

NAME

Wiz7 Dorc2 Lor2

CLASS

11

Character Level

EXPERIENCE

66000

NEXT LEVEL

PLAYERNAME

Elf, Fire

RACE

132

AGE

SIZE

Medium

Male

GENDER

HEIGHT

5' 9"

Violet - lt red

EYES

WEIGHT

120 lbs.

Flame Orange,

HAIR

ALIGNMENT

Darkvision (60'),

Low-light

VISION

POINTS

-1

Lawful Neutral

ABILITY NAME

STR

Strength

BASE SCORE

13

BASE MOD

+1

ABILITY SCORE

13

ABILITY MOD

+1

TEMP SCORE

13

TEMP MOD

+1

HP

hit points

65

AC

armor class

30

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 40 ft.

DEX

Dexterity

16

+3

20

+5

20

+5

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

21

+5

23

+6

23

+6

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

13

+1

13

+1

13

+1

INITIATIVE

modifier

+9

=

+5

=

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+7

=

+2

+

+2

+

+3

+

+0

+

+0

+

REFLEX

(dexterity)

+12

=

+4

+

+5

+

+3

+

+0

+

+0

+

WILL

(wisdom)

+15

=

+11

+

+1

+

+3

+

+0

+

+0

+

MELEE

attack bonus

+6

=

+5

+

+1

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+10

=

+5

+

+5

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+6

=

+5

+

+1

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+6

1d3+1

20/x2

5 ft.

Longbow +3 (Distant Shot/Ironwood)

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

20/x3

5 ft.

30 ft.

20000 ft.

40000 ft.

60000 ft.

80000 ft.

TH

+15

+15

+13

+11

+9

Dam

1d8+4

1d8+4

1d8+4

1d8+4

1d8+4

Special Properties

weapon can be used against any target within line of sight at no penalty for range., Wooden but functions as steel, does not burn

Longsword +3 (Heavy Dwarven)

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+9

1d8+4

2W-P-(OH)

+3

1d8+4

1H-O

+5

1d8+3

2W-P-(OL)

+5

1d8+4

2H

+9

1d8+4

2W-OH

-1

1d8+3

Special Properties

(Longsword +3)

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Chain Shirt +3 (Mithral)

Light

+7

+6

+0

10

Negates Negative Energy Effects, 30hp/inch and 15 hardness

*Amulet of Natural Armor +2

+2

+0

0

*Ring of Protection +3

+3

+0

0

*The Staff of Adaline

+15

+0

0

Shield Wall ~ Acts as Wall of Force Shield

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

14/7

✓ Appraise

INT

6

=

6

+

+

✓ Balance

DEX

7

=

5

+

+

2

✓ Bluff

CHA

1

=

1

+

+

✓ Climb

STR

1

=

1

+

+

✓ Concentration

CON

23

=

2

+

14.0

+

7

✓ X Concentration (Wis)

WIS

22

=

1

+

14.0

+

7

✓ Craft (Alchemy)

INT

9

=

6

+

3.0

+

✓ Craft (Untrained)

INT

6

=

6

+

+

✓ Diplomacy

CHA

1

=

1

+

+

✓ Disguise

CHA

1

=

1

+

+

✓ Escape Artist

DEX

5

=

5

+

+

✓ Forgery

INT

6

=

6

+

+

✓ Gather Information

CHA

1

=

1

+

+

✓ Heal

WIS

1

=

1

+

+

✓ Hide

DEX

5

=

5

+

+

✓ Intimidate

CHA

1

=

1

+

+

✓ Jump

STR

7

=

1

+

+

6

Knowledge (Arcana)

INT

25

=

6

+

14.0

+

5

Knowledge (Architecture and Engineering)

INT

12

=

6

+

5.0

+

1

Knowledge (Dragons)

INT

8

=

6

+

1.0

+

1

Knowledge (Dungeoneering)

INT

14

=

6

+

7.0

+

1

Knowledge (Nature)

INT

10

=

6

+

3.0

+

1

Knowledge (Religion)

INT

20

=

6

+

10.0

+

4

Knowledge (The Planes)

INT

14

=

6

+

7.0

+

1

✓ Listen

WIS

3

=

1

+

+

2

✓ Move Silently

DEX

5

=

5

+

+

✓ Ride

DEX

6

=

5

+

1.0

+

✓ Search

INT

12

=

6

+

4.0

+

2

Search (Secret doors and hidden compartments)

INT

14

=

6

+

4.0

+

4

✓ Sense Motive

WIS

1

=

1

+

+

Speak Language(Dwarven, Ignan)

2

=

0

+

2.0

+

Spellcraft

INT

22

=

6

+

14.0

+

2

✓ Spot

WIS

3

=

1

+

+

2

✓ Survival

WIS

1

=

1

+

+

✓ Swim

STR

1

=

1

+

+

✓ Tumble

DEX

12

=

5

+

7.0

+

✓ Use Rope

DEX

5

=

5

+

+

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills

Jul 20, 2008 4:23:58 PM
Created using PCGen 5.15.0-dev

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Page 1

| EQUIPMENT | | | | |
|--|-------------------------|-----|-----------|-------------|
| ITEM | LOCATION | QTY | WT | COST |
| Amulet of Natural Armor +2 | Equipped | 1 | 0.0 | 8000.0 |
| Arrows + of Flaming (Arrows +1 (20/Flaming)), +1d6 fire damage | Backpack | 1 | 3.0 | 3321.0 |
| □□□□□ □□□□□ □□□□□ □□□□□ | | | | |
| Backpack 3 lbs., 1 Arrows + of Flaming | | 1 | 2.0 | 2.0 |
| Bag of Holding (Type 1) 0 lbs., 1 Wand (Wall of Ice (Ice Plane)/Wizard/7th), 1 Wand (Magic Missile/Wizard/3rd), 1 Wand (Levitate/Wizard/3rd), 1 Wand (Invisibility/Wizard/3rd), 1 Wand (Fear/Wizard/7th) | Equipped | 1 | 15.0 | 2500.0 |
| Boots of Levitation On command, cast levitate on self that last 3 minutes. | Equipped | 1 | 1.0 | 7500.0 |
| Chain Shirt +3 (Mithral) Negates Negative Energy Effects, 30hp/inch and 15 hardness | Equipped | 1 | 12.5 | 10100.0 |
| Cloak of Resistance +3 | Equipped | 1 | 1.0 | 9000.0 |
| Dwarven Bracers of Archery (Greater) (Bracers of Archery (Greater)) | Equipped | 1 | 1.0 | 25000.0 |
| Gloves of Dexterity +4 | Equipped | 1 | 0.0 | 16000.0 |
| Headband of Intellect +2 | Equipped | 1 | 0.0 | 4000.0 |
| Longbow +3 (Distant Shot/Ironwood) 0 lbs. weapon can be used against any target within line of sight at no penalty for range., Wooden but functions as steel, does not burn | Carried | 1 | 3.0 | 162375.0 |
| Longsword +3 (Heavy Dwarven) (Longsword +3) | Carried | 1 | 4.0 | 18315.0 |
| Scholar's Outfit | Equipped | 1 | 6.0 | 0.0 |
| Ring of Feather Falling | Equipped | 1 | 0.0 | 2200.0 |
| Ring of Protection +3 | Equipped | 1 | 0.0 | 18000.0 |
| Spell Component Pouch | Equipped | 1 | 2.0 | 5.0 |
| Spellbook (Wizard's/Blank) | Equipped | 1 | 3.0 | 15.0 |
| The Staff of Adaline Shield Wall ~ Acts as Wall of Force Shield | Equipped | 1 | 0.0 | 0.0 |
| The Wand of Adaline Ties to Spontaneous Magic; Staff is +4 Deflection | Carried | 1 | 0.0 | 0.0 |
| Tunic of Steady Spellcasting +5 competence bonus to Concentration skill. | Equipped | 1 | 0.0 | 0.0 |
| Wand (Detect Magic/Wizard/1st) used | Carried | 1 | 0.0 | 315.0 |
| □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□ | | | | |
| Wand (Fear/Wizard/7th) | Bag of Holding (Type 1) | 1 | 0.0 | 11340.0 |
| □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□ | | | | |
| Wand (Invisibility/Wizard/3rd) | Bag of Holding (Type 1) | 1 | 0.0 | 1530.0 |
| □□□□□ □□□□□ □□□□□ □□ | | | | |
| Wand (Levitate/Wizard/3rd) | Bag of Holding (Type 1) | 1 | 0.0 | 3780.0 |
| □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□ | | | | |
| Wand (Magic Missile/Wizard/3rd) | Bag of Holding (Type 1) | 1 | 0.0 | 900.0 |
| □□□□□ □□□□□ □□□□□ □□□□□ | | | | |
| Wand (Wall of Ice (Ice Plane)/Wizard/7th) | Bag of Holding (Type 1) | 1 | 0.0 | 2100.0 |
| □□□□□ | | | | |
| TOTAL WEIGHT CARRIED/VALUE | | | 42.5 lbs. | 306298.0 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. | |
| Cast Divination spells at +2 caster levels. | |
| Cold Vulnerability (Ex): Take 50% more damage from cold based attacks | |
| 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 Breath (Su): 2/day, 40' cone, breath weapon (1d6 per 2/level), DC 21 Reflex save | |
| Fire Resistance 20 | |
| Fireburst (Sp): 3/day (recharge 1d4 rounds); Rage may trigger this effect | |
| Flame Aura (Su): At will your aura glows as if on fire allowing you to move faster and jump farther. (+10 to Movement and Jump Skill, -10 to Hide/Sneak Skill and outlines Invisibility and other similar magics) | |
| Flame Aura Flight (Su): (Movement Rate 5' per 2/level, Max 60) | |
| Flame Touched (Ex): Movement increased | |
| Immunity to magic sleep effects. | |
| Library: Allows research of spells at a reduced cost. Grants a Knowledge Check on any untrained Knowledge at -2. Grants a +1 to all Knowledge Checks. | |
| Lore (+8) | |
| Overcast: May cast a spell normally above your limit that is written in your spellbook. Simple DC is 25 + 2 x spell level, Ritual DC is 20 + 2 x spell level. AEG Magic, pg.152. | |
| Permanently cast - Detect Magic, Tongues, See Invisible, Darkvision, Arcane Sight | |
| Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage, she instead takes no damage. | |
| Scry Bonus (Su): A divine oracle add a +1 sacred bonus to the save DC of all her divination (scrying) spells. | |
| Secret (Secret Knowledge of Avoidance) | |
| Skill Trick ~ Collector of Stories - Gain +5 bonus on Knowledge checks to identify monsters | |
| Skill Trick ~ Swift Concentration - You can maintain concentration on a spell or similar effect as a swift action. | |
| Spontaneous Freeform Casting: May Cast up to your max level any spell within the guidelines - Simple DC 35 + 2 x Spell level or Ritual DC 30 + Spell level. AEG Magic, pg.154. | |
| Summon Familiar | |
| Training with Master Mystic Zu gives a bonus to Concentration | |
| Trap Sense (Ex) +1 | |
| Warm to the touch (Ex): 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 | Your focused concentration allows you to move while casting a spell. |
| Sculpt Spell | [Lv+1] Modify an area spell by making it either a cylinder (10-ft.-radius, 30-ft.-high), a 40-ft.-cone, four 10-ft. cubes, a ball (20-ft.-radius spread) or 120-ft.-line. |
| Skill Focus (Knowledge (Religion)) | You get a +3 bonus on all checks involving that skill. |
| 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] |
| 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. |
| Modify Spell ~ Double Area or Targets | [Lv+3] Touch spells cannot be affected. |
| Modify Spell ~ Double Duration | [Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected. |
| Modify Spell ~ Double Range | [Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally. |
| Modify Spell ~ Increase Power | [Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected. |
| Modify Spell ~ No Somatic Components | [Lv+1] Spell can be cast without gestures or movements. |
| Modify Spell ~ No Verbal Component | [Lv+1] Spell can be cast with no verbal components. |

| DOMAINS | |
|--|---|
| Oracle | Cast Divination spells at +2 caster levels. |
| PROFICIENCIES | |
| Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Grapple, Longbow, Longsword, Quarterstaff, Rapier, Shortbow, Spells(Ray), Unarmed Strike | |
| LANGUAGES | |
| Common, Draconic, Dwarven, Elven, Gnoll, Gnome, Goblin, Ignan, Sylvan | |
| TEMPLATES | |
| Elf Wizard Lv:1 | |
| Truename | |

Innate Racial Spells

| | Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|-----------|----|--------------|------------|---------------|--|-------|------------------|-------------------------|-----------|
| ☐☐☐ | Fireburst | 19 | 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> 11 | |
| * =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 | 6 | 6 | 5 | 3 | 2 | 0 | 0 | 0 |

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|-------------------------------------|-------------------|--|------------------|----------|------------------------|--|-------------|
| Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage. | | None | 1 standard action | Instantaneous | Close (55 ft.) | V,S | No | Conjuration (Creation) [Acid] <i>Caster Level:</i> 12 | PHB: pg.196 |
| Amanuesis <i>Effect:</i> Copies 250 words per minute. | 17 | Will negates [object] | 1 standard action | 10 minute/level | Close (55 ft.) | V,S | Yes [object] | Transmutation <i>Caster Level:</i> 12 | SC: Pg.9 |
| Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible]. | | None | 1 standard action | Permanent | 0 ft. | V,S | No | Universal <i>Caster Level:</i> 12 | 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. | | None | 1 standard action | 1 round/level | Close (55 ft.) | V,S | No | Conjuration (Creation) <i>Caster Level:</i> 12 | SC: Pg.42 |
| Dancing Lights <i>Effect:</i> Creates torches or other lights. | | None | 1 standard action | 1 minute/level [D] | Medium (220 ft.) | V,S | No | Evocation [Light] <i>Caster Level:</i> 12 | PHB: pg.216 |
| Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action. | 17 | Will negates | 1 standard action | 1 round | Close (55 ft.) | V,S,M | Yes | Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 12 | PHB: pg.217 |
| Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. | | None | 1 standard action | Concentration, up to 1 minutes/level [D] | 60 ft. | V,S | No | Divination <i>Caster Level:</i> 14 | PHB: pg.219 |
| Detect Poison <i>Effect:</i> Detects poison in one creature or small object. | | None | 1 standard action | Instantaneous | Close (60 ft.) | V,S | No | Divination <i>Caster Level:</i> 14 | PHB: pg.219 |
| Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead. | | None | 1 standard action | Instantaneous | Close (55 ft.) | V,S | Yes | Necromancy <i>Caster Level:</i> 12 | PHB: pg.223 |
| Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage. | | None | 1 standard action | Instantaneous | Close (55 ft.) | V,S | Yes | Evocation [Electricity] <i>Caster Level:</i> 12 | SC: Pg.78 |
| Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. | 17 | Fortitude negates | 1 standard action | Instantaneous | Close (55 ft.) | V | Yes | Evocation [Light] <i>Caster Level:</i> 12 | PHB: pg.232 |
| Ghost Sound <i>Effect:</i> Figmment sounds. | 17 | Will disbelief (if interacted with) | 1 standard action | 1 round/level [D] | Close (55 ft.) | V,S,M | No | Illusion (Figmment) <i>Caster Level:</i> 12 | PHB: pg.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> 12 | SC: Pg.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> 12 | SC: Pg.130 |
| Light <i>Effect:</i> Object shines like a torch. | | None | 1 standard action | 10 minutes/level [D] | Touch | V, M/DF | No | Evocation [Light] <i>Caster Level:</i> 12 | PHB: pg.248 |
| Mage Hand <i>Effect:</i> 5-pound telekinesis. | | None | 1 standard action | Concentration | Close (55 ft.) | V,S | No | Transmutation <i>Caster Level:</i> 12 | PHB: pg.249 |
| Mending <i>Effect:</i> Makes minor repairs on an object. | 17 | Will negates (harmless, object) | 1 standard action | Instantaneous | 10 ft. | V,S | Yes (harmless, object) | Transmutation <i>Caster Level:</i> 12 | PHB: pg.253 |
| Message <i>Effect:</i> Whispered conversation at distance. | | None | 1 standard action | 10 minutes/level | Medium (220 ft.) | V,S,F | No | Transmutation [Language-Dependent] <i>Caster Level:</i> 12 | PHB: pg.253 |
| Open/Close <i>Effect:</i> Opens or closes small or light things. | 17 | Will negates (object) | 1 standard action | Instantaneous | Close (55 ft.) | V,S,F | Yes (object) | Transmutation <i>Caster Level:</i> 12 | PHB: pg.258 |
| Prestidigitation <i>Effect:</i> Performs minor tricks. | 17 | See text | 1 standard action | 1 hour | 10 ft. | V,S | No | Universal <i>Caster Level:</i> 12 | PHB: pg.264 |
| Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage. | | None | 1 standard action | Instantaneous | Close (55 ft.) | V,S | Yes | Evocation [Cold] <i>Caster Level:</i> 12 | PHB: pg.269 |
| Read Magic <i>Effect:</i> Read scrolls and spellbooks. | | None | 1 standard action | 10 minutes/level | Personal | V,S,F | No | Divination <i>Caster Level:</i> 14 | PHB: pg.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> 12 | SC: Pg.173 |
| Resistance <i>Effect:</i> Subject gains +1 on saving throws. | 17 | Will negates (harmless) | 1 standard action | 1 minute | Touch | V,S,M/DF | Yes (harmless) | Abjuration <i>Caster Level:</i> 12 | PHB: pg.272 |
| Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.]. | 17 | Will negates [object] | 1 standard action | 1 minute/level [D] | Close (55 ft.) | S | Yes [object] | Illusion (Glamer) <i>Caster Level:</i> 12 | SC: Pg.190 |
| Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round. | 17 | Will partial | 1 standard action | Instantaneous | Close (55 ft.) | V,S | Yes | Evocation [Sonic] <i>Caster Level:</i> 12 | SC: Pg.195 |

* =Domain/Specialty Spell

Wizard Spells

| | | | | | | | | | |
|---|----|-----------------------|-------------------|---------------|-------|-------|--------------|---------------|-------------|
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stick</div> </div> | 17 | Will negates [object] | 1 standard action | Instantaneous | Touch | V,S,M | Yes [object] | Transmutation | SC: Pg.206 |
| <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> | 17 | 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> 12 | | | | | | | | | |

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> | | None | 1 standard action | Instantaneous | Medium (220 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> | 18 | 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> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Color Spray</div> </div> | 18 | 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> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Comprehend Languages</div> </div> | | 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> 14 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Deep Breath</div> </div> | 18 | 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> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Disguise Self</div> </div> | | None | 1 standard action | 10 minutes/level [D] | Personal | V,S | No | Illusion (Glamour) | PHB: pg.222 |
| <i>Effect:</i> Changes your appearance. | | | | | | | | | |
| <i>Target:</i> You | | | | | | | | | |
| <i>Caster Level:</i> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Distract Assailant</div> </div> | 18 | Will negates | 1 swift action | 1 round | Close (55 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> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Enlarge Person</div> </div> | 18 | Fortitude negates | 1 round | 1 minute/level [D] | Close (55 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> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Erase</div> </div> | 18 | See text | 1 standard action | Instantaneous | Close (55 ft.) | V,S | No | Transmutation | PHB: pg.227 |
| <i>Effect:</i> Mundane or magical writing vanishes. | | | | | | | | | |
| <i>Target:</i> One scroll or two pages | | | | | | | | | |
| <i>Caster Level:</i> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Expeditious Retreat</div> </div> | | 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> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Grease</div> </div> | 18 | See text | 1 standard action | 1 round/level [D] | Close (55 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> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Master's Touch</div> </div> | 18 | Will negates (harmless) | 1 immediate action | Instantaneous | Close (60 ft.) | V | Yes (harmless) | Divination | PHB II: pg.119 |
| <i>Effect:</i> Subject gains +4 insight bonus to one skill check. | | | | | | | | | |
| <i>Target:</i> One creature | | | | | | | | | |
| <i>Caster Level:</i> 14 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Orb of Fire, Lesser</div> </div> | | None | 1 standard action | Instantaneous | Close (55 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> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ray of Clumsiness</div> </div> | | None | 1 standard action | Instantaneous | Close (55 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> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scholar's Touch</div> </div> | | None | 1 standard action | Concentration, up to 14 rounds | Personal | V,S,M,F | No | Divination | Race Sto: 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> 14 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Silent Image</div> </div> | 18 | Will disbelief (if interacted with) | 1 standard action | Concentration | Long (880 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> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stand</div> </div> | 18 | Will negates (harmless) | 1 immediate action | Instantaneous | Close (55 ft.) | V,S | Yes (harmless) | Conjuration (Teleportation) | PHB II: pg.125 |
| <i>Effect:</i> Subject immediately stands, without provoking attacks of opportunity. | | | | | | | | | |
| <i>Target:</i> One willing prone creature | | | | | | | | | |
| <i>Caster Level:</i> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Tenser's Floating Disk</div> </div> | | None | 1 standard action | 1 hour/level | Close (55 ft.) | V,S,M | No | Evocation [Force] | PHB: pg.294 |
| <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1200 lbs | | | | | | | | | |
| <i>Target:</i> 3-ft.-diameter disk of force | | | | | | | | | |
| <i>Caster Level:</i> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Whelm</div> </div> | 18 | Will negates | 1 standard action | Instantaneous | Close (55 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB II: pg.128 |
| <i>Effect:</i> Deal 1d6 nonlethal damage plus 1d6 for every two caster levels beyond 1st [max 5d6 @ 9th]. | | | | | | | | | |
| <i>Target:</i> One living creature | | | | | | | | | |

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>Alarm, Greater</div> </div> | | None | 1 standard action | 2 hours/level; see text | Close (55 ft.) | V,S,F | No | Abjuration | SC: Pg.8 |
| <i>Effect:</i> Wards an area; see text. | | | | | | | | | |
| <i>Target:</i> 20-ft.-radius emanation centered on a point in space | | | | | | | | | |
| <i>Caster Level:</i> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Black Karma Curse</div> </div> | 19 | Will negates | 1 standard action | Instantaneous | Close (55 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB II: pg.103 |
| <i>Effect:</i> If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack. | | | | | | | | | |
| <i>Target:</i> One creature | | | | | | | | | |
| <i>Caster Level:</i> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Combust</div> </div> | 19 | Reflex partial | 1 standard action | Instantaneous; see text | Touch | V,S,M | Yes | Evocation [Fire] | SC: Pg.50 |
| <i>Effect:</i> Creature takes 1d8/level [Max 10d8] fire damage, object burns taking 1d6 fire round until extinguished. | | | | | | | | | |
| <i>Target:</i> Touched creature or combustible object that weighs no more than 25 lb/level | | | | | | | | | |
| <i>Caster Level:</i> 12 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Detect Thoughts</div> </div> | 19 | Will negates; see text | 1 standard action | Concentration, up to 1 minutes/level [D] | 60 ft. | V,S,F/DF | No | Divination [Mind-Affecting] | PHB: pg.220 |
| <i>Effect:</i> Allows 'listening' to surface thoughts. | | | | | | | | | |
| <i>Target:</i> Cone-shaped emanation | | | | | | | | | |
| <i>Caster Level:</i> 14 | | | | | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>False Life</div> </div> | | 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> 12 | | | | | | | | | |

* =Domain/Specialty Spell

Wizard Spells

| | | | | | | | |
|--|------|--|--|------------------|----------|---|---|
| Force Ladder | None | 1 standard 1 minute/level action | Close (55 ft.) | V,S,F | No | Evocation [Force] | SC: Pg.97 |
| Effect: Creates a ladder from 10 to 60 ft. long by 2 ft. wide. | | | Target: One ladder of force 2 ft. wide and anywhere from 10 to 60 ft. long | | | Caster Level: 12 | |
| Glitterdust | 19 | Will negates (blinding only) | 1 standard 1 round/level action | Medium (220 ft.) | V,S,M | No | Conjuration (Creation) Caster Level: 12 PHB: pg.236 |
| Effect: Blinds creatures, outlines invisible creatures. | | | Target: Creatures and objects within 10-ft.-radius spread | | | | |
| Ironthunder Horn | 19 | Reflex negates | 1 standard Instantaneous action | 30 ft. | V,S | Yes | Transmutation [Sonic] Caster Level: 12 SC: Pg.126 |
| Effect: Creatures must save or be knocked prone. | | | Target: Cone-shaped burst | | | | |
| Knock | None | 1 standard Instantaneous; see text action | Medium (220 ft.) | V | No | Transmutation | PHB: pg.246 |
| Effect: Opens locked or magically sealed door. | | | Target: One door, box, or chest with an area of up to 10 sq. ft./level | | | Caster Level: 12 | |
| Master's Touch | 19 | Will negates (harmless) | 1 immediate Instantaneous action | Close (60 ft.) | V | Yes (harmless) | Divination PHB II: pg.119 |
| Effect: Subject gains +4 insight bonus to one skill check. | | | Target: One creature | | | Caster Level: 14 | |
| Mechanus Mind | 19 | Fortitude negates [harmless] | 1 standard 1 minute/level action | Touch | V,S | Yes [harmless] | Enchantment (Compulsion) [Mind-Affecting] Caster Level: 12 SC: Pg.140 |
| Effect: Subject +4 resistance bonus on Will saves; see text | | | Target: Creature touched | | | | |
| Mirror Image | None | 1 standard 1 minute/level [D] action | Personal; see text | V,S | No | Illusion (Figment) | PHB: pg.254 |
| Effect: Creates decoy duplicates of you [1d4 +1/3 levels, max +8]. | | | Target: You | | | Caster Level: 12 | |
| Protection from Arrows | 19 | Will negates (harmless) | 1 standard 1 hour/level or until discharged action | Touch | V,S,F | Yes (harmless) | Abjuration PHB: pg.266 |
| Effect: Subject immune to most ranged attacks. | | | Target: Creature touched | | | Caster Level: 12 | |
| Ray of Stupidity | None | 1 standard Instantaneous action | Close (55 ft.) | V,S,M | Yes | Enchantment (Compulsion) [Mind-Affecting] Caster Level: 12 SC: Pg.167 | |
| Effect: Ranged touch attack takes 1d4+1 Intelligence damage. | | | Target: Ray | | | | |
| Rope Trick | None | 1 standard 1 hour/level [D] action | Touch | V,S,M | No | Transmutation | PHB: pg.273 |
| Effect: As many as eight creatures hide in extradimensional space. | | | Target: One touched piece of rope from 5 ft. to 30 ft. long | | | Caster Level: 12 | |
| Scorching Ray | None | 1 standard Instantaneous action | Close (55 ft.) | V,S | Yes | Evocation [Fire] | PHB: pg.274 |
| Effect: 3 rays, ranged touch attack deals 4d6 fire damage. | | | Target: 1 ray + 1 ray/4 levels [see text] | | | Caster Level: 12 | |
| See Invisibility | None | 1 standard 10 minutes/level [D] action | Personal | V,S,M | No | Divination | PHB: pg.275 |
| Effect: Reveals invisible creatures or objects. | | | Target: You | | | Caster Level: 14 | |
| Seeking Ray | None | 1 standard Instantaneous; see text action | Medium (220 ft.) | V,S | Yes | Evocation | PHB II: pg.124 |
| Effect: Ranged touch attack [no penalty for firing into melee], ignores concealment and cover, deals 4d6 electricity. See text. | | | Target: Ray | | | Caster Level: 12 | |
| Shatter | 19 | Will negates (object); Will negates (object) or Fortitude half; see text | 1 standard Instantaneous action | Close (55 ft.) | V,S,M/DF | Yes (object) | Evocation [Sonic] PHB: pg.278 |
| Effect: Sonic vibration damages objects or crystalline creatures. | | | Target: 5-ft.-radius spread; or one solid object or one crystalline creature | | | Caster Level: 12 | |
| Shroud of Undeath | 19 | N/A | 1 standard 10 minutes/level [D] action | Personal | V,S,M | N/A | Necromancy SC: Pg.189 |
| Effect: Shroud yourself in invisible negative energy so nonintelligent undead percieve you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead. | | | Target: You | | | Caster Level: 12 | |
| Slide, Greater | 19 | Will negates | 1 standard Instantaneous action | Medium (220 ft.) | V | Yes | Transmutation SC: Pg.192 |
| Effect: Slide the subject 20 feet in any direction; does not provoke attack of opportunity. | | | Target: One creature | | | Caster Level: 12 | |
| Spectral Hand | None | 1 standard 1 minute/level [D] action | Medium (220 ft.) | V,S | No | Necromancy | PHB: pg.282 |
| Effect: Creates disembodied glowing hand to deliver touch attacks. | | | Target: One spectral hand | | | Caster Level: 12 | |
| Web | 19 | Reflex negates; see text | 1 standard 10 minutes/level [D] action | Medium (220 ft.) | V,S,M | No | Conjuration (Creation) PHB: pg.301 |
| Effect: Fills 20-ft.-radius spread with sticky spiderwebs. | | | Target: Webs in a 20-ft.-radius spread | | | Caster Level: 12 | |

LEVEL 3

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|-------------------------|------------|-------------------------------------|--|----------|------------------|------------------------|----------------|
| Alter Fortune | | None | 1 | Instantaneous | Close (60 ft.) | V,X | No | Divination | PHB II: pg.101 |
| <i>Effect:</i> Target must reroll any die roll it just made taking the second roll. | | | | | Target: One creature | | | Caster Level: 14 | |
| Anticipate Teleportation | | None | 10 minutes | 1 hour/level | One willing creature touched | V,S,F | No | Abjuration | SC: Pg.13 |
| <i>Effect:</i> Delays teleportation into the area also making the creature aware of them. | | | | | Target: 5-ft./level radius emanation from touched creature | | | Caster Level: 12 | |
| Arcane Sight | | None | 1 standard | 1 minute/level [D] action | Personal | V,S | No | Divination | PHB: pg.201 |
| <i>Effect:</i> Magical auras become visible to you. | | | | | Target: You | | | Caster Level: 14 | |
| Chain Missile | | None | 1 standard | Instantaneous action | Long (880 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 | | | Caster Level: 12 | |
| Clairaudience/Clairvoyance | | None | 10 minutes | 1 minute/level [D] | Long (960 ft.) | V,S,F/DF | No | Divination (Scrying) | PHB: pg.209 |
| <i>Effect:</i> Hear or see at a distance for 1 minutes/level. | | | | | Target: Magical sensor | | | Caster Level: 14 | |
| Corpse Candle | | None | 1 standard | 1 minute/level [D]; see text action | Close (55 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 mave 50 ft a round. Reveals hidden, ethereal, and invisible beings and items. | | | | | Target: Ghostly hand and candle | | | Caster Level: 12 | |
| Deeper Darkvision | 20 | Will negates [harmless] | 1 standard | 1 hour/level action | Touch | V,S,M | Yes | Transmutation | SC: Pg.62 |
| <i>Effect:</i> The subject gains the ability to see 90 feet in total darkness. | | | | | Target: Creature touched | | | Caster Level: 12 | |
| Dispel Magic | | None | 1 standard | Instantaneous action | Medium (220 ft.) | V,S | No | Abjuration | PHB: pg.223 |
| <i>Effect:</i> Cancels magical spells and effects. | | | | | Target: One spellcaster, creature, or object; or 20-ft.-radius burst | | | Caster Level: 12 | |
| * =Domain/Speciality Spell | | | | | | | | | |

Wizard Spells

| | | | | | | | | |
|---|----|---------------------------------|---|--|----------|-------------------------|--------------------------------|-------------|
| □□□□□ Dragonskin | 20 | N/A | 1 standard 10 minutes/level action | 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> 12 | | |
| □□□□□ Enhance Familiar | | None | 1 standard 1 hour/level action | Touch | V,S | Yes [harmless] | Universal | SC: Pg.81 |
| <i>Effect:</i> Grants familiar +2 bonus on saves, attack rolls and melee damage, as well as a +2 bonus to AC. | | | | <i>Target:</i> Familiar touched | | <i>Caster Level:</i> 12 | | |
| □□□□□ Haste | 20 | Fortitude negates (harmless) | 1 standard 1 round/level action | Close (55 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> 12 | | |
| □□□□□ Mage Armor, Greater | 20 | Will negates [harmless] | 1 standard 1 hour/level [D] action | 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> 12 | | |
| □□□□□ Magic Circle against Evil | 20 | Will negates (harmless) | 1 standard 10 minutes/level action | 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> 12 | | |
| □□□□□ Nondetection | 20 | Will negates (harmless, object) | 1 standard 1 hour/level action | Touch | V,S,M | Yes (harmless, object) | Abjuration | PHB: pg.257 |
| <i>Effect:</i> Hides subject from divination, scrying. | | | | <i>Target:</i> Creature or object touched | | <i>Caster Level:</i> 12 | | |
| □□□□□ Phantom Steed | | None | 10 minutes 1 hour/level [D] | 0 ft. | V,S | No | Conjuration (Creation) | PHB: pg.260 |
| <i>Effect:</i> Magic horse appears for 1 hour/level. | | | | <i>Target:</i> One quasi-real, horselike creature | | <i>Caster Level:</i> 12 | | |
| □□□□□ Scintillating Sphere | 20 | Reflex half | 1 standard Instantaneous action | Long (880 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> 12 | | |
| □□□□□ Shrink Item | 20 | Will negates (object) | 1 standard 1 day/level; see text action | 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> 12 | | |
| □□□□□ Spell Vulnerability | 20 | Fortitude negates | 1 round 1 minute/level | Close (55 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> 12 | | |
| □□□□□ Suspended Silence | 20 | None [object] | 1 standard 24 hours or until discharged, then 6 rounds; see text action | 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> 12 | | |
| □□□□□ Tongues | 20 | Will negates (harmless) | 1 standard 10 minutes/level action | Touch | V, M/DF | No | Divination | PHB: pg.294 |
| <i>Effect:</i> Speak any language. | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 14 | | |
| □□□□□ Vampiric Touch | | None | 1 standard Instantaneous/1 hour; see text action | 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> 12 | | |

LEVEL 4

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|-----------------------------|---|---|-------------------|-------------------------|--|-------------------------------|----------------|
| □□□□□ Arcane Eye | | None | 10 minutes 1 minute/level [D] | | Unlimited | V,S,M | No | Divination (Scrying) | PHB: pg.200 |
| <i>Effect:</i> Invisible floating eye moves 30 ft./round. | | | | <i>Target:</i> Magical sensor | | <i>Caster Level:</i> 14 | | | |
| □□□□□ Baleful Blink | 21 | Fortitude negates | 1 standard 1 round/level action | | Close (55 ft.) | V | No | Transmutation | PHB II: pg.102 |
| <i>Effect:</i> Creature has 50% miss chance on any attack. No miss chance to hit affected creature. | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 12 | | | |
| □□□□□ Celerity | | | 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> 12 | | | |
| □□□□□ Detect Scrying | | None | 1 standard 24 hours action | | 40 ft. | V,S,M | No | Divination | PHB: pg.219 |
| <i>Effect:</i> Alerts you of magical eavesdropping. | | | | <i>Target:</i> 40-ft.-radius emanation centered on you | | <i>Caster Level:</i> 14 | | | |
| □□□□□ Dimensional Anchor | | None | 1 standard 1 minute/level action | | Medium (220 ft.) | V,S | Yes (object) | Abjuration | PHB: pg.221 |
| <i>Effect:</i> Bars extradimensional movement. | | | | <i>Target:</i> Ray | | <i>Caster Level:</i> 12 | | | |
| □□□□□ Evard's Black Tentacles | | None | 1 standard 1 round/level [D] action | | Medium (220 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> 12 | | | |
| □□□□□ Forceward | 21 | Will negates; see text | 1 round 1 minute/level | | 15 ft. | V,S | Yes | Abjuration [Force] | SC: Pg.98 |
| <i>Effect:</i> Create an unmoving, transparent sphere of force centered on you; see text | | | | <i>Target:</i> 15-ft.-radius sphere centered on you | | <i>Caster Level:</i> 12 | | | |
| □□□□□ Invisibility, Greater | 21 | Will negates (harmless) | 1 standard 1 round/level [D] action | | 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> 12 | | | |
| □□□□□ Know Vulnerabilities | 21 | Will negates | 1 standard Instantaneous action | | Close (60 ft.) | V,S | Yes | Divination | SC: Pg.129 |
| <i>Effect:</i> Learn any vulnerabilities and resistances the target has. | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 14 | | | |
| □□□□□ Orb of Acid | 21 | Fortitude partial; see text | 1 standard Instantaneous action | | Close (55 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> 12 | | | |
| □□□□□ Otiluke's Resilient Sphere | 21 | Reflex negates | 1 standard 1 minute/level [D] action | | Close (55 ft.) | V,S,M | Yes | Evocation [Force] | PHB: pg.258 |
| <i>Effect:</i> Force globe protects but traps one subject. | | | | <i>Target:</i> 1 ft./level diameter sphere, centered around a creature | | <i>Caster Level:</i> 12 | | | |
| □□□□□ Polymorph | | None | 1 standard 1 minute/level [D] action | 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> 12 | | | |
| □□□□□ Vortex of Teeth | | None | 1 standard 1 round/level [D] action | | Medium (220 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> 12 | | | |
| □□□□□ Wall of Fire | | None | 1 standard Concentration + 1 round/level action | | Medium (220 ft.) | V,S,M/DF | Yes | Evocation [Fire] | PHB: pg.298 |
| <i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage | | | | <i>Target:</i> Opaque sheet of flame up to 20 ft./level long or a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high | | <i>Caster Level:</i> 12 | | | |

* =Domain/Specialty Spell

Wizard Spells

LEVEL 5

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|--------------------------------|-------------------|--|--|----------|---------------------|---|----------------|
| Anticold Sphere | | None | 1 standard action | 10 minutes/level | 10 ft. | V,S | Yes | Abjuration [Cold] | SC: Pg.13 |
| <i>Effect:</i> Immune to cold and Hedge creatures of the cold subtype. | | | | | <i>Target:</i> 10-ft.-radius emanation, centered on you | | | <i>Caster Level:</i> 12 | |
| Dimension Shuffle | 22 | Will negates; see text | 1 standard action | Instantaneous | Close (55 ft.) | V | Yes | Conjuration (Teleportation) | PHB II: pg.110 |
| <i>Effect:</i> Teleport any subject creature to any other spot within 30 ft. [See restrictions in text]. | | | | | <i>Target:</i> One creature/level, no two of which can are more than 30 ft. apart | | | <i>Caster Level:</i> 12 | |
| Dragonsight | 22 | N/A | 1 standard action | 1 hour/level [D] | Personal | V,S,F | N/A | Transmutation | SC: Pg.73 |
| <i>Effect:</i> Gain low-light vision, darkvision [10 ft per caster level] and blindsense [5 ft. per caster level]. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 12 | |
| Etherealness, Swift | 22 | Will negates | 1 swift action | 1 round | Close (55 ft.) | V,S | Yes | Transmutation | PHB II: pg.113 |
| <i>Effect:</i> Subject becomes ethereal until the end of it's next turn. | | | | | <i>Target:</i> One willing creature | | | <i>Caster Level:</i> 12 | |
| Feeblemind | 22 | Will negates; see text | 1 standard action | Instantaneous | Medium (220 ft.) | V,S,M | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: pg.229 |
| <i>Effect:</i> Subject's Int and Cha drop to 1. | | | | | <i>Target:</i> One creature | | | <i>Caster Level:</i> 12 | |
| Fire Shield, Mass | 22 | Will negates [harmless] | 1 round | 1 round/level [D] | Close (55 ft.) | V,S,M | Yes [harmless] | Evocation [Fire or Cold] | SC: Pg.92 |
| <i>Effect:</i> Creatures attacking subjects take fire damage; you're protected from heat or cold. | | | | | <i>Target:</i> One or more allied creatures, no two of which are more than 30 ft. apart | | | <i>Caster Level:</i> 12 | |
| Hidden Lodge | | None | 10 minutes | 24 hours | Close (55 ft.) | V,S,F | No | Conjuration (Creation) | SC: Pg.113 |
| <i>Effect:</i> As leomund's secure shelter, except it is camouflaged. | | | | | <i>Target:</i> 20-ft.-square structure | | | <i>Caster Level:</i> 12 | |
| Leomund's Secret Chest | | 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> 12 | |
| Lucent Lance | | None | 1 standard action | Instantaneous | Close (55 ft.) | V,S,F | Yes; see text | Transmutation [Light] | SC: Pg.134 |
| <i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text. | | | | | <i>Target:</i> Ray | | | <i>Caster Level:</i> 12 | |
| Mordenkainen's Faithful Hound | | None | 1 standard action | 1 hour/level or until discharged, then 1 round/level; see text | Close (55 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> 12 | |
| Permanency | | None | 2 rounds | Permanent; see text | See text | V,S, XP | No | Universal | PHB: pg.259 |
| <i>Effect:</i> Makes certain spells permanent. | | | | | <i>Target:</i> See text | | | <i>Caster Level:</i> 12 | |
| Rary's Telepathic Bond | | None | 1 standard action | 10 minutes/level [D] | Close (60 ft.) | V,S,M | No | Divination | PHB: pg.268 |
| <i>Effect:</i> Link lets allies communicate. | | | | | <i>Target:</i> You plus One willing creature/per 3 levels, no two of which can be more than 30 ft. apart | | | <i>Caster Level:</i> 14 | |
| Teleport | 22 | None and Will negates (object) | 1 standard action | Instantaneous | Personal and touch | V | No and Yes (object) | Conjuration (Teleportation) | PHB: pg.292 |
| <i>Effect:</i> Instantly transports you as far as 100 miles/level. | | | | | <i>Target:</i> You and touched objects or other touched willing creatures | | | <i>Caster Level:</i> 12 | |
| Transmute Rock to Mud | 22 | See text | 1 standard action | Permanent; see text | Medium (220 ft.) | V,S,M/DF | No | Transmutation [Earth] | PHB: pg.295 |
| <i>Effect:</i> Transforms 2 10-ft. cubes/level. | | | | | <i>Target:</i> Up to two 10 ft. cubes/level [S] | | | <i>Caster Level:</i> 12 | |

LEVEL 6

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|----------------------------|-------------------|----------------------|---|----------|----------------------|-------------------------------|-------------|
| Antimagic Field | | None | 1 standard action | 10 minutes/level [D] | 10 ft. | V,S,M/DF | See text | Abjuration | PHB: pg.200 |
| <i>Effect:</i> Negates magic within 10 ft. | | | | | <i>Target:</i> 10-ft.-radius emanation, centered on you | | | <i>Caster Level:</i> 12 | |
| Disintegrate | 23 | Fortitude partial (object) | 1 standard action | Instantaneous | Medium (220 ft.) | V,S,M/DF | Yes | Transmutation | PHB: pg.222 |
| <i>Effect:</i> Makes one creature or object vanish. | | | | | <i>Target:</i> Ray | | | <i>Caster Level:</i> 12 | |
| Dispel Magic, Greater | | None | 1 standard action | Instantaneous | Medium (220 ft.) | V,S | No | Abjuration | PHB: pg.223 |
| <i>Effect:</i> As dispel magic, but +20 on check. | | | | | <i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst | | | <i>Caster Level:</i> 12 | |
| Freezing Fog | 23 | Reflex partial; see text | 1 standard action | 1 minute/level | Medium (220 ft.) | V,S | No | Conjuration (Creation) [Cold] | SC: Pg.99 |
| <i>Effect:</i> Grants concealment and inflicts 1d6 damage each round. | | | | | <i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high | | | <i>Caster Level:</i> 12 | |
| Legend Lore | | 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> 14 | |
| Make Manifest | 23 | Will negates | 1 standard action | 1 round/level | Close (55 ft.) | V,S,M | Yes | Transmutation | SC: Pg.137 |
| <i>Effect:</i> Cause one creature on a coexistent plane to appear on your plane; see text. | | | | | <i>Target:</i> One creature | | | <i>Caster Level:</i> 12 | |
| Planar Binding | 23 | Will negates | 10 minutes | Instantaneous | Close (55 ft.) | V,S | No and Yes; see text | Conjuration (Calling) | PHB: pg.262 |
| <i>Effect:</i> As lesser planar binding, but up to 12 HD. | | | | | <i>Target:</i> Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear | | | <i>Caster Level:</i> 12 | |
| Resistance, Superior | 23 | Will negates [harmless] | 1 standard action | 24 hours | Touch | V,S,M/DF | Yes [harmless] | Abjuration | SC: Pg.174 |
| <i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 12 | |
| Ruby Ray of Reversal | | None | 1 standard action | Instantaneous | Medium (220 ft.) | V,S,F | No | Abjuration | SC: Pg.177 |
| <i>Effect:</i> Eliminates hazard both magical and non-magical; see text | | | | | <i>Target:</i> One natural or magical hazard; see text | | | <i>Caster Level:</i> 12 | |

LEVEL 7

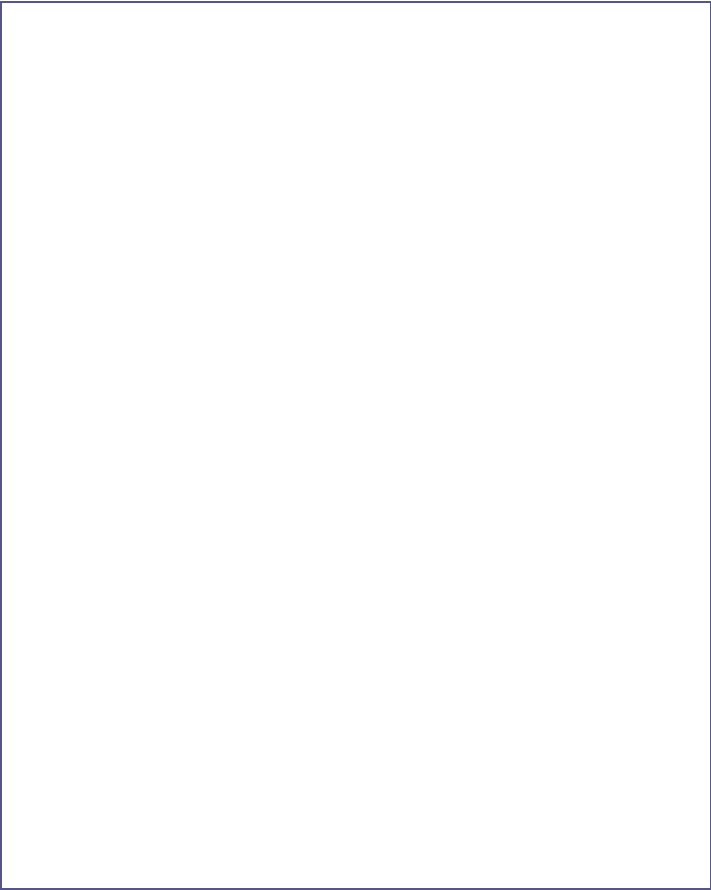
| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|--------------|-------------------|-------------------|--|-------|------------------|-------------------------|-------------|
| Forcecage | | None | 1 standard action | 2 hours/level [D] | Close (55 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> 12 | |
| Ruby Ray of Reversal | | None | 1 standard action | Instantaneous | Medium (220 ft.) | V,S,F | No | Abjuration | SC: Pg.177 |
| <i>Effect:</i> Eliminates hazard both magical and non-magical; see text | | | | | <i>Target:</i> One natural or magical hazard; see text | | | <i>Caster Level:</i> 12 | |

* =Domain/Speciality Spell

Wizard Spells LEVEL 8

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|--------------|--------------------------|---------------|---|---------|------------------|-------------------------|----------------|
| ☐☐☐☐☐ Celerity, Greater | | | 1 immediate action | Instantaneous | Personal | V | | Transmutation | PHB II: pg.105 |
| <i>Effect:</i> Can immediately take a full action or [standard and move 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> 12 | |
| ☐☐☐☐☐ Discern Location | | 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> 14 | |
| ☐☐☐☐☐ Excavate | | None | 1 standard action | Instantaneous | Close (55 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> 12 | |
| * =Domain/Speciality Spell | | | | | | | | | |

Pryad



| |
|-----------------------------|
| Elf, Fire |
| RACE |
| 132 |
| AGE |
| Male |
| GENDER |
| Darkvision (60'), Low-light |
| VISION |
| Lawful Neutral |
| ALIGNMENT |
| Right |
| DOMINANT HAND |
| 5' 9" |
| HEIGHT |
| 120 lbs. |
| WEIGHT |
| Violet - lt red |
| EYE COLOUR |
| Gray |
| SKIN COLOUR |
| Flame Orange, |
| HAIR |
| PHOBIAS |
| , |
| PERSONALITY TRAITS |
| INTERESTS |
| , |
| SPOKEN STYLE |
| Sulasspryn |
| RESIDENCE |
| Thar |
| LOCATION |
| None |
| REGION |

Description:
Spell Points: 143

Biography:

Notes:

Character Sheet Notes:

Spell Points: +11