

Lu Than do Cordlebane

NAME
Wiz11 Clr
CLASS

55000
EXPERIENCE

Phil Maitland

PLAYERNAME
Elf (Drow)
RACE

Medium
SIZE

Eilistraee

DEITY
4' 6"
HEIGHT

110 lbs.
WEIGHT

Neutral Good

ALIGNMENT
Darkvision (120')
VISION



11
Character Level

66000
NEXT LEVEL

126
AGE

Male
GENDER

Lt. Blue-violet
EYES

White, Medium -
getting longer
HAIR

-2
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1	8	-1
DEX Dexterity	16	+3	18	+4	18	+4
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	21	+5	21	+5	21	+5
WIS Wisdom	17	+3	17	+3	17	+3
CHA Charisma	17	+3	17	+3	17	+3

VP Vitality	40	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				WP Wound Points	10	DAMAGE REDUCTION				SPEED		
AC armor class	19	15	16	10	5	0	4	0	0	0						0	+0	22
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC

INITIATIVE modifier	+8	=	+4	+	+4
	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus					
	+5				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	+3	+0	+0	+0	+0		
REFLEX (dexterity)	+15	+3	+4	+0	+8	+0		
WILL (wisdom)	+10	+7	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	+5	-1	+0	+0	+0	
RANGED attack bonus	+9	+5	+4	+0	+0	+0	
GRAPPLE attack bonus	+4	+5	-1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+4	1d3-1	20/x2

Crossbow, Light		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	P	M	19-20/x2
To Hit	30 ft. 80 ft.	160 ft.	240 ft.	320 ft.	
	+9	+9	+7	+5	+3
Dam	1d8	1d8	1d8	1d8	1d8
Special Properties					

Dagger		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	PS	M	19-20/x2
To Hit	Dam	To Hit	Dam		
1H-P	+4	1d4-1	2W-P-(OH)	-2	1d4-1
1H-O	+0	1d4-1	2W-P-(OL)	+0	1d4-1
2H	+4	1d4-1	2W-OH	-4	1d4-1
To Hit	10 ft. 20 ft.	30 ft.	40 ft.	50 ft.	
	+9	+7	+5	+3	+1
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1
Special Properties					

*Lu's Nightblade (+1)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Both	S	M	19-20/x2
To Hit	Dam	To Hit	Dam		
1H-P	+8	1d10+2	2W-P-(OH)	+2	1d10+2
1H-O	+4	1d10+2	2W-P-(OL)	+4	1d10+2
2H	+8	1d10+2	2W-OH	-2	1d10+2
Special Properties (Sword (Bastard/Bonded/+1 (Enhancement to Weapon or Ammunition)/Masterwork)), Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.					

*: 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
-------	------	----	--------	-------	---------------

Skill Name		Key Ability	Skills			Max Ranks		14/7
			Skill Modifier	Ability Modifier	Ranks	Misc Modifier		
✓	Appraise	INT	5	= 5	+	+		
✓	Balance	DEX	4	= 4	+	+		
✓	Bluff	CHA	4	= 3	+	1.0	+	
✓	Climb	STR	-1	= -1	+	+		
✓	Concentration	CON	14	= 0	+	14.0	+	
	Craft (Alchemy)	INT	14	= 5	+	9.0	+	
	Craft (Metalworking)	INT	7	= 5	+	2.0	+	
	Craft (Painting)	INT	6	= 5	+	1.0	+	
✓	Craft (Untrained)	INT	5	= 5	+	+		
✓	Diplomacy	CHA	7	= 3	+	4.0	+	
✓	Disguise	CHA	3	= 3	+	+		
✓	Escape Artist	DEX	4	= 4	+	+		
✓	Forgery	INT	5	= 5	+	+		
✓	Gather Information	CHA	3	= 3	+	+		
✓	Heal	WIS	3	= 3	+	+		
✓	Intimidate	CHA	8	= 3	+	5.0	+	
✓	Jump	STR	-1	= -1	+	+		
	Knowledge (Arcana)	INT	16	= 5	+	11.0	+	
	Knowledge (Architecture and Engineering)	INT	6	= 5	+	1.0	+	
	Knowledge (Dragons)	INT	7	= 5	+	1.0	+	1
	Knowledge (History)	INT	7	= 5	+	2.0	+	
	Knowledge (Religion)	INT	13	= 5	+	8.0	+	
	Knowledge (The Planes)	INT	7	= 5	+	2.0	+	
✓	Listen	WIS	7	= 3	+	+	+	4
	Perform (Act)	CHA	4	= 3	+	1.0	+	
	Perform (Dance)	CHA	5	= 3	+	2.0	+	
	Perform (Sing)	CHA	5	= 3	+	2.0	+	
	Perform (Weapon Drill)	CHA	5	= 3	+	2.0	+	
✓ X	Psychic-Empathy	WIS	4	= 3	+	1.0	+	
X	Psychic-Enhance Senses	WIS	4	= 3	+	1.0	+	
✓ X	Psychic-Mental Contact	CHA	4	= 3	+	1.0	+	
X	Psychic-Psychic Healing	WIS	4	= 3	+	1.0	+	
✓	Ride	DEX	4	= 4	+	+		
✓	Search	INT	13	= 5	+	6.0	+	2
✓	Sense Motive	WIS	3	= 3	+	+		
✓	Sneak	DEX	4	= 4	+	+		
✓	Sneak (Hide)	DEX	4	= 4	+	+		
	Spellcraft	INT	21	= 5	+	14.0	+	2
✓	Spot	WIS	11	= 3	+	4.0	+	4
✓	Survival	WIS	3	= 3	+	+		
✓	Swim	STR	-1	= -1	+	+		
✓	Use Rope	DEX	4	= 4	+	+		
				=	+	+		
				=	+	+		
✓: can be used untrained. X: exclusive skills								

Rapier			CURRENT HAND	TYPE	SIZE	CRITICAL
			Carried	P	M	18-20/x2
	To Hit	Dam		To Hit		Dam
1H-P	+4	1d6-1	2W-P-(OH)	-2		1d6-1
1H-O	+0	1d6-1	2W-P-(OL)	+0		1d6-1
2H	+4	1d6-1	2W-OH	-6		1d6-1
Special Properties						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Alchemist's Fire (Flask)	Handy	2	1.0	20.0	
☐☐	Haversack		(2.0)	(40.0)	
The Tome of Dragon Lore	Equipped	1	0.0	0.0	
Amulet of CON +1	Equipped	1	0.0	2000.0	
(Amulet (CON +1)), Enhancement bonus to ability CON +1					
Bedroll	Handy	1	5.0	0.1	
	Haversack				
Bolt, Crossbow	Handy	19	0.1	0.1 (1.9)	
☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐☐	Haversack		(1.9)		
Bolt (Crossbow)+1 (Enhancement to Weapon or Ammunition)/Masterwork)	Handy	1	0.1	46.1	
	Haversack				
☐					
Caltrops	Pouch (Belt)	1	2.0	1.0	
Chalk (1 piece)	Handy	1	0.0	0.01	
	Haversack				
Crossbow, Light	Handy	1	4.0	35.0	
0 lbs.	Haversack				
Dagger	Carried	1	1.0	2.0	
Gloves of Dexterity +2	Equipped	1	0.0	4000.0	
Handy Haversack	Carried	1	5.0	2000.0	
29.02 lbs., 1 Crossbow, Light, 1 Spellbook (Wizard's/Blank), 1 Coin (Gold), 2 Potion of Cure Light Wounds, 1 Potion of Cure Moderate Wounds, 1 Rapier, 2 Alchemist's Fire (Flask), 1 Waterskin (Filled), 1 Lu's Spellbook #2, 4 Rations (Trail/Per Day), 1 Chalk (1 piece), 1 Bolt (Crossbow)+1 (Enhancement to Weapon or Ammunition)/Masterwork), 1 Bedroll, 19 Bolt, Crossbow					
Lu's Nightblade (+1)	Equipped	1	6.0	2335.0	
(Sword (Bastard/Bonded)+1 (Enhancement to Weapon or Ammunition)/Masterwork)), Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.					
Lu's Spellbook #2	Handy	1	3.0	15.0	
(Spellbook (Wizard's/Blank))	Haversack				
Traveler's Outfit	Equipped	1	5.0	0.0	
Potion of Cure Light Wounds	Handy	2	0.0	50.0	
☐☐	Haversack		(0.0)	(100.0)	
Potion of Cure Moderate Wounds	Handy	1	0.0	300.0	
☐	Haversack				
Pouch (Belt)	Equipped	1	0.5	1.0	
2 lbs., 1 Caltrops					
Rapier	Handy	1	2.0	20.0	
	Haversack				
Rations (Trail/Per Day)	Handy	4	1.0	0.5 (2.0)	
☐☐☐☐☐	Haversack		(4.0)		
Ring of Mind Shielding	Equipped	1	0.0	8000.0	
Spell Component Pouch	Carried	1	2.0	5.0	
Spellbook (Wizard's/Blank)	Handy	1	3.0	15.0	
Lu's first spell book	Haversack				
Waterskin (Filled)	Handy	1	4.0	1.0	
	Haversack				
TOTAL WEIGHT CARRIED/VALUE			16.5 lbs.	18920.11 gp	

WEIGHT ALLOWANCE			
Light	26	Medium	53
Lift over head	80	Lift off ground	160
		Heavy	80
		Push / Drag	400

MONEY	
Coin (Gold): 1[Handy Haversack]	
+1 to Dragon Lore Checks</fund><fund>1/5th Brightstone Keep aka Oaktop	
Keep</fund><fund>Owe GM 8500gp</fund><fund>	
Total = 1.0 gp	

MAGIC	
(1) Magical x-bow Bolts +1</magic><magic>Handy	
Haversack</magic><magic>Amulet of Con +1</magic><magic>Kiki -	
Familiar</magic><magic>Gloves of Dex +2</magic><magic>Lu's Spell	
Book</magic><magic>Scroll of Resist Energy (cold)</magic><magic>Ring of Mind	
Shielding</magic><magic>Potion Cure Light (2)</magic><magic>Potion Cure	
Moderate</magic><magic>Nightblade</magic><magic>	

SPECIAL ABILITIES	
+2 racial bonus on Will saves against spells and spell-like abilities.	
+2 racial saving throw bonus against enchantment spells or effects.	
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.	
Class Defense=5 (Armor)	
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.	
Elf Racial Level 3, Gain Natural Link with familiar	
Immunity to magic sleep effects.	
Light Blindness	
Maximum Craft Points 6600	
Summon Familiar	
Touch AC+2	
You gain Lightning Reflexes as a bonus feat.	

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Daylight Adaptation	Removes -1 penalty from daylight sensitivity
Improved Initiative	You get a +4 bonus on initiative checks.
Modify Spell	Laden spell has additional power
Sanctify Relic	You can create magic items that are imbued with a connection to your deity.
Searing Spell	Your fire spells deal damage to fire-resistant creatures
Spell Focus (Evocation)	Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs.
Scribe Scroll	You can create a scroll of any spell that you know.
Weapon Focus (Sword (Bastard))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
Master Artificer	You can manufacture any magic item as if you possess all the item creation feats, as long as you meet the pre-requisite.
Psychic Ability	You have the potential to acquire psychic feats and skills.

DOMAINS	
War	Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.
Drow	You gain Lightning Reflexes as a bonus feat.

PROFICIENCIES	
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Quarterstaff, Rapier, Spells(Ray), Sword (Bastard), Sword (Short), Unarmed Strike	

LANGUAGES	
Abyssal, Common, Draconic, Drow Sign Language, Elven, Gnome, Goblin, Undercommon	

TEMPLATES	
Elf Wizard Lv:1	
Elf Wizard Lv:3	
Bonus Domain 1	
Domain Choice	
Truename	

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Dancing Lights	13	None	1 standard action	11 minute [D]	Medium (210 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
	Effect: Creates torches or other lights.					Target: Up to four lights, all within a 10-ft.-radius area		Caster Level: 11		
☐	Darkness	15	None	1 standard action	110 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
	Effect: 20-ft. radius of supernatural shadow.					Target: Object touched		Caster Level: 11		
☐	Faerie Fire	14	None	1 standard action	11 minutes [D]	Long (840 ft.)	V, S, DF	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
	Effect: Outlines subjects with light, canceling blur, concealment, and the like.					Target: Creatures and objects within a 5-ft.-radius burst		Caster Level: 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	5	4	3	3	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash	16	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
Effect: Orb deals 1d3 acid damage.					Target: One missile of acid			Caster Level: 11	
Arcane Mark	16	None	1 standard action	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
Effect: Inscribes a personal rune [visible or invisible].					Target: One personal rune or mark, all of which must fit within 1 sq. ft.			Caster Level: 11	
Dancing Lights	17	None	1 standard action	11 minute [D]	Medium (210 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
Effect: Creates torches or other lights.					Target: Up to four lights, all within a 10-ft.-radius area			Caster Level: 11	
Daze	16	Will negates	1 standard action	1 round	Close (50 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
Effect: Humanoid creature of 4 HD or less loses next action.					Target: One humanoid creature of 4 HD or less			Caster Level: 11	
Detect Magic	16	None	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation			Caster Level: 11	
Detect Poison	16	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects poison in one creature or small object.					Target: One creature, one object, or a 5-ft. cube			Caster Level: 11	
Disrupt Undead	16	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
Effect: Deals 1d6 damage to one undead.					Target: Ray			Caster Level: 11	
Electric Jolt	17	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Evocation [Electricity]	SPELL CO: Pg.78
Effect: Ranged touch attack delivers 1d3 electric damage.					Target: Ray			Caster Level: 11	
Flare	17	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of light			Caster Level: 11	
Ghost Sound	16	Will disbelief (if interacted with)	1 standard action	11 rounds [D]	Close (50 ft.)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
Effect: Figment sounds.					Target: Illusory sounds			Caster Level: 11	
Launch Bolt	16	None	1 standard action	Instantaneous	Touch	V, S, M	No	Transmutation	SPELL CO: Pg.130
Effect: Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.					Target: One crossbow bolt in your possession			Caster Level: 11	
Light	17	None	1 standard action	110 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
Effect: Object shines like a torch.					Target: Object touched			Caster Level: 11	
Mage Hand	16	None	1 standard action	Concentration	Close (50 ft.)	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.			Caster Level: 11	
Mending	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Makes minor repairs on an object.					Target: One object of up to 1 lb.			Caster Level: 11	
Message	16	None	1 standard action	110 minutes	Medium (210 ft.)	V, S, F	No	Transmutation [Language-Dependent]	RSRD: SpellsM-O.rtf
Effect: Whispered conversation at distance.					Target: 11 creatures			Caster Level: 11	
Open/Close	16	Will negates (object)	1 standard action	Instantaneous	Close (50 ft.)	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Opens or closes small or light things.					Target: Object weighing up to 30 lb. or portal that can be opened or closed			Caster Level: 11	
Prestidigitation	16	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
Effect: Performs minor tricks.					Target: See text			Caster Level: 11	
Ray of Frost	17	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Evocation [Cold]	RSRD: SpellsP-R.rtf
Effect: Ray deals 1d3 cold damage.					Target: Ray			Caster Level: 11	
Read Magic	16	None	1 standard action	110 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 11	
Repair Minor Damage	16	None	1 standard action	Instantaneous	Touch	V, S	No	Transmutation	SPELL CO: Pg.173
Effect: Repair a construct 1 point of damage.					Target: Construct touched			Caster Level: 11	
Resistance	16	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Subject gains +1 on saving throws.					Target: Creature touched			Caster Level: 11	
Silent Portal	16	Will negates [object]	1 standard action	1 minute/level [D]	Close (50 ft.)	S	Yes [object]	Illusion (Glamer)	SPELL CO: Pg.190
Effect: Negates the sound of opening/closing any portal [door, window, etc.].					Target: One portal			Caster Level: 11	
Stick	16	Will negates [object]	1 standard action	Instantaneous	Touch	V, S, M	Yes [object]	Transmutation	SPELL CO: Pg.206
Effect: Sticks one object to another; see text.					Target: Nonmagical, unattended object weighing up to 5lbs			Caster Level: 11	
Touch of Fatigue	16	Fortitude negates	1 standard action	11 rounds	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf
Effect: Touch attack fatigues target.					Target: Creature touched			Caster Level: 11	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alarm	17	None	1 standard action	22 hours [D]	Close (50 ft.)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
Effect: Wards an area for 22 hours.					Target: 20-ft.-radius emanation centered on a point in space			Caster Level: 11	

* =Domain/Speciality Spell

Wizard Spells

Animate Rope	17	None	1 standard action	11 rounds	Medium (210 ft.)	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
Effect: Makes a rope move at your command.					Target: One ropelike object, length up to 105 ft.; see text			Caster Level: 11	
Burning Hands	18	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsA-B.rtf
Effect: 5d4 fire damage					Target: Cone-shaped burst			Caster Level: 11	
Charm Person	17	Will negates	1 standard action	11 hours	Close (50 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
Effect: Makes one person your friend.					Target: One humanoid creature			Caster Level: 11	
Comprehend Languages	17	None	1 standard action	110 minutes	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
Effect: You understand all spoken and written languages.					Target: You			Caster Level: 11	
Distract Assailant	17	Will negates	1 swift action	1 round	Close (50 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.69
Effect: Target is flatfooted till next turn.					Target: One creature			Caster Level: 11	
Enlarge Person	17	Fortitude negates	1 round	11 minutes [D]	Close (50 ft.)	V, S, M	Yes	Transmutation	RSRD: SpellsD-E.rtf
Effect: Creatures size increases to next category					Target: One humanoid creature			Caster Level: 11	
Erase	17	See text	1 standard action	Instantaneous	Close (50 ft.)	V, S	No	Transmutation	RSRD: SpellsD-E.rtf
Effect: Mundane or magical writing vanishes.					Target: One scroll or two pages			Caster Level: 11	
Expeditious Retreat	17	None	1 standard action	11 minutes [D]	Personal	V, S	No	Transmutation	RSRD: SpellsD-E.rtf
Effect: Your speed increases by 30 ft.					Target: You			Caster Level: 11	
Familiar Pocket	17	None	1 standard action	1 hour/level [D]	Touch	V,S,M	No	Universal	SPELL CO: Pg.88
Effect: Creates an extra-dimensional safe haven for a Tiny or smaller familiar.					Target: One container or garment with a pocket touched			Caster Level: 11	
Feather Fall	17	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 11 rounds	Close (50 ft.)	V	Yes (object)	Transmutation	RSRD: SpellsF-G.rtf
Effect: Objects or creatures fall slowly.					Target: 11 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart			Caster Level: 11	
Floating Disk	18	None	1 standard action	11 hours	Close (50 ft.)	V, S, M	No	Evocation [Force]	RSRD: SpellsF-G.rtf
Effect: Creates 3-ft.-diameter horizontal disk that holds 1100 lbs					Target: 3-ft.-diameter disk of force			Caster Level: 11	
Guided Shot	17	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SPELL CO: Pg.108
Effect: No range increment penalties and target denied AC bonus for anything less than total cover.					Target: You			Caster Level: 11	
Identify	17	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination	RSRD: SpellsH-L.rtf
Effect: Determines properties of magic item.					Target: One touched object			Caster Level: 11	
Instant Search	17	N/A	1 swift action	1 round	Personal	V,S	N/A	Divination	SPELL CO: Pg.124
Effect: You can make one Search check in this round as a free action. You gain a +2 insight bonus on the check.					Target: You			Caster Level: 11	
Mage Armor	17	Will negates (harmless)	1 standard action	11 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	RSRD: SpellsM-O.rtf
Effect: Gives subject +4 armor bonus.					Target: Creature touched			Caster Level: 11	
Magic Missile	18	None	1 standard action	Instantaneous	Medium (210 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
Effect: 5 missiles that do 1d4+1 damage each.					Target: Up to five creatures, no two of which can be more than 15 ft. apart			Caster Level: 11	
Mount	17	None	1 round	22 hours [D]	Close (50 ft.)	V, S, M	No	Conjuration (Summoning)	RSRD: SpellsM-O.rtf
Effect: Summons riding horse for 22 hours.					Target: One mount			Caster Level: 11	
Orb of Acid, Lesser	17	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Acid]	SPELL CO: Pg.150
Effect: Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] of acid damage.					Target: One orb of acid			Caster Level: 11	
Orb of Cold, Lesser	17	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Cold]	SPELL CO: Pg.151
Effect: Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of cold damage.					Target: One orb of cold			Caster Level: 11	
Orb of Electricity, Lesser	17	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Electricity]	SPELL CO: Pg.151
Effect: Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of electricity damage.					Target: One orb of electricity			Caster Level: 11	
Orb of Fire, Lesser	17	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Fire]	SPELL CO: Pg.151
Effect: Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of fire damage.					Target: One orb of fire			Caster Level: 11	
Orb of Sound, Lesser	17	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Sonic]	SPELL CO: Pg.151
Effect: Ranged Touch attack deals 1d6/two caster level [max 10d6] points of sonic damage.					Target: One orb of sonic			Caster Level: 11	
Protection from Evil	17	Will negates (harmless)	1 standard action	11 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					Target: Creature touched			Caster Level: 11	
Scholar's Touch	17	None	1 standard action	Concentration, up to 11 rounds	Personal	V,S,M,F	No	Divination	Races of: Races of Destiny Pg.167
Effect: 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.					Target: One book/round			Caster Level: 11	
Shield	17	None	1 standard action	11 minutes [D]	Personal	V, S	No	Abjuration [Force]	RSRD: SpellsS.rtf
Effect: Invisible disc gives +4 to AC, blocks magic missiles.					Target: You			Caster Level: 11	
Shocking Grasp	18	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]	RSRD: SpellsS.rtf
Effect: Touch delivers 5d6 electricity damage.					Target: Creature or object touched			Caster Level: 11	
Sleep	17	Will negates	1 round	11 minutes	Medium (210 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
Effect: Puts 4 HD of creatures into magical slumber.					Target: One or more living creatures within a 10-ft.-radius burst			Caster Level: 11	
Summon Monster I	17	None	1 round	11 rounds [D]	Close (50 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One summoned creature			Caster Level: 11	
True Strike	17	None	1 standard action	See text	Personal	V, F	No	Divination	RSRD: SpellsT-Z.rtf
Effect: +20 on your next attack roll.					Target: You			Caster Level: 11	
Unseen Servant	17	None	1 standard action	11 hours	Close (50 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
Effect: Invisible force obeys your commands.					Target: One invisible, mindless, shapeless servant			Caster Level: 11	

* =Domain/Specialty Spell

Wizard Spells LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Bear's Endurance	18	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 11 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□ Blur	18	Will negates (harmless)	1 standard action	11 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)	RSRD: SpellsA-B.rtf
<i>Effect:</i> Attacks miss subject 20% of the time.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□ Cat's Grace	18	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 11 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□ Darkness	19	None	1 standard action	110 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched			<i>Caster Level:</i> 11	
□□□□ False Life	18	None	1 standard action	11 hours or until discharged; see text	Personal	V, S, M	No	Necromancy	RSRD: SpellsF-G.rtf
<i>Effect:</i> Gain 1d10+10 temporary hp					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□ Invisibility	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	11 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject is invisible for 11 minutes or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 1100 lbs			<i>Caster Level:</i> 11	
□□□□ Knock	18	None	1 standard action	Instantaneous; see text	Medium (210 ft.)	V	No	Transmutation	RSRD: SpellsH-L.rtf
<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> 11	
□□□□ Levitate	18	None	1 standard action	11 minutes [D]	Personal or close	V, S, F	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject moves up and down at your direction.					<i>Target:</i> You or one willing creature or one object, total weight up to 1100 lbs			<i>Caster Level:</i> 11	
□□□□ Mirror Image	18	None	1 standard action	11 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Creates decoy duplicates of you [1d4 +3, max 8].					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□ Resist Energy	18	Fortitude negates (harmless)	1 standard action	110 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 30 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□ Rope Trick	18	None	1 standard action	11 hours [D]	Touch	V, S, M	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> As many as eight creatures hide in extradimensional space.					<i>Target:</i> One touched piece of rope from 5 ft. to 30 ft. long			<i>Caster Level:</i> 11	
□□□□ Scorch	19	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,F	Yes	Evocation [Fire]	SPELL CO: Pg.181
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] to all in the area of affect.					<i>Target:</i> 30-ft. line			<i>Caster Level:</i> 11	
□□□□ Scorching Ray	19	None	1 standard action	Instantaneous	Close (50 ft.)	V, S	Yes	Evocation [Fire]	RSRD: SpellsS.rtf
<i>Effect:</i> 3 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 3 rays			<i>Caster Level:</i> 11	
□□□□ See Invisibility	18	None	1 standard action	110 minutes [D]	Personal	V, S, M	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> Reveals invisible creatures or objects.					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□ Spider Climb	18	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□ Web	18	Reflex negates; see text	1 standard action	110 minutes [D]	Medium (210 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
<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> 11	
□□□□ Wraithstrike	18	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.243
<i>Effect:</i> Makes your melee attacks become touch attacks.					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□ Zone of Glacial Cold	18	Fort half	1 standard action	11 rounds	Medium (210 ft.)	V,S,M	No	Conjuration [Cold]	Frostbur: Frostburn Pg.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.					<i>Target:</i> 20-ft.-radius			<i>Caster Level:</i> 11	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Blink	19	None	1 standard action	11 rounds [D]	Personal	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> You randomly vanish and reappear for 11 rounds.					<i>Target:</i> You			<i>Caster Level:</i> 11	
□□□□ Dispel Magic	19	None	1 standard action	Instantaneous	Medium (210 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<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> 11	
□□□□ Displacement	19	Will negates (harmless)	1 standard action	11 rounds [D]	Touch	V, M	Yes (harmless)	Illusion (Glamer)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Attacks miss subject 50%.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□ Fireball	20	Reflex half	1 standard action	Instantaneous	Long (840 ft.)	V, S, M	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> 10d6 fire damage, 20-ft. radius.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 11	
□□□□ Fly	19	Will negates (harmless)	1 standard action	11 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject flies at speed of 60 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 11	
□□□□ Force Lightning	20	Fort partial	1 standard action	5	Close (50 ft.)	V,S,M	Yes	Evocation [Electricity]	Custom: Custom
<i>Effect:</i> Ranged touch attack deals 1d4+11. Successful Fort save imposes a -1 to attack and AC for one round, failed save indicates paralysis for 1 round.					<i>Target:</i> Ray			<i>Caster Level:</i> 11	
□□□□ Lance of Disruption	20	Fortitude half	1 standard action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Custom: Custom
<i>Effect:</i> Beam of force causes 5d4+22 to all in the area of effect					<i>Target:</i> From caster 5ft wide beam out to 60ft length			<i>Caster Level:</i> 11	
□□□□ Lightning Bolt	20	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Electricity deals 10d6 damage.					<i>Target:</i> 120-ft. line			<i>Caster Level:</i> 11	
□□□□ Mage Armor, Greater	19	Will negates [harmless]	1 standard	1 hour/level [D]	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force]	SPELL CO: Pg.136

* =Domain/Specialty Spell

Wizard Spells

action									
<i>Effect:</i> As mage armor, except gain +6 armor bonus.									
□□□□□	Nondetection	19	Will negates (harmless, object)	1 standard action	11 hours	Target: Creature touched	V, S, M	Yes (harmless, object)	Caster Level: 11
						Touch		Abjuration	RSRD: SpellsM-O.rtf
<i>Effect:</i> Hides subject from divination, scrying.									
□□□□□	Scintillating Sphere	20	Reflex half	1 standard action	Instantaneous	Target: Creature or object touched	V,S,M	Yes	Caster Level: 11
						Long (840 ft.)		Evocation [Electricity]	SPELL CO: Pg.181
<i>Effect:</i> As fireball, 1d6/caster level [max 10d6] of electrical damage.									
						Target: 20-ft.-radius burst		Caster Level: 11	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Blast of Flame	20	Reflex half	1 standard action	Instantaneous	60 ft.	V,S,M	No	Conjuration (Creation) [Fire]	SPELL CO: Pg.31
Effect: Deal 1d6/level [max 10d6] to all creatures in the area.					Target: Cone-shaped burst			Caster Level: 11	
■■■■■Detect Scrying	20	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination	RSRD: SpellsD-E.rtf
Effect: Alerts you of magical eavesdropping.					Target: 40-ft.-radius emanation centered on you			Caster Level: 11	
■■■■■Dimension Door	20	None and Will negates (object)	1 standard action	Instantaneous	Long (840 ft.)	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsD-E.rtf
Effect: Teleports you short distance.					Target: You and touched objects or other touched willing creatures			Caster Level: 11	
■■■■■Dragonbreath	21	See text	1 standard action	1 round/level	Personal	V,S,M/DF	No	Evocation	SPELL CO: Pg.72
Effect: Gain a true dragons breath weapon attack; see text					Target: You			Caster Level: 11	
■■■■■Ice Web	20	Reflex negates; see text	1 standard action	110 minutes [D]	Medium (210 ft.)	V,S,Coldfire	No	Conjuration (Creation) [Cold]	Frostbur: Frostburn Pg.100-101
Effect: Creatures caught in effect are entangled. Any movement through effect causes 1d6 damage per round.					Target: Webs of coldfire in a 20-ft.-radius spread			Caster Level: 11	
■■■■■Polymorph	20	None	1 standard action	11 minutes [D]	Touch	V, S, M	No	Transmutation	RSRD: SpellsP-R.rtf
Effect: Gives one willing subject a new form.					Target: Willing living creature touched			Caster Level: 11	
■■■■■Stoneskin	20	Will negates (harmless)	1 standard action	110 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect: Ignore 10 points of damage per attack.					Target: Creature touched			Caster Level: 11	
■■■■■Thunderlance	21	None	1 standard action	1 round/level [D]	0 ft.	V,S,M	No	Evocation [Force]	SPELL CO: Pg.220
Effect: Create a retractable spear or quarterstaff of force from 1 foot to 20 feet. Damage is 3d6 [Critx3]. Also may dispels force effect of 3rd or lower level.					Target: A spearlike beam			Caster Level: 11	

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Baleful Polymorph	21	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (50 ft.)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: Transforms subject into harmless animal.					Target: One creature			Caster Level: 11	
☐☐☐☐☐ Dancing Flame Blade	22	Fort half	1 standard action	11	Personal	V,S,M	Yes	Evocation [Fire]	Custom: Custom
Effect: Deal an additional 1d8 per successful hit with a weapon, at the caster's discretion the caster can have the flames engulf the target with a successful touch attack for one round dealing 11d8 minus 1d8 for each round of duration. Fort save & SR against engulf maneuver. Takes half damage.					Target: Caster's weapon			Caster Level: 11	
☐☐☐☐☐ Ironguard, Lesser	21	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.125
Effect: Non-magical metal passes right through you.					Target: Creature touched			Caster Level: 11	
☐☐☐☐☐ Telekinesis	21	Will negates (object) or None; see text	1 standard action	Concentration of up to 11 rounds or instantaneous; see text	Long (840 ft.)	V, S	Yes (object); see text	Transmutation	RSRD: SpellsT-Z.rtf
Effect: Moves object, attacks creature, or hurls object or creature.					Target: See text			Caster Level: 11	
☐☐☐☐☐ Teleport	21	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
Effect: Instantly transports you as far as 1100 miles.					Target: You and touched objects or other touched willing creatures			Caster Level: 11	

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐Bite of the Weretiger	22	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SPELL CO: Pg.28
Effect: Gain +12 bonus to Str, +4 Dex, +6 Con, +5 natural armor. Gain Bite and Claw attacks.					Target: You			Caster Level: 11	
☐☐☐☐☐Contingency	23	None	At least 10 minutes; see text	11 days [D] or until discharged	Personal	V, S, M, F	No	Evocation	RSRD: SpellsC.rtf
Effect: Sets trigger condition for another spell.					Target: You			Caster Level: 11	
☐☐☐☐☐Dispel Magic, Greater	22	None	1 standard action	Instantaneous	Medium (210 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
Effect: As dispel magic, but +20 on check.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst			Caster Level: 11	

* =Domain/Speciality Spell

Cleric 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	3	2+1	0	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Cure Minor Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
☐☐☐☐ Detect Magic	14	None	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
☐☐☐☐ Detect Poison	14	None	1 standard action	Instantaneous	Close (25 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 1	
☐☐☐☐ Light	15	None	1 standard action	10 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 1	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Bless	15	None	1 standard action	1 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 1	
☐☐☐☐ Conviction	15	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SPELL CO: Pg.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
☐☐☐☐ Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+1 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
☐☐☐☐ Divine Favor	16	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain +1 on attack and damage rolls.					<i>Target:</i> You			<i>Caster Level:</i> 1	
☐☐☐☐ Scholar's Touch	15	None	1 standard action	Concentration, up to 1 rounds	Personal	V,S,M,F	No	Divination	Races of: 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> 1	

* =Domain/Speciality Spell

Innate

- ☐ Dancing Lights (DC:13)
- ☐ Darkness (DC:15)
- ☐ Faerie Fire (DC:14)

Spellbook: Spellbook (Wizard's/Blank)

Wizard

- | Level 0 | Level 1 | Level 2 | Level 3 |
|--|---|---|---|
| <input type="checkbox"/> Acid Splash (DC:16) | <input type="checkbox"/> Alarm (DC:17) | <input type="checkbox"/> Bear's Endurance (DC:18) | <input type="checkbox"/> Blink (DC:19) |
| <input type="checkbox"/> Arcane Mark (DC:16) | <input type="checkbox"/> Animate Rope (DC:17) | <input type="checkbox"/> Blur (DC:18) | <input type="checkbox"/> Dispel Magic (DC:19) |
| <input type="checkbox"/> Dancing Lights (DC:17) | <input type="checkbox"/> Burning Hands (DC:18) | <input type="checkbox"/> Cat's Grace (DC:18) | |
| <input type="checkbox"/> Daze (DC:16) | <input type="checkbox"/> Charm Person (DC:17) | <input type="checkbox"/> Darkness (DC:19) | |
| <input type="checkbox"/> Detect Magic (DC:16) | <input type="checkbox"/> Comprehend Languages (DC:17) | <input type="checkbox"/> False Life (DC:18) | |
| <input type="checkbox"/> Detect Poison (DC:16) | <input type="checkbox"/> Distract Assailant (DC:17) | <input type="checkbox"/> Familiar Pocket (DC:18) | |
| <input type="checkbox"/> Disrupt Undead (DC:16) | <input type="checkbox"/> Enlarge Person (DC:17) | <input type="checkbox"/> Invisibility (DC:18) | |
| <input type="checkbox"/> Electric Jolt (DC:17) | <input type="checkbox"/> Erase (DC:17) | <input type="checkbox"/> Knock (DC:18) | |
| <input type="checkbox"/> Flare (DC:17) | <input type="checkbox"/> Expeditious Retreat (DC:17) | <input type="checkbox"/> Levitate (DC:18) | |
| <input type="checkbox"/> Ghost Sound (DC:16) | <input type="checkbox"/> Feather Fall (DC:17) | <input type="checkbox"/> Mirror Image (DC:18) | |
| <input type="checkbox"/> Launch Bolt (DC:16) | <input type="checkbox"/> Floating Disk (DC:18) | <input type="checkbox"/> Resist Energy (DC:18) | |
| <input type="checkbox"/> Light (DC:17) | <input type="checkbox"/> Guided Shot (DC:17) | <input type="checkbox"/> Rope Trick (DC:18) | |
| <input type="checkbox"/> Mage Hand (DC:16) | <input type="checkbox"/> Identify (DC:17) | <input type="checkbox"/> Scorching Ray (DC:19) | |
| <input type="checkbox"/> Mending (DC:16) | <input type="checkbox"/> Instant Search (DC:17) | <input type="checkbox"/> See Invisibility (DC:18) | |
| <input type="checkbox"/> Message (DC:16) | <input type="checkbox"/> Mage Armor (DC:17) | <input type="checkbox"/> Spider Climb (DC:18) | |
| <input type="checkbox"/> Open/Close (DC:16) | <input type="checkbox"/> Magic Missile (DC:18) | <input type="checkbox"/> Web (DC:18) | |
| <input type="checkbox"/> Prestidigitation (DC:16) | <input type="checkbox"/> Mount (DC:17) | <input type="checkbox"/> Wraithstrike (DC:18) | |
| <input type="checkbox"/> Ray of Frost (DC:17) | <input type="checkbox"/> Orb of Acid, Lesser (DC:17) | <input type="checkbox"/> Zone of Glacial Cold (DC:18) | |
| <input type="checkbox"/> Read Magic (DC:16) | <input type="checkbox"/> Orb of Cold, Lesser (DC:17) | | |
| <input type="checkbox"/> Repair Minor Damage (DC:16) | <input type="checkbox"/> Orb of Electricity, Lesser (DC:17) | | |
| <input type="checkbox"/> Resistance (DC:16) | <input type="checkbox"/> Orb of Fire, Lesser (DC:17) | | |
| <input type="checkbox"/> Silent Portal (DC:16) | <input type="checkbox"/> Orb of Sound, Lesser (DC:17) | | |
| <input type="checkbox"/> Stick (DC:16) | <input type="checkbox"/> Protection from Evil (DC:17) | | |
| <input type="checkbox"/> Touch of Fatigue (DC:16) | <input type="checkbox"/> Scholar's Touch (DC:17) | | |
| | <input type="checkbox"/> Shield (DC:17) | | |
| | <input type="checkbox"/> Shocking Grasp (DC:18) | | |
| | <input type="checkbox"/> Sleep (DC:17) | | |
| | <input type="checkbox"/> Summon Monster I (DC:17) | | |
| | <input type="checkbox"/> True Strike (DC:17) | | |
| | <input type="checkbox"/> Unseen Servant (DC:17) | | |

Spellbook: Lu's Spellbook #2

Wizard

- | Level 5 | Level 3 | Level 4 |
|--|---|---|
| <input type="checkbox"/> Baleful Polymorph (DC:21) | <input type="checkbox"/> Displacement (DC:19) | <input type="checkbox"/> Blast of Flame (DC:20) |
| <input type="checkbox"/> Dancing Flame Blade (DC:22) | <input type="checkbox"/> Fireball (DC:20) | <input type="checkbox"/> Detect Scrying (DC:20) |
| <input type="checkbox"/> Dragonbreath (DC:22) | <input type="checkbox"/> Fly (DC:19) | <input type="checkbox"/> Dimension Door (DC:20) |
| <input type="checkbox"/> Ironguard, Lesser (DC:21) | <input type="checkbox"/> Force Lightning (DC:20) | <input type="checkbox"/> Ice Web (DC:20) |
| <input type="checkbox"/> Telekinesis (DC:21) | <input type="checkbox"/> Lance of Disruption (DC:20) | <input type="checkbox"/> Polymorph (DC:20) |
| <input type="checkbox"/> Teleport (DC:21) | <input type="checkbox"/> Lightning Bolt (DC:20) | <input type="checkbox"/> Stoneskin (DC:20) |
| | <input type="checkbox"/> Mage Armor, Greater (DC:19) | <input type="checkbox"/> Thunderlance (DC:21) |
| | <input type="checkbox"/> Nondetection (DC:19) | |
| | <input type="checkbox"/> Scintillating Sphere (DC:20) | |

Lu Than do Cordlebane



Elf (Drow)

RACE

126

AGE

Male

GENDER

Darkvision (120')

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

4' 6"

HEIGHT

110 lbs.

WEIGHT

Lt. Blue-voilet

EYE COLOUR

Black

SKIN COLOUR

White, Medium - getting longer

HAIR

Spiders - Minor Aversion

PHOBIAS

?

PERSONALITY TRAITS

Knowledge

INTERESTS

Accent, "If you don't understand, it must be intuitively obvious."

SPOKEN STYLE

Far, far away

RESIDENCE

Wandering

LOCATION

None

REGION

Description:

Biography:

- 2006-03-25: ON the spiritual path of mysticism - A blend of psychic, divine power
- Sunless Citadel - Befriended Kobolds after aiding them in defeating goblins and returning their pet dragon.
- Have respect from Calcryx, White Wyrmling
- Brightstone keep - Have fought against winter wolf, trolls and orcs.

Notes:

Character Sheet Notes:

Spell Book
Scroll protection elements (cold)
Creation Points
4500
MANA: 122

NPC's:

Friend indicates friendly or favorable response to your presence/requests, does not denote a true friendship.
Enemy is self explanatory - Unfriendly intentions at time of meeting
Duke Borba Drefus - Employer/Friend - Gave Brightstone keep to party.
-Small Noble Title conferred by the Duke
Tom - Friend - Messenger from Duke Borba Drefus
The Hunter - ENEMY - An agent of the drow to retrieve property of wealthy drow house. - (DEAD)
Belak - Enemy/Dead - Evil druid, caretaker of gulthias tree.
SUNLESS CITADEL Contacts:
Yesdryl - Friend - Kobold Sorceress and Leader of Sunless Citadel Tribe
Calcryx - Friend - White Wyrmling

Quests:

In-progress:
Defeat the four cults of the Elemental Eye
Stop Tharizdun from returning
Completed:
Clear Brightstone Keep
Figure out dream (Eye behind gate)
Avoid or defeat "The Hunter"
Find a quiet place to call your own (Brightstone Keep has potential)
Defeat Belak the Druid and stop the gulthias tree
Recover Wyrmling for Kobolds - Aquired key to Dragon Priest Tomb
Find Siblings in Sunless Citadel - Monetary Reward

Spells used:

Num Lvl
(4) 0:
(6) 1:
(6) 2:
(4) 3:
(3) 4:
(3) 5:
(4) 0:
(1) 1: