Scribe Spell		None	One standard action	Special	Touch	V, S, M, XP	Yes (Harmless)	Transmutation	dhg_tpe: p.111
<i>Effect:</i> Inscribes one page of a spell formula into a spellbook without GP cost.					<i>Target:</i> Page touched				
□□□□□ Shapeshift (Various)			One standard action	One minute per level, +1 level for ten minutes per level, +2 levels for one hour per level [D]	Personal +1 level to V, S change Range to "Touch" and Target to "One Willing Creature" +1 additional level per additional range category +4 additional levels for a "Mass" variant. Mass variants automatically possess "short" range			Transmutation	dhg_tpe: p.87
<i>Effect:</i> Alters a targets form.					<i>Target:</i> You				
□□□□□ Shapeshift (Zoltan's Terrifying Visage)			One standard action	One minute per level, +1 level for ten minutes per level, +2 levels for one hour per level [D]	Personal +1 level to V, S change Range to "Touch" and Target to "One Willing Creature" +1 additional level per additional range category +4 additional levels for a "Mass" variant. Mass variants automatically possess "short" range			Transmutation	dhg_tpe: p.91
<i>Effect:</i> Gives the user a horrifying appearance.					<i>Target:</i> You				
□□□□□ Sidestep		None	One standard action	70 minutes	Touch	V, S	Yes (Harmless)	Divination	dhg_tpe: p.15
<i>Effect:</i> Provides a competence bonus on saving throws.					<i>Target:</i> Living creature touched				
□□□□□ Silent Portal	14	Will negates [object]	1 standard action	1 minute/level [D]	Close (40 ft.)	S	Yes [object]	Illusion (Glamer)	SC: p.190
<i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].					<i>Target:</i> One portal				
□□□□□ Sonic Snap	14	Will partial	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Sonic]	SC: p.195
<i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.					<i>Target:</i> One creature or object				
□□□□□ Stick	14	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
<i>Effect:</i> Sticks one object to another; see text.					<i>Target:</i> Nonmagical, unattended object weighing up to 5lbs				
□□□□□ Strain Ward	14	Fort negates (Harmless)	One standard action	Ten minutes per level, +1 level for one hour per level, +2 levels for one day	Touch	V, S	Yes (Harmless)	Transmutation	dhg_tpe: p.17
<i>Effect:</i> The user may withstand the long-term use of attribute enhancement spells.					<i>Target:</i> Creature touched				
□□□□□ Summoning	14	None	One round	One round per level [D]. +1 level for one minute per level, +2 for ten minutes per level, +3 for one hour per level, +4 for one day	Close (40 ft.)	V, S, F	No	Conjuration (Summoning) [See Text]	dhg_tpe: p.104
<i>Effect:</i> Summons various creatures or imbues the caster with their powers.					<i>Target:</i> One or more summoned creatures of specified CR				
□□□□□ Touch of Fatigue	14	Fortitude negates	Standard	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294

* =Domain/Speciality Spell

Wizard Spells

Action					Target: Creature touched			Caster Level: 7	
<i>Effect:</i> Touch attack fatigues target.									
□□□□□ Void Sheathe	None		One standard action, +1 level to cast as a free action	Ten minutes per level [D]. +1 level for one hour per level	Touch	V, S, MF (Item touched)	Yes (Harmless)	Transmutation	dhg_tpe: p.71
<i>Effect:</i> Stores a single item in an extradimensional space.					Target: Item touched			Caster Level: 7	
□□□□□ Weapon Mastery	None		One standard action	7 minutes	Touch	V, S	Yes (Harmless)	Divination	dhg_tpe: p.15
<i>Effect:</i> Provides a competence bonus on the recipient's base attack bonus.					Target: Living creature touched			Caster Level: 7	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Benign Transposition		None	1 standard action	Instantaneous	Medium (170 ft.)	V	No	Conjuration (Teleportation)	SC: p.27
<i>Effect:</i> Two target creatures instantly swap positions.					Target: Two willing creatures of up to Large size			Caster Level: 7	
□□□□□ Burning Hands	15	Reflex half	Standard Action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: p.207
<i>Effect:</i> 1d4/level [max 5d4] fire damage					Target: Cone-shaped burst			Caster Level: 7	
□□□□□ Comprehend Languages		None	Standard Action	10 minutes/level	Personal	V,S,M,DF	No	Divination	PHB: p.212
<i>Effect:</i> You understand all spoken and written languages.					Target: You			Caster Level: 7	
□□□□□ Deflect, Lesser			1 immediate action	1 round or until discharged	Personal	V		Abjuration [Force]	PHB II: p.109
<i>Effect:</i> Gain deflection bonus to AC against one attack. Bonus is equal to +1 per three caster levels [max +5].					Target: You			Caster Level: 7	
□□□□□ Distract Assailant	15	Will negates	1 swift action	1 round	Close (40 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.69
<i>Effect:</i> Target is flatfooted till next turn.					Target: One creature			Caster Level: 7	
□□□□□ Ebon Eyes		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.77
<i>Effect:</i> See normally in darkness both magical and natural.					Target: Creature touched			Caster Level: 7	
□□□□□ Expeditious Retreat		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: p.228
<i>Effect:</i> Your speed increases by 30 ft.					Target: You			Caster Level: 7	
□□□□□ Mage Armor	15	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
<i>Effect:</i> Gives subject +4 armor bonus.					Target: Creature touched			Caster Level: 7	
□□□□□ Magic Weapon	15	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Weapon gains +1 bonus.					Target: Weapon touched			Caster Level: 7	
□□□□□ Shield		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Abjuration [Force]	PHB: p.278
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.					Target: You			Caster Level: 7	
□□□□□ Unseen Servant		None	Standard Action	1 hour/level	Close (40 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.297
<i>Effect:</i> Invisible force obeys your commands.					Target: One invisible, mindless, shapeless servant			Caster Level: 7	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Belker Claws		None	1 standard action	Instantaneous [1 round/3 levels max 4 rounds]	Touch	V,S,M	Yes	Transmutation [Air]	SC: p.26
<i>Effect:</i> Successful touch attack deals 2d12 points of damage.					Target: Living creature			Caster Level: 7	
□□□□□ Blast of Force	16	Fortitude partial	1 standard action	Instantaneous	Medium (170 ft.)	V,S	Yes	Evocation [Force]	SC: p.31
<i>Effect:</i> Blast one target for 1d6/2 levels [max 5d6]. In addition must make a Fortitude save or be knocked down.					Target: Ray			Caster Level: 7	
□□□□□ Burning Sword		None	1 standard action	1 minute/level [D]	Touch	V,S	No	Evocation [Fire]	SC: p.41
<i>Effect:</i> Weapon is engulfed in blue flames which shed azure light out to 30 feet. Weapon deals 1d6 damage and deals extra damage on critical hit [x2 1d10, x3 2d10, x4 3d10].					Target: Weapon touched			Caster Level: 7	
□□□□□ Cloud of Bewilderment	16	Fortitude negates; see text	1 standard action	1 round/level	Close (40 ft.)	V,S,M	No	Conjuration	SC: p.48
<i>Effect:</i> Creates a small cloud of nauseating vapors. Any living creature in affect is naseated for as long as they remain in the effect and an addition 1d4+1 rounds after they leave area.					Target: 10 ft. cube			Caster Level: 7	
□□□□□ Earth Lock		None	1 standard action	Permanent	Close (40 ft.)	V,S,M	No	Abjuration [Earth]	SC: p.75
<i>Effect:</i> Bars passage to any but you.					Target: One 1-foot length of tunnel with a diameter of up to 10 feet			Caster Level: 7	
□□□□□ Fireburst	16	Reflex half	1 standard action	Instantaneous	10 ft.	V,S,M	Yes	Evocation [Fire]	SC: p.93
<i>Effect:</i> All creatures within range take 1d8/caster level [max 5d8] of fire damage.					Target: Burst of fire extending 10 ft			Caster Level: 7	
□□□□□ Whirling Blade		None	1 standard action	Instantaneous	60 ft.	V,S,F	No	Transmutation	SC: p.238
<i>Effect:</i> Ranged Touch attack deals weapon damage to all targets on the path can use Intelligence or Charisma for your modifier.					Target: 60-ft. line			Caster Level: 7	
□□□□□ Wraithstrike	16	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SC: p.243
<i>Effect:</i> Makes your melee attacks become touch attacks.					Target: You			Caster Level: 7	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Chain Missile		None	1 standard action	Instantaneous	Long (680 ft.)	V,S	Yes	Evocation [Force]	SC: p.44
<i>Effect:</i> Creates 1 missile/2 levels that deals 1d4+1 [Max 10d4+10] each to the primary target, each secondary target takes only 1d4+1 from onewithin 30 ft. of the primary target					Target: One creature, + one/2 levels which must be onewithin 30 ft. of the primary target			Caster Level: 7	
□□□□□ Dimension Step	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes (harmless)	Conjuration (Teleportation)	PHB II: p.110
<i>Effect:</i> Allies can make a short teleport. They can teleport line of sight up to their base speed.					Target: One willing creature/3 levels, no two of which can are more than 30 ft. apart			Caster Level: 7	

* =Domain/Speciality Spell

Wizard Spells

□□□□□ Dolorous Blow		None	1 standard action	1 minute/level	Touch	V,S	No	Transmutation	SC: p.70
<i>Effect:</i> Weapon glows with a dull red aura. For the duration of the spell, the weapon's threat range is doubled, and its critical hits automatically succeed [no confirmation roll required].					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 7	
□□□□□ Dragonskin	17	N/A	1 standard action	10 minutes/level	Personal	S,M	N/A	Transmutation	SC: p.73
<i>Effect:</i> Gain armor enhancement bonus of +1/2 levels [max +5] and energy resistance 10 [20 after 10th level] to one energy type.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□ False Gravity	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.87
<i>Effect:</i> Can walk/run on any solid surface you choose. Can fly 30 ft if you choose to fall; see text					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□ Fireball	17	Reflex half	Standard Action	Instantaneous	Long (680 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> 1d6/level [max 10d6] fire damage, 20-ft. radius.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 7	
□□□□□ Hamatula Barbs	17	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.109
<i>Effect:</i> Any creature hitting the subject takes 1d8 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□ Haste	17	Fortitude negates (Harmless)	One round per level.		Close (40 ft.)		Yes (Harmless)	Transmutation	dhg_tpe: p.22
<i>Effect:</i> See Text, One creature per level moves and attacks more quickly then normal.					<i>Target:</i> One creature per level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 7	
□□□□□ Lightning Step		None	One standard action	Instantaneous	Personal	V	Yes (Harmless)	Evocation	dhg_tpe: p.22
<i>Effect:</i> You may move up to 400 + 40 Ft per level in a blurring moment.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□□ Mage Armor, Greater	17	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force]	SC: p.136
<i>Effect:</i> As mage armor, except gain +6 armor bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
□□□□□ Rainbow Blast	17	Reflex half	1 standard action	Instantaneous	120 ft.	V,S,M	Yes	Evocation [Light]	SC: p.165
<i>Effect:</i> deals 1d6 from each of the five energy types [total 5d6]; Damage increases with levels; see text					<i>Target:</i> 120-ft. line			<i>Caster Level:</i> 7	
□□□□□ Regroup		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Conjuration (Teleportation)	PHB II: p.122
<i>Effect:</i> 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> 7	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□Blast of Flame	18	Reflex half	1 standard action	Instantaneous	60 ft.	V,S,M	No	Conjuration (Creation) [Fire]	SC: p.31
<i>Effect:</i> Deal 1d6/level [max 10d6] to all creatures in the area.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 7	
□□□□Dimension Door	18	None and Will negates (object)	Standard Action	Instantaneous	Long (680 ft.)	V	No and Yes (object)	Conjuration (Teleportation)	PHB: p.221
<i>Effect:</i> Teleports you short distance.					<i>Target:</i> You and touched objects or other touched willing creatures			<i>Caster Level:</i> 7	
□□□□Flame Whips	18	N/A	1 standard action	1 round/level [D]	Personal	V,S	N/A	Transmutation	SC: p.95
<i>Effect:</i> Gain two melee touch attacks with 15-ft reach that deal 6d6 fire damage each.					<i>Target:</i> Flaming whips			<i>Caster Level:</i> 7	
□□□□Flight of the Dragon	18	N/A	1 standard action	10 minutes/level [D]	Personal	V,M	N/A	Transmutation	SC: p.95
<i>Effect:</i> Gain flight speed 100 ft.					<i>Target:</i> You			<i>Caster Level:</i> 7	
□□□□Polymorph		None	Standard Action	1 minute/level [D]	Touch	V,S,M	No	Transmutation	PHB: p.263
<i>Effect:</i> Gives one willing subject a new form.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 7	
□□□□Shout	18	Fortitude partial or Reflex negates (object); see text	Standard Action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]	PHB: p.279
<i>Effect:</i> Deafens all within cone and deals 5d6 sonic damage.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 7	

* =Domain/Specialty Spell

Notes:

Character Sheet Notes:

Bought Skill Specialty - Persuasion: Military Protocol