

Vallard,

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

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

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

INITIATIVE modifier	+6	=	+3	+	+3	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+3							

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

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP	
MELEE attack bonus	+3	=	+3	+0	+0	+0	+0
RANGED attack bonus	+6	=	+3	+3	+0	+0	+0
GRAPPLE 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				
Special Properties	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	MISC MODIFIER
✓ 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	6	=	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.				
TOTAL WEIGHT CARRIED/VALUE			2 lbs.	16000.0 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
Acid Splash <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
Amanuesis <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
Arcane Mark <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
Caltrops <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
Dancing Lights <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
Daze <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
Detect Magic <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
Detect Poison <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
Disrupt Undead <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
Electric Jolt <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
Flare <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
Ghost Sound <i>Effect:</i> Figmnet sounds.	16	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (45 ft.)	V,S,M	No	Illusion (Figmnet) <i>Caster Level:</i> 8	PHB: pg.235
Launch Bolt <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
Launch Item <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
Light <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
Mage Hand <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
Mending <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
Message <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
Open/Close <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
Prestidigitation <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
Ray of Frost <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
Read Magic <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
Repair Minor Damage <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
Resistance <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
Silent Portal <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
Sonic Snap <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

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stick</div> </div> <div> <div>Effect:</div> <div>Sticks one object to another; see text.</div> </div>	16	Will negates [object]	1 standard	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.206
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Touch of Fatigue</div> </div> <div> <div>Effect:</div> <div>Touch attack fatigues target.</div> </div>	16	Fortitude negates	1 standard	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: pg.294

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> <div> <div>Effect:</div> <div>Two target creatures instantly swap positions.</div> </div>	17	None	1 standard	Instantaneous	Medium (180 ft.)	V	No	Conjuration (Teleportation)	SC: Pg.27
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Color Spray</div> </div> <div> <div>Effect:</div> <div>Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.</div> </div>	17	Will negates	1 standard	Instantaneous; see text	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting]	PHB: pg.210
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Comprehend Languages</div> </div> <div> <div>Effect:</div> <div>You understand all spoken and written languages.</div> </div>	17	None	1 standard	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Disguise Self</div> </div> <div> <div>Effect:</div> <div>Changes your appearance.</div> </div>	17	None	1 standard	10 minutes/level [D]	Personal	V,S	No	Illusion (Glamour)	PHB: pg.222
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Distract Assailant</div> </div> <div> <div>Effect:</div> <div>Target is flatfooted till next turn.</div> </div>	17	Will negates	1 swift	1 round	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.69
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ebon Eyes</div> </div> <div> <div>Effect:</div> <div>See normally in darkness both magical and natural.</div> </div>	17	None	1 standard	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.77
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Enlarge Person</div> </div> <div> <div>Effect:</div> <div>Creatures size increases to next category</div> </div>	17	Fortitude negates	1 round	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes	Transmutation	PHB: pg.226
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Familiar Pocket</div> </div> <div> <div>Effect:</div> <div>Creates an extra-dimensional safe haven for a Tiny or smaller familiar.</div> </div>	17	None	1 standard	1 hour/level [D]	Touch	V,S,M	No	Universal	SC: Pg.88
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Feather Fall</div> </div> <div> <div>Effect:</div> <div>Objects or creatures fall slowly.</div> </div>	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
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Identify</div> </div> <div> <div>Effect:</div> <div>Determines properties of magic item.</div> </div>	17	None	1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: pg.243
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mount</div> </div> <div> <div>Effect:</div> <div>Summons riding horse for 2 hours/level.</div> </div>	17	None	1 round	2 hours/level [D]	Close (45 ft.)	V,S,M	No	Conjuration (Summoning)	PHB: pg.256
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Orb of Electricity, Lesser</div> </div> <div> <div>Effect:</div> <div>Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of electricity damage.</div> </div>	17	None	1 standard	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Electricity]	SC: Pg.151
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Remove Scent</div> </div> <div> <div>Effect:</div> <div>Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes.</div> </div>	17	Will negates	1 standard	10 minutes/level	Touch	V,S,M	Yes	Transmutation	SC: Pg.173
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stand</div> </div> <div> <div>Effect:</div> <div>Subject immediately stands, without provoking attacks of opportunity.</div> </div>	17	Will negates (harmless)	1 immediate	Instantaneous	Close (45 ft.)	V,S	Yes (harmless)	Conjuration (Teleportation)	PHB II: pg.125
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Tenser's Floating Disk</div> </div> <div> <div>Effect:</div> <div>Creates 3-ft.-diameter horizontal disk that holds 800 lbs</div> </div>	17	None	1 standard	1 hour/level	Close (45 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.294

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>Animalistic Power</div> </div> <div> <div>Effect:</div> <div>Subject is imbued with +2 to Strength, Dexterity and Constitution.</div> </div>	18	Will negates [harmless]	1 standard	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dimension Hop</div> </div> <div> <div>Effect:</div> <div>Teleport subject 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.</div> </div>	18	Will negates	1 standard	Instantaneous	Touch	V	Yes	Conjuration (Teleportation)	PHB II: pg.110
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mirror Image</div> </div> <div> <div>Effect:</div> <div>Creates decoy duplicates of you [1d4 +1/3 levels, max +8].</div> </div>	18	None	1 standard	1 minute/level [D]	Personal; see text	V,S	No	Illusion (Figment)	PHB: pg.254
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Protection from Arrows</div> </div> <div> <div>Effect:</div> <div>Subject immune to most ranged attacks.</div> </div>	18	Will negates (harmless)	1 standard	1 hour/level or until discharged	Touch	V,S,F	Yes (harmless)	Abjuration	PHB: pg.266
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scorching Ray</div> </div> <div> <div>Effect:</div> <div>2 rays, ranged touch attack deals 4d6 fire damage.</div> </div>	18	None	1 standard	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.274
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Senses of the Wyrmling</div> </div> <div> <div>Effect:</div> <div>Gain blindsense, +5 bonus on Listen, Search, Spot checks.</div> </div>	18		1 standard	8 minutes [D]	Personal	V, S		Transmutation	APM: p. 168
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Speak to Allies</div> </div> <div> <div>Effect:</div> <div>As message, but without requiring whispering or mouthing the words.</div> </div>	18	None	1 standard	10 minutes/level	Medium (180 ft.)	V,S,F	No	Transmutation [Language-Dependent]	SC: Pg.197

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>Clairaudience/Clairvoyance</div> </div> <div> <div>Effect:</div> <div>Hear or see at a distance for 1 minutes/level.</div> </div>	19	None	10 minutes	1 minute/level [D]	Long (720 ft.)	V,S,F/DF	No	Divination (Scrying)	PHB: pg.209

* =Domain/Specialty Spell

Rebalanced Wizard Spells

□□□□□ Deeper Darkvision	19	Will negates [harmless]	1 standard 1 hour/level action	Touch	V,S,M	Yes	Transmutation	SC: Pg.62
<i>Effect:</i> The subject gains the ability to see 90 feet in total darkness.								
□□□□□ Evard's Manacing Tentacles	19		1 standard 1 round/level action	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								
□□□□□ Fireball	19	Reflex half	1 standard Instantaneous action	Long (720 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: pg.231
<i>Effect:</i> 1d6/level [max 10d6] fire damage, 20-ft. radius.								
□□□□□ Lance of Disruption	19	Fortitude half	1 standard Instantaneous action	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								
□□□□□ Regroup	19	None	1 standard Instantaneous action	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.								
* =Domain/Speciality Spell								

Notes:

Character Sheet Notes: