

Fox		Nick Fuller				Neutral Good	
NAME		PLAYERNAME		DEITY		ALIGNMENT	
MB14		91000		5' 6"		155 lbs.	
CLASS		EXPERIENCE		HEIGHT		WEIGHT	
14		105000		Blue		Brown,	
Character Level		NEXT LEVEL		EYES		HAIR	
		AGE		GENDER		POINTS	



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	VP Vitality		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		WP Wound Points		DAMAGE REDUCTION				SPEED					
STR Strength	18	+4	20	+5	20	+5	122						12					Walk 30 ft.						
DEX Dexterity	16	+3	16	+3	16	+3	30	27	16	10	10	0	3	0	4	3		25	-3	0				
							TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST				
CON Constitution	12	+1	12	+1	12	+1	INITIATIVE modifier		+9	=	+3	+	+6	SKILLS							MAX RANKS		17/8.5	
									TOTAL	DEX MODIFIER		MISC MODIFIER		KEY ABILITY							SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
INT Intelligence	17	+3	17	+3	17	+3	BASE ATTACK bonus		+10/+5		SKILL NAME							INT	3	=	3	+	+	
WIS Wisdom	11	+0	11	+0	11	+0								Balance	DEX	0	=	3	+	+	-3			
CHA Charisma	13	+1	13	+1	13	+1								Bluff	CHA	1	=	1	+	+				
														Climb	STR	2	=	5	+	+	-3			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+9	+6	+1	+2	+0	+0		
REFLEX (dexterity)	+11	+6	+3	+2	+0	+0		
WILL (wisdom)	+8	+6	+0	+2	+0	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+15/+10	+10/+5	+5	+0	+0	+0	
RANGED attack bonus	+13/+8	+10/+5	+3	+0	+0	+0	
GRAPPLE attack bonus	+15/+10	+10/+5	+5	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10	1d3+5	20/x2

*Fox's Staff	CURRENT HAND	TYPE	SIZE	CRITICAL
	Both	BS/BS	M	19-20/x2
TOTAL ATTACK BONUS		DAMAGE		
+20/+15		2d8+13		
Special Properties				

Laser (Holdout)				CURRENT HAND	TYPE	SIZE	CRITICAL
				Carried	F	M	20/x2
	30 ft.	75 ft.	150 ft.	225 ft.	300 ft.		
To Hit	+13/+8	+13/+8	+11/+6	+9/+4	+7/+2		
Dam	1d10	1d10	1d10	1d10	1d10		
Special Properties							

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate +2 (Mithral)	Medium	+10	+3	-3	25
30hp/inch and 15 hardness					
*Amulet of Natural Armor +4		+4		+0	0
*Ring of Protection +3		+3		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	17/8.5
				RANKS	MISC MODIFIER
✓ Appraise	INT	3	= 3	+	+
✓ Balance	DEX	0	= 3	+	-3
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	2	= 5	+	-3
✓ Concentration	CON	5	= 1	+	4.0
✓ Craft (Untrained)	INT	3	= 3	+	+
✓ Diplomacy	CHA	5	= 1	+	2.0
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	0	= 3	+	-3
✓ Forgery	INT	3	= 3	+	+
✓ Gather Information	CHA	3	= 1	+	2
✓ Heal	WIS	0	= 0	+	+
✓ Intimidate	CHA	1	= 1	+	+
✓ Jump	STR	2	= 5	+	-3
Knowledge (Arcana)	INT	6	= 3	+	3.0
Knowledge (Dungeoneering)	INT	10	= 3	+	5.0
✓ Listen	WIS	4	= 0	+	3.0
✓ Psychic (Enhance Ability)	WIS	5	= 0	+	5.0
✓ Psychic (Enhance Senses)	WIS	1	= 0	+	1.0
✓ Psychic (Mental Contact)	CHA	7	= 1	+	6.0
✓ Psychic (Psychic Healing)	WIS	1	= 0	+	1.0
✓ Ride	DEX	6	= 3	+	3.0
✓ Search	INT	5	= 3	+	1.0
✓ Search (Secret doors and hidden compartments)	INT	4	= 3	+	+
✓ Sense Motive	WIS	4	= 0	+	4.0
✓ Sneak	DEX	10	= 3	+	7.0
✓ Sneak (Hide)	DEX	7	= 3	+	7.0
✓ Spellcraft	INT	10	= 3	+	7.0
✓ Spot	WIS	9	= 0	+	8.0
✓ Survival	WIS	5	= 0	+	5.0
Survival (Underground)	WIS	5	= 0	+	5.0
✓ Swim	STR	0	= 5	+	1.0
✓ Tumble	DEX	7	= 3	+	7.0
✓ Use Rope	DEX	5	= 3	+	2.0
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills					

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +4	Equipped	1	0.0	32000.0
Cloak of Resistance +2	Equipped	1	1.0	4000.0
Bracers (STR +2)	Equipped	1	0.0	4000.0
Enhancement bonus to ability STR+2				
Fox's Staff	Equipped	1	2.0	16000.0
Full Plate +2 (Mithral)	Equipped	1	25.0	14500.0
30hp/inch and 15 hardness				
Laser (Holdout)	Carried	1	1.0	200.0
Traveler's Outfit	Equipped	1	5.0	1.0
Ring of Protection +3	Equipped	1	0.0	18000.0
Ring (Skill Bonus (Competance) (Knowledge (Dungeoneering) +2))	Equipped	1	0.0	400.0
Competance bonus to selected skill of Knowledge (Dungeoneering)+2				
TOTAL WEIGHT CARRIED/VALUE			29 lbs.	89101.0 gp

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Athame	
Athame Defense	
Elven Blood	
Familiarity With Magic (Ex): Gain +2 competence bonus to all saving throws against spells and spell-like abilities (including magic items). Further gain a +2 competence bonus to Armor Class against spells requiring attack rolls.	
Immunity to sleep spells and similar magical effects.	
Shimmering Shield (Sp): Call a shimmering aura that grants a +2 deflection bonus to Armor Class per four class levels. Standard action, lasts 1 round/level.	
Slice Through Wardings (Su): Once per day per class level, the mage blade can ignore all magic-based protections (Armor Class bonuses, defensive field, and so on) on a foe in a single attack with the athame. (Must declare use before attack).	
Sprightly Step (Ex): Gains proficiency with medium armor and retains a normal movement rate.	
Summon Athame (Free Action)	

FEATS	
Born to the Blade	Gain a +2 bonus on initiative and +1 bonus on save DCs.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Improved Athame Defense	Cast without provoking attacks of opportunity while using athame.
Improved Initiative	You get a +4 bonus on initiative checks.
Laser Weapon Proficiency	
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs.
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Weapon Focus (Quarterstaff)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization* (Quarterstaff)	+2 bonus to damage rolls with one weapon
Wild Talent (Psychic (Enhance Ability), Psychic (Enhance Senses), Psychic (Mental Contact), Psychic (Psychic Healing))	
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Improved Toughness	Gain hp equal to your current HD

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Laser (Holdout), Laser Pistol, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Celestial, Common, Draconic, Elven, Sylvan

TEMPLATES
Truename

Mage Blade Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bash	15		Standard action	Until discharged 0 [D]	Personal			Transmutation [Litorian, Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster gets a +2 competence bonus to next melee attack roll.					<i>Target:</i> You			Caster Level: 14	
Canny Effort	15		Standard action	Until discharged 0 [D]	Personal			Transmutation	AE: Arcana Evolved
<i>Effect:</i> Caster gains +2 competence bonus on next skill check.					<i>Target:</i> You			Caster Level: 14	
Contact	15	Will negates	Standard action	Instantaneous	Touch		Yes	Divination [Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Sends mental message to creature touched.					<i>Target:</i> One creature			Caster Level: 14	
Detect Disease	15	None	Standard action	Instantaneous	Close (60 ft.)		No	Divination	AE: Arcana Evolved
<i>Effect:</i> Detects and identifies a disease.					<i>Target:</i> One creature, one object, or a 5-foot cube			Caster Level: 14	
Detect Magic	15	None	Standard action	Concentration, up to one minute/level [D]	60 feet		No	Universal	AE: Arcana Evolved
<i>Effect:</i> Detects and identifies magical auras.					<i>Target:</i> Quarter circle emanating from you to the extreme of the range			Caster Level: 14	
Detect Poison	15	None	Standard action	Instantaneous	Close (60 ft.)		No	Divination	AE: Arcana Evolved
<i>Effect:</i> Detects and identifies poisons.					<i>Target:</i> One creature, one object, or a 5-foot cube			Caster Level: 14	
Enchanting Flavor	15	None	1 full round	Instantaneous	Touch		No	Transmutation [Faen, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> Gives food better flavor and caster +2 bonus to Charisma checks against diners.					<i>Target:</i> One meal			Caster Level: 14	
Ghost Sound	15	Will disbelief (if interacted with)	Standard action	1 round/level [D]	Close (60 ft.)		No	Illusion	AE: Arcana Evolved
<i>Effect:</i> Creates illusionary sounds.					<i>Target:</i> Illusory sounds			Caster Level: 14	
Glowglobe (Lesser)	15	None	Standard action	10 minutes/level [D]	0 feet		No	Evocation [Faen, Light]	AE: Arcana Evolved
<i>Effect:</i> Creates nonmoving magical globe of light.					<i>Target:</i> Glowing sphere			Caster Level: 14	
Hygiene	15	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Cleans one creature and gives +1 circumstance bonus to saves against disease.					<i>Target:</i> One creature			Caster Level: 14	
Minor Illusion	15	Will negates (disbelief)	Standard action	1 round/level [D]	0 feet		No	Illusion	AE: Arcana Evolved
<i>Effect:</i> Creates illusion of nonmoving object in caster's hand.					<i>Target:</i> An image up to 6 inches on allsides			Caster Level: 14	
Read Magic	15		Standard action	10 minutes/level	Personal			Divination	AE: Arcana Evolved
<i>Effect:</i> Caster can read magical writing, including scrolls and runes.					<i>Target:</i> You			Caster Level: 14	
Repair (Lesser)	15	Will negates (harmless,object)	Standard action	Instantaneous	10 feet		Yes (harmless,object)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Repairs one small broken object and repairs 1d10 points of damage to damaged object.					<i>Target:</i> One object of up to 1 lb.			Caster Level: 14	
Saving Grace	15		Standard action	One round/level [D]	Personal			Abjuration	AE: Arcana Evolved
<i>Effect:</i> Provides +1 luck bonus to one type of saving throw.					<i>Target:</i> You			Caster Level: 14	
Scent Bane	15	Will negates(harmless)	Standard action	One minute/level [D]	Touch		Yes (harmless)	Abjuration [Litorian, Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Negates scent ability.					<i>Target:</i> One creature or object			Caster Level: 14	
Seeker	15		Standard action	Until discharged 0 [D]	Personal			Transmutation [Litorian, Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster gets a +2 competence bonus to next ranged attack roll.					<i>Target:</i> You			Caster Level: 14	
Sense Thoughts	15	Will negates	Standard action	Concentration 0	Close (60 ft.)		Yes	Divination [Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Reveals the location and emotional state of any target the caster cast contact upon in the last 24 hours.					<i>Target:</i> One creature			Caster Level: 14	
Touch of Weakness	15	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Touch attack temporarily damages Strength by 1 point.					<i>Target:</i> One creature			Caster Level: 14	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acrobatics	16		Standard action	10 minutes/level	Personal			Transmutation [Faen]	AE: Arcana Evolved
<i>Effect:</i> Caster gets +5 competence bonus to Balance, Climb, Jump, and Tumble.					<i>Target:</i> You			Caster Level: 14	
Animate Weapon	16	None	Standard action	Concentration 0	Close (60 ft.)		No	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Allows weapon to attack on its own with caster's base attack bonus.					<i>Target:</i> A weapon you are proficient with			Caster Level: 14	
Charm	16	Will negates	Standard action	10 minutes/level	Touch		Yes	Enchantment [Faen, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> Caster gains +10 bonus to Charisma checks in relation to target.					<i>Target:</i> One creature of the same type as the caster			Caster Level: 14	
Compelling Command	16	Will negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Enchantment [Language-Dependent, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> Target must obey one of three simple commands.					<i>Target:</i> One living creature			Caster Level: 14	
Compelling Question (Lesser)	16	Will negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Enchantment [Language-Dependent, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> Target must answer a question with a single-word answer.					<i>Target:</i> One creature			Caster Level: 14	
Conjure Weapon (Lesser)	16	None	Standard action	1 round/level [D]	0		No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Creates a masterwork weapon.					<i>Target:</i> One weapon [see text]			Caster Level: 14	

