

Burgmor [Innocent or Guilty]

CHARACTER NAME

d10E 1, d4E 4, Wizard

CLASS

5

10000 / 15000

Character Level

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	12		+1		
DEX Dexterity	14		+2		
CON Constitution	14		+2		
INT Intelligence	19		+4		
WIS Wisdom	12		+1		
CHA Charisma	17		+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+5	= +3	+2	+0	+0	+0		
REFLEX (dexterity)	+4	= +2	+2	+0	+0	+0		
WILL (wisdom)	+5	= +4	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	= +3	+1	+0	+0	+0	
RANGED attack bonus	+5	= +3	+2	+0	+0	+0	
GRAPPLE attack bonus	+4	= +3	+1	+0	+0	+0	

*Magister's Staff	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d6+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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Calvin

PLAYER NAME

Human

Medium

5' 4"

16

Male

Brown

None

Chaotic Good

RACE

SIZE

HEIGHT

WEIGHT

VISION

AGE

GENDER

EYES

HAIR

POINTS

HP	32	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
hit points					Walk 30 ft.
AC	16	14	12	10	4
armor class	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
INITIATIVE	+2	+2	+0		
modifier	TOTAL	DEX MODIFIER	MISC MODIFIER		
BASE ATTACK	+3				
bonus					

TOTAL SKILLPOINTS: 56		SKILLS		MAX RANKS: 8/4	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	4	=	2	+ 2
✓ Appraise	INT	6	=	4	+ 2
Arcana	INT	15	=	4	+ 7 + 4
✓ Athletics	STR	3	=	1	+ 2
✓ Craft (Untrained)	INT	4	=	4	
✓ Deception	CHA	6	=	3	+ 1 + 2
✓ Endurance	CON	4	=	2	+ 2
✓ Gather Information	CHA	5	=	3	+ 2
✓ Heal	WIS	3	=	1	+ 2
✓ Insight	WIS	5	=	1	+ 2 + 2
Knowledge (Architecture and Engineering)	INT	9	=	4	+ 3 + 2
Knowledge (Dungeoneering)	INT	9	=	4	+ 3 + 2
Knowledge (History)	INT	13	=	4	+ 7 + 2
Knowledge (Nature)	INT	9	=	4	+ 3 + 2
Knowledge (Religion)	INT	10	=	4	+ 4 + 2
Knowledge (The Planes)	INT	14	=	4	+ 8 + 2
Nature	INT	7	=	4	+ 1 + 2
✓ Perception	WIS	11	=	1	+ 8 + 2
✓ Persuasion	CHA	5	=	3	+ 2
✓ Ride	DEX	7	=	2	+ 3 + 2
✓ Stealth	DEX	6	=	2	+ 2 + 2
✓ Survival	WIS	3	=	1	+ 2
✓ Survival (Find or follow tracks)	WIS	5	=	1	+ 4
✓ Survival (The Planes)	WIS	5	=	1	+ 4
✓ Thievery	DEX	9	=	2	+ 5 + 2
✓ Use Rope	DEX	4	=	2	+ 2
			=	+	+
			=	+	+
✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.					

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Magister's Staff	Equipped	1	4.0	0.0
TOTAL WEIGHT CARRIED/VALUE			4 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

LANGUAGES				
Abyssal, Celestial, Common, Draconic, Infernal				

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

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses		
Duties (To Sovereign)	You have duties. Grants 2 CP per level. [+10 total CP].	[Eclipse, p.17]
Character Creation Fast Learner / Specialized for Increased Effect (Spells)	+2 CP a level towards selected item. [+10 total CP].	[Eclipse, p.17]

DISADVANTAGES	
Compulsive (Impatient desires action not words) You have the listed compulsions.	[Eclipse, p.18]
History You have a written history for the GM.	[Eclipse, p.19]
Obligations (To Merrick - must participate in rituals and other functions) You have the listed obligations.	[Eclipse, p.19]

Spell Caster Information	
Spell Points	[Eclipse]
Wizard	[Eclipse, p.11]
Wizard Level 7, Casterlevel is 8	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 204, Bonus Feats have added 30 CP, Disadvantages have added 10 CP, Duties adds 10 CP, Fast Learner adds 10 CP, HD 4 is 0 CP, HD 10 deducts 6 CP	
Adept (Knowledge (Arcana), Spellcraft, Knowledge (History), Perception)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Immunity / XP Cost Innate Enchantment	[Eclipse]
(2 CP) Handles initial Innate Enchantment, L1 only.	
Innate Enchantment	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.	
Innate Enchantment / Detect Magic	[Eclipse]
(+700) At-will personal use at L1 caster level.	
Innate Enchantment / Enhanced Attribute (+2 Intelligence)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Intelligence	
Innate Enchantment / Force Armor I	[Eclipse]
[At Will] As Armor Spell, grants +4 Armor AC.	
Innate Enchantment / Fortune's Favor	[Eclipse]
+2 Luck bonus to skills and checks.	
Caster Level +1 / Specialized for Wizard	[Eclipse, p.11]
Metamagic / Elemental Manipulation	[Eclipse, p.58]
Alter [+0 SL] changes the elemental effect to another. Subdual [+1 SL] deal lethal or subdual. SFX [+1 SL, +2 or 3 for Obvious Spells] changes the look and/or sound. Ether [+1 SL] affect single coexistent plane. [+2 SL] affect all planes. Infliction [+1 SL] Blown Away, Dazed (1 round), Dazzled, Deafened, Fatigued, Knocked Down, or Sickened. [+2 SL] Blinded, Confused, Energy Drained (1 level, lasts 1 hour per Caster Level, max 20), Entangled, Exhausted, Frightened, or Shaken. [+3 SL] Cowering, Nauseated, Panicked, or Stunned. [+4 SL] Paralyzed or Unconscious. [+5 SL] Dead, Petrified. Concussive [+2 SL] creature pushed out of the area of effect or 10 feet per level of the spell, knocking them prone and inflicting damage as if they had fallen an equal distance. Holy/Unholy [+2 SL] makes half the damage Sacred or Profane. Twining [+2 SL] adds secondary elemental effects at half of a base elemental effect. Improved Twining [+4 SL] adds a secondary elemental effect at full power. Sacred/Profane [+4 SL] damage as Sacred or Profane damage.	

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

TEMPLATES				
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Innate Racial Spells

Name		Save Information	Time	Duration	Range	Comp.	Source
At Will	Detect Magic		Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
School: Divination		SR: No	Target: Cone-shaped emanation			Caster Level: 1	
Effect: Detects spells and magic items within 60 ft.			* =Domain/Speciality Spell				

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	5	4	3	2	—	—	—	—	—

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
Acid Splash <i>School:</i> Conjuration (Creation) [Acid] <i>Effect:</i> You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target.	SR: No	Standard Action	Instantaneous	Close (45 ft.)	V,S	PHB: p.196
Amanuesis <i>School:</i> Transmutation <i>Effect:</i> Copies 250 words per minute.	DC: 14, Will negates [object] SR: Yes [object]	1 standard action	10 minute/level	Close (45 ft.)	V,S	SC: p.9
Arcane Mark <i>School:</i> Universal <i>Effect:</i> Inscribes a personal rune [visible or invisible].	SR: No	Standard Action	Permanent	0 ft.	V,S	PHB: p.201
Caltrops <i>School:</i> Conjuration (Creation) <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.	SR: No	1 standard action	1 round/level	Close (45 ft.)	V,S	SC: p.42
Dancing Lights <i>School:</i> Evocation [Light] <i>Effect:</i> Depending on the version selected, you create up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o'-wisp], or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire [no concentration required]: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. Dancing lights can be made permanent with a permanency spell.	SR: No	Standard Action	1 minute/level [D]	Medium (180 ft.)	V,S	PHB: p.216
Daze <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Humanoid creature of 4 HD or less loses next action., This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. Material Component: A pinch of wool or similar substance.	DC: 14, Will negates SR: Yes	Standard Action	1 round	Close (45 ft.)	V,S,M	PHB: p.217
Detect Magic <i>School:</i> Divination <i>Effect:</i> Detects spells and magic items within 60 ft.	SR: No	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object.	SR: No	Standard Action	Instantaneous	Close (45 ft.)	V,S	PHB: p.219
Disrupt Undead <i>School:</i> Necromancy <i>Effect:</i> Deals 1d6 damage to one undead.	SR: Yes	Standard Action	Instantaneous	Close (45 ft.)	V,S	PHB: p.223
Electric Jolt <i>School:</i> Evocation [Electricity] <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.	SR: Yes	1 standard action	Instantaneous	Close (45 ft.)	V,S	SC: p.78
Flare <i>School:</i> Evocation [Light] <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	DC: 14, Fortitude negates SR: Yes	Standard Action	Instantaneous	Close (45 ft.)	V	PHB: p.232
Ghost Sound <i>School:</i> Illusion (Figment) <i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level [maximum twenty humans]. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell. Material Component - A bit of wool or a small lump of wax.	DC: 14, Will disbelief (if interacted with) SR: No	Standard Action	1 round/level [D]	Close (45 ft.)	V,S,M	PHB: p.235
Launch Bolt <i>School:</i> Transmutation <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.	SR: No	1 standard action	Instantaneous	Touch	V,S,M	SC: p.130
Launch Item <i>School:</i> Transmutation <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.	SR: No	1 standard action	Instantaneous	Touch	S	SC: p.130
Light <i>School:</i> Evocation [Light] <i>Effect:</i> Object shines like a torch.	SR: No	Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.248
Mage Hand <i>School:</i> Transmutation <i>Effect:</i> 5-pound telekinesis.	SR: No	Standard Action	Concentration	Close (45 ft.)	V,S	PHB: p.249
Mending <i>School:</i> Transmutation <i>Effect:</i> Makes minor repairs on an object.	DC: 14, Will negates (harmless, object) SR: Yes (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.253
Message <i>School:</i> Transmutation [Language-Dependent] <i>Effect:</i> Whispered conversation at distance.	SR: No	Standard Action	10 minutes/level	Medium (180 ft.)	V,S,F	PHB: p.253
Open/Close <i>School:</i> Transmutation <i>Effect:</i> Opens or closes small or light things.	DC: 14, Will negates (object) SR: Yes (object)	Standard Action	Instantaneous	Close (45 ft.)	V,S,F	PHB: p.258
Prestidigitation <i>School:</i> Universal <i>Effect:</i> Performs minor tricks.	DC: 14, See text SR: No	Standard Action	1 hour	10 ft.	V,S	PHB: p.264
Ray of Frost <i>School:</i> Evocation [Cold] <i>Effect:</i> Ray deals 1d3 cold damage.	SR: Yes	Standard Action	Instantaneous	Close (45 ft.)	V,S	PHB: p.269
Read Magic <i>School:</i> Divination <i>Effect:</i> Read scrolls and spellbooks.	SR: No	Standard Action	10 minutes/level	Personal	V,S,F	PHB: p.269
Repair Minor Damage <i>School:</i> Transmutation <i>Effect:</i> Repair a construct 1 point of damage.	SR: No	1 standard action	Instantaneous	Touch	V,S	SC: p.173
Resistance <i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. Arcane Material - Component A miniature cloak.	DC: 14, Will negates (harmless) SR: Yes (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272
Silent Portal <i>School:</i> Illusion (Glamour) <i>Effect:</i> This simple contraption negates the sound of opening and closing a single portal [door, window, gate, drawer, chest lid, or the like]. Even the squeakiest door opens without a sound when under the effect of this spell. Silent portal covers only the normal means of opening and closing the targeted portal. Breaking a window or kicking in a door still makes noise, but opening a door that is loosely hanging by its hinges does not [since this is the normal way a door would be opened]. Portals composed of magical energy are not affected by this spell. In the case of magic or even intelligent portals, spell resistance and a Will save [DC 10 + caster's ability modifier + other modifiers as appropriate] apply	DC: 14, Will negates [object] SR: Yes [object]	1 standard action	1 minute/level [D]	Close (45 ft.)	S	SC: p.190
Sonic Snap <i>School:</i> Evocation [Sonic] <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	DC: 14, Will partial SR: Yes	1 standard action	Instantaneous	Close (45 ft.)	V,S	SC: p.195
Stick <i>School:</i> Transmutation <i>Effect:</i> Sticks one object to another; see text.	DC: 14, Will negates [object] SR: Yes [object]	1 standard action	Instantaneous	Touch	V,S,M	SC: p.206
Touch of Fatigue <i>School:</i> Necromancy	DC: 14, Fortitude negates SR: Yes	Standard Action	1 round/level	Touch	V,S,M	PHB: p.294

Wizard Spells

Effect: Touch attack fatigues target.

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
Benign Transposition	SR: No	1 standard action	Instantaneous	Medium (180 ft.)	V	SC: p.27
<i>School:</i> Conjuration (Teleportation) <i>Effect:</i> Two target creatures instantly swap positions.						
Burning Hands	DC: 15, Reflex half SR: Yes	Standard Action	Instantaneous	15 ft.	V,S	PHB: p.207
<i>School:</i> Evocation [Fire] <i>Effect:</i> 1d4/level [max 5d4] fire damage						
Burning Rage	DC: 15, Will negates SR: Yes	1 standard action	1 round/level [D]	Close (45 ft.)	V,S	Is This : p.105
<i>School:</i> Transmutation <i>Effect:</i> Subject gains +1 bonus on attack rolls, +2 bonus to damage, DR:2/magic. Subject take 4 points of fire damage each round though.						
Comprehend Languages	SR: No	Standard Action	10 minutes/level	Personal	V,S,M/DF	PHB: p.212
<i>School:</i> Divination <i>Effect:</i> You understand all spoken and written languages.						
Feather Fall	DC: 15, Will negates (harmless) or Will negates (object) SR: Yes (object)	1 free action	Until landing or 1 round/level	Close (45 ft.)	V	PHB: p.229
<i>School:</i> Transmutation <i>Effect:</i> Objects or creatures fall slowly.						
Mage Armor	DC: 15, Will negates (harmless) SR: No	Standard Action	1 hour/level [D]	Touch	V,S,F	PHB: p.249
<i>School:</i> Conjuration (Creation) [Force] <i>Effect:</i> An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. Focus - A piece of cured leather.						
Magic Missile	SR: Yes	Standard Action	Instantaneous	Medium (180 ft.)	V,S	PHB: p.251
<i>School:</i> Evocation [Force] <i>Effect:</i> A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile-two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.						
Orb of Fire, Lesser	SR: No	1 standard action	Instantaneous	Close (45 ft.)	V,S	SC: p.151
<i>School:</i> Conjuration (Creation) [Fire] <i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3.5,etc max 5d8] points of fire damage.						
Ray of Flame	DC: 15, See text SR: Yes	1 standard action	Instantaneous	Close (45 ft.)	V,S,F	SC: p.167
<i>School:</i> Evocation [Fire] <i>Effect:</i> You must succeed on a ranged touch attack with the ray to strike a target. If your attack is successful, the ray deals 1d6 points of fire damage per two caster levels [maximum 5d6]. The target must also make a Reflex save or catch fire, taking 1d6 points of fire damage each round until the flames are put out [requiring a DC 15 Reflex save; see Catching on Fire, DMG 303]. Focus: A small, polished glass lens.						
Slow Burn	SR: No	1 standard action	1 minute	Medium (180 ft.)	V,S,M/DF	SC: p.192
<i>School:</i> Transmutation [Fire] <i>Effect:</i> Doubles the amount of time to put out a fire; see text.						

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
Body of the Sun	DC: 16, Reflex half SR: Yes	1 standard action	1 round/level	5 ft.	V,S,DF	SC: p.35
<i>School:</i> Transmutation [Fire] <i>Effect:</i> Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].						
Burning Word	SR: No	1 standard action	1 minute/level [D]	Touch	V,S	SC: p.41
<i>School:</i> Evocation [Fire] <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].						
Flame Dagger	SR: Yes	1 standard action	1 minute/level [D]	0 ft.	V,S,M	SC: p.94
<i>School:</i> Evocation [Fire] <i>Effect:</i> Melee touch attacks with a red beam deals 1d4 +1/caster level [max +10].						
Pyrotechnics	DC: 16, Will negates or Fortitude negates; see text SR: Yes or No; see text	Standard Action	1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text	Long (720 ft.)	V,S,M	PHB: p.267
<i>School:</i> Transmutation <i>Effect:</i> Turns fire into blinding light or choking smoke.						
Scorch	DC: 16, Reflex half SR: Yes	1 standard action	Instantaneous	30 ft.	V,S,F	SC: p.181
<i>School:</i> Evocation [Fire] <i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] to all in the area of affect.						
Scorching Ray	SR: Yes	Standard Action	Instantaneous	Close (45 ft.)	V,S	PHB: p.274
<i>School:</i> Evocation [Fire] <i>Effect:</i> A fireball spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level [maximum 10d6] to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range [distance and height] at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. [An early impact results in an early detonation.] If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. Material Component - A tiny ball of bat guano and sulfur.						

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
Dispel Magic	SR: No	Standard Action	Instantaneous	Medium (180 ft.)	V,S	PHB: p.223
<i>School:</i> Abjuration <i>Effect:</i> Cancels magical spells and effects.						
Energy Surge	DC: 17, Will negates (harmless) SR: Yes (harmless)	1 swift action	1 round	Close (45 ft.)	V	Is This : p.112
<i>School:</i> Transmutation [Acid, Cold, Electricity, Fire, Sonic] <i>Effect:</i> Imbue weapon with elemental energy of one specific type. Weapon deals 2d6 of specified energy type.						
Fireball	DC: 17, Reflex half SR: Yes	Standard Action	Instantaneous	Long (720 ft.)	V,S,M	PHB: p.231
<i>School:</i> Evocation [Fire] <i>Effect:</i> A fireball spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level [maximum 10d6] to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range [distance and height] at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. [An early impact results in an early detonation.] If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. Material Component - A tiny ball of bat guano and sulfur.						
Flame Arrow	SR: No	Standard Action	10 minutes/level	Close (45 ft.)	V,S,M	PHB: p.231
<i>School:</i> Transmutation [Fire] <i>Effect:</i> Arrows deal +1d6 fire damage.						
Lightning Bolt	DC: 17, Reflex half SR: Yes	Standard Action	Instantaneous	120 ft.	V,S,M	PHB: p.248
<i>School:</i> Evocation [Electricity] <i>Effect:</i> Electricity deals 1d6/level [max 10d6].						

LEVEL 4

Name	Save Information	Time	Duration	Range	Comp.	Source
Ice Storm	SR: Yes	Standard Action	1 full round	Long (720 ft.)	V,S,M/DF	PHB: p.243
<i>School:</i> Evocation [Cold] <i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.						
Wall of Fire	SR: Yes	Standard Action	Concentration + 1 round/level	Medium (180 ft.)	V,S,M/DF	PHB: p.298
<i>School:</i> Evocation [Fire] <i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage						

* =Domain/Specialty Spell

Innate

At Will Detect Magic (DC:)