

Caleb Beltaine

NAME

Joshua Troeger

PLAYERNAME

DEITY

ALIGNMENT

d6E3 Brd d8E1

CLASS

10000

EXPERIENCE

Human

RACE

Medium

SIZE

5' 8"

HEIGHT

150 lbs.

WEIGHT

Darkvision (60 ft.), Low-light

VISION

4/5

Character Level/ECL

15000

NEXT LEVEL

19

AGE

Male

GENDER

EYES

HAIR

-1

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	12	+1	12	+1	12	+1
CON Constitution	17	+3	17	+3	17	+3
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	19	+4	21	+5	21	+5

SAVING THROWS

FORTITUDE
(constitution)

+3

REFLEX
(dexterity)

+4

WILL
(wisdom)

+3

TOTAL

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

BASE SAVE

+0

+

+3

+

+0

+

+0

+

ABILITY

+3

+

+1

+

+0

+

+0

+

MAGIC

+0

+

+0

+

+0

+

+0

+

MISC

+0

+

+0

+

+0

+

+0

+

EPIC

+0

+

+0

+

+0

+

+0

+

TEMP

+

+

+

+

conditional modifiers

MELEE
attack bonus

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

RANGED
attack bonus

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

GRAPPLE
attack bonus

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+5

DAMAGE

1d3+3

CRITICAL

20/x2

REACH

5 ft.

*Battleaxe

HAND

Primary

TYPE

S

SIZE

M

CRITICAL

20/x3

REACH

5 ft.

To Hit

1H-P

+5

1H-O

+1

2H

+5

Dam

1d8+3

1d8+1

1d8+4

2W-P-(OH)

-1

2W-P-(OL)

+1

2W-OH

-5

Special Properties

Claw

HAND

Carried

TYPE

S

SIZE

M

CRITICAL

20/x2

REACH

5 ft.

TOTAL ATTACK BONUS

+5

DAMAGE

1d3+3

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

*Faerie Garb +3

TYPE

Light

AC

+4

MAXDEX

+8

CHECK

+0

SPELL FAILURE

0

WOUNDS/CURRENT HP

HP

hit points

33

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 40 ft.

AC

armor class

17

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+1

TOTAL

DEX MODIFIER

+1

MISC MODIFIER

+0

BASE ATTACK

bonus

+2

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/2 MISC MODIFIER
✓ Acrobatics	DEX	2	=	1	+ 1.0
✓ Appraise	INT	3	=	3	+
✓ Athletics	STR	3	=	3	+
Athletics (Jump)	STR	7	=	3	+ 1.0
✓ Craft (Untrained)	INT	3	=	3	+
✓ Deception	CHA	10	=	5	+ 2.0
Disguise (Act in character)	CHA	12	=	5	+ 2.0
✓ Endurance	CON	10	=	3	+ 7.0
✓ Gather Information	CHA	10	=	5	+ 2.0
✓ Heal	WIS	2	=	1	+ 1.0
Knowledge (Arcana)	INT	10	=	3	+ 7.0
Knowledge (Religion)	INT	4	=	3	+ 1.0
✓ Perception	WIS	8	=	1	+ 3.0
Perform (Sing)	CHA	18	=	5	+ 4.0
Perform (Wind Instruments)	CHA	21	=	5	+ 7.0
✓ Persuasion	CHA	8	=	5	+
✓ Ride	DEX	1	=	1	+
✓ Sense Motive	WIS	7	=	1	+ 6.0
Spellcraft	INT	12	=	3	+ 7.0
✓ Stealth	DEX	1	=	1	+
✓ Survival	WIS	1	=	1	+
✓ Thievery	DEX	1	=	1	+
✓ Use Rope	DEX	1	=	1	+
			=	+	+
			=	+	+

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

Character: Caleb Beltaine

Player: Joshua Troeger

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

For suggestions please post to pccgen@yahoo.com with "OS Suggestion" in the subject line.

Page 1

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Battleaxe	Equipped	1	6.0	10.0	
Claw	Carried	1	0.0	0.0	
Faerie Garb +3	Equipped	1	0.5	9151.0	
Merrick's Ring	Equipped	1	0.0	0.0	
You know of threats to your dominion. You go unnoticed unless you desire attention (Will DC 171 to resist effect)					
Satyr Wreath	Equipped	1	0.0	0.0	
You can only get truly intoxicated by fey alcohol. Fey attitudes moved up by one automatically. Increases your charisma.					
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding	Equipped	1	0.0	0.0	
0 lbs.					
Special Boots	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			6.5 lbs.	9161.0 gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

Special Attacks	
Any Weapon Rod	[Is This It]
Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.	
Natural Weapon (Claw)	[DS, web]
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.	
Warcraft	[Eclipse, p.10]
+2 BAB	

Special Qualities	
Weapon Prof ~ All Simple Weapons plus any one	[Eclipse, p.49]
Martial Weapon (Battleaxe)	
Grants Proficiency with all simple weapons and selected weapons.	

