

# Pryad

NAME  
Wiz7 Dor1  
CLASS  
8  
Character Level

28000  
EXPERIENCE  
36000  
NEXT LEVEL

# Jason

PLAYERNAME  
Elf, Fire  
RACE  
132  
AGE

Medium  
SIZE  
Male  
GENDER

# Amaunator

DEITY  
5' 9"  
HEIGHT  
Violet - lt red  
EYES  
120 lbs.  
WEIGHT  
Flame Orange,  
HAIR

# Lawful Neutral

ALIGNMENT  
Low-light  
VISION  
-1  
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	13	+1	13	+1	13	+1
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	21	+5	23	+6	23	+6
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1
<b>CHA</b> Charisma	13	+1	13	+1	13	+1

<b>VP</b> Vitality		45	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		<b>WP</b> Wound Points		14	DAMAGE REDUCTION		SPEED Walk 40 ft.															
<b>AC</b> armor class		20	:	17	:	15	=	10	+	3	+	0	+	3	+	0	+	2	+	2			0	+	0	0	
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST	
<b>INITIATIVE</b> modifier		+7		=		+3		+		+4		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)	+6	= +2	+ +2	+ +2	+ +0	+ +0		
<b>REFLEX</b> (dexterity)	+7	= +2	+ +3	+ +2	+ +0	+ +0		
<b>WILL</b> (wisdom)	+10	= +7	+ +1	+ +2	+ +0	+ +0		

		TOTAL		BASE ATTACK BONUS			STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+4	=	+3	+	+1	+	+0	+	+0	+	
<b>RANGED</b> attack bonus	+6	=	+3	+	+3	+	+0	+	+0	+	
<b>GRAPPLE</b> attack bonus	+4	=	+3	+	+1	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3+1	20/x2	5 ft.

Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d6+1				
Special Properties					

*Rapier +2	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	18-20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+6	1d6+3	2W-P-(OH)	+0	1d6+3
1H-O	+2	1d6+2	2W-P-(OL)	+2	1d6+3
2H	+6	1d6+3	2W-OH	-4	1d6+2
Special Properties					

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Amulet of Natural Armor +2		+2	+0	0	
*Bracers of Armor +3		+3	+0	0	
*Ring of Protection +2		+2	+0	0	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	11/5.5	MISC MODIFIER
✓ Appraise	INT	6	=	6	+	+
✓ Balance	DEX	3	=	3	+	+
✓ Bluff	CHA	1	=	1	+	+
✓ Climb	STR	1	=	1	+	+
✓ Concentration	CON	13	=	2	+	11.0 +
✓ Craft (Alchemy)	INT	9	=	6	+	3.0 +
✓ Craft (Untrained)	INT	6	=	6	+	+
✓ Diplomacy	CHA	1	=	1	+	+
✓ Disguise	CHA	1	=	1	+	+
✓ Escape Artist	DEX	3	=	3	+	+
✓ Forgery	INT	6	=	6	+	+
✓ Gather Information	CHA	1	=	1	+	+
✓ Heal	WIS	1	=	1	+	+
✓ Hide	DEX	3	=	3	+	+
✓ Intimidate	CHA	1	=	1	+	+
✓ Jump	STR	5	=	1	+	+
Knowledge (Arcana)	INT	19	=	6	+	11.0 + 2
Knowledge (Architecture and Engineering)	INT	11	=	6	+	5.0 +
Knowledge (Dungeoneering)	INT	9	=	6	+	3.0 +
Knowledge (Nature)	INT	9	=	6	+	3.0 +
Knowledge (Religion)	INT	19	=	6	+	10.0 + 3
Knowledge (The Planes)	INT	12	=	6	+	6.0 +
✓ Listen	WIS	3	=	1	+	+
✓ Move Silently	DEX	3	=	3	+	+
✓ Ride	DEX	3	=	3	+	+
✓ Search	INT	12	=	6	+	4.0 + 2
Search (Secret doors and hidden compartments)	INT	14	=	6	+	4.0 + 4
✓ Sense Motive	WIS	1	=	1	+	+
✓ Spellcraft	INT	19	=	6	+	11.0 + 2
✓ Spot	WIS	3	=	1	+	+
✓ Survival	WIS	1	=	1	+	+
✓ Swim	STR	1	=	1	+	+
✓ Tumble	DEX	7	=	3	+	4.0 +
✓ Use Rope	DEX	3	=	3	+	+
			=	+	+	+
			=	+	+	+
✓: can be used untrained. X: exclusive skills						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Natural Armor +2	Equipped	1	0.0	8000.0	
Arrows + of Flaming	Equipped	8	3.0	3321.0	
(Arrows +1 (20/Flaming)), +1d6 fire damage					
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Bracers of Armor +3	Equipped	1	1.0	9000.0	
Cloak of Resistance +2	Equipped	1	1.0	4000.0	
Headband of Intellect +2	Equipped	1	0.0	4000.0	
Scholar's Outfit	Equipped	1	6.0	0.0	
Quarterstaff	Carried	1	4.0	0.0	
Rapier +2	Equipped	1	2.0	8320.0	
Ring of Elemental Command (Fire)	Equipped	1	0.0	200000.0	
Ring of Protection +2	Equipped	1	0.0	8000.0	
Spell Component Pouch	Equipped	1	2.0	5.0	
Spellbook (Wizard's/Blank)	Equipped	1	3.0	15.0	
Wand (Detect Magic/Wizard/1st)	Equipped	1	0.0	315.0	
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Wand (Fear/Wizard/7th)	Equipped	1	0.0	11340.0	
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Wand (Invisibility/Wizard/3rd)	Equipped	1	0.0	1530.0	
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Wand (Levitate/Wizard/3rd)	Equipped	1	0.0	3780.0	
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Wand (Magic Missile/Wizard/3rd)	Equipped	2	0.0	900.0	
(0.0) (1800.0)					
Wand (Wall of Ice (Ice Plane)/Wizard/7th)	Equipped	1	0.0	2100.0	
□□□□□□					
TOTAL WEIGHT CARRIED/VALUE			37 lbs.288773.0		
gp					

## SPECIAL ABILITIES

+1 Racial Bonus on attacks against creatures of the Water Subtype

+2 racial saving throw bonus against enchantment spells or effects.

-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

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.

Cast Divination spells at +2 caster levels.

Cold Vulnerability (Ex): Take 50% more damage from cold based attacks

Curse: May RAGE under stress.

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.

Fire Resistance 15

FireBurst (Su): 3/day (recharge 1d4 rounds); Rage may trigger this effect

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)

Flame Touched (Ex): Movement increased

Immunity to magic sleep effects.

Literacy: Character is able to read & write in any language he can speak.

Oracle Domain granted

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.

Scry Bonus (Su): A divine oracle add a +1 sacred bonus to the save DC of all her divination (scrying) spells.

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.

Summon Familiar

Warm to the touch (Ex): You radiate warmth

DOMAINS	
Oracle	Cast Divination spells at +2 caster levels.

LANGUAGES
Common, Draconic, Elven, Gnomish, Goblin, Sylvan

## Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐	Fireburst	19	Reflex half	1 standard	Instantaneous	10 ft.	V,S,M	Yes	Evocation [Fire]	SC: 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> 8	
* =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	5	5	4	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.	17	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.	17	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].	17	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.	17	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.	17	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.	17	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.	17	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 10	PHB: pg.219
<b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	17	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Divination <i>Caster Level:</i> 10	PHB: pg.219
<b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.	17	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.	17	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].	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	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.	17	None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 10	PHB: pg.269
<b>Repair Minor Damage</b> <i>Effect:</i> Repair a construct 1 point of damage.	17	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.	17	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.].	17	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.	17	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

# 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	SC: Pg.206
<b>Effect:</b> Sticks one object to another; see text.								Target: Nonmagical, unattended object weighing up to 5lbs Caster Level: 8	
<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: 8	

## 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>	18	None	1 standard action	Instantaneous	Medium (180 ft.)	V	No	Conjuration (Teleportation)	SC: Pg.27
<b>Effect:</b> Two target creatures instantly swap positions.								Target: Two willing creatures of up to Large size Caster Level: 8	
<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: 8	
<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: 8	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Comprehend Languages</div> </div>	18	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: 10	
<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]	SC: Pg.61
<b>Effect:</b> Your lungs are constantly filled with air for the duration of the spell.								Target: You Caster Level: 8	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Disguise Self</div> </div>	18	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: 8	
<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 (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.69
<b>Effect:</b> Target is flatfooted till next turn.								Target: One creature Caster Level: 8	
<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 (45 ft.)	V,S,M	Yes	Transmutation	PHB: pg.226
<b>Effect:</b> Creatures size increases to next category								Target: One humanoid creature Caster Level: 8	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Expeditious Retreat</div> </div>	18	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: 8	
<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 (45 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: 8	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Orb of Fire, Lesser</div> </div>	18	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Fire]	SC: 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: 8	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ray of Clumsiness</div> </div>	18	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Abjuration	SC: Pg.166
<b>Effect:</b> Interferes with magical animation dealing 1d6 per caster level [max 15d6].								Target: Ray and One construct Caster Level: 8	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scholar's Touch</div> </div>	18	None	1 standard action	Concentration, up to 10 rounds	Personal	V,S,M,F	No	Divination	Is This : Races of Destiny 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: 10	
<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 (720 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: 8	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Tenser's Floating Disk</div> </div>	18	None	1 standard action	1 hour/level	Close (45 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.294
<b>Effect:</b> Creates 3-ft.-diameter horizontal disk that holds 800 lbs								Target: 3-ft.-diameter disk of force Caster Level: 8	

## 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>Belker Claws</div> </div>	19	None	1 standard action	Instantaneous [1 round/3 levels max 4 rounds]	Touch	V,S,M	Yes	Transmutation [Air]	SC: Pg.26
<b>Effect:</b> Successful touch attack deals 2d12 points of damage.								Target: Living creature Caster Level: 8	
<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 (45 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: 8	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>False Life</div> </div>	19	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: 8	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Force Ladder</div> </div>	19	None	1 standard action	1 minute/level	Close (45 ft.)	V,S,F	No	Evocation [Force]	SC: Pg.97
<b>Effect:</b> Creates a ladder from 10 to 60 ft. long by 2 ft. wide.								Target: One ladder of force 2 ft. wide and anywhere from 10 to 60 ft. long Caster Level: 8	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Glitterdust</div> </div>	19	Will negates (blinding only)	1 standard action	1 round/level	Medium (180 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.236
<b>Effect:</b> Blinds creatures, outlines invisible creatures.								Target: Creatures and objects within 10-ft.-radius spread Caster Level: 8	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ironthunder Horn</div> </div>	19	Reflex negates	1 standard action	Instantaneous	30 ft.	V,S	Yes	Transmutation [Sonic]	SC: Pg.126
<b>Effect:</b> Creatures must save or be knocked prone.								Target: Cone-shaped burst Caster Level: 8	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Knock</div> </div>	19	None	1 standard action	Instantaneous; see text	Medium (180 ft.)	V	No	Transmutation	PHB: pg.246
<b>Effect:</b> Opens locked or magically sealed door.								Target: One door, box, or chest with an area of up to 10 sq. ft./level Caster Level: 8	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mechanus Mind</div> </div>	19	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.140
<b>Effect:</b> Subject +4 resistance bonus on Will saves; see text								Target: Creature touched Caster Level: 8	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mirror Image</div> </div>	19	None	1 standard action	1 minute/level [D]	Personal; see text	V,S	No	Illusion (Figment)	PHB: pg.254
<b>Effect:</b> Creates decoy duplicates of you [1d4 +1/3 levels, max +8].								Target: You Caster Level: 8	
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Protection from Arrows</div> </div>	19	Will negates (harmless)	1 standard action	1 hour/level or until discharged	Touch	V,S,F	Yes (harmless)	Abjuration	PHB: pg.266
<b>Effect:</b> Subject immune to most ranged attacks.								Target: Creature touched Caster Level: 8	

\* =Domain/Speciality Spell

## Wizard Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scorching Ray</div> </div>	19	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.274
<i>Effect:</i> 2 rays, ranged touch attack deals 4d6 fire damage.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shatter</div> </div>	19	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: pg.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shroud of Undeath</div> </div>	19	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: Pg.189
<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.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Slide, Greater</div> </div>	19	Will negates	1 standard action	Instantaneous	Medium (180 ft.)	V	Yes	Transmutation	SC: Pg.192
<i>Effect:</i> Slide the subject 20 feet in any direction; does not provoke attack of opportunity.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spectral Hand</div> </div>	19	None	1 standard action	1 minute/level [D]	Medium (180 ft.)	V,S	No	Necromancy	PHB: pg.282
<i>Effect:</i> Creates disembodied glowing hand to deliver touch attacks.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Web</div> </div>	19	Reflex negates; see text	1 standard action	10 minutes/level [D]	Medium (180 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.301
<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
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Alter Fortune</div> </div>	20	None	1 immediate action	Instantaneous	Close (50 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.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Chain Missile</div> </div>	20	None	1 standard action	Instantaneous	Long (720 ft.)	V,S	Yes	Evocation [Force]	SC: 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 one within 30 ft. of the primary target									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Corpse Candle</div> </div>	20	None	1 standard action	1 minute/level [D]; see text	Close (45 ft.)	S,M	No	Conjuration (Creation)	SC: Pg.53
<i>Effect:</i> Create ghostly hand and candle that sheds 5 ft. of light, you can direct it to move 50 ft a round. Reveals hidden, ethereal, and invisible beings and items.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dispel Magic</div> </div>	20	None	1 standard action	Instantaneous	Medium (180 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dragonskin</div> </div>	20	N/A	1 standard action	10 minutes/level	Personal	S,M	N/A	Transmutation	SC: 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>	20	None	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Universal	SC: 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 action	1 round/level	Close (45 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 action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force]	SC: 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 action	10 minutes/level	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>Phantom Steed</div> </div>	20	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 action	Instantaneous	Long (720 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: 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 action	1 day/level; see text	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 (45 ft.)	V,S	No	Transmutation	SC: 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 action	24 hours or until discharged, then 6 rounds; see text	Touch	V,S,M	No [object]	Illusion (Glamour)	SC: 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 action	10 minutes/level	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>Tremorsense</div> </div>	20	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,F/DF	N/A	Transmutation	SC: Pg.224
<i>Effect:</i> You can automatically pinpoint the location of any object or creature within 30 feet that is in contact with the ground.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Vampiric Touch</div> </div>	20	None	1 standard action	Instantaneous/1 hour; see text	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>Baleful Blink</div> </div>	21	Fortitude negates	1 standard action	1 round/level	Close (45 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.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Celerity</div> </div>	21		1 immediate action	Instantaneous	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.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Evard's Black Tentacles</div> </div>	21	None	1 standard action	1 round/level [D]	Medium (180 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.228
<i>Effect:</i> Tentacles grapple all within 15 ft. spread.									

\* =Domain/Specialty Spell

## Wizard Spells

Forceward	21	Will negates; see text	1 round	1 minute/level	15 ft.	V,S	Yes	Abjuration [Force]	SC: 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> 8		
Invisibility, Greater	21	Will negates (harmless)	1 standard action	1 round/level [D]	Personal or touch	V,S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)	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> 8		
Know Vulnerabilities	21	Will negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Divination	SC: Pg.129
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.					<i>Target:</i> One creature		<i>Caster Level:</i> 10		
Orb of Acid	21	Fortitude partial; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Acid]	SC: 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> 8		
Otiluke's Resilient Sphere	21	Reflex negates	1 standard action	1 minute/level [D]	Close (45 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> 8		
Polymorph	21	None	1 standard action	1 minute/level [D]	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> 8		
Vortex of Teeth	21	None	1 standard action	1 round/level [D]	Medium (180 ft.)	V,S,M	Yes	Evocation [Force]	SC: 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> 8		
Wall of Fire	21	None	1 standard action	Concentration + 1 round/level	Medium (180 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> 8		

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Dimension Shuffle	22	Will negates; see text	1 standard action	Instantaneous	Close (45 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> 8		
Hidden Lodge	22	None	10 minutes	24 hours	Close (45 ft.)	V,S,F	No	Conjuration (Creation)	SC: 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> 8		
Leomund's Secret Chest	22	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> 8		
Lucent Lance	22	None	1 standard action	Instantaneous	Close (45 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SC: Pg.134
<i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text.					<i>Target:</i> Ray		<i>Caster Level:</i> 8		
Mordenkainen's Faithful Hound	22	None	1 standard action	1 hour/level or until discharged, then 1 round/level; see text	Close (45 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> 8		
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> 8		

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Legend Lore	23	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> 10		
Planar Binding	23	Will negates	10 minutes	Instantaneous	Close (45 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> 8		

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Forcecage	24	None	1 standard action	2 hours/level [D]	Close (45 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> 8		

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Celerity, Greater	25		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> 8		
Discern Location	25	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> 10		
Excavate	25	None	1 standard action	Instantaneous	Close (45 ft.)	V,S,M	No	Transmutation	SC: 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> 8		

\* =Domain/Speciality Spell







## Notes:

Character Sheet Notes: