

NAME		PLAYERNAME		DEITY		ALIGNMENT
d20E1 d4E4 Wiz	10000	Fedyra	Medium	4' 11"	80 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
5	15000	145	Male	Golden	Burgundy,	0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED					
STR Strength	12	+1	12	+1	12	+1	HP hit points	53																2/-					Walk 30 ft.			
DEX Dexterity	17	+3	17	+3	17	+3	AC armor class	13	10	:	13	=	10	+	0	+	0	+	3	+	0	+	0	+	0	+	0		0	+	0	0
CON Constitution	12	+1	12	+1	12	+1		TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC									MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		

Constitution

12

+1

12

+1

12

INT

Intelligence

19

+4

19

+4

19

+4

WIS

Wisdom

14

+2

14

+2

14

+2

CHA

Charisma

16

+3

16

+3

16

+3

INITIATIVE

modifier

+3

=

+3

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+2

SKILL NAME

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

8/4

✓

Acrobatics

DEX

4

=

3

+

+

1

✓

Appraise

INT

6

=

4

+

+

2

✓

Athletics

STR

2

=

1

+

+

1

Athletics (Jump)

STR

2

=

1

+

1

0

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

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	=	+2	+1	+0	+1	+0	
RANGED attack bonus	+6	=	+2	+3	+0	+1	+0	
GRAPPLE attack bonus	+4	=	+2	+1	+0	+1	+0	

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

*Dual Heritage Magister Staff		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+5		1d6+2				
Special Properties	Stores Double (Intelligence Score) worth of Spell Points, adds (Charisma Score Worth of Spell Points)					

*: 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	SKILLS				Max Ranks		8/4
			Skill Modifier	Ability Modifier	Ranks		Misc Modifier		
✓	Acrobatics	DEX	4	=	3	+	+	1	
✓	Appraise	INT	6	=	4	+	+	2	
✓	Athletics	STR	2	=	1	+	+	1	
	Athletics (Jump)	STR	2	=	1	+	1.0	+	
✓	Craft (Untrained)	INT	6	=	4	+	+	2	
✓	Deception	CHA	5	=	3	+	1.0	+	
✓	Endurance	CON	10	=	1	+	8.0	+	
✓	Gather Information	CHA	6	=	3	+	1.0	+	
✓	Heal	WIS	5	=	2	+	1.0	+	
	Knowledge (Arcana)	INT	14	=	4	+	8.0	+	
✓	Perception	WIS	11	=	2	+	8.0	+	
✓	Persuasion	CHA	4	=	3	+	+	1	
✓	Ride	DEX	5	=	3	+	+	2	
✓	Sense Motive	WIS	4	=	2	+	+	2	
	Spellcraft	INT	16	=	4	+	8.0	+	
✓	Stealth	DEX	8	=	3	+	4.0	+	
✓	Survival	WIS	5	=	2	+	1.0	+	
	Survival (Find or follow tracks)	WIS	7	=	2	+	1.0	+	
✓	Thievery	DEX	4	=	3	+	+	1	
✓	Use Rope	DEX	6	=	3	+	+	3	
				=	+		+		
					=	+		+	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Dual Heritage Magister Staff	Equipped	1	4.0	2300.0
Stores Double (Intelligence Score) worth of Spell Points, adds (Charisma Score Worth of Spell Points)				
TOTAL WEIGHT CARRIED/VALUE			4 lbs.	2300.0 gp

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

Special Attacks	
Warcraft	[Eclipse, p.10]
+2 BAB	

Special Qualities	
Weapon Prof ~ All Simple Weapons	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Feats	
Feat Conversion to CP ~ 6 (4x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

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

LANGUAGES
Draconic, Elven, Sylvan, Terran, Tradetongue, Treant

TEMPLATES

Recurring Bonuses	
Duties	[Eclipse, p.17]
(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.	
Fast Learner	[Eclipse, p.17]
(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.	

DISADVANTAGES	
Accursed (Uniquely striking appearance)	[Is This It]
Cannot effectively disguise themselves without actual masks and physical coverings, even their animal forms are easily uniquely identified by witnesses.	
Dependent (Power Source)	[Is This It]
Every Fedyra is mystically dependent on a link with a particular natural feature - a grove, outcropping of stone, stream, or whatever. If it is damaged or despoiled, they will lose access to their Fey Ancestry abilities, cannot reproduce, and will age more quickly.	
History	[Eclipse, p.19]
The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.	
Hunted (Ancient Evil)	[Eclipse, p.19]
Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.	
Obligations (Must participate in Cultural Rituals)	[Is This It]
If they fail to do so, they will - once again - lose access to their fey ancestry package.	
Valuable	[Eclipse, p.20]
You are worth a lot of money. This usually means that there's a reward out on you, but it may mean that you will bring a vast price on the slave market, have some mystic quality about you which makes you priceless to a mage, or, for truly exotic character races, that your body parts are extremely valuable.	

Spell Caster Information	
Wizard	[Eclipse, p.11]
Wizard Level 6, Casterlevel is 9	

Eclipse Abilities	
Base Caster Level ~ Specialized ~ Wizard (6x)	[Eclipse, p.11]
Companion	[Eclipse, p.27]
(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.	
Companion - Template	[Eclipse, p.27]
(+6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.	
Companion - Great Form	[Eclipse, p.27]
(+6 CP) allows you to apply Righteous Might (at a Caster Level equal to your level) to a companion as a Free Action up to three times per day.	
Companion - Might	[Eclipse, p.27]
(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.	
Companion - Transform	[Eclipse, p.27]
(+6 CP) allows you to take a form similar to your Companion's, and the Companion to take a form of your species. You both need not use this ability at the same time, but may if you wish.	
Corrupted for Decreased Cost (Companion 1, Companion 4~ Great Form, Companion 5~ Might, Companion 6~ Tranform)	[Eclipse, p.22]
Corrupted for increased power (Companion 2~ Template)	[Eclipse, p.22]
Damage Reduction 2 ~ Fedyra	[Is This It]
Specialized in energy for double effect, Corrupted for reduced cost (reduces a particular type of energy damage by four points [to a minimum of zero] per exposure, 2 CP).	
Deep Sleep	[Eclipse, p.30]
Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.	
Deep Sleep ~ Meditation	[Eclipse, p.30]
(+6 CP) allows a character to regain his or her spells or Power whenever he or she has enough time to rest. At the very utmost, this can only work three times per day, and even arranging that is usually quite difficult.	
Dryad	[Is This It]
Weapon Mastery/+2 Competence Bonus to BAB with Bows (Unlimited Use, L1 at CL1, Personal-Only, 1400 GP), Speak with Animals (Unlimited Use, L1 at CL1, 2000 GP), Speak with Normal Plants (Unlimited Use, L1 at CL1, 2000 GP), Charm Person 1/Day (400 GP), Hypnosis 1/Day (400 GP), and Goodberry 1/Day (400 GP).	
Enhanced Attribute (+2 Charisma)	[Is This It]
(Unlimited Use, L1 at CL1, Personal-Only, 1400 GP)	
Familiar	[Eclipse, p.27]
You have a familiar companion	
Immortal Vigor I	[Is This It]
adds 2d6 - effectively 12 due to at-will use, +2x Con Mod HP (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP).	
Immunity (Fedyra Aging)	[Is This It]
(Uncommon, Major, Trivial, 2 CP). The Fedyra can expect to live for hundreds of years without serious aging problems.	
Immunity (XP cost of Innate Enchantments)	[Is This It]
the normal XP cost of Innate Enchantments (Uncommon, Minor, Trivial [only covers first level effects at caster level one], Specialized/only to cover initial racial abilities, 1 CP).	
Inherent Spell ~ Fedyra	[Is This It]
Elemental Bolt (L2, 1d6/level to a single target up to a maximum of 10d6, the type is chosen to suit the draconic ancestor, usable twice per day), Corrupted/provokes attacks of opportunity (4 CP).	
Innate Enchantment ~ Fedyra	[Is This It]
(8000 GP total value, 9 CP, all abilities Use-Activated).	
Inspiring Word	[Is This It]
provides a +1 Morale Bonus on saves, attacks, checks, and damage (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP). Dragons are always pretty self-confident.	
Occult Sense ~ Low light	[Eclipse, p.38]
Red ~ Fire Resistance 10	[Is This It]

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Speak with Animals		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.281
<i>Effect:</i> You can communicate with animals.						<i>Target:</i> You			<i>Caster Level:</i> 1	
At Will	Speak with Normal Plants		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.282
<i>Effect:</i> You can talk to normal plants and plant creatures.						<i>Target:</i> You			<i>Caster Level:</i> 1	
<input type="checkbox"/>	Charm Person	14	Will negates	Standard Action	1 hour/level	Close (25 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.209
<i>Effect:</i> Makes one person your friend.						<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 1	
<input type="checkbox"/>	Hypnotism	14	Will negates	1 round	2d4 rounds [D]	Close (25 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.242
<i>Effect:</i> Fascinates 2d4 HD of creatures.						<i>Target:</i> Several living creatures, no two of which may be more than 30 ft. apart			<i>Caster Level:</i> 1	
<input type="checkbox"/>	Goodberry		None	Standard Action	1 day/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.237
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].						<i>Target:</i> 2d4 fresh berries touched			<i>Caster Level:</i> 1	

* =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	4	4	3	0	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	Standard Action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 9	PHB: p.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	14	Will negates [object]	1 standard action	10 minute/level	Close (45 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 9	SC: p.9
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	Standard Action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 9	PHB: p.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.		None	1 standard action	1 round/level	Close (45 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 9	SC: p.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	Standard Action	1 minute/level [D]	Medium (190 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 9	PHB: p.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	14	Will negates	Standard Action	1 round	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 9	PHB: p.217
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 9	PHB: p.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	No	Divination <i>Caster Level:</i> 9	PHB: p.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 9	PHB: p.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 9	SC: p.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	Standard Action	Instantaneous	Close (45 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 9	PHB: p.232
Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (45 ft.)	V,S,M	No	Illusion (Figment) <i>Caster Level:</i> 9	PHB: p.235
Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 9	SC: p.130
Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.		None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 9	SC: p.130
Light <i>Effect:</i> Object shines like a torch.		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 9	PHB: p.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	Standard Action	Concentration	Close (45 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 9	PHB: p.249
Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 9	PHB: p.253
Message <i>Effect:</i> Whispered conversation at distance.		None	Standard Action	10 minutes/level	Medium (190 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 9	PHB: p.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	Standard Action	Instantaneous	Close (45 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 9	PHB: p.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	Standard Action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 9	PHB: p.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 9	PHB: p.269
Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 9	PHB: p.269
Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 9	SC: p.173
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 9	PHB: p.272
Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	14	Will negates [object]	1 standard action	1 minute/level [D]	Close (45 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 9	SC: p.190
Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	14	Will partial	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 9	SC: p.195

* =Domain/Specialty Spell

Wizard Spells

□□□□□ 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.									
□□□□□ Touch of Fatigue	14	Fortitude negates	Standard Action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.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> 9				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Benign Transposition		None	1 standard action	Instantaneous	Medium (190 ft.)	V	No	Conjuration (Teleportation)	SC: p.27
<i>Effect:</i> Two target creatures instantly swap positions.									
□□□□□ 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.									
□□□□□ 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.									
					<i>Target:</i> Creature touched				
					<i>Caster Level:</i> 9				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animalistic Power	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.									
□□□□□ Hurl		None	1 standard action	1 minute/level	Touch	V,S	None	Transmutation	SC: p.117
<i>Effect:</i> Enchants one melee weapon to return to the thrower after being thrown. For the duration the weapon returns to its wielder at the beginning of his next action.									
□□□□□ Melf's Acid Arrow		None	Standard Action	1 round +1 round/per 3 levels	Long (760 ft.)	V,S,M,F	No	Conjuration (Creation) [Acid]	PHB: p.253
<i>Effect:</i> Ranged touch attack; 2d4 damage for 3 rounds.									
□□□□□ Slide, Greater	16	Will negates	1 standard action	Instantaneous	Medium (190 ft.)	V	Yes	Transmutation	SC: p.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> 9				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ 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.									
□□□□□ 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.									
□□□□□ Regroup		None	1 standard action	Instantaneous	Close (45 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> 9				

* =Domain/Speciality Spell

Innate

At Will Speak with Animals (DC:)

At Will Speak with Normal Plants
(DC:)

☐ Charm Person (DC:14)

☐ Hypnotism (DC:14)

☐ Goodberry (DC:)

Notes:

Character Sheet Notes: