

# Vallard,

NAME		PLAYERNAME		DEITY		ALIGNMENT	
Wiz6		Human		5' 8"		Neutral Good	
15000		Medium		190 lbs.			
CLASS		RACE		HEIGHT		VISION	
6		17		Blue		0	
21000		Other		Blond,		POINTS	
Character Level		AGE		GENDER		HAIR	
NEXT LEVEL							

  

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	10	+0	10	+0	10	+0
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	20	+5	20	+5	20	+5
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2
<b>CHA</b> Charisma	12	+1	12	+1	12	+1

  

<b>VP</b> Vitality	50	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		<b>WP</b> Wound Points	14	DAMAGE REDUCTION		SPEED		
<b>AC</b> armor class	20	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE

  

<b>INITIATIVE</b> modifier	+6	=	+3	+	+3
		TOTAL	DEX MODIFIER	MISC MODIFIER	
<b>BASE ATTACK</b> bonus	+3				

  

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+4	=	+2	+2	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+5	=	+2	+3	+0	+0	+0	
<b>WILL</b> (wisdom)	+7	=	+5	+2	+0	+0	+0	

  

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+3	=	+3	+0	+0	+0	+0
<b>RANGED</b> attack bonus	+6	=	+3	+3	+0	+0	+0
<b>GRAPPLE</b> attack bonus	+3	=	+3	+0	+0	+0	+0

  

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3	20/x2	5 ft.

  

*Mage Staff	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	BS/BS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+3	1d6+3				
<b>Special Properties</b>	Adds 10 to Spell Point pool; +2 to Caster Level.				

\*: 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	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
✓ Appraise	INT	5	= 5	+	+
✓ Balance	DEX	3	= 3	+	+
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	0	= 0	+	+
✓ Concentration	CON	11	= 2	+	9.0
Concentration (Cast defensively)	CON	15	= 2	+	9.0
✓ Craft (Untrained)	INT	5	= 5	+	+
✓ Decipher Script	INT	10	= 5	+	5.0
✓ Diplomacy	CHA	1	= 1	+	+
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	6	= 3	+	3.0
✓ Forgery	INT	5	= 5	+	+
✓ Gather Information	CHA	1	= 1	+	+
✓ Heal	WIS	2	= 2	+	+
✓ Hide	DEX	3	= 3	+	+
✓ Initiative	DEX	6	= 3	+	3.0
✓ Intimidate	CHA	1	= 1	+	+
✓ Jump	STR	0	= 0	+	+
Knowledge (Arcana)	INT	16	= 5	+	9.0
Knowledge (Dungeoneering)	INT	11	= 5	+	5.0
Knowledge (Nature)	INT	11	= 5	+	5.0
Knowledge (Religion)	INT	11	= 5	+	5.0
Knowledge (The Planes)	INT	11	= 5	+	5.0
✓ Listen	WIS	4	= 2	+	2
✓ Move Silently	DEX	3	= 3	+	+
✓ Perception	WIS	8	= 2	+	4.0
Pilot	DEX	4	= 3	+	1.0
✓ x Psychic (Mental Contact)	CHA	10	= 1	+	9
✓ Ride	DEX	3	= 3	+	+
✓ Sense Motive	WIS	2	= 2	+	+
Spellcraft	INT	17	= 5	+	9.0
✓ Spot	WIS	4	= 2	+	2
✓ Stealth	DEX	8	= 3	+	5
✓ Survival	WIS	2	= 2	+	+
✓ Swim	STR	0	= 0	+	+
✓ Use Computer	INT	5	= 5	+	+
✓ Use Rope	DEX	3	= 3	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Mage Staff	Equipped	1	2.0	16000.0
Adds 10 to Spell Point pool; +2 to Caster Level.				
Stealth Suit Outfit	Equipped	1	2.0	5.0
TOTAL WEIGHT CARRIED/VALUE			2 lbs.	16005.0 gp

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

SPECIAL ABILITIES	
Summon Familiar	
Team Bond ~ You have been bonded to your team members in a psychic and magical ritual. You cannot betray your team. Gain Psychic (Mental Contact) usable only on fellow team members.	

FEATS	
Combat Casting	+4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Eidetic Memory	+1 bonus to all Knowledge skills; +4 to Intelligence checks
Eldritch Training	+1 bonus to Spellcraft and Knowledge (magic) checks; eldritch template
Mobile Spellcasting	You can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action.
Sculpt Spell	You can modify an area spell by changing the areas shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Alertness	+2 bonus on Listen and Spot checks.
Modify Spell ~ Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Quarterstaff, Spells(Ray), Unarmed Strike

LANGUAGES
Common, Draconic, Drow Sign Language, Elven, Sylvan, Undercommon

TEMPLATES
Truename

# Rebalanced 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	5	5	3	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<b>Acid Splash</b> <i>Effect:</i> Orb deals 1d3 acid damage.	16	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 8	PHB: pg.196
<b>Amanuesis</b> <i>Effect:</i> Copies 250 words per minute.	16	Will negates [object]	1 standard action	10 minute/level	Close (45 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 8	SC: Pg.9
<b>Arcane Mark</b> <i>Effect:</i> Inscribes a personal rune [visible or invisible].	16	None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 8	PHB: pg.201
<b>Caltrops</b> <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.	16	None	1 standard action	1 round/level	Close (45 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 8	SC: Pg.42
<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	16	None	1 standard action	1 minute/level [D]	Medium (180 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 8	PHB: pg.216
<b>Daze</b> <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	16	Will negates	1 standard action	1 round	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 8	PHB: pg.217
<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	16	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 8	PHB: pg.219
<b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	16	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Divination <i>Caster Level:</i> 8	PHB: pg.219
<b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.	16	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 8	PHB: pg.223
<b>Electric Jolt</b> <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.	16	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 8	SC: Pg.78
<b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	16	Fortitude negates	1 standard action	Instantaneous	Close (45 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 8	PHB: pg.232
<b>Ghost Sound</b> <i>Effect:</i> Fgment sounds.	16	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (45 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level:</i> 8	PHB: pg.235
<b>Launch Bolt</b> <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.	16	None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 8	SC: Pg.130
<b>Launch Item</b> <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.	16	None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 8	SC: Pg.130
<b>Light</b> <i>Effect:</i> Object shines like a torch.	16	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 8	PHB: pg.248
<b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.	16	None	1 standard action	Concentration	Close (45 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 8	PHB: pg.249
<b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 8	PHB: pg.253
<b>Message</b> <i>Effect:</i> Whispered conversation at distance.	16	None	1 standard action	10 minutes/level	Medium (180 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 8	PHB: pg.253
<b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	16	Will negates (object)	1 standard action	Instantaneous	Close (45 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 8	PHB: pg.258
<b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	16	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 8	PHB: pg.264
<b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.	16	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 8	PHB: pg.269
<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	16	None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 8	PHB: pg.269
<b>Repair Minor Damage</b> <i>Effect:</i> Repair a construct 1 point of damage.	16	None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 8	SC: Pg.173
<b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	16	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 8	PHB: pg.272
<b>Silent Portal</b> <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	16	Will negates [object]	1 standard action	1 minute/level [D]	Close (45 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 8	SC: Pg.190
<b>Sonic Snap</b> <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	16	Will partial	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 8	SC: Pg.195

\* =Domain/Specialty Spell

# Rebalanced Wizard Spells

□□□□□ Stick	16	Will negates [object]	1 standard	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.206
<i>Effect:</i> Sticks one object to another; see text.					<i>Target:</i> Nonmagical, unattended object weighing up to 5lbs				
□□□□□ Touch of Fatigue	16	Fortitude negates	1 standard	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: pg.294
<i>Effect:</i> Touch attack fatigues target.					<i>Target:</i> Creature touched				

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Benign Transposition	17	None	1 standard	Instantaneous	Medium (180 ft.)	V	No	Conjuration (Teleportation)	SC: Pg.27
<i>Effect:</i> Two target creatures instantly swap positions.					<i>Target:</i> Two willing creatures of up to Large size				
□□□□□ Color Spray	17	Will negates	1 standard	Instantaneous; see text	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting]	PHB: pg.210
<i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.					<i>Target:</i> Cone-shaped burst				
□□□□□ Comprehend Languages	17	None	1 standard	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You				
□□□□□ Disguise Self	17	None	1 standard	10 minutes/level [D]	Personal	V,S	No	Illusion (Glamour)	PHB: pg.222
<i>Effect:</i> Changes your appearance.					<i>Target:</i> You				
□□□□□ Distract Assailant	17	Will negates	1 swift	1 round	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.69
<i>Effect:</i> Target is flatfooted till next turn.					<i>Target:</i> One creature				
□□□□□ Eagle Eyes	17		1 standard	8 minutes [D]	Personal	V, S, M/DF		Divination	APM: p. 152
<i>Effect:</i> You gain a +5 bonus on Spot checks.					<i>Target:</i> You				
□□□□□ Ebon Eyes	17	None	1 standard	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.77
<i>Effect:</i> See normally in darkness both magical and natural.					<i>Target:</i> Creature touched				
□□□□□ Enlarge Person	17	Fortitude negates	1 round	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes	Transmutation	PHB: pg.226
<i>Effect:</i> Creatures size increases to next category					<i>Target:</i> One humanoid creature				
□□□□□ Familiar Pocket	17	None	1 standard	1 hour/level [D]	Touch	V,S,M	No	Universal	SC: Pg.88
<i>Effect:</i> Creates an extra-dimensional safe haven for a Tiny or smaller familiar.					<i>Target:</i> One container or garment with a pocket touched				
□□□□□ Feather Fall	17	Will negates (harmless) or Will negates (object)	1 free	Until landing or 1 round/level	Close (45 ft.)	V	Yes (object)	Transmutation	PHB: pg.229
<i>Effect:</i> Objects or creatures fall slowly.					<i>Target:</i> One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart				
□□□□□ Identify	17	None	1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: pg.243
<i>Effect:</i> Determines properties of magic item.					<i>Target:</i> One touched object				
□□□□□ Mount	17	None	1 round	2 hours/level [D]	Close (45 ft.)	V,S,M	No	Conjuration (Summoning)	PHB: pg.256
<i>Effect:</i> Summons riding horse for 2 hours/level.					<i>Target:</i> One mount				
□□□□□ Orb of Electricity, Lesser	17	None	1 standard	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Electricity]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of electricity damage.					<i>Target:</i> One orb of electricity				
□□□□□ Remove Scent	17	Will negates	1 standard	10 minutes/level	Touch	V,S,M	Yes	Transmutation	SC: Pg.173
<i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghaists or troglodytes.					<i>Target:</i> Creature touched				
□□□□□ Shock and Awe	17	None	1 swift	1 round	Close (45 ft.)	V,S	Yes	Enchantment [Mind-Affecting]	SC: Pg.189
<i>Effect:</i> -10 to initiative if used in the surprise round.					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart				
□□□□□ Stand	17	Will negates (harmless)	1 immediate	Instantaneous	Close (45 ft.)	V,S	Yes (harmless)	Conjuration (Teleportation)	PHB II: pg.125
<i>Effect:</i> Subject immediately stands, without provoking attacks of opportunity.					<i>Target:</i> One willing prone creature				
□□□□□ Tenser's Floating Disk	17	None	1 standard	1 hour/level	Close (45 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.294
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 800 lbs					<i>Target:</i> 3-ft.-diameter disk of force				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animalistic Power	18	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched				
□□□□□ Blast of Force	18	Fortitude partial	1 standard	Instantaneous	Medium (180 ft.)	V,S	Yes	Evocation [Force]	SC: Pg.31
<i>Effect:</i> Blast one target for 1d6/2 levels [max 5d6]. In addition must make a Fortitude save or be knocked down.					<i>Target:</i> Ray				
□□□□□ Dimension Hop	18	Will negates	1 standard	Instantaneous	Touch	V	Yes	Conjuration (Teleportation)	PHB II: pg.110
<i>Effect:</i> Teleport subject 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.					<i>Target:</i> Creature touched				
□□□□□ Mirror Image	18	None	1 standard	1 minute/level [D]	Personal; see text	V,S	No	Illusion (Figment)	PHB: pg.254
<i>Effect:</i> Creates decoy duplicates of you [1d4 +1/3 levels, max +8].					<i>Target:</i> You				
□□□□□ Protection from Arrows	18	Will negates (harmless)	1 standard	1 hour/level or until discharged	Touch	V,S,F	Yes (harmless)	Abjuration	PHB: pg.266
<i>Effect:</i> Subject immune to most ranged attacks.					<i>Target:</i> Creature touched				
□□□□□ Scorching Ray	18	None	1 standard	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.274
<i>Effect:</i> 2 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 1 ray + 1 ray/4 levels [see text]				
□□□□□ Senses of the Wyrmling	18		1 standard	8 minutes [D]	Personal	V, S		Transmutation	APM: p. 168
<i>Effect:</i> Gain blindsense, +5 bonus on Listen, Search, Spot checks.					<i>Target:</i> You				

