

Pryad

NAME
Wiz7
CLASS
7
Character Level

21000
EXPERIENCE
28000
NEXT LEVEL

Jason

PLAYERNAME
Elf, Fire
RACE
132
AGE

Medium
SIZE
Male
GENDER

Amaunator

DEITY
5' 9"
HEIGHT
Violet - lt red
EYES
120 lbs.
WEIGHT
Flame Orange,
HAIR

Lawful Neutral

ALIGNMENT
Low-light
VISION
-1
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	13	+1	13	+1	13	+1
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	20	+5	20	+5	20	+5
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	13	+1	13	+1	13	+1

VP Vitality	39	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			WP Wound Points	14	DAMAGE REDUCTION			SPEED Walk 40 ft.		
AC armor class	19	:	16	:	15	=	10	BASE		ARMOR BONUS		SHIELD BONUS		STAT	
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE	
INITIATIVE modifier		+7		=		+3		+		+4		TOTAL		DEX MODIFIER	
BASE ATTACK bonus												+3		MISC MODIFIER	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+5	+2	+2	+1	+0	+0		
REFLEX (dexterity)	+6	+2	+3	+1	+0	+0		
WILL (wisdom)	+7	+5	+1	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	+3	+1	+0	+0	+0	
RANGED attack bonus	+6	+3	+3	+0	+0	+0	
GRAPPLE attack bonus	+4	+3	+1	+0	+0	+0	

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

Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d6+1				
Special Properties					

*Rapier +2	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	18-20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+6	1d6+3	2W-P-(OH)	+0	1d6+3
1H-O	+2	1d6+2	2W-P-(OL)	+2	1d6+3
2H	+6	1d6+3	2W-OH	-4	1d6+2
Special Properties					

Shortbow +3 (Unholy)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
30 ft.	60 ft.	120 ft.	180 ft.	240 ft.	
TH	+9	+9	+7	+5	+3
Dam	1d6+3	1d6+3	1d6+3	1d6+3	1d6+3
Special Properties					

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Amulet of Natural Armor +2		+2	+0	0	
*Ring of Protection +2		+2	+0	0	
*Bracers of Armor +2		+2	+0	0	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	10/5
				RANKS	MISC MODIFIER
✓ Appraise	INT	5	=	5	+
✓ Balance	DEX	5	=	3	+
✓ Bluff	CHA	1	=	1	+
✓ Climb	STR	1	=	1	+
✓ Concentration	CON	12	=	2	+
✓ Craft (Alchemy)	INT	8	=	5	+
✓ Craft (Untrained)	INT	5	=	5	+
✓ Diplomacy	CHA	1	=	1	+
✓ Disguise	CHA	1	=	1	+
✓ Escape Artist	DEX	3	=	3	+
✓ Forgery	INT	5	=	5	+
✓ Gather Information	CHA	1	=	1	+
✓ Heal	WIS	1	=	1	+
✓ Hide	DEX	3	=	3	+
✓ Intimidate	CHA	1	=	1	+
✓ Jump	STR	7	=	1	+
Knowledge (Arcana)	INT	17	=	5	+
Knowledge (Architecture and Engineering)	INT	10	=	5	+
Knowledge (Dungeoneering)	INT	8	=	5	+
Knowledge (Nature)	INT	8	=	5	+
Knowledge (Religion)	INT	10	=	5	+
Knowledge (The Planes)	INT	11	=	5	+
✓ Listen	WIS	3	=	1	+
✓ Move Silently	DEX	3	=	3	+
✓ Ride	DEX	3	=	3	+
✓ Search	INT	11	=	5	+
Search (Secret doors and hidden compartments)	INT	13	=	5	+
✓ Sense Motive	WIS	1	=	1	+
✓ Spellcraft	INT	17	=	5	+
✓ Spot	WIS	3	=	1	+
✓ Survival	WIS	1	=	1	+
✓ Swim	STR	1	=	1	+
✓ Tumble	DEX	8	=	3	+
✓ Use Rope	DEX	3	=	3	+
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills					

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +2	Equipped	1	0.0	8000.0
Ring of Protection +2	Equipped	1	0.0	8000.0
Arrows + of Flaming	Equipped	8	3.0 (24.0)	3321.0 (26568.0)
(Arrows +1 (20/Flaming)), +1d6 fire damage				
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Bracers of Armor +2	Equipped	1	1.0	4000.0
Cloak of Resistance +1	Equipped	1	1.0	1000.0
Scholar's Outfit	Equipped	1	6.0	0.0
Quarterstaff	Carried	1	4.0	0.0
Rapier +2	Equipped	1	2.0	8320.0
Shortbow +3 (Unholy)	Carried	1	1.0	50350.0
0 lbs. 10hp/inch and 5 hardness, evil-aligned,+2d6 unholy damage vs. good bestowed on ammunition;egative level bestowed to good wielder				
Spell Component Pouch	Equipped	1	2.0	5.0
Spellbook (Wizard's/Blank)	Equipped	1	3.0	15.0
Wand (Fear/Wizard/7th)	Equipped	1	0.0	11340.0
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Wand (Invisibility/Wizard/3rd)	Equipped	1	0.0	1530.0
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Wand (Levitate/Wizard/3rd)	Equipped	1	0.0	3780.0
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Wand (Magic Missile/Wizard/3rd)	Equipped	2	0.0 (0.0)	900.0 (1800.0)
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Wand (Wall of Ice (Ice Plane)/Wizard/7th)	Equipped	1	0.0	2100.0
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TOTAL WEIGHT CARRIED/VALUE			38 lbs.	126808.0 gp

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

SPECIAL ABILITIES
+1 Racial Bonus on attacks against creatures of the Water Subtype
+2 racial saving throw bonus against enchantment spells or effects.
-2 Penalty on all Saves against Spells, Spell-like, or Supernatural Abilities with the Water or Cold Subtype or used by creatures of the Water or Cold Subtype
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
Curse - May RAGE under stress.
Elf Racial Level 1, Generalist Wizard: Cannot specialize, but may learn one additional spell per level and can cast one additional spell of the highest available.
Fire Resistance 10
FireBurst (3 times per day, recharge 1d4 rounds) Rage may trigger this effect
Flame Touched - Movement increased
Immunity to magic sleep effects.
Literacy: Character is able to read & write in any language he can speak.
Summon Familiar
Warm to the touch - You radiate warmth

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Collegiate Wizard	Begin play with six 1st level plus 1 per point of INT modifier. Each wizard level you may add four spells to your spellbook.
Mobile Spellcasting	Cast and Move as a single Standard action after making a special concentration check [20 + Spell level] or defensively by adding 5.
Modify Spell	Laden spell has additional power
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]
Scribe Scroll	You can create a scroll of any spell that you know.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Fleet of Foot	+10 feet bonus to ground speed
Improved Initiative	You get a +4 bonus on initiative checks.

PROFICIENCIES

LANGUAGES
Common, Draconic, Elven, Gnome

TEMPLATES
Elf Wizard Lv:1
Truename

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐	Fireburst	18	Reflex half	1 standard	Instantaneous	10 ft.	V,S,M	Yes	Evocation [Fire]	SC: Pg.93
<i>Effect:</i> All creatures within range take 1d8/caster level [max 5d8] of fire damage.						<i>Target:</i> Burst of fire extending 10 ft			<i>Caster Level:</i> 7	
* =Domain/Speciality Spell										

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	6	5	3	3	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.	16	None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level: 7</i>	PHB: pg.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	16	Will negates [object]	1 standard action	10 minute/level	Close (40 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level: 7</i>	SC: Pg.9
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].	16	None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level: 7</i>	PHB: pg.201
Caltrops <i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.	16	None	1 standard action	1 round/level	Close (40 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level: 7</i>	SC: Pg.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.	16	None	1 standard action	1 minute/level [D]	Medium (170 ft.)	V,S	No	Evocation [Light] <i>Caster Level: 7</i>	PHB: pg.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	16	Will negates	1 standard action	1 round	Close (40 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level: 7</i>	PHB: pg.217
Detect Magic <i>Effect:</i> 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 <i>Caster Level: 7</i>	PHB: pg.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	16	None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Divination <i>Caster Level: 7</i>	PHB: pg.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	16	None	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Necromancy <i>Caster Level: 7</i>	PHB: pg.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.	16	None	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level: 7</i>	SC: Pg.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	16	Fortitude negates	1 standard action	Instantaneous	Close (40 ft.)	V	Yes	Evocation [Light] <i>Caster Level: 7</i>	PHB: pg.232
Ghost Sound <i>Effect:</i> Fgment sounds.	16	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (40 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level: 7</i>	PHB: pg.235
Launch Bolt <i>Effect:</i> 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 <i>Caster Level: 7</i>	SC: Pg.130
Launch Item <i>Effect:</i> 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 <i>Caster Level: 7</i>	SC: Pg.130
Light <i>Effect:</i> Object shines like a torch.	16	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level: 7</i>	PHB: pg.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.	16	None	1 standard action	Concentration	Close (40 ft.)	V,S	No	Transmutation <i>Caster Level: 7</i>	PHB: pg.249
Mending <i>Effect:</i> Makes minor repairs on an object.	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level: 7</i>	PHB: pg.253
Message <i>Effect:</i> Whispered conversation at distance.	16	None	1 standard action	10 minutes/level	Medium (170 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level: 7</i>	PHB: pg.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	16	Will negates (object)	1 standard action	Instantaneous	Close (40 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level: 7</i>	PHB: pg.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	16	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level: 7</i>	PHB: pg.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	16	None	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level: 7</i>	PHB: pg.269
Read Magic <i>Effect:</i> Read scrolls and spellbooks.	16	None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level: 7</i>	PHB: pg.269
Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage.	16	None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level: 7</i>	SC: Pg.173
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	16	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level: 7</i>	PHB: pg.272
Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	16	Will negates [object]	1 standard action	1 minute/level [D]	Close (40 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level: 7</i>	SC: Pg.190
Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	16	Will partial	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level: 7</i>	SC: Pg.195

* =Domain/Specialty Spell

Wizard Spells

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<i>Effect:</i> Sticks one object to another; see text.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Touch of Fatigue</div> </div>	16	Fortitude negates	1 standard action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: pg.294
<i>Effect:</i> Touch attack fatigues target.									
<i>Target:</i> Nonmagical, unattended object weighing up to 5lbs									
<i>Target:</i> Creature touched									
<i>Caster Level:</i> 7									

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>	17	None	1 standard action	Instantaneous	Medium (170 ft.)	V	No	Conjuration (Teleportation)	SC: Pg.27
<i>Effect:</i> Two target creatures instantly swap positions.									
<i>Target:</i> Two willing creatures of up to Large size									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Burning Hands</div> </div>	17	Reflex half	1 standard action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.207
<i>Effect:</i> 1d4/level [max 5d4] fire damage									
<i>Target:</i> Cone-shaped burst									
<i>Caster Level:</i> 7									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Color Spray</div> </div>	17	Will negates	1 standard action	Instantaneous; see text	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting]	PHB: pg.210
<i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.									
<i>Target:</i> Cone-shaped burst									
<i>Caster Level:</i> 7									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Comprehend Languages</div> </div>	17	None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
<i>Effect:</i> You understand all spoken and written languages.									
<i>Target:</i> You									
<i>Caster Level:</i> 7									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Deep Breath</div> </div>	17	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: Pg.61
<i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.									
<i>Target:</i> You									
<i>Caster Level:</i> 7									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Distract Assailant</div> </div>	17	Will negates	1 swift action	1 round	Close (40 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.69
<i>Effect:</i> Target is flatfooted till next turn.									
<i>Target:</i> One creature									
<i>Caster Level:</i> 7									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Enlarge Person</div> </div>	17	Fortitude negates	1 round	1 minute/level [D]	Close (40 ft.)	V,S,M	Yes	Transmutation	PHB: pg.226
<i>Effect:</i> Creatures size increases to next category									
<i>Target:</i> One humanoid creature									
<i>Caster Level:</i> 7									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Expeditious Retreat</div> </div>	17	None	1 standard action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: pg.228
<i>Effect:</i> Your speed increases by 30 ft.									
<i>Target:</i> You									
<i>Caster Level:</i> 7									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Grease</div> </div>	17	See text	1 standard action	1 round/level [D]	Close (40 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.237
<i>Effect:</i> Makes 10-ft. square or one object slippery.									
<i>Target:</i> One object or a 10-ft. square									
<i>Caster Level:</i> 7									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Orb of Fire, Lesser</div> </div>	17	None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Conjuration (Creation) [Fire]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3.5,etc max 5d8] points of fire damage.									
<i>Target:</i> One orb of fire									
<i>Caster Level:</i> 7									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ray of Clumsiness</div> </div>	17	None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Abjuration	SC: Pg.166
<i>Effect:</i> Interferes with magical animation dealing 1d6 per caster level [max 15d6].									
<i>Target:</i> Ray and One construct									
<i>Caster Level:</i> 7									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scholar's Touch</div> </div>	17	None	1 standard action	Concentration, up to 7 rounds	Personal	V,S,M,F	No	Divination	Is This : Races of Destiny Pg.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.									
<i>Target:</i> One book/round									
<i>Caster Level:</i> 7									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Silent Image</div> </div>	17	Will disbelief (if interacted with)	1 standard action	Concentration	Long (680 ft.)	V,S,F	No	Illusion (Figment)	PHB: pg.279
<i>Effect:</i> Creates minor illusion of your design.									
<i>Target:</i> Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]									
<i>Caster Level:</i> 7									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Tenser's Floating Disk</div> </div>	17	None	1 standard action	1 hour/level	Close (40 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.294
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 700 lbs									
<i>Target:</i> 3-ft.-diameter disk of force									
<i>Caster Level:</i> 7									

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>Belker Claws</div></div>	18	None	1 standard action	Instantaneous [1 round/3 levels max 4 rounds]	Touch	V,S,M	Yes	Transmutation [Air]	SC: Pg.26
<i>Effect:</i> Successful touch attack deals 2d12 points of damage.					<i>Target:</i> Living creature			<i>Caster Level:</i> 7	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>False Life</div></div>	18	None	1 standard action	1 hour/level or until discharged; see text	Personal	V,S,M	No	Necromancy	PHB: pg.229
<i>Effect:</i> Gain 1d10 +1/level [max +10] temporary hp					<i>Target:</i> You			<i>Caster Level:</i> 7	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Force Ladder</div></div>	18	None	1 standard action	1 minute/level	Close (40 ft.)	V,S,F	No	Evocation [Force]	SC: Pg.97
<i>Effect:</i> Creates a ladder from 10 to 60 ft. long by 2 ft. wide.					<i>Target:</i> One ladder of force 2 ft. wide and anywhere from 10 to 60 ft. long			<i>Caster Level:</i> 7	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Glitterdust</div></div>	18	Will negates (blinding only)	1 standard action	1 round/level	Medium (170 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.236
<i>Effect:</i> Blinds creatures, outlines invisible creatures.					<i>Target:</i> Creatures and objects within 10-ft.-radius spread			<i>Caster Level:</i> 7	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Knock</div></div>	18	None	1 standard action	Instantaneous; see text	Medium (170 ft.)	V	No	Transmutation	PHB: pg.246
<i>Effect:</i> Opens locked or magically sealed door.					<i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level			<i>Caster Level:</i> 7	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Mechanus Mind</div></div>	18	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.140
<i>Effect:</i> Subject +4 resistance bonus on Will saves; see text					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Mirror Image</div></div>	18	None	1 standard action	1 minute/level [D]	Personal; see text	V,S	No	Illusion (Figment)	PHB: pg.254
<i>Effect:</i> Creates decoy duplicates of you [1d4 +1/3 levels, max +8].					<i>Target:</i> You			<i>Caster Level:</i> 7	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Protection from Arrows</div></div>	18	Will negates (harmless)	1 standard action	1 hour/level or until discharged	Touch	V,S,F	Yes (harmless)	Abjuration	PHB: pg.266
<i>Effect:</i> Subject immune to most ranged attacks.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Scorching Ray</div></div>	18	None	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.274
<i>Effect:</i> 2 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 1 ray + 1 ray/4 levels [see text]			<i>Caster Level:</i> 7	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Shatter</div></div>	18	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (40 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: pg.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature			<i>Caster Level:</i> 7	

Wizard Spells

Shroud of Undeath	18	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: Pg.189
<i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Slide, Greater	18	Will negates	1 standard action	Instantaneous	Medium (170 ft.)	V	Yes	Transmutation	SC: Pg.192
<i>Effect:</i> Slide the subject 20 feet in any direction; does not provoke attack of opportunity.					<i>Target:</i> One creature			<i>Caster Level:</i> 7	
Spectral Hand	18	None	1 standard action	1 minute/level [D]	Medium (170 ft.)	V,S	No	Necromancy	PHB: pg.282
<i>Effect:</i> Creates disembodied glowing hand to deliver touch attacks.					<i>Target:</i> One spectral hand			<i>Caster Level:</i> 7	
Web	18	Reflex negates; see text	1 standard action	10 minutes/level [D]	Medium (170 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.301
<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.					<i>Target:</i> Webs in a 20-ft.-radius spread			<i>Caster Level:</i> 7	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Chain Missile	19	None	1 standard action	Instantaneous	Long (680 ft.)	V,S	Yes	Evocation [Force]	SC: Pg.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 one within 30 ft. of the primary target					<i>Target:</i> One creature, + one/2 levels which must be within 30 ft. of the primary target			<i>Caster Level:</i> 7	
Corpse Candle	19	None	1 standard action	1 minute/level [D]; see text	Close (40 ft.)	S,M	No	Conjuration (Creation)	SC: Pg.53
<i>Effect:</i> Create ghostly hand and candle that sheds 5 ft. of light, you can direct it to move 50 ft a round. Reveals hidden, ethereal, and invisible beings and items.					<i>Target:</i> Ghostly hand and candle			<i>Caster Level:</i> 7	
Dispel Magic	19	None	1 standard action	Instantaneous	Medium (170 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 7	
Dragonskin	19	N/A	1 standard action	10 minutes/level	Personal	S,M	N/A	Transmutation	SC: Pg.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	
Haste	19	Fortitude negates (harmless)	1 standard action	1 round/level	Close (40 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: pg.239
<i>Effect:</i> 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 7	
Mage Armor, Greater	19	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force]	SC: Pg.136
<i>Effect:</i> As mage armor, except gain +6 armor bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Magic Circle against Evil	19	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 7	
Scintillating Sphere	19	Reflex half	1 standard action	Instantaneous	Long (680 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: Pg.181
<i>Effect:</i> As fireball, 1d6/caster level [max 10d6] of electrical damage.					<i>Target:</i> 20-ft.-radius burst			<i>Caster Level:</i> 7	
Shrink Item	19	Will negates (object)	1 standard action	1 day/level; see text	Touch	V,S	Yes (object)	Transmutation	PHB: pg.279
<i>Effect:</i> Object shrinks to one-sixteenth size.					<i>Target:</i> One touched object of up to 2 cu. ft./level			<i>Caster Level:</i> 7	
Spell Vulnerability	19	Fortitude negates	1 round	1 minute/level	Close (40 ft.)	V,S	No	Transmutation	SC: Pg.200
<i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.					<i>Target:</i> One creature			<i>Caster Level:</i> 7	
Suspended Silence	19	None [object]	1 standard action	24 hours or until discharged, then 6 rounds; see text	Touch	V,S,M	No [object]	Illusion (Glamer)	SC: Pg.216
<i>Effect:</i> Imbue object with held silence spell until command word is used.					<i>Target:</i> One object			<i>Caster Level:</i> 7	
Tongues	19	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, M/DF	No	Divination	PHB: pg.294
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	
Tremorsense	19	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,F/DF	N/A	Transmutation	SC: Pg.224
<i>Effect:</i> You can automatically pinpoint the location of any object or creature within 30 feet that is in contact with the ground.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Vampiric Touch	19	None	1 standard action	Instantaneous/1 hour; see text	Touch	V,S	Yes	Necromancy	PHB: pg.298
<i>Effect:</i> Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 7	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Celerity	20		1 immediate action	Instantaneous	Personal	V		Transmutation	PHB II: pg.105
<i>Effect:</i> Can immediately take a standard action as if you had readied an action. You are dazed until the end of your next turn.					<i>Target:</i> You			<i>Caster Level:</i> 7	
Evard's Black Tentacles	20	None	1 standard action	1 round/level [D]	Medium (170 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.228
<i>Effect:</i> Tentacles grapple all within 15 ft. spread.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 7	
Invisibility, Greater	20	Will negates (harmless)	1 standard action	1 round/level [D]	Personal or touch	V,S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	PHB: pg.245
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.					<i>Target:</i> You or creature touched			<i>Caster Level:</i> 7	
Orb of Acid	20	Fortitude partial; see text	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Conjuration (Creation) [Acid]	SC: Pg.150
<i>Effect:</i> Ranged Touch attack deals 1d6 points of acid damage per caster level [max 15d6]. Fort save to avoid becoming sick for 1 round.					<i>Target:</i> One orb of acid			<i>Caster Level:</i> 7	
Polymorph	20	None	1 standard action	1 minute/level [D]	Touch	V,S,M	No	Transmutation	PHB: pg.263
<i>Effect:</i> Gives one willing subject a new form.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 7	
Vortex of Teeth	20	None	1 standard action	1 round/level [D]	Medium (170 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.232
<i>Effect:</i> Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.					<i>Target:</i> Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center]			<i>Caster Level:</i> 7	

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Leomund's Secret Chest	21	None	10 minutes	Sixty days or until discharged	See text	V,S,F	No	Conjuration (Summoning)	PHB: pg.247
<i>Effect:</i> Hides expensive chest on Ethereal Plane; you retrieve it at will.					<i>Target:</i> One chest and up to 1 cu. ft./level. of goods			<i>Caster Level:</i> 7	
Mordenkainen's Faithful Hound	21	None	1 standard action	1 hour/level or until discharged, then 1 round/level; see text	Close (40 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.255
<i>Effect:</i> Phantom dog can guard, attack.					<i>Target:</i> Phantom watchdog			<i>Caster Level:</i> 7	

* =Domain/Specialty Spell

Wizard Spells LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Legend Lore	22	None	See text	See text	Personal	V,S,M,F	No	Divination	PHB: pg.246
<i>Effect:</i> Lets you learn tales about a person, place, or thing.					<i>Target:</i> You			<i>Caster Level:</i> 7	

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Forcecage	23	None	1 standard action	2 hours/level [D]	Close (40 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.233
<i>Effect:</i> Cube or cage of force imprisons all inside.					<i>Target:</i> Barred cage 20 or windowless cell 10			<i>Caster Level:</i> 7	

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Discern Location	24	None	10 minutes	Instantaneous	Unlimited	V,S, DF	No	Divination	PHB: pg.222
<i>Effect:</i> Reveals exact location of creature or object.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 7	
Excavate	24	None	1 standard action	Instantaneous	Close (40 ft.)	V,S,M	No	Transmutation	SC: Pg.85
<i>Effect:</i> As with passwall, create tunnel/passage through wooden, plaster or stone walls, but not through metal or harder material.					<i>Target:</i> One 5-ft.-by 8 ft. opening, 1 ft. deep/level			<i>Caster Level:</i> 7	

* =Domain/Speciality Spell

Notes:

Character Sheet Notes:

MANA: _____

-Notes:

Ring of Protection +1 (Given to Jason)

Bracers of Armor +1 (Party Pool)