Feats	
Feat Conversion to CP ~ 6 (5x)	[Eclipse, p.9]
Covert regular feat to six Character Points	
Dragonblood	[ds, web]
Sorcerer is a favored class for you. This is in addition to your favored class based on race.	
Alertness	[PHB, p.89]
+2 bonus on Listen and Spot checks.	

PROFICIENCIES
Battleaxe, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halbspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES
Common, Draconic, Elven, Gnome, Terran

TEMPLATES

Familiar: Aidan Firefalcon (Companion (Fire Falcon))					
HP:	16	AC:	17	INIT:	+3
FORT:	+1	REF:	+6	WILL:	+4
*Talons (Natural/Primary)	+2	DAM:	1d4-2	CRIT:	20/x2
Special:					

Recurring Bonuses	
Duties	[Eclipse, p.17]
(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.	
Fast Learner ~ Other (Specialized in Spells)	[Eclipse, p.17]

DISADVANTAGES	
Hunted ()	[Eclipse, p.19]
Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.	
Irreverent ()	[Eclipse, p.19]
You are fundamentally unable to accept the "divinity" of gods. You recognize their might and may even see one as a patron, but worship just isn't part of your nature' they're just really powerful people to you. While gods generally forego directly smiting you, none of them will grant you divine magic and many clerics have a problem with you.	
Sleepwalker	[Eclipse, custom]
You are prone to sleepwalking while sleeping, acting out dreams or nightmares. GM decides when this comes into play.	
Unarmored	[Eclipse, p.20]
You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.	

Spell Caster Information	
Bard	[Eclipse, p.11]
Bard Level 7, Casterlevel is 7	
Bard Spell Points (22)	[Is This It]

Eclipse Abilities	
Adept (Concentration, Knowledge (Arcana), Perform (Wind Instruments), Spellcraft)	[Eclipse, p.24]
(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.	
Caleb's Orb	[Is This It]
Grants 'Rapid' ability	
Companion	[Eclipse, p.27]
(6 CP). Used to gain familiars, psycrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.	
Template	[Eclipse, p.27]
(+6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.	
+4 racial bonus on saves against sleep and paralysis	[DS, web]
Familiar	[Eclipse, p.27]
You have a familiar companion	
Fire-Based Enhancement	[Is This It]
Fire based magic is increased in potency. Add +2 die of damage OR +4 damage to any fire based magic damage.	
Performance Bonus	[Is This It]
Performance-based checks are increased by +6. Likewise you also are granted a +3 bonus to Charisma-based skills and checks.	
Link	[Eclipse, p.189]
Luck	[Eclipse, p.36]
A lucky character may either "Take 20" in advance, without taking extra time and whether or not this would usually be allowed, or reroll after the primary roll once per day. Most characters also get Bonus Uses.	
Mental Link	[Is This It, Custom]
You are automatically in Mental Contact with your companions	
Mystic Artist	[Eclipse, p.38]
Usable 4/day, DC 15	







Mystic Artist Abilities	
Competence	[Eclipse, p.85]
Competence is more like it. Now you can give someone a +2 morale bonus to any skill check, attack roll, saving throw, or AC while you use your art, albeit only one of these at a time. It only affects one character.	
Emotion	[Eclipse, p.85]
You can make everyone in the area feel any strong emotion you care to evoke for up to five rounds after you cease to perform or after they leave the area of your art. In combat you may target either allies or enemies, providing/inflicting a morale bonus/penalty of up to 1 on saves against mind-affecting powers and on attacks and damage. Out of combat this is most useful for manipulating crowds or setting the mood for negotiations, oratory, and diplomacy.	
Excellence	[Eclipse, p.85]
Excellence grants the target two +4 morale bonuses which can be applied to an attribute, to all their saves, to their armor class, to their attacks, or to the damage they inflict in melee combat.	
Mass Excellence	[Eclipse, p.86]
This works as per Excellence, except it affects (artist's level/2 + Cha Mod) targets. Excellence grants the target two +4 morale bonuses which can be applied to an attribute, to all their saves, to their armor class, to their attacks, or to the damage they inflict in melee combat.	
Mass Greatness	[Eclipse, p.86]
This works as per Greatness, except it affects (Cha Mod + Level) targets. The lucky target(s) of Greatness becomes inspired to new heights. Up to (Level/3) targets gain a +1 Positive Level bonus and 1d10 temporary hit points.	
Rapid	[Eclipse, p.87]
(6 CP). Your art takes effect immediately, without the usual round of work. This isn't usually worth bothering with for static art, but performance artists may find it very handy.	
Amplify	[Eclipse, p.87]
A mystic artist using this ability can add to magical abilities used nearby. All friendly spellcasters within a 30' radius radius receive a +2 Caster Level bonus on all magical techniques.	
Block	[Eclipse, p.86]
A mystic artist can use his or her art to counter magical effects that depend on related abilities. Music can block sonic effects (but not those that merely use incantation). Painting can block effects relying on light, shadow, or gaze attacks. Sculpture and architecture can block effects like Turn to stone, Mud to Rock, Rock to Mud, Move Earth, Wall of Stone and so on. The artist simply makes his or her skill roll as normal. All characters in a 30' radius may use that check in place of their saving throw before or after rolling. Effects which do not grant saving throws force their caster to make a Caster Level check instead, is the artist wins the ability fails within the affects area. This ability takes effect immediately, even without the Rapid Song feat. Creatures already affected by affected powers treat the perform check as a new saving throw each round. Performance-dependent blocks normally last for 3d6 + (relevant Attribute Modifier) rounds. Static media create permanent blocks.	
Harmonize	[Eclipse, p.87]
Harmonize allows you to select two Mystic Artist powers and combine them into one. Normally you can only use one at a time.	
Serenity	[Eclipse, p.87]
This tune spreads an aura of rest and relaxation. Usable only once a week, it counts as a night's rest and refreshes uses-per-day abilities.	

The Path of the Dragon	
Dragonfire	[Eclipse, p.93]
(+6 CP, requires Shaping). Dragonfire enables a character to convert spell levels into flame attacks, shields of energy, and the channeling of raw magical power into other beings or items as a Standard Action. Attacks do 1d6 fire damage/spell level sacrificed to a 30' radius area or 2d6/spell level to a single target. Shields cancel a total of 4 points of damage per spell level sacrificed; a character may leave a shield up and do other things, but it lasts only 1 round per spell level. Shields may be used on other characters at ranges of up to 120 feet, provided that the user can see them. Channeling energy into creatures and objects is on a 1-to-1 basis. Characters converting spells for this purpose can only sacrifice one spell, regardless of how many levels it has, per round.	
Shaping	[Eclipse, p.92]
(6 CP). Shaping is the art of channeling ambient magic into effects. It allows the user to create effects like those produced by Prestidigitation at will. The character may not use cumulative effects or grant noticeable bonuses to anyone but may perform an immense variety of minor tricks for comfort, convenience, and amusement. As shown on the chart, learning Shaping is the first step along the dragon path.	








Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	7	13	2	0	0	0
PER DAY	3	5	3	1	0	0	0












LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Dancing Lights		None	Standard Action	1 minute/level [D]	Medium (170 ft.)	V,S	No	Evocation [Light]	PHB: p.216
<i>Effect:</i> Creates torches or other lights.					<i>Target:</i> Up to four lights, all within a 10- ft.-radius area			<i>Caster Level:</i> 7	
 Ghost Sound	15	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (40 ft.)	V,S,M	No	Illusion (Figment)	PHB: p.235
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 7	
 Light		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 7	
 Mage Hand		None	Standard Action	Concentration	Close (40 ft.)	V,S	No	Transmutation	PHB: p.249
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.			<i>Caster Level:</i> 7	
 Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 7	
 Songbird	15	N/A	1 round	Performance +1 hour or until discharged; see text	Personal	V,S	No	Transmutation	SC: p.195
<i>Effect:</i> Gain +1 competence bonus to Charisma checks to influence NPCs; see text.					<i>Target:</i> You			<i>Caster Level:</i> 7	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Burning Hands	16	Reflex half	Standard Action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: p.207
<i>Effect:</i> 1d4/level [max 5d4] fire damage					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 7	
 Comprehend Languages		None	Standard Action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 7	
 Grease	16	See text	Standard Action	1 round/level [D]	Close (40 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.237
<i>Effect:</i> Makes 10-ft. square or one object slippery.					<i>Target:</i> One object or a 10-ft. square			<i>Caster Level:</i> 7	
 Identify		None	1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: p.243
<i>Effect:</i> Determines properties of magic item.					<i>Target:</i> One touched object			<i>Caster Level:</i> 7	
 Joyful Noise		None	1 standard action	Concentration; see text	10 ft.	S	No	Abjuration	SC: p.127
<i>Effect:</i> Dispels any magical silence.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 7	
 Ray of Flame	16	See text	1 standard action	Instantaneous	Close (40 ft.)	V,S,F	Yes	Evocation [Fire]	SC: p.167
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6]; see text					<i>Target:</i> Ray			<i>Caster Level:</i> 7	
 Tasha's Hideous Laughter	16	Will negates	Standard Action	1 round/level	Close (40 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.292
<i>Effect:</i> Subject loses actions for 1 round/level.					<i>Target:</i> One creature; see text			<i>Caster Level:</i> 7	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Alter Self		None	Standard Action	10 minutes/level [D]	Personal	V,S	No	Transmutation	PHB: p.197
<i>Effect:</i> Assume form of a similar creature.					<i>Target:</i> You			<i>Caster Level:</i> 7	
 Body of the Sun	17	Reflex half	1 standard action	1 round/level	5 ft.	V,S,DF	Yes	Transmutation [Fire]	SC: p.35
<i>Effect:</i> Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].					<i>Target:</i> 5 ft.-radius emanation centered on you			<i>Caster Level:</i> 7	
 Fireburst	17	Reflex half	1 standard action	Instantaneous	10 ft.	V,S,M	Yes	Evocation [Fire]	SC: p.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> 7	
 Hold Person	17	Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (170 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 7	
 Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	Standard Action	1 minute/level [D]	Personal or touch	V,S,M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	PHB: p.245
<i>Effect:</i> Subject is invisible for 1 minutes/level or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 100 lbs/level			<i>Caster Level:</i> 7	
 Know Vulnerabilities	17	Will negates	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Divination	SC: p.129
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.					<i>Target:</i> One creature			<i>Caster Level:</i> 7	
 Locate Object		None	Standard Action	1 minute/level	Long (680 ft.)	V,S,F/DF	No	Divination	PHB: p.249
<i>Effect:</i> Senses direction toward object [specific or type].					<i>Target:</i> Circle, centered on you, with a radius of 400 + 40 ft. per level			<i>Caster Level:</i> 7	
 Minor Image	17	Will disbelief (if interacted with)	Standard Action	Concentration +2 rounds	Long (680 ft.)	V,S,F	No	Illusion (Figment)	PHB: p.254
<i>Effect:</i> As silent image, plus some sound.					<i>Target:</i> Visual figment that cannot extend beyond 40-ft. cubes + 10-ft/level [S]			<i>Caster Level:</i> 7	
 Silence	17	Will negates; see text or none (object)	Standard Action	1 minute/level [D]	Long (680 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: p.279
<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space			<i>Caster Level:</i> 7	
 Sonic Weapon	17	N/A	1 standard action	1 minute/level [D]	Touch	V	N/A	Transmutation [Sonic]	SC: p.195
<i>Effect:</i> Do an extra 1d6 sonic damage with a weapon.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 7	
 Suggestion	17	Will negates	Standard Action	1 hour/level or until completed	Close (40 ft.)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: p.285
<i>Effect:</i> Compels subject to follow stated course of action.					<i>Target:</i> One living creature			<i>Caster Level:</i> 7	

* =Domain/Specialty Spell

Bard Spells

□□□□□ Tactical Precision	17	Will negates [harmless]	1 standard action	1 round/level	Close (40 ft.)	V,S,M	Yes [harmless]	Divination [Mind-Affecting]	SC: p.218
<i>Effect:</i> Better coordinate your allies attacks. Gain +2 insight bonuses; see text.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart				
□□□□□ Tongues	17	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V, M/DF	No	Divination	PHB: p.294
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Fireball	18	Reflex half	Standard Action	Instantaneous	Long (680 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> 1d6/level [max 10d6] fire damage, 20-ft. radius.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 7	
□□□□□ Love's Lament	18	Will negates	1 standard action	Instantaneous	60 ft.	V	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.134
<i>Effect:</i> Creatures that fail the save take 1d6 Wis and are nauseated for 1d4 rounds.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 7	

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: