

## NAME \_\_\_\_\_

PLAYERNAME

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DEITY

## ALIGNMENT

CLASS	EXPERIENCE
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## RACE

## SIZE

HEIGHT

WEIGHT

Low-light

1

## POINTS TO REMEMBER

<b>HP</b> hit points		<b>65</b>		<b>WOUNDS/CURRENT HP</b>	
<b>AC</b> armor class		<b>30</b>	:	<b>25</b>	:
		<b>TOTAL</b>		<b>FLAT</b>	
			:	<b>-10</b>	:
				<b>TOUCH</b>	
			:	<b>1</b>	:
				<b>BA</b>	
<b>INITIATIVE</b> modifier					
		<b>+9</b>	=	<b>+5</b>	+
		<b>TOTAL</b>		<b>DEX MODIFIER</b>	
				<b>+4</b>	
				<b>MISC MODIFIER</b>	
<b>BASE ATTACK</b> bonus		<b>+5</b>			

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
<b>MELEE</b> attack bonus	+6	=	+5	+	+1	+	+0	+	+0	+	+0	+	
<b>RANGED</b> attack bonus	+10	=	+5	+	+5	+	+0	+	+0	+	+0	+	
<b>GRAPPLE</b> attack bonus	+6	=	+5	+	+1	+	+0	+	+0	+	+0	+	

Longbow +3 (Distant Shot/Ironwood)				HAND Carried	TYPE P	SIZE M	CRITICAL 20/x3	REACH 5 ft.
	30 ft.	20000 ft.	40000 ft.	60000 ft.			80000 ft.	
TH	+15	+15	+13	+11			+9	
Dam	1d8+4	1d8+4	1d8+4	1d8+4			1d8+4	
Special Properties		weapon can be used against any target within line of sight at no penalty for range., Wooden but functions as steel, does not burn						

\*: 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.

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Skill Name		Skills						Max Ranks		14/7
		Key Ability	Skill Modifier	Ability Modifier	Ranks		Misc Modifier			
✓	Appraise	INT	6	=	6	+	+			
✓	Balance	DEX	7	=	5	+	+	2		
✓	Bluff	CHA	1	=	1	+	+			
✓	Climb	STR	1	=	1	+	+			
✓	Concentration	CON	23	=	2	+	14.0	+	7	
✓ x	Concentration (Wis)	WIS	22	=	1	+	14.0	+	7	
	Craft (Alchemy)	INT	9	=	6	+	3.0	+		
✓	Craft (Untrained)	INT	6	=	6	+	+			
✓	Diplomacy	CHA	1	=	1	+	+			
✓	Disguise	CHA	1	=	1	+	+			
✓	Escape Artist	DEX	5	=	5	+	+			
✓	Forgery	INT	6	=	6	+	+			
✓	Gather Information	CHA	1	=	1	+	+			
✓	Heal	WIS	1	=	1	+	+			
✓	Hide	DEX	5	=	5	+	+			
✓	Intimidate	CHA	1	=	1	+	+			
✓	Jump	STR	7	=	1	+	+	+	6	
	Knowledge (Arcana)	INT	25	=	6	+	14.0	+	5	
	Knowledge (Architecture and Engineering)	INT	12	=	6	+	5.0	+	1	
	Knowledge (Dragons)	INT	8	=	6	+	1.0	+	1	
	Knowledge (Dungeoneering)	INT	14	=	6	+	7.0	+	1	
	Knowledge (Nature)	INT	10	=	6	+	3.0	+	1	
	Knowledge (Religion)	INT	20	=	6	+	10.0	+	4	
	Knowledge (The Planes)	INT	14	=	6	+	7.0	+	1	
✓	Listen	WIS	3	=	1	+	+	+	2	
✓	Move Silently	DEX	5	=	5	+	+			
✓	Ride	DEX	6	=	5	+	1.0	+		
✓	Search	INT	12	=	6	+	4.0	+	2	
✓	Sense Motive	WIS	1	=	1	+	+	+		
	Speak Language(Dwarven, Ignan)		2	=	0	+	2.0	+		
	Spellcraft	INT	22	=	6	+	14.0	+	2	
✓	Spot	WIS	3	=	1	+	+	+	2	
✓	Survival	WIS	1	=	1	+	+			
✓	Swim	STR	1	=	1	+	+			
	Tumble	DEX	12	=	5	+	7.0	+		
✓	Use Rope	DEX	5	=	5	+	+			
				=		+		+		
						+		+		
✓: can be used untrained. x: exclusive skills										

EQUIPMENT					SPECIAL ABILITIES				
ITEM	LOCATION	QTY	WT	COST					
Amulet of Natural Armor +2	Equipped	1	0.0	8000.0	+1 racial bonus on attacks against creatures of the Water Subtype				
Arrows + of Flaming	Backpack	1	3.0	3321.0	+2 racial saving throw bonus against enchantment spells or effects.				
(Arrows +1 (20/Flaming)), +1d6 fire damage					-2 penalty on all Saves against Spells, Spell-like, or Supernatural Abilities with the Water or Cold Subtype or used by creatures of the Water or Cold Subtype				
Backpack		1	2.0	2.0	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.				
3 lbs., 1 Arrows + of Flaming					Cast Divination spells at +2 caster levels.				
Bag of Holding (Type 1)	Equipped	1	15.0	2500.0	Cold Vulnerability (Ex) ~ Take 50% more damage from cold based attacks				
0 lbs., 1 Wand (Wall of Ice (Ice Plane)/Wizard/7th), 1 Wand (Magic Missile/Wizard/3rd), 1 Wand (Levitate/Wizard/3rd), 1 Wand (Invisibility/Wizard/3rd), 1 Wand (Fear/Wizard/7th)					Curse ~ May RAGE under stress.				
Boots of Levitation	Equipped	1	1.0	7500.0	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.				
On command, cast levitate on self that last 3 minutes.					Fire Breath (Su) ~ 2/day, 40' cone, breath weapon (1d6 per 2/level), DC 21 Reflex save				
Chain Shirt +3 (Mithral)	Equipped	1	12.5	10100.0	Fire Resistance 20				
Negates Negative Energy Effects, 30hp/inch and 15 hardness					Fireburst (Sp) ~ 3/day (recharge 1d4 rounds). Rage may trigger this effect				
Cloak of Resistance +3	Equipped	1	1.0	9000.0	Flame Aura (Su) ~ At will your aura glows as if on fire allowing you to move faster and jump farther. (+10 to Movement and Jump Skill, -10 to Hide/Sneak Skill and outlines Invisibility and other similar magics)				
Dwarven Bracers of Archery (Greater)	Equipped	1	1.0	25000.0	Flame Aura Flight (Su) ~ (Movement Rate 5' per 2/level, Max 60)				
(Bracers of Archery (Greater))					Flame Touched (Ex) ~ Movement increased				
Gloves of Dexterity +4	Equipped	1	0.0	16000.0	Immunity to magic sleep effects.				
Headband of Intellect +2	Equipped	1	0.0	4000.0	Library ~ Allows research of spells at a reduced cost. Grants a Knowledge Check on any untrained Knowledge at -2. Grants a +1 to all Knowledge Checks.				
Longbow +3 (Distant Shot/Ironwood)	Carried	1	3.0	162375.0	Lore (+8)				
0 lbs. weapon can be used against any target within line of sight at no penalty for range., Wooden but functions as steel, does not burn					Overcast ~ May cast a spell normally above your limit that is written in your spellbook. Simple DC is 25 + 2 x spell level, Ritual DC is 20 + 2 x spell level. AEG Magic, pg.152.				
Longsword +3 (Heavy Dwarven)	Carried	1	4.0	18315.0	Permanently cast - Detect Magic, Tongues, See Invisible, Darkvision, Arcane Sight				
(Longsword +3)					Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw againsts an attack that normally inflicts half damage, she instead takes no damage.				
Scholar's Outfit	Equipped	1	6.0	0.0	Scry Bonus (Su): A divine oracle add a +1 sacred bonus to the save DC of all her divination (scrying) spells.				
Ring of Feather Falling	Equipped	1	0.0	2200.0	Secret (Secret Knowledge of Avoidance) (2)				
Ring of Protection +3	Equipped	1	0.0	18000.0	Skill Trick ~ Collector of Stories - Gain +5 bonus on Knowledge checks to identify monsters				
Spell Component Pouch	Equipped	1	2.0	5.0	Skill Trick ~ Swift Concentration - You can maintain concentration on a spell or similar effect as a swift action.				
Spellbook (Wizard's/Blank)	Equipped	1	3.0	15.0	Spontaneous Freeform Casting ~ May Cast up to your max level any spell within the guidelines - Simple DC 35 + 2 x Spell level or Ritual DC 30 + Spell level. AEG Magic, pg.154.				
The Staff of Adaline	Equipped	1	0.0	0.0	Summon Familiar				
Shield Wall ~ Acts as Wall of Force Shield					Training with Master Mystic Zu gives a bonus to Concentration				
The Wand of Adaline	Carried	1	0.0	0.0	Trap Sense (Ex) +1				
Ties to Spontaneous Magic; Staff is +4 Deflection					Warm to the touch (Ex): You radiate warmth				
Tunic of Steady Spellcasting	Equipped	1	0.0	0.0					
+5 competence bonus to Concentration skill.									
Wand (Detect Magic/Wizard/1st)	Carried	1	0.0	315.0					
used									
Wand (Fear/Wizard/7th)	Bag of Holding (Type 1)	1	0.0	11340.0					
Wand (Invisibility/Wizard/3rd)	Bag of Holding (Type 1)	1	0.0	1530.0					
Wand (Levitate/Wizard/3rd)	Bag of Holding (Type 1)	1	0.0	3780.0					
Wand (Magic Missile/Wizard/3rd)	Bag of Holding (Type 1)	1	0.0	900.0					
Wand (Wall of Ice (Ice Plane)/Wizard/7th)	Bag of Holding (Type 1)	1	0.0	2100.0					
TOTAL WEIGHT CARRIED/VALUE			42.5 lbs.	306298.0 gp					
WEIGHT ALLOWANCE									
Light	50	Medium	100	Heavy	150				
Lift over head	150	Lift off ground	300	Push / Drag	750				

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Collegiate Wizard	Begin play with six 1st level plus 1 per point of INT modifier. Each wizard level you may add four spells to your spellbook.
Mobile Spellcasting	Cast a spell and move at the same time
Sculpt Spell	[Lv+1] Modify an area spell by making it either a cylinder (10-ft.-radius, 30-ft.-high), a 40-ft.-cone, four 10-ft. cubes, a ball (20-ft.-radius spread) or 120-ft.-line.
Skill Focus (Knowledge (Religion))	You get a +3 bonus on all checks involving that skill.
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Fleet of Foot	+10 feet bonus to ground speed
Improved Initiative	You get a +4 bonus on initiative checks.
Scribe Scroll	You can create a scroll of any spell that you know.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Fleet of Foot	+10 feet bonus to ground speed
Improved Initiative	You get a +4 bonus on initiative checks.
Modify Spell ~ Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

DOMAINS	
Oracle	Cast Divination spells at +2 caster levels.

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Grapple, Longbow, Longsword, Quarterstaff, Rapier, Shortbow, Spells(Ray), Unarmed Strike	

LANGUAGES	
Common, Draconic, Dwarven, Elven, Gnome, Goblin, Ignan, Sylvan	

TEMPLATES	
Elf Wizard Lv:1	
Truename	

## Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐	Fireburst	19	Reflex half	1 standard	Instantaneous action	10 ft.	V,S,M	Yes	Evocation [Fire]	Is This : Pg.93
<i>Effect:</i> All creatures within range take 1d8/caster level [max 5d8] of fire damage.						<i>Target:</i> Burst of fire extending 10 ft			<i>Caster Level:</i> 11	
* =Domain/Speciality Spell										

# Wizard Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<b>Acid Splash</b> <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (55 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 12	PHB: pg.196
<b>Amanuesis</b> <i>Effect:</i> Copies 250 words per minute.	17	Will negates [object]	1 standard action	10 minute/level	Close (55 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 12	Is This : Pg.9
<b>Arcane Mark</b> <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 12	PHB: pg.201
<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.		None	1 standard action	1 round/level	Close (55 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 12	Is This : Pg.42
<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.		None	1 standard action	1 minute/level [D]	Medium (220 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 12	PHB: pg.216
<b>Daze</b> <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	17	Will negates	1 standard action	1 round	Close (55 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 12	PHB: pg.217
<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 14	PHB: pg.219
<b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (60 ft.)	V,S	No	Divination <i>Caster Level:</i> 14	PHB: pg.219
<b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 12	PHB: pg.223
<b>Electric Jolt</b> <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 12	Is This : Pg.78
<b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	17	Fortitude negates	1 standard action	Instantaneous	Close (55 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 12	PHB: pg.232
<b>Ghost Sound</b> <i>Effect:</i> Figuient sounds.	17	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (55 ft.)	V,S,M	No	Illusion (Figuient) <i>Caster Level:</i> 12	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.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 12	Is This : 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.		None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 12	Is This : Pg.130
<b>Light</b> <i>Effect:</i> Object shines like a torch.		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 12	PHB: pg.248
<b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (55 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 12	PHB: pg.249
<b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	17	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 12	PHB: pg.253
<b>Message</b> <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	10 minutes/level	Medium (220 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 12	PHB: pg.253
<b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	17	Will negates (object)	1 standard action	Instantaneous	Close (55 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 12	PHB: pg.258
<b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	17	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 12	PHB: pg.264
<b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 12	PHB: pg.269
<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 14	PHB: pg.269
<b>Repair Minor Damage</b> <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 12	Is This : Pg.173
<b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	17	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 12	PHB: pg.272
<b>Silent Portal</b> <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	17	Will negates [object]	1 standard action	1 minute/level [D]	Close (55 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 12	Is This : Pg.190
<b>Sonic Snap</b> <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	17	Will partial	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 12	Is This : Pg.195
* =Domain/Specialty Spell									

# Wizard Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stick</div> </div>	17	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	Is This : Pg.206
<b>Effect:</b> Sticks one object to another; see text.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Touch of Fatigue</div> </div>	17	Fortitude negates	1 standard action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: pg.294
<b>Effect:</b> Touch attack fatigues target.									
								Target: Creature touched	Caster Level: 12

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Benign Transposition</div> </div>		None	1 standard action	Instantaneous	Medium (220 ft.)	V	No	Conjuration (Teleportation)	Is This : Pg.27
<b>Effect:</b> Two target creatures instantly swap positions.								Target: Two willing creatures of up to Large size	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Burning Hands</div> </div>	18	Reflex half	1 standard action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.207
<b>Effect:</b> 1d4/level [max 5d4] fire damage								Target: Cone-shaped burst	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Change to Tenser's Floating Disk</div> </div>		None	1 standard action	1 hour/level	Close (55 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.294
<b>Effect:</b> Creates 3-ft.-diameter horizontal disk that holds 1200 lbs								Target: 3-ft.-diameter disk of force	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Color Spray</div> </div>	18	Will negates	1 standard action	Instantaneous; see text	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting]	PHB: pg.210
<b>Effect:</b> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.								Target: Cone-shaped burst	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Comprehend Languages</div> </div>		None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
<b>Effect:</b> You understand all spoken and written languages.								Target: You	Caster Level: 14
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Deep Breath</div> </div>	18	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	Is This : Pg.61
<b>Effect:</b> Your lungs are constantly filled with air for the duration of the spell.								Target: You	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Disguise Self</div> </div>		None	1 standard action	10 minutes/level [D]	Personal	V,S	No	Illusion (Glamour)	PHB: pg.222
<b>Effect:</b> Changes your appearance.								Target: You	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Distract Assailant</div> </div>	18	Will negates	1 swift action	1 round	Close (55 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	Is This : Pg.69
<b>Effect:</b> Target is flatfooted till next turn.								Target: One creature	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Enlarge Person</div> </div>	18	Fortitude negates	1 round	1 minute/level [D]	Close (55 ft.)	V,S,M	Yes	Transmutation	PHB: pg.226
<b>Effect:</b> Creatures size increases to next category								Target: One humanoid creature	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Erase</div> </div>	18	See text	1 standard action	Instantaneous	Close (55 ft.)	V,S	No	Transmutation	PHB: pg.227
<b>Effect:</b> Mundane or magical writing vanishes.								Target: One scroll or two pages	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Expeditious Retreat</div> </div>		None	1 standard action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: pg.228
<b>Effect:</b> Your speed increases by 30 ft.								Target: You	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Grease</div> </div>	18	See text	1 standard action	1 round/level [D]	Close (55 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.237
<b>Effect:</b> Makes 10-ft. square or one object slippery.								Target: One object or a 10-ft. square	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Master's Touch</div> </div>	18	Will negates (harmless)	1 immediate action	Instantaneous	Close (60 ft.)	V	Yes (harmless)	Divination	PHB II: pg.119
<b>Effect:</b> Subject gains +4 insight bonus to one skill check.								Target: One creature	Caster Level: 14
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Orb of Fire, Lesser</div> </div>		None	1 standard action	Instantaneous	Close (55 ft.)	V,S	No	Conjuration (Creation) [Fire]	Is This : Pg.151
<b>Effect:</b> 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: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ray of Clumsiness</div> </div>		None	1 standard action	Instantaneous	Close (55 ft.)	V,S	No	Abjuration	Is This : Pg.166
<b>Effect:</b> Interferes with magical animation dealing 1d6 per caster level [max 15d6].								Target: Ray and One construct	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scholar's Touch</div> </div>		None	1 standard action	Concentration, up to 14 rounds	Personal	V,S,M,F	No	Divination	Race Des: Pg.167
<b>Effect:</b> 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: 14
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Silent Image</div> </div>	18	Will disbelief (if interacted with)	1 standard action	Concentration	Long (880 ft.)	V,S,F	No	Illusion (Figment)	PHB: pg.279
<b>Effect:</b> Creates minor illusion of your design.								Target: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stand</div> </div>	18	Will negates (harmless)	1 immediate action	Instantaneous	Close (55 ft.)	V,S	Yes (harmless)	Conjuration (Teleportation)	PHB II: pg.125
<b>Effect:</b> Subject immediately stands, without provoking attacks of opportunity.								Target: One willing prone creature	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Whelm</div> </div>	18	Will negates	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.128
<b>Effect:</b> Deal 1d6 nonlethal damage plus 1d6 for every two caster levels beyond 1st [max 5d6 @ 9th].								Target: One living creature	Caster Level: 12

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Alarm, Greater</div> </div>		None	1 standard action	2 hours/level; see text	Close (55 ft.)	V,S,F	No	Abjuration	Is This : Pg.8
<b>Effect:</b> Wards an area; see text.								Target: 20-ft.-radius emanation centered on a point in space	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Black Karma Curse</div> </div>	19	Will negates	1 standard action	Instantaneous	Close (55 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.103
<b>Effect:</b> If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack.								Target: One creature	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Combust</div> </div>	19	Reflex partial	1 standard action	Instantaneous; see text	Touch	V,S,M	Yes	Evocation [Fire]	Is This : Pg.50
<b>Effect:</b> Creature takes 1d8/level [Max 10d8] fire damage, object burns taking 1d6 fire round until extinguished.								Target: Touched creature or combustible object that weighs no more than 25 lb/level	Caster Level: 12
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Detect Thoughts</div> </div>	19	Will negates; see text	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,F/DF	No	Divination [Mind-Affecting]	PHB: pg.220
<b>Effect:</b> Allows 'listening' to surface thoughts.								Target: Cone-shaped emanation	Caster Level: 14
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>False Life</div> </div>		None	1 standard action	1 hour/level or until discharged; see text	Personal	V,S,M	No	Necromancy	PHB: pg.229
<b>Effect:</b> Gain 1d10 +1/level [max +10] temporary hp								Target: You	Caster Level: 12

\* =Domain/Specialty Spell

## Wizard Spells

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

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alter Fortune		None	1	Instantaneous	Close (60 ft.)	V,X	No	Divination	PHB II: pg.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.					Target: One creature			Caster Level: 14	
Anticipate Teleportation		None	10 minutes	1 hour/level	One willing creature	V,S,F	No	Abjuration	Is This : Pg.13
<i>Effect:</i> Delays teleportation into the area also making the creature aware of them.					Target: 5-ft./level radius emanation from touched creature			Caster Level: 12	
Arcane Sight		None	1 standard	1 minute/level [D] action	Personal	V,S	No	Divination	PHB: pg.201
<i>Effect:</i> Magical auras become visible to you.					Target: You			Caster Level: 14	
Chain Missile		None	1 standard	Instantaneous action	Long (880 ft.)	V,S	Yes	Evocation [Force]	Is This : Pg.44
<i>Effect:</i> Creates 1 missile/2 levels that deals 1d4+1 [Max 10d4+10] each to the primary target, each secondary target takes only 1d4+1 from onewithin 30 ft. of the primary target missile.					Target: One creature, + one/2 levels which must be			Caster Level: 12	
Clairaudience/Clairvoyance		None	10 minutes	1 minute/level [D]	Long (960 ft.)	V,S,F/DF	No	Divination (Scrying)	PHB: pg.209
<i>Effect:</i> Hear or see at a distance for 1 minutes/level.					Target: Magical sensor			Caster Level: 14	
Corpse Candle		None	1 standard	1 minute/level [D]; see text action	Close (55 ft.)	S,M	No	Conjuration (Creation)	Is This : Pg.53
<i>Effect:</i> Create ghostly hand and candle that sheds 5 ft. of light, you can direct it to mave 50 ft a round. Reveals hidden, ethereal, and invisible beings and items.					Target: Ghostly hand and candle			Caster Level: 12	
Deeper Darkvision	20	Will negates [harmless]	1 standard	1 hour/level action	Touch	V,S,M	Yes	Transmutation	Is This : Pg.62
<i>Effect:</i> The subject gains the ability to see 90 feet in total darkness.					Target: Creature touched			Caster Level: 12	
Dispel Magic		None	1 standard	Instantaneous action	Medium (220 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst			Caster Level: 12	
* =Domain/Speciality Spell									



## Wizard Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dragonskin</div> </div>	20	N/A	1 standard 10 minutes/level action	Personal	S,M	N/A	Transmutation	Is This : Pg.73
<i>Effect:</i> Gain armor enhancement bonus of +1/2 levels [max +5] and energy resistance 10 [20 after 10th level] to one energy type.								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Enhance Familiar</div> </div>		None	1 standard 1 hour/level action	Touch	V,S	Yes [harmless]	Universal	Is This : Pg.81
<i>Effect:</i> Grants familiar +2 bonus on saves, attack rolls and melee damage, as well as a +2 bonus to AC.								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Haste</div> </div>	20	Fortitude negates (harmless)	1 standard 1 round/level action	Close (55 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: pg.239
<i>Effect:</i> 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mage Armor, Greater</div> </div>	20	Will negates [harmless]	1 standard 1 hour/level [D] action	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force]	Is This : Pg.136
<i>Effect:</i> As mage armor, except gain +6 armor bonus.								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Circle against Evil</div> </div>	20	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Nondetection</div> </div>	20	Will negates (harmless, object)	1 standard 1 hour/level action	Touch	V,S,M	Yes (harmless, object)	Abjuration	PHB: pg.257
<i>Effect:</i> Hides subject from divination, scrying.								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Phantom Steed</div> </div>		None	10 minutes 1 hour/level [D]	0 ft.	V,S	No	Conjuration (Creation)	PHB: pg.260
<i>Effect:</i> Magic horse appears for 1 hour/level.								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scintillating Sphere</div> </div>	20	Reflex half	1 standard Instantaneous action	Long (880 ft.)	V,S,M	Yes	Evocation [Electricity]	Is This : Pg.181
<i>Effect:</i> As fireball, 1d6/caster level [max 10d6] of electrical damage.								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shrink Item</div> </div>	20	Will negates (object)	1 standard 1 day/level; see text action	Touch	V,S	Yes (object)	Transmutation	PHB: pg.279
<i>Effect:</i> Object shrinks to one-sixteenth size.								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spell Vulnerability</div> </div>	20	Fortitude negates	1 round 1 minute/level	Close (55 ft.)	V,S	No	Transmutation	Is This : Pg.200
<i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Suspended Silence</div> </div>	20	None [object]	1 standard 24 hours or until discharged, then 6 rounds; see text action	Touch	V,S,M	No [object]	Illusion (Glamer)	Is This : Pg.216
<i>Effect:</i> Imbue object with held silence spell until command word is used.								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Tongues</div> </div>	20	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V, M/DF	No	Divination	PHB: pg.294
<i>Effect:</i> Speak any language.								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Vampiric Touch</div> </div>		None	1 standard Instantaneous/1 hour; see text action	Touch	V,S	Yes	Necromancy	PHB: pg.298
<i>Effect:</i> Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.								

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Arcane Eye</div></div>		None	10 minutes	1 minute/level [D]	Unlimited	V,S,M	No	Divination (Scrying)	PHB: pg.200
<i>Effect:</i> Invisible floating eye moves 30 ft./round.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 14	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Baleful Blink</div></div>	21	Fortitude negates	1 standard	1 round/level action	Close (55 ft.)	V	No	Transmutation	PHB II: pg.102
<i>Effect:</i> Creature has 50% miss chance on any attack. No miss chance to hit affected creature.					<i>Target:</i> One creature			<i>Caster Level:</i> 12	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Celerity</div></div>			1 immediate	Instantaneous action	Personal	V		Transmutation	PHB II: pg.105
<i>Effect:</i> Can immediately take a standard action as if you had readied an action. You are dazed until the end of your next turn.					<i>Target:</i> You			<i>Caster Level:</i> 12	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Change to Evard's Black Tentacles</div></div>		None	1 standard	1 round/level [D] action	Medium (220 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.228
<i>Effect:</i> Tentacles grapple all within 15 ft. spread.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 12	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Detect Scrying</div></div>		None	1 standard	24 hours action	40 ft.	V,S,M	No	Divination	PHB: pg.219
<i>Effect:</i> Alerts you of magical eavesdropping.					<i>Target:</i> 40-ft.-radius emanation centered on you			<i>Caster Level:</i> 14	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Dimensional Anchor</div></div>		None	1 standard	1 minute/level action	Medium (220 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.221
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray			<i>Caster Level:</i> 12	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Forceward</div></div>	21	Will negates; see text	1 round	1 minute/level	15 ft.	V,S	Yes	Abjuration [Force]	Is This : Pg.98
<i>Effect:</i> Create an unmoving, transparent sphere of force centered on you; see text					<i>Target:</i> 15-ft.-radius sphere centered on you			<i>Caster Level:</i> 12	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Invisibility, Greater</div></div>	21	Will negates (harmless)	1 standard	1 round/level [D] action	Personal or touch	V,S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	PHB: pg.245
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.					<i>Target:</i> You or creature touched			<i>Caster Level:</i> 12	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Know Vulnerabilities</div></div>	21	Will negates	1 standard	Instantaneous action	Close (60 ft.)	V,S	Yes	Divination	Is This : Pg.129
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.					<i>Target:</i> One creature			<i>Caster Level:</i> 14	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Orb of Acid</div></div>	21	Fortitude partial; see text	1 standard	Instantaneous action	Close (55 ft.)	V,S	No	Conjuration (Creation) [Acid]	Is This : Pg.150
<i>Effect:</i> Ranged Touch attack deals 1d6 points of acid damage per caster level [max 15d6]. Fort save to avoid becoming sick for 1 round.					<i>Target:</i> One orb of acid			<i>Caster Level:</i> 12	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Otiluke's Resilient Sphere</div></div>	21	Reflex negates	1 standard	1 minute/level [D] action	Close (55 ft.)	V,S,M	Yes	Evocation [Force]	PHB: pg.258
<i>Effect:</i> Force globe protects but traps one subject.					<i>Target:</i> 1 ft./level diameter sphere, centered around a creature			<i>Caster Level:</i> 12	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Polymorph</div></div>		None	1 standard	1 minute/level [D] action	Touch	V,S,M	No	Transmutation	PHB: pg.263
<i>Effect:</i> Gives one willing subject a new form.					<i>Target:</i> Willing living creature touched			<i>Caster Level:</i> 12	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Vortex of Teeth</div></div>		None	1 standard	1 round/level [D] action	Medium (220 ft.)	V,S,M	Yes	Evocation [Force]	Is This : Pg.232
<i>Effect:</i> Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.					<i>Target:</i> Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center]			<i>Caster Level:</i> 12	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Wall of Fire</div></div>		None	1 standard	Concentration + 1 round/level action	Medium (220 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.298
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage					<i>Target:</i> Opaque sheet of flame up to 20 ft./level long or a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high			<i>Caster Level:</i> 12	

\* =Domain/Specialty Spell



# Wizard Spells

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Anticold Sphere		None	1 standard action	10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold]	Is This : Pg.13
<i>Effect:</i> Immune to cold and Hedge creatures of the cold subtype.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 12	
□□□□□ Change to Leomund's Secret Chest		None	10 minutes	Sixty days or until discharged	See text	V,S,F	No	Conjuration (Summoning)	PHB: pg.247
<i>Effect:</i> Hides expensive chest on Ethereal Plane; you retrieve it at will.					<i>Target:</i> One chest and up to 1 cu. ft./level. of goods			<i>Caster Level:</i> 12	
□□□□□ Change to Mordenkainen's Faithful Hound		None	1 standard action	1 hour/level or until discharged, then 1 round/level; see text	Close (55 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.255
<i>Effect:</i> Phantom dog can guard, attack.					<i>Target:</i> Phantom watchdog			<i>Caster Level:</i> 12	
□□□□□ Dimension Shuffle	22	Will negates; see text	1 standard action	Instantaneous	Close (55 ft.)	V	Yes	Conjuration (Teleportation)	PHB II: pg.110
<i>Effect:</i> Teleport any subject creature to any other spot within 30 ft. [See restrictions in text].					<i>Target:</i> One creature/level, no two of which can are more than 30 ft. apart			<i>Caster Level:</i> 12	
□□□□□ Dragonsight	22	N/A	1 standard action	1 hour/level [D]	Personal	V,S,F	N/A	Transmutation	Is This : Pg.73
<i>Effect:</i> Gain low-light vision, darkvision [10 ft per caster level] and blindsense [5 ft. per caster level].					<i>Target:</i> You			<i>Caster Level:</i> 12	
□□□□□ Etherealness, Swift	22	Will negates	1 swift action	1 round	Close (55 ft.)	V,S	Yes	Transmutation	PHB II: pg.113
<i>Effect:</i> Subject becomes ethereal until the end of it's next turn.					<i>Target:</i> One willing creature			<i>Caster Level:</i> 12	
□□□□□ Feeblemind	22	Will negates; see text	1 standard action	Instantaneous	Medium (220 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.229
<i>Effect:</i> Subject's Int and Cha drop to 1.					<i>Target:</i> One creature			<i>Caster Level:</i> 12	
□□□□□ Fire Shield, Mass	22	Will negates [harmless]	1 round	1 round/level [D]	Close (55 ft.)	V,S,M	Yes [harmless]	Evocation [Fire or Cold]	Is This : Pg.92
<i>Effect:</i> Creatures attacking subjects take fire damage; you're protected from heat or cold.					<i>Target:</i> One or more allied creatures, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 12	
□□□□□ Hidden Lodge		None	10 minutes	24 hours	Close (55 ft.)	V,S,F	No	Conjuration (Creation)	Is This : Pg.113
<i>Effect:</i> As leomund's secure shelter, except it is camouflaged.					<i>Target:</i> 20-ft.-square structure			<i>Caster Level:</i> 12	
□□□□□ Lucent Lance		None	1 standard action	Instantaneous	Close (55 ft.)	V,S,F	Yes; see text	Transmutation [Light]	Is This : Pg.134
<i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text.					<i>Target:</i> Ray			<i>Caster Level:</i> 12	
□□□□□ Permanency		None	2 rounds	Permanent; see text	See text	V,S, XP	No	Universal	PHB: pg.259
<i>Effect:</i> Makes certain spells permanent.					<i>Target:</i> See text			<i>Caster Level:</i> 12	
□□□□□ Rary's Telepathic Bond		None	1 standard action	10 minutes/level [D]	Close (60 ft.)	V,S,M	No	Divination	PHB: pg.268
<i>Effect:</i> Link lets allies communicate.					<i>Target:</i> You plus One willing creature/per 3 levels, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 14	
□□□□□ Teleport	22	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	PHB: pg.292
<i>Effect:</i> Instantly transports you as far as 100 miles/level.					<i>Target:</i> You and touched objects or other touched willing creatures			<i>Caster Level:</i> 12	
□□□□□ Transmute Rock to Mud	22	See text	1 standard action	Permanent; see text	Medium (220 ft.)	V,S,M/DF	No	Transmutation [Earth]	PHB: pg.295
<i>Effect:</i> Transforms 2 10-ft. cubes/level.					<i>Target:</i> Up to two 10 ft. cubes/level [S]			<i>Caster Level:</i> 12	

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Antimagick Field		None	1 standard action	10 minutes/level [D]	10 ft.	V,S,M/DF	See text	Abjuration	PHB: pg.200
<i>Effect:</i> Negates magic within 10 ft.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 12	
□□□□□ Disintegrate	23	Fortitude partial (object)	1 standard action	Instantaneous	Medium (220 ft.)	V,S,M/DF	Yes	Transmutation	PHB: pg.222
<i>Effect:</i> Makes one creature or object vanish.					<i>Target:</i> Ray			<i>Caster Level:</i> 12	
□□□□□ Dispel Magic, Greater		None	1 standard action	Instantaneous	Medium (220 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 12	
□□□□□ Freezing Fog	23	Reflex partial; see text	1 standard action	1 minute/level	Medium (220 ft.)	V,S	No	Conjuration (Creation) [Cold]	Is This : Pg.99
<i>Effect:</i> Grants concealment and inflicts 1d6 damage each round.					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high			<i>Caster Level:</i> 12	
□□□□□ Legend Lore		None	See text	See text	Personal	V,S,M,F	No	Divination	PHB: pg.246
<i>Effect:</i> Lets you learn tales about a person, place, or thing.					<i>Target:</i> You			<i>Caster Level:</i> 14	
□□□□□ Make Manifest	23	Will negates	1 standard action	1 round/level	Close (55 ft.)	V,S,M	Yes	Transmutation	Is This : Pg.137
<i>Effect:</i> Cause one creature on a coexistent plane to appear on your plane; see text.					<i>Target:</i> One creature			<i>Caster Level:</i> 12	
□□□□□ Planar Binding	23	Will negates	10 minutes	Instantaneous	Close (55 ft.)	V,S	No and Yes; see text	Conjuration (Calling)	PHB: pg.262
<i>Effect:</i> As lesser planar binding, but up to 12 HD.					<i>Target:</i> Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear			<i>Caster Level:</i> 12	
□□□□□ Resistance, Superior	23	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,M/DF	Yes [harmless]	Abjuration	Is This : Pg.174
<i>Effect:</i> As resistance, except you grant the subject +6 resistance bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 12	
□□□□□ Ruby Ray of Reversal		None	1 standard action	Instantaneous	Medium (220 ft.)	V,S,M	No	Abjuration	PGtF: pg.110
<i>Effect:</i> Eliminates hazard both magical and non-magical; see text					<i>Target:</i> One natural or magical hazard; see text			<i>Caster Level:</i> 12	

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Forcecage		None	1 standard action	2 hours/level [D]	Close (55 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.233
<i>Effect:</i> Cube or cage of force imprisons all inside.					<i>Target:</i> Barred cage 20 or windowless cell 10			<i>Caster Level:</i> 12	
□□□□□ Ruby Ray of Reversal		None	1 standard action	Instantaneous	Medium (220 ft.)	V,S,M	No	Abjuration	PGtF: pg.110
<i>Effect:</i> Eliminates hazard both magical and non-magical; see text					<i>Target:</i> One natural or magical hazard; see text			<i>Caster Level:</i> 12	

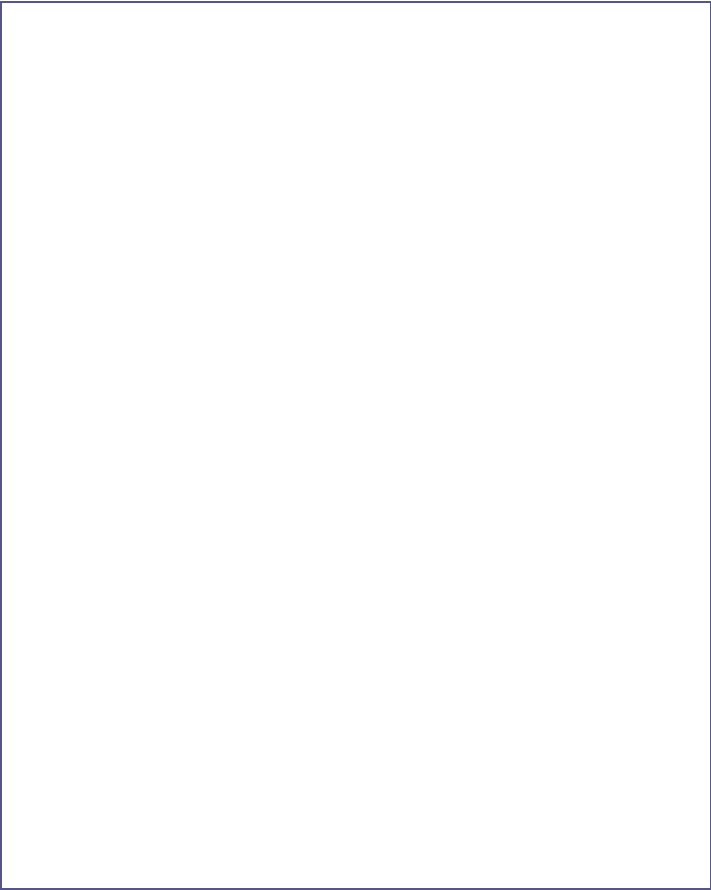
\* =Domain/Specialty Spell

## Wizard Spells LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Celerity, Greater			1 immediate action	Instantaneous	Personal	V		Transmutation	PHB II: pg.105
<i>Effect:</i> Can immediately take a full action or [standard and move action] as if you had readied an action. You are dazed until the end of your next turn.					<i>Target:</i> You			<i>Caster Level:</i> 12	
☐☐☐☐☐ Discern Location		None	10 minutes	Instantaneous	Unlimited	V,S, DF	No	Divination	PHB: pg.222
<i>Effect:</i> Reveals exact location of creature or object.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 14	
☐☐☐☐☐ Excavate		None	1 standard action	Instantaneous	Close (55 ft.)	V,S,M	No	Transmutation	Is This : Pg.85
<i>Effect:</i> As with passwall, create tunnel/passage through wooden, plaster or stone walls, but not through metal or harder material.					<i>Target:</i> One 5-ft.-by 8 ft. opening, 1 ft. deep/level			<i>Caster Level:</i> 12	
* =Domain/Speciality Spell									



Pryad



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

Description:  
Spell Points: 143

Biography:

## Notes:

### Character Sheet Notes:

Spell Points: +11