* =Domain/Specialty Spell

Mage Blade Spells

Detect Secret Doors	16	None	Standard action	Concentration, up to one minute/level [D]	60 feet	No	Divination	AE: Arcana Evolved
<i>Effect:</i> Detects the presence of secret doors or compartments.								
Glamour	16	Will disbelief (if interacted with)	Standard action	10 minutes/level [D]	Personal	No	Illusion [Faen]	AE: Arcana Evolved
<i>Effect:</i> Illusion makes caster look attractive.								
Illusory Object (Lesser)	16	Will disbelief (if interacted with)	Standard action	Concentration	Long (960 ft.)	No	Illusion	AE: Arcana Evolved
<i>Effect:</i> Creates illusion of a static object.								
Mind Stab	16	None	Standard action	Instantaneous	Medium (240 ft.)	Yes	Evocation [Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Ranged touch attack deals 1d6 points of subdual damage + 1 point/caster level.								
Mudball	16	None	Standard action	Instantaneous	Close (60 ft.)	No	Evocation [Earth, Water]	AE: Arcana Evolved
<i>Effect:</i> Ranged attack deals 1d8 points of damage + 1 point/caster level and blinds target.								
Obscuring Mist	16	None	Standard action	One minute/level	30 feet	No	Conjuration [Air, Water]	AE: Arcana Evolved
<i>Effect:</i> Cloud of vapor obscures sight and provides concealment.								
Precise Vision	16		Standard action	10 minutes/level	Personal		Transmutation [Sibeccal]	AE: Arcana Evolved
<i>Effect:</i> Caster gains +5 competence bonus to Spot and Search checks.								
Predict Weather	16		One minute	Instantaneous	Personal		Divination [Litorian]	AE: Arcana Evolved
<i>Effect:</i> Provides details of the following day's weather.								
Resistance	16	Will negates (harmless)	Standard action	10 minutes/level [D]	Close (60 ft.)	Yes (harmless)	Abjuration	AE: Arcana Evolved
<i>Effect:</i> Grants +1 resistance bonus to saves +1/5 caster levels.								
Safe Fall	16	Will negates (object)	See text	Until landing	Close (60 ft.)	Yes (object)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Creatures and objects in 10-foot radius fall without taking damage.								
Scent Tracker	16		Standard action	10 minutes/level [D]	Personal		Transmutation [Litorian, Sibeccal]	AE: Arcana Evolved
<i>Effect:</i> Grants scent ability to caster.								
Tears of Pain	16	Will negates	Standard action	One day/level	Close (60 ft.)	Yes	Evocation [Curse]	AE: Arcana Evolved
<i>Effect:</i> Target suffers -1 penalty to saves.								
Touch of Fear	16	Will negates	Standard action	1 round/level	Touch	Yes	Enchantment [Fear]	AE: Arcana Evolved
<i>Effect:</i> Subject of touch attack is shaken.								
Transfer Wounds (Lesser)	16	Will half (harmless)	1 full round	Instantaneous	Touch	Yes	Transmutation [Positive Energy]	AE: Arcana Evolved
<i>Effect:</i> Heals 1d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage.								
Veil of Darkness	16	None	One action	10 minutes/level [D]	0 feet	No	Evocation [Darkness]	AE: Arcana Evolved
<i>Effect:</i> Creates immobile area of magic darkness.								

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Ability Boost (Lesser)	17	None	Standard action	10 minutes/level	Touch		No	Transmutation [Sibeccal]	AE: Arcana Evolved
Effect: Target gets +2 enhancement bonus to highest ability score.					Target: One creature			Caster Level: 14	
Aid Plants	17	None	10 minutes	Four months	Long (960 ft.)		No	Transmutation [Plant]	AE: Arcana Evolved
Effect: Plants are protected from disease.					Target: 400 feet + 40 feet/level-radius globe, centered on you			Caster Level: 14	
Battle Healing (Lesser)	17	Will half(harmless)	Standard action	Instantaneous	Touch		Yes (harmless)	Evocation [Positive Energy]	AE: Arcana Evolved
Effect: Target is healed of 1d6 points of damage +1 point/caster level [maximum 10].					Target: Creature touched			Caster Level: 14	
Beastskin (Lesser)	17	None	Standard action	10 minutes/level [D]	Touch		Yes (harmless)	Transmutation [Dragon, Litorian]	AE: Arcana Evolved
Effect: Target gains +2 [or greater] natural armor bonus to AC.					Target: Living creature touched			Caster Level: 14	
Blinding Light	17	Fortitude negates	Standard action	1 round/level	Medium (240 ft.)		Yes	Evocation [Light]	AE: Arcana Evolved
Effect: Target is blinded for 1 round/level.					Target: One creature			Caster Level: 14	
Cloak of Darkness	17		Standard action	10 minutes/level [D]	Personal			Evocation [Darkness]	AE: Arcana Evolved
Effect: Caster is surrounded by darkness, which provides 20% miss chance and a +5 bonus to Sneak checks.					Target: You			Caster Level: 14	
Control Temperature	17	Fortitude negates	Standard action	One hour/level [D]	0 feet		Yes	Transmutation [Air, Cold, Fire]	AE: Arcana Evolved
Effect: Raises or lowers temperature by 10 degrees/caster level.					Target: 50-foot radius centered on you			Caster Level: 14	
Darkvision	17	None	Standard action	One hour/level	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved
Effect: Target can see 60 feet in total darkness.					Target: Creature touched			Caster Level: 14	
Destructive Grip	17	None	Standard action	1 round/level [D]	Touch		No	Evocation [Acid]	AE: Arcana Evolved
Effect: Acid touch deals 1d6 points of damage.					Target: Creature or object touched			Caster Level: 14	
Gentle Repose	17	Will negates (object)	Standard action	One day/level	Touch		Yes (object)	Necromancy	AE: Arcana Evolved
Effect: Keeps corpse from decaying and extends time limit on how long it can be dead before being raised.					Target: Corpse touched			Caster Level: 14	
Glowglobe (Greater)	17	None	Standard action	Permanent	0 feet		No	Evocation [Faen, Light]	AE: Arcana Evolved
Effect: Creates permanent nonmoving globe of light.					Target: Glowing sphere			Caster Level: 14	
Gusting Wind	17	Fortitude negates	Standard action	1 full round	Medium (240 ft.)		Yes	Evocation [Air]	AE: Arcana Evolved
Effect: Wind puts out flames, knocks creatures down, and inflicts 2d6 damage.					Target: Gust of wind [10 feet wide, 10 feet high] emanating out from you to the extreme of the range			Caster Level: 14	
Icebolt	17	None	Standard action	Instantaneous	Medium (240 ft.)		Yes	Evocation [Cold]	AE: Arcana Evolved
Effect: Ranged attack inflicts 2d6 points of damage + 1d6 points of cold damage + 1 point/caster level.					Target: One creature			Caster Level: 14	

* =Domain/Speciality Spell

Mage Blade Spells

■■■■■ Levitate	17	None	Standard action	10 minutes/level [D]	Personal or Close	No	Transmutation [Air]AE: Arcana Evolved	
<i>Effect:</i> Willing target moves vertically as caster directs, up to 20 feet/round.					<i>Target:</i> You or one willing creature or one object 0		<i>Caster Level:</i> 14	
■■■■■ Muddy Ground	17	None	Standard action	1 round/level	Medium (240 ft.)	No	Transmutation [Earth, Water]	AE: Arcana Evolved
<i>Effect:</i> Changes earth to mud, reducing movement through area by half and requiring balance checks.					<i>Target:</i> One 10-foot square/level		<i>Caster Level:</i> 14	
■■■■■ Protective Charm	17	Will negates	Standard action	1 round/level	Close (60 ft.)	Yes	Enchantment [Faen, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> One creature/level will not attack caster.					<i>Target:</i> Up to one creature/level [of your general type], no two of which may bmore than 30 feet apart		<i>Caster Level:</i> 14	
■■■■■ Sealed Door (Lesser)	17	None	Standard action	Permanent [D]	Close (60 ft.)	No	Abjuration [Dragon]	AE: Arcana Evolved
<i>Effect:</i> Makes door very difficult to open.					<i>Target:</i> One door, no larger than 10 feet by10 feet by 2 feet		<i>Caster Level:</i> 14	
■■■■■ See Invisibility (Malhavoc)	17	None	Standard action	10 minutes/level [D]	Medium (240 ft.)	No	Divination	AE: Arcana Evolved
<i>Effect:</i> Caster can see invisible creatures and objects.					<i>Target:</i> Cone		<i>Caster Level:</i> 14	
■■■■■ Spell's Edge (Lesser)	17	Fortitude negates(harmless)	Standard action	One minute/level or until used	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Athame has storied within it a touch attack spell, which it inflicts with one strike.					<i>Target:</i> Your athame		<i>Caster Level:</i> 14	
■■■■■ Startling Touch	17	Will negates	Standard action	Instantaneous	Touch	Yes	Enchantment [Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Touch attack inflicts 1 point of Wisdom damage and stuns for 1 round.					<i>Target:</i> One creature		<i>Caster Level:</i> 14	
■■■■■ Subtle Steps	17		Standard action	One hour/level	Personal		Transmutation [Litorian]	AE: Arcana Evolved
<i>Effect:</i> Caster gains +5 competence bonus to Sneak checks.					<i>Target:</i> You		<i>Caster Level:</i> 14	
■■■■■ Wicked Barb	17	None	Standard action	Instantaneous	Medium (240 ft.)	Yes	Conjuration [Plant]AE: Arcana Evolved	
<i>Effect:</i> Thorn inflicts 1d6 points of damage + 1/caster level for 1 round/3 caster levels.					<i>Target:</i> One creature		<i>Caster Level:</i> 14	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Compelling Question(Greater)	18	Will negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Enchantment [Language-Dependent, Mind-Affecting]	AE: Arcana Evolved
<i>Effect:</i> Target must answer a question.					Target: One creature		Caster Level: 14		
■■■■■Conjure Repast	18	None	10 minutes	Instantaneous	Close (60 ft.)		No	Conjuration	AE: Arcana Evolved
<i>Effect:</i> Creates food and water for three humans/level for one day.					Target: Food and water to sustain three humans or one horse/level for one day		Caster Level: 14		
■■■■■Creation (Lesser)	18	None	One minute	One hour/level	0 feet		No	Conjuration [Giant]	AE: Arcana Evolved
<i>Effect:</i> Creates nonmagical object of vegetable matter.					Target: Unattended, nonmagical object of nonliving plant matter, up to 1 cubic foot/level		Caster Level: 14		
■■■■■Earth's Clutches	18	Fortitude negates	Standard action	Instantaneous	Touch		Yes	Conjuration [Earth]	AE: Arcana Evolved
<i>Effect:</i> Stone hands reach up and grasp at touched foe.					Target: One creature		Caster Level: 14		
■■■■■Enhance Witchery	18	Will negates (harmless)	Standard action	10 minutes/level	Touch		Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Witch gains additional use[s] or increased level for witchery power.					Target: One creature with witchery powers		Caster Level: 14		
■■■■■Hand of Battle	18	Fortitude half	Standard action	Instantaneous	Touch		Yes	Evocation [Force]	AE: Arcana Evolved
<i>Effect:</i> Touch attack inflicts 1d6 points of force damage/caster level.					Target: One creature or object		Caster Level: 14		
■■■■■Illusory Object (Greater)	18	Will disbelief (if interacted with)	Standard action	One minute/level [D]	Long (960 ft.)		No	Illusion	AE: Arcana Evolved
<i>Effect:</i> Creates illusion of an object with sound, smell, texture, and temperature.					Target: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level [S]		Caster Level: 14		
■■■■■Protection From Elements	18	None	Standard action	10 minutes/level or until discharged	Touch		Yes	Abjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Protects target against 12 points/level of specified elemental type.					Target: Creature touched		Caster Level: 14		
■■■■■Repair (Greater)	18	Will negates (harmless, object)	Standard action	Instantaneous	10 feet		Yes (harmless, object)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Repairs one shattered object and repairs 1d6 points of damage/caster level to damaged object.					Target: One object		Caster Level: 14		
■■■■■Slow (Malhavoc)	18	Will negates	Standard action	1 round/level [D]	Close (60 ft.)		Yes	Transmutation	AE: Arcana Evolved
<i>Effect:</i> One creature/caster level can take only limited actions and suffers a -2 penalty to AC, attacks, damage, and Reflex saves.					Target: One creature/level, no two of which can be more than 30 feet apart		Caster Level: 14		
■■■■■Spirit of Prowess	18		Standard action	10 minutes/level or when used	Personal			Transmutation [Sibeccai]	AE: Arcana Evolved
<i>Effect:</i> Caster gains +4 competence bonus on one attack + one attack/5 levels.					Target: You		Caster Level: 14		
■■■■■Summon Minor Elemental (Lesser)	18	None	1 full round	1 round/level [D]	Close (60 ft.)		No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Small elemental appears and attacks caster's foes.					Target: One summoned creature		Caster Level: 14		
■■■■■Water Breathing	18	Will negates (harmless)	Standard action	Two hours/level [see text]	Touch		Yes (harmless)	Transmutation [Water]	AE: Arcana Evolved
<i>Effect:</i> Allows air-breathers to breathe water.					Target: Living creatures touched		Caster Level: 14		
■■■■■Weary Touch	18	Fortitude partial	Standard action	Instantaneous	Touch		Yes	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Touch attack makes target exhausted.					Target: One creature		Caster Level: 14		
■■■■■Whisper of Madness	18	Will negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Evocation [Air, Mind-Affecting, Sonic]	AE: Arcana Evolved
<i>Effect:</i> Target suffers 1d8 points of damage +2 points of Wisdom damage + 1 point of Wisdom/5 levels.					Target: One creature		Caster Level: 14		

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■ Animate the Dead (Lesser)	19	None	One minute	Instantaneous [self-sustaining magic]	Touch		No	Necromancy	AE: Arcana Evolved
<i>Effect:</i> Creates one undead creature.					<i>Target:</i> The corpse of one creature with fewer Hit Dice than you		<i>Caster Level:</i> 14		
■■■■■ Blooded Athame	19	Fortitude negates(object, harmless)	Standard action	1 round/level	Touch		Yes (object, harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> An athame becomes a wounding weapon.					<i>Target:</i> Your athame		<i>Caster Level:</i> 14		
* =Domain/Sociality Spell									

* =Domain/Speciality Spell

Mage Blade Spells

Conjure Weapon (Greater)	19	None	Standard action	One minute/level [D]	0	No	Conjuration [See Text]	AE: Arcana Evolved
<i>Effect:</i> Creates +1 or better weapon.								
<i>Target:</i> One weapon [see text]								
<i>Caster Level:</i> 14								
Curse of Vengeance	19	Will negates	1 full round	Permanent	Medium (240 ft.)	Yes	Evocation [Curse, Truename]	AE: Arcana Evolved
<i>Effect:</i> Target suffers -2 morale penalty on attacks, saves, and checks and a ran dom -10 penalty once/day.								
<i>Target:</i> One creature								
<i>Caster Level:</i> 14								
Dancing Rune	19	Fortitude negates(harmless)	Standard action	10 minutes/level	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Touch-trigger rune animates and attacks.								
<i>Target:</i> One password-protected rune								
<i>Caster Level:</i> 14								
Gaze of Terror	19	Will negates	Standard action	1 round/two levels [D]	Close (60 ft.)	Yes	Enchantment [Fear]	AE: Arcana Evolved
<i>Effect:</i> Gaze attack panics targets, making them flee.								
<i>Target:</i> A globe with a radius of 25 feet + 5 feet/two levels								
<i>Caster Level:</i> 14								
Living Athame	19	Fortitude negates(object, harmless)	Standard action	1 round/level	Touch	Yes (harmless)	Transmutation	AE: Arcana Evolved
<i>Effect:</i> Athame becomes a dancing weapon.								
<i>Target:</i> Your athame								
<i>Caster Level:</i> 14								
Remove Curse	19	Will negates (harmless)	Standard action	Instantaneous	Touch	Yes (harmless)	Abjuration [Truename]	AE: Arcana Evolved
<i>Effect:</i> Removes one curse from target.								
<i>Target:</i> Creature or item touched								
<i>Caster Level:</i> 14								
Stamina to Defense	19	None	Standard action	10 minutes/level	Touch	No	Transmutation [Sibeccal]	AE: Arcana Evolved
<i>Effect:</i> Caster suffers 2 points of Constitution damage but gains a +4 luck bonus to AC for armor.								
<i>Target:</i> One armor or shield								
<i>Caster Level:</i> 14								
Strength to Strike	19	None	Standard action	1 round/level	Touch	No	Transmutation [Sibeccal]	AE: Arcana Evolved
<i>Effect:</i> Caster suffers 2 points of Strength damage but gains a +2d6 damage bonus for weapon.								
<i>Target:</i> One weapon								
<i>Caster Level:</i> 14								
Telepathy	19	Will negates (harmless)	Standard action	1 round/level	One mile/level	Yes (harmless)	Divination [Language-Dependent, Mind-Affecting, Psionic]	AE: Arcana Evolved
<i>Effect:</i> Caster and creature communicate mentally.								
<i>Target:</i> You and one familiar creature								
<i>Caster Level:</i> 14								
Tongues	19	None	Standard action	10 minutes/level	Touch	No	Divination [Giant]	AE: Arcana Evolved
<i>Effect:</i> Target speaks and understands languages.								
<i>Target:</i> Creature touched								
<i>Caster Level:</i> 14								
Touch of the Tempest	19	Fortitude half	Standard action	Instantaneous	Touch	Yes	Evocation [Air, Water]	AE: Arcana Evolved
<i>Effect:</i> Touch attack inflicts 1d8 points of damage/caster level and dazes foe for 1 round/4 caster levels.								
<i>Target:</i> One creature								
<i>Caster Level:</i> 14								
Transfer Wounds (Greater)	19	Will half (harmless)	1 full round	Instantaneous	Touch	Yes	Transmutation [Positive Energy]	AE: Arcana Evolved
<i>Effect:</i> Heals 4d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage.								
<i>Target:</i> Creature touched								
<i>Caster Level:</i> 14								
Wall of Ice	19	See text	Standard action	One minute/level	Medium (240 ft.)	Yes	Evocation [Cold]	AE: Arcana Evolved
<i>Effect:</i> Creates barrier or hemisphere of ice.								
<i>Target:</i> Anchored plane of ice, up to one 10-foot square/level, or hemisphere of ice with a radius of up to 3 feet +1foot/level								
<i>Caster Level:</i> 14								

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Battle Healing (Greater)	20	Will half (harmless)	Standard action	Instantaneous	Touch		Yes (harmless)	Evocation [PositiveAE: Arcana Evolved Energy]	Caster Level: 14
Effect: Target is healed of 1d6 points of damage/caster level [maximum 15d6].					Target: Creature touched				
☐☐☐☐ Creation (Greater)	20	None	One minute	Instantaneous	0 feet		No	Conjuration [Giant] AE: Arcana Evolved	
Effect: Creates nonmagical object of any material.					Target: Unattended, nonmagical object of nonliving matter, up to 1 cubic foot/level			Caster Level: 14	
☐☐☐☐ Dominate (Lesser)	20	Will negates	Standard action	One hour/level	Medium (240 ft.)		Yes	Enchantment [Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
Effect: Caster controls actions of any Medium [or smaller] humanoid.					Target: One humanoid of Medium or smaller size			Caster Level: 14	
☐☐☐☐ Enfeebled Mind	20	Will negates (see text)	Standard action	Permanent	Medium (240 ft.)		Yes	Enchantment [Curse, Faen, Mind-Affecting, Psionic, Truename]	AE: Arcana Evolved
Effect: Target's Intelligence drops to 1.					Target: One creature			Caster Level: 14	
☐☐☐☐ Ghost Weapon	20	None	Standard action	1 round/level	Touch		Yes (harmless)	Transmutation [Force]	AE: Arcana Evolved
Effect: Weapon ignores armor and natural armor.					Target: One melee weapon			Caster Level: 14	
☐☐☐☐ Open Door	20	None	Standard action	Instantaneous	Touch		No	Transmutation	AE: Arcana Evolved
Effect: Opens one door, no matter how sealed, barred, or locked.					Target: One door or similar closure			Caster Level: 14	
☐☐☐☐ Revivification	20	None (see text)	Standard action	One minute/level [D]	Touch		Yes (harmless)	Transmutation [Positive Energy]	AE: Arcana Evolved
Effect: Restores temporary life to a dead creature.					Target: One dead creature			Caster Level: 14	
☐☐☐☐ Spell Resistance	20	Will negates (harmless)	Standard action	One minute/level	Touch		Yes (harmless)	Abjuration	AE: Arcana Evolved
Effect: Target gains SR 12 + caster level.					Target: Creature touched			Caster Level: 14	
☐☐☐☐ Summon Minor Elemental (Greater)	20	None	1 full round	1 round/level [D]	Close (60 ft.)		No	Conjuration [See Text]	AE: Arcana Evolved
Effect: Medium elemental appears and attacks caster's foes.					Target: One or more summoned creatures, no two of which can be more than30 feet apart			Caster Level: 14	
☐☐☐☐ Touch of Dire Doom	20	Fortitude partial	Standard action	Instantaneous	Touch		Yes	Evocation	AE: Arcana Evolved
Effect: Touch attack inflicts 1d3 points of ability score damage to all scores.					Target: One creature touched			Caster Level: 14	
☐☐☐☐ Wall of Stone	20	See text	Standard action	Instantaneous	Medium (240 ft.)		No	Conjuration [Earth] AE: Arcana Evolved	
Effect: Creates barrier of stone.					Target: Stone wall whose area is up to one 5-foot square/level [S]			Caster Level: 14	

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Ability Boost (Greater)	21	None	Standard	10 minutes/level action	Touch		No	Transmutation [Sibeccai]	AE: Arcana Evolved
Effect: Target gets +8 enhancement bonus to highest ability score.					Target: One creature			Caster Level: 14	
* =Domain/Speciality Spell									

* =Domain/Speciality Spell

Mage Blade Spells

Beastskin (Greater)	21	None	Standard action	10 minutes/level [D]	Touch	Yes (harmless)	Transmutation [Dragon, Litorian] Caster Level: 14	AE: Arcana Evolved
<i>Effect:</i> Target gains +6 [or greater] natural armor bonus to AC.								
Blindsight	21	Fortitude negates(harmless)	Standard action	One minute/level	Touch	Yes (harmless)	Transmutation Caster Level: 14	AE: Arcana Evolved
<i>Effect:</i> Target gains blindsight.								
Call Guardian (Lesser)	21	None (see text)	One minute	Instantaneous	Close (60 ft.)	No (see text)	Conjuration Caster Level: 14	AE: Arcana Evolved
<i>Effect:</i> Calls monster to serve caster.								
Coma	21	Fortitude negates	Standard action	One hour/level [D]	Close (60 ft.)	Yes	Enchantment [Mind-Affecting] Caster Level: 14	AE: Arcana Evolved
<i>Effect:</i> Target is comatose for one hour/caster level.								
Cursed Locale	21	None	One minute	Permanent	Long (960 ft.)	No	Evocation [Curse] Caster Level: 14	AE: Arcana Evolved
<i>Effect:</i> All attacks, saves, and checks made in the affected area suffer a -2 morale penalty.								
Learn Truename	21	Will negates	12 hours	Instantaneous	Unlimited	Yes	Divination Caster Level: 14	AE: Arcana Evolved
<i>Effect:</i> Caster learns one creature's truename.								
Protect Soul	21		One hour	One day/level	Personal		Abjuration Caster Level: 14	AE: Arcana Evolved
<i>Effect:</i> Protects caster from soul-affecting spells and truename effects.								
Wall of Sound	21	See text	Standard action	Two minutes/level [D]	Medium (240 ft.)	No	Evocation [Sonic] Caster Level: 14	AE: Arcana Evolved
<i>Effect:</i> Creates barrier of shrieking, solid sound that inflicts damage and hinders Listen checks.								

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Curse of the Chaotic Mind	22	Will negates	Standard action	Permanent	Medium (240 ft.)		Yes	Transmutation [Curse, Faen, Truename] Caster Level: 14	AE: Arcana Evolved
Effect: Randomly lowers target's Intelligence, Wisdom, and Charisma to 1.					Target: One creature				
Finger of Destruction	22	Fortitude partial	Standard action	Instantaneous	Close (60 ft.)		Yes	Necromancy [Negative Energy] Caster Level: 14	AE: Arcana Evolved
Effect: Target suffers 5 points of damage/caster level.					Target: One living creature				
Gaze of the Basilisk	22	Fortitude negates	Standard action	1 round/two levels [D]	Close (60 ft.)		Yes	Transmutation [Earth] Caster Level: 14	AE: Arcana Evolved
Effect: Gaze attack turns victims to stone.					Target: A globe with a radius of 25 feet + 5 feet/two levels				
Immunity (Lesser)	22		Standard action	10 minutes/level [D]	Personal			Abjuration Caster Level: 14	AE: Arcana Evolved
Effect: Target is immune to one dangerous type of spell, element, energy, or other threat.					Target: You				
Mental Protection	22	None	Standard action	One hour/level	Touch		Yes	Abjuration [Mind-Affecting, Psionic] Caster Level: 14	AE: Arcana Evolved
Effect: Caster makes caster power check to negate mental attacks on target.					Target: One living creature				
Rock's Hand	22	None	Standard action	1 round/level [D]	Medium (240 ft.)		No	Evocation [Earth, Giant] Caster Level: 14	AE: Arcana Evolved
Effect: Hand of stone rises from the ground and grapples foe.					Target: 10-foot-wide hand				
Song of Paralysis	22	Fortitude negates	One action	1 round/level	Medium (240 ft.)		Yes	Necromancy [Sonic] Caster Level: 14	AE: Arcana Evolved
Effect: One creature/level is paralyzed.					Target: One creature/level, no two ofwhich can be more than 30 feet apart				
Spell's Edge (Greater)	22	Fortitude negates(harmless)	Standard action	1 round/two levels	Touch		Yes (harmless)	Transmutation Caster Level: 14	AE: Arcana Evolved
Effect: Athame has touch-attack spell stored within it, inflicting the spell with each strike.					Target: Your athame				
Spirit of War	22		Two minutes	24 hours	Personal			Transmutation [Sibeccai] Caster Level: 14	AE: Arcana Evolved
Effect: Caster gains +4 to Strength, Constitution, and Dexterity, and +1 to attack rolls/2 caster levels, but cannot cast spells.					Target: You				
Stabilize Soul	22	Will negates (harmless)	One minute	Instantaneous	Touch		Yes (harmless)	Transmutation [Truename] Caster Level: 14	AE: Arcana Evolved
Effect: Revivified creature remains alive.					Target: One creature or one corpse				
Summon Major Elemental (Lesser)	22	None	1 full round	1 round/level [D]	Close (60 ft.)		No	Conjuration [See Text] Caster Level: 14	AE: Arcana Evolved
Effect: Huge elemental appears and attacks caster's foes.					Target: One or more summoned creatures, no two of which can be more than30 feet apart				
Transfer Wounds (Total)	22	Will half (harmless)	1 full round	Instantaneous	Touch		Yes	Transmutation [Positive Energy] Caster Level: 14	AE: Arcana Evolved
Effect: Heals all damage; caster suffers half that amount in subdual damage.					Target: Creature touched				

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Curse of Languishing Death	23	Fortitude partial	Standard action	Permanent	Medium (240 ft.)		Yes	Transmutation [Curse, Negative Energy, Truename] Caster Level: 14	AE: Arcana Evolved
Effect: Victim suffers 1d6 points of Constitution damage/day.					Target: One creature				
Dominate (Greater)	23	Will negates	Standard action	One day/level	Medium (240 ft.)		Yes	Enchantment [Mind-Affecting, Psionic, Truename] Caster Level: 14	AE: Arcana Evolved
Effect: Caster controls actions of one creature.					Target: One living creature with fewer Hit Dice than you				
Primal Release	23	Will negates	Standard action	10 minutes/level	Close (60 ft.)		Yes	Transmutation [Litorian] Caster Level: 14	AE: Arcana Evolved
Effect: Target gains +10 to Strength and Constitution, +2 to Dexterity, -6 to Intelligence and Charisma, and -2 to Wisdom, and cannot cast spells.					Target: One living creature [not you]				
Roar of Courage	23		1 full round	10 minutes/level	Close (60 ft.)			Conjuration [Giant, AE: Arcana Evolved Litorian] Caster Level: 14	
Effect: Grants allies fear immunity and morale bonus.					Target: All allies within range				
Unstoppable Strikes	23		Standard action	1 round/level	Personal			Transmutation [Sibeccai] Caster Level: 14	AE: Arcana Evolved
Effect: Caster makes sneak attacks with every strike, inflicting +3d6 damage [or more].					Target: You				
Wave of Death	23	Fortitude negates	Standard action	Instantaneous	Close (60 ft.)		Yes	Necromancy [Negative Energy] Caster Level: 14	AE: Arcana Evolved
Effect: Living creatures of lower HD than caster suffer 80 points of damage; undead are healed 5d6 points.					Target: Cone				
* =Domain/Specialty Spell									

* =Domain/Speciality Spell

Mage Blade Spells

☐☐☐☐☐ Wave of Life	23	Fortitude negates	Standard action	Instantaneous	Close (60 ft.)	Yes	Evocation [PositiveAE: Arcana Evolved Energy] <i>Caster Level: 14</i>
<i>Effect:</i> Undead of lower HD than caster suffer 80 points of damage; living creatures are healed 5d6 points.							
☐☐☐☐☐ Whirlwind	23	Reflex negates (see text)	Standard action	1 round/level [D]	Long (960 ft.)	Yes	Evocation [Air] AE: Arcana Evolved <i>Caster Level: 14</i>
<i>Effect:</i> Creates cyclone that moves as directed, inflicting damage and tossing creatures and objects about.							
* =Domain/Speciality Spell							

Notes:

Character Sheet Notes: