

Geardrof

CHARACTER NAME

d6E 2, Wizard

CLASS

2

1000 / 3000

Character Level

EXP / NEXT LEVEL

Adam Hanes-Mackean

PLAYER NAME

Gnome

Small

3' 3"

43 lbs.

52

Male

AGE

GENDER

DEITY

HEIGHT

Yellow

EYES

REGION

WEIGHT

Purple

HAIR

Chaotic Neutral

ALIGNMENT

Low-light

VISION

POINTS



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	12		+1		
DEX Dexterity	14		+2		
CON Constitution	14		+2		
INT Intelligence	18		+4		
WIS Wisdom	16		+3		
CHA Charisma	14		+2		

WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED											
HP hit points	14											Walk 20 ft.											
AC armor class	17	15	17	10	0	0	2	1	0	0	0	4	MISS CHANCE	0	ARCANE SPELL FAILURE	+0	ARMOR CHECK PENALTY	0	SPELL RESIST	0			
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		REFLECTION		DODGE		MISC	

INITIATIVE				
modifier	+2	=	+2	+0
TOTAL		DEX MODIFIER		MISC MODIFIER

BASE ATTACK	
bonus	+1

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

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

Dagger (Small)				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	S	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam		
1H-P	+3	1d3+1	2W-P-(OH)	-3		1d3+1		
1H-O	-1	1d3	2W-P-(OL)	-1		1d3+1		
2H	+3	1d3+1	2W-OH	-5		1d3		
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.
TH	+4	+2	+0	-2		-4		
Dam	1d3+1	1d3+1	1d3+1	1d3+1		1d3+1		
Special Properties		Magical, +1						

*Shortbow (Small)				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	P	S	20/x3	5 ft.
30 ft.		60 ft.		120 ft.		180 ft.		240 ft.
TH	+4	+4	+2	+0		-2		
Dam	1d4	1d4	1d4	1d4		1d4		
Special Properties		Magical, +1						

*: 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
Magic Robe		Cloth	+3			

TOTAL SKILLPOINTS: 29		SKILLS		MAX RANKS: 5/2.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	11	=	2	+ 5 + 4
✓ Appraise	INT	8	=	4	+ 4
✓ Arcana	INT	17	=	4	+ 5 + 8
✓ Athletics	STR	5	=	1	+ 4
✓ Athletics (Jump)	STR	-1	=	1	+ -2
✓ Craft (Untrained)	INT	4	=	4	
✓ Deception	CHA	11	=	2	+ 5 + 4
✓ Deception (Act in character)	CHA	13	=	2	+ [5] + 6
✓ Endurance	CON	6	=	2	+ 4
✓ Gather Information	CHA	6	=	2	+ 4
✓ Heal	WIS	7	=	3	+ 4
✓ Insight	WIS	7	=	3	+ 4
✓ Martial Arts (Intelligence Based)	INT	13	=	4	+ 5 + 4
✓ Perception	WIS	12	=	3	+ 5 + 4
✓ Perception (Listen)	WIS	14	=	3	+ [5] + 6
✓ Persuasion	CHA	13	=	2	+ 5 + 6
✓ Ride	DEX	6	=	2	+ 4
✓ Stealth	DEX	11	=	2	+ 5 + 4
✓ Stealth (Hide)	DEX	15	=	2	+ [5] + 8
✓ Survival	WIS	7	=	3	+ 4
✓ Survival (Find or follow tracks)	WIS	9	=	3	+ 6
✓ Thievery	DEX	10	=	2	+ 4 + 4
✓ Thievery (Sleight of Hand)	DEX	12	=	2	+ [4] + 6
✓ Use Rope	DEX	6	=	2	+ 4
			=	+	+
			=	+	+

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

Innate Racial Spells

Name	Save Information	Time	Duration	Range	Comp.	Source
<div><div></div><div>Dancing Lights</div></div>	<div>SR: No</div>	Standard Action	1 minute/level [D]	Medium (110 ft.)	V,S	PHB: p.216
<div><div>School: Evocation [Light]</div><div>Effect: Depending on the version selected, you create up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o'-wisps], or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire [no concentration required]: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. Dancing lights can be made permanent with a permanency spell.</div></div>						
<div><div></div><div>Ghost Sound</div></div>	<div>DC: 12, Will disbelief (if interacted with)</div>	Standard Action	1 round/level [D]	Close (25 ft.)	V,S,M	PHB: p.235
<div><div>School: Illusion (Figment)</div><div>Effect: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level [maximum twenty humans]. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell. Material Component - A bit of wool or a small lump of wax.</div></div>						
<div><div></div><div>Prestidigitation</div></div>	<div>DC: 12, See text</div>	Standard Action	1 hour	10 ft.	V,S	PHB: p.264
<div><div>School: Universal</div><div>Effect: Performs minor tricks.</div></div>						
<div><div></div><div>* =Domain/Speciality Spell</div></div>						

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	4	3	—	—	—	—	—	—	—

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
Acid Splash <i>School:</i> Conjuration (Creation) [Acid] <i>Effect:</i> You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target.	SR: No	Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.196
Amanuesis <i>School:</i> Transmutation <i>Effect:</i> Copies 250 words per minute.	DC: 14, Will negates [object] SR: Yes [object]	1 standard action	10 minute/level	Close (35 ft.)	V,S	SC: p.9
Arcane Mark <i>School:</i> Universal <i>Effect:</i> Inscribes a personal rune [visible or invisible].	SR: No	Standard Action	Permanent	0 ft.	V,S	PHB: p.201
Caltrops <i>School:</i> Conjuration (Creation) <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.	SR: No	1 standard action	1 round/level	Close (35 ft.)	V,S	SC: p.42
Dancing Lights <i>School:</i> Evocation [Light] <i>Effect:</i> Depending on the version selected, you create up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o'-wisp], or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire [no concentration required]: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. Dancing lights can be made permanent with a permanency spell.	SR: No	Standard Action	1 minute/level [D]	Medium (140 ft.)	V,S	PHB: p.216
Daze <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Humanoid creature of 4 HD or less loses next action., This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. Material Component: A pinch of wool or similar substance.	DC: 14, Will negates SR: Yes	Standard Action	1 round	Close (35 ft.)	V,S,M	PHB: p.217
Detect Magic <i>School:</i> Divination <i>Effect:</i> Detects spells and magic items within 60 ft.	SR: No	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object.	SR: No	Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.219
Disrupt Undead <i>School:</i> Necromancy <i>Effect:</i> Deals 1d6 damage to one undead.	SR: Yes	Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.223
Electric Jolt <i>School:</i> Evocation [Electricity] <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.	SR: Yes	1 standard action	Instantaneous	Close (35 ft.)	V,S	SC: p.78
Flare <i>School:</i> Evocation [Light] <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	DC: 14, Fortitude negates SR: Yes	Standard Action	Instantaneous	Close (35 ft.)	V	PHB: p.232
Ghost Sound <i>School:</i> Illusion (Figment) <i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level [maximum twenty humans]. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell. Material Component - A bit of wool or a small lump of wax.	DC: 15, Will disbelief (if interacted with) SR: No	Standard Action	1 round/level [D]	Close (35 ft.)	V,S,M	PHB: p.235
Launch Bolt <i>School:</i> Transmutation <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.	SR: No	1 standard action	Instantaneous	Touch	V,S,M	SC: p.130
Launch Item <i>School:</i> Transmutation <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.	SR: No	1 standard action	Instantaneous	Touch	S	SC: p.130
Light <i>School:</i> Evocation [Light] <i>Effect:</i> Object shines like a torch.	SR: No	Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.248
Mage Hand <i>School:</i> Transmutation <i>Effect:</i> 5-pound telekinesis.	SR: No	Standard Action	Concentration	Close (35 ft.)	V,S	PHB: p.249
Mending <i>School:</i> Transmutation <i>Effect:</i> Makes minor repairs on an object.	DC: 14, Will negates (harmless, object) SR: Yes (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.253
Message <i>School:</i> Transmutation [Language-Dependent] <i>Effect:</i> Whispered conversation at distance.	SR: No	Standard Action	10 minutes/level	Medium (140 ft.)	V,S,F	PHB: p.253
Open/Close <i>School:</i> Transmutation <i>Effect:</i> Opens or closes small or light things.	DC: 14, Will negates (object) SR: Yes (object)	Standard Action	Instantaneous	Close (35 ft.)	V,S,F	PHB: p.258
Prestidigitation <i>School:</i> Universal <i>Effect:</i> Performs minor tricks.	DC: 14, See text SR: No	Standard Action	1 hour	10 ft.	V,S	PHB: p.264
Ray of Frost <i>School:</i> Evocation [Cold] <i>Effect:</i> Ray deals 1d3 cold damage.	SR: Yes	Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.269
Read Magic <i>School:</i> Divination <i>Effect:</i> Read scrolls and spellbooks.	SR: No	Standard Action	10 minutes/level	Personal	V,S,F	PHB: p.269
Repair Minor Damage <i>School:</i> Transmutation <i>Effect:</i> Repair a construct 1 point of damage.	SR: No	1 standard action	Instantaneous	Touch	V,S	SC: p.173
Resistance <i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. Arcane Material - Component A miniature cloak.	DC: 14, Will negates (harmless) SR: Yes (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272
Silent Portal <i>School:</i> Illusion (Glamour) <i>Effect:</i> This simple contrivance negates the sound of opening and closing a single portal [door, window, gate, drawer, chest lid, or the like]. Even the squeakiest door opens without a sound when under the effect of this spell. Silent portal covers only the normal means of opening and closing the targeted portal. Breaking a window or kicking in a door still makes noise, but opening a door that is loosely hanging by its hinges does not [since this is the normal way a door would be opened]. Portals composed of magical energy are not affected by this spell. In the case of magic or even intelligent portals, spell resistance and a Will save [DC 10 + caster's ability modifier + other modifiers as appropriate] apply	DC: 15, Will negates [object] SR: Yes [object]	1 standard action	1 minute/level [D]	Close (35 ft.)	S	SC: p.190
Sonic Snap <i>School:</i> Evocation [Sonic] <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	DC: 14, Will partial SR: Yes	1 standard action	Instantaneous	Close (35 ft.)	V,S	SC: p.195
Stick <i>School:</i> Transmutation <i>Effect:</i> Sticks one object to another; see text.	DC: 14, Will negates [object] SR: Yes [object]	1 standard action	Instantaneous	Touch	V,S,M	SC: p.206
Touch of Fatigue <i>School:</i> Necromancy	DC: 14, Fortitude negates SR: Yes	Standard Action	1 round/level	Touch	V,S,M	PHB: p.294

Wizard Spells

Effect: Touch attack fatigues target.

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Arrow Mind <i>School:</i> Divination <i>Effect:</i> Threaten adjacent squares and may make AoO. You do not provoke AoO when using the bow.	DC: 15, N/A <i>SR:</i> N/A	1 immediate action	1 minute/level [D]	Personal	V,S,M	SC: p.15
□□□□□ Benign Transposition <i>School:</i> Conjuration (Teleportation) <i>Effect:</i> Two target creatures instantly swap positions.	<i>SR:</i> No	1 standard action	Instantaneous	Medium (140 ft.)	V	SC: p.27
□□□□□ Burning Hands <i>School:</i> Evocation [Fire] <i>Effect:</i> 1d4/level [max 5d4] fire damage	DC: 15, Reflex half <i>SR:</i> Yes	Standard Action	Instantaneous	15 ft.	V,S	PHB: p.207
□□□□□ Cause Fear <i>School:</i> Necromancy [Fear, Mind-Affecting] <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	DC: 15, Will partial <i>SR:</i> Yes	Standard Action	1d4 rounds or 1 round; see text	Close (35 ft.)	V,S	PHB: p.208
□□□□□ Charm Person <i>School:</i> Enchantment (Charm) [Mind-Affecting] <i>Effect:</i> Makes one person your friend.	DC: 15, Will negates <i>SR:</i> Yes	Standard Action	1 hour/level	Close (35 ft.)	V,S	PHB: p.209
□□□□□ Color Spray <i>School:</i> Illusion (Pattern) [Mind-Affecting] <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.	DC: 16, Will negates <i>SR:</i> Yes	Standard Action	Instantaneous; see text	15 ft.	V,S,M	PHB: p.210
□□□□□ Comprehend Languages <i>School:</i> Divination <i>Effect:</i> You understand all spoken and written languages.	<i>SR:</i> No	Standard Action	10 minutes/level	Personal	V,S,M/DF	PHB: p.212
□□□□□ Critical Strike <i>School:</i> Divination <i>Effect:</i> If foe meets sneak attack criteria you deal an extra 1d6 points of damage and your weapon's threat range doubles, you gain +4 insight bonus to confirm critical hit.	DC: 15, N/A <i>SR:</i> N/A	1 swift action	1 round	Personal	V	SC: p.56
□□□□□ Deflect, Lesser <i>School:</i> Abjuration [Force] <i>Effect:</i> Gain deflection bonus to AC against one attack. Bonus is equal to +1 per three caster levels [max +5].	<i>SR:</i>	1 immediate action	1 round or until discharged	Personal	V	Is This : p.109
□□□□□ Disguise Self <i>School:</i> Illusion (Glamer) <i>Effect:</i> Changes your appearance.	<i>SR:</i> No	Standard Action	10 minutes/level [D]	Personal	V,S	PHB: p.222
□□□□□ Dispel Ward <i>School:</i> Abjuration <i>Effect:</i> Functions like dispel magic; see text	<i>SR:</i> No	1 standard action	Instantaneous	Medium (140 ft.)	V,S	SC: p.67
□□□□□ Guided Shot <i>School:</i> Divination <i>Effect:</i> No range increment penalties and target denied AC bonus for anything less than total cover.	DC: 15, N/A <i>SR:</i> N/A	1 swift action	1 round	Personal	V,DF	SC: p.108
□□□□□ Identify <i>School:</i> Divination <i>Effect:</i> The spell determines all magic properties of a single magic item, including how to activate those functions [if appropriate], and how many charges are left [if any]. Identify does not function when used on an artifact. Arcane Material Component - A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting.	<i>SR:</i> No DC: 15, N/A <i>SR:</i> N/A	1 hour	Instantaneous	Touch	V,S,M/DF	PHB: p.243
□□□□□ Insightful Feint <i>School:</i> Divination <i>Effect:</i> Gain +10 insight bonus on the next single Bluff check.	<i>SR:</i> N/A	1 swift action	1 round	Personal	V	SC: p.124
□□□□□ Mage Armor <i>School:</i> Conjuration (Creation) [Force] <i>Effect:</i> An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. Focus - A piece of cured leather.	DC: 15, Will negates (harmless) <i>SR:</i> No DC: 15, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object)	Standard Action	1 hour/level [D]	Touch	V,S,F	PHB: p.249
□□□□□ Magic Weapon <i>School:</i> Transmutation <i>Effect:</i> Weapon gains +1 bonus.	<i>SR:</i> Yes (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.251
□□□□□ Remove Scent <i>School:</i> Transmutation <i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes.	DC: 15, Will negates <i>SR:</i> Yes	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.173
□□□□□ Scholar's Touch <i>School:</i> Divination <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>SR:</i> No	Standard Action	Concentration, up to 4 rounds	Personal	V,S,M,F	Race Des: p.167
□□□□□ Targeting Ray <i>School:</i> Divination <i>Effect:</i> Ranged touch attack which grants you and your allies a +1 insight bonus per three caster levels on ranged attacks directed at the subject for the duration.	<i>SR:</i> No	1 standard action	1 round/level	Medium (140 ft.)	V,S,F	SC: p.219
□□□□□ Ventriloquism <i>School:</i> Illusion (Figment) <i>Effect:</i> Throws voice for 1 minutes/level.	DC: 16, Will disbelief (if interacted with) <i>SR:</i> No	Standard Action	1 minute/level [D]	Close (35 ft.)	V, F	PHB: p.298

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Arcane Lock <i>School:</i> Abjuration <i>Effect:</i> Magically locks a portal or chest.	<i>SR:</i> No	Standard Action	Permanent	Touch	V,S,M	PHB: p.200
□□□□□ Cat's Grace <i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.	DC: 16, Will negates (harmless) <i>SR:</i> Yes	Standard Action	1 minute/level	Touch	V,S,M	PHB: p.208
□□□□□ Cloud of Knives <i>School:</i> Conjuration <i>Effect:</i> Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5]	<i>SR:</i>	1 standard action	1 round/level	Personal	V,S,M	Is This : p.107
□□□□□ Continual Flame <i>School:</i> Evocation [Light] <i>Effect:</i> Makes a permanent, heatless torch.	<i>SR:</i> No	Standard Action	Permanent	Touch	V,S,M	PHB: p.213
□□□□□ Deflect <i>School:</i> Abjuration [Force] <i>Effect:</i> Gain shield bonus to AC against one attack. Bonus is equal to +1 per two caster levels.	<i>SR:</i>	1 immediate action	1 round or until discharged	Personal	V	Is This : p.109
□□□□□ Eagle's Splendor <i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.	DC: 16, Will negates (harmless) <i>SR:</i> Yes	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.225
□□□□□ Hurl <i>School:</i> Transmutation <i>Effect:</i> Enchants one melee weapon to return to the thrower after being thrown. For the duration the weapon returns to its wielder at the beginning of his next action.	<i>SR:</i> None	1 standard action	1 minute/level	Touch	V,S	SC: p.117
□□□□□ Insight of Good Fortune <i>School:</i> Divination <i>Effect:</i> Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 minute/level or until discharged	Close (35 ft.)	V,S,M	Is This : p.115
□□□□□ Melf's Acid Arrow <i>School:</i> Conjuration (Creation) [Acid] <i>Effect:</i> Ranged touch attack; 2d4 damage for 1 rounds.	<i>SR:</i> No	Standard Action	1 round +1 round/per 3 levels	Long (560 ft.)	V,S,M,F	PHB: p.253
* =Domain/Specialty Spell						

Wizard Spells

□□□□□ Mirror Image <i>School:</i> Illusion (Figment) <i>Effect:</i> Creates decoy duplicates of you [1d4 +1/3 levels, max +8].	<i>SR:</i> No DC: 16, Will negates (harmless)	Standard Action <i>Target:</i> You	1 minute/level [D]	Personal; see text	V,S <i>Caster Level:</i> 4	PHB: p.254
□□□□□ Owl's Wisdom <i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.	<i>SR:</i> Yes	Standard Action <i>Target:</i> Creature touched	1 minute/level	Touch	V,S,M/DF <i>Caster Level:</i> 4	PHB: p.259
□□□□□ Protection from Arrows <i>School:</i> Abjuration <i>Effect:</i> Subject immune to most ranged attacks.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action <i>Target:</i> Creature touched	1 hour/level or until discharged	Touch	V,S,F <i>Caster Level:</i> 4	PHB: p.266
□□□□□ Scorch <i>School:</i> Evocation [Fire] <i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] to all in the area of affect.	DC: 16, Reflex half <i>SR:</i> Yes	1 standard action <i>Target:</i> 30-ft. line	Instantaneous	30 ft.	V,S,F <i>Caster Level:</i> 4	SC: p.181
□□□□□ Scorching Ray <i>School:</i> Evocation [Fire] <i>Effect:</i> You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd [to a maximum of three rays at 11th level]. Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.	<i>SR:</i> Yes	Standard Action <i>Target:</i> 1 ray + 1 ray/4 levels [see text]	Instantaneous	Close (35 ft.)	V,S <i>Caster Level:</i> 4	PHB: p.274
□□□□□ See Invisibility <i>School:</i> Divination <i>Effect:</i> Reveals invisible creatures or objects.	<i>SR:</i> No	Standard Action <i>Target:</i> You	10 minutes/level [D]	Personal	V,S,M <i>Caster Level:</i> 4	PHB: p.275
□□□□□ Spider Climb <i>School:</i> Transmutation <i>Effect:</i> The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface [even upside down]. A spider climbing creature retains its Dexterity bonus to Armor Class [if any] while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing. Material Component - A drop of bitumen and a live spider, both of which must be eaten by the subject.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action <i>Target:</i> Creature touched	10 minutes/level	Touch	V,S,M <i>Caster Level:</i> 4	PHB: p.283
□□□□□ Sure Strike <i>School:</i> Divination <i>Effect:</i> Gain a +1/3 caster levels insight bonus to hit.	<i>SR:</i>	1 swift action <i>Target:</i> You	1 round or until discharged	Personal	V <i>Caster Level:</i> 4	Is This : p.126
□□□□□ Web <i>School:</i> Conjuration (Creation) <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	DC: 16, Reflex negates; see text <i>SR:</i> No	Standard Action <i>Target:</i> Webs in a 20-ft.-radius spread	10 minutes/level [D]	Medium (140 ft.)	V,S,M <i>Caster Level:</i> 4	PHB: p.301
□□□□□ Whirling Blade <i>School:</i> Transmutation <i>Effect:</i> Ranged Touch attack deals weapon damage to all targets on the path can use Intelligence or Charisma for your modifier.	<i>SR:</i> No	1 standard action <i>Target:</i> 60-ft. line	Instantaneous	60 ft.	V,S,F <i>Caster Level:</i> 4	SC: p.238

* =Domain/Speciality Spell

Innate

- ☐Dancing Lights (DC:)
- ☐Ghost Sound (DC:12)
- ☐Prestidigitation (DC:12)