\* =Domain/Specialty Spell

## Rebalanced Wizard Spells

□□□□□ Speak to Allies	18	None	1 standard action	10 minutes/level	Medium (180 ft.)	V,S,F	No	Transmutation [Language-Dependent]	SC: Pg.197 Caster Level: 8
<i>Effect:</i> As message, but without requiring whispering or mouthing the words.									
Target: One creature/level									
LEVEL 3									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alter Fortune	19	None	1 immediate action	Instantaneous	Close (45 ft.)	V,X	No	Divination	PHB II: pg.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.									
Target: One creature									
Caster Level: 8									
□□□□□ Clairaudience/Clairvoyance	19	None	10 minutes	1 minute/level [D]	Long (720 ft.)	V,S,F/DF	No	Divination (Scrying)	PHB: pg.209
<i>Effect:</i> Hear or see at a distance for 1 minutes/level.									
Target: Magical sensor									
Caster Level: 8									
□□□□□ Deeper Darkvision	19	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation	SC: Pg.62
<i>Effect:</i> The subject gains the ability to see 90 feet in total darkness.									
Target: Creature touched									
Caster Level: 8									
□□□□□ Evard's Manacing Tentacles	19		1 standard action	1 round/level	Personal	V,S,M		Transmutation	PHB II: pg.113
<i>Effect:</i> You create two tentacles with a 10-foot reach. As a free action direct each one to attack an opponent in range using your base attack bonus and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Also gain +4 bonus on Climb checks									
Target: You									
Caster Level: 8									
□□□□□ Fireball	19	Reflex half	1 standard action	Instantaneous	Long (720 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: pg.231
<i>Effect:</i> 1d6/level [max 10d6] fire damage, 20-ft. radius.									
Target: 20-ft.-radius spread									
Caster Level: 8									
□□□□□ Lance of Disruption	19	Fortitude half	1 standard action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Is This : Custom
<i>Effect:</i> Beam of force causes 5d4+16 to all in the area of effect									
Target: From caster 5ft wide beam out to 60ft length									
Caster Level: 8									
□□□□□ Regroup	19	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Teleportation)	PHB II: pg.122
<i>Effect:</i> Each subject of this spell appears adjacent to you [or as close to you] in an unoccupied square.									
Target: One willing creature/level									
Caster Level: 8									
* =Domain/Speciality Spell									

## Notes:

Character Sheet Notes: