

Pryad

NAME

Wiz7 Dorc2 Lor1

CLASS

10

Character Level

45000

EXPERIENCE

55000

NEXT LEVEL

Jason Pingol

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

0

POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	VP Vitality	59	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	WP Wound Points	14	DAMAGE REDUCTION	SPEED							
STR Strength	13	+1	13	+1	13	+1	AC armor class	26	21	18	10	6	0	5	0	2	3	0	+0	0	Walk 40 ft.
DEX Dexterity	16	+3	20	+5	20	+5	TOTAL FLAT TOUCH = BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL MISC MISS CHANCE ARCANESPELL FAILURE ARMOR CHECK PENALTY SPELL RESIST														
CON Constitution	14	+2	14	+2	14	+2	INITIATIVE +9 = +5 + +4 TOTAL DEX MODIFIER MISC MODIFIER														
INT Intelligence	21	+5	23	+6	23	+6	BASE ATTACK bonus +4														
WIS Wisdom	12	+1	12	+1	12	+1															
CHA Charisma	13	+1	13	+1	13	+1															

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+7	+2	+2	+3	+0	+0		
REFLEX (dexterity)	+12	+4	+5	+3	+0	+0		
WILL (wisdom)	+14	+10	+1	+3	+0	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+5	+4	+1	+0	+0	+0	
RANGED attack bonus	+9	+4	+5	+0	+0	+0	
GRAPPLE attack bonus	+5	+4	+1	+0	+0	+0	

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

Longbow +3 (Distant Shot/Ironwood)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
TH	30 ft.	20000 ft.	40000 ft.	60000 ft.	80000 ft.
	+14	+14	+12	+10	+8
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				

Longsword +3 (Heavy Dwarven)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+8		1d8+4			
Special Properties	(Longsword +3)				

*: 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
*Dwarven Chain Shirt +2 (Twilight/Mithral/Radiant)	Light	+6	+6	+0	0
(Chain Shirt +2 (Twilight/Mithral/Radiant)), 30hp/inch and 15 hardness, absorbs resistance 10 to energy attacks; armor absorbs first 10 points of energy and radiates light in 60' radius for rounds equal to points absorbed, Reduces arcane spell failure by 10%					
*Amulet of Natural Armor +2		+2		+0	0
*Ring of Protection +3		+3		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5	MISC MODIFIER
✓ Appraise	INT	6	= 6	+	+	
✓ Balance	DEX	7	= 5	+	+	2
✓ Bluff	CHA	1	= 1	+	+	
✓ Climb	STR	1	= 1	+	+	
✓ Concentration	CON	22	= 2	+	13.0	7
✓ X Concentration (Wis)	WIS	21	= 1	+	13.0	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	24	= 6	+	13.0	5
Knowledge (Architecture and Engineering)	INT	12	= 6	+	5.0	1
Knowledge (Dragons)	INT	8	= 6	+	1.0	1
Knowledge (Dungeoneering)	INT	12	= 6	+	5.0	1
Knowledge (Nature)	INT	10	= 6	+	3.0	1
Knowledge (Religion)	INT	20	= 6	+	10.0	4
Knowledge (The Planes)	INT	13	= 6	+	6.0	1
✓ Listen	WIS	3	= 1	+	+	2
✓ Move Silently	DEX	5	= 5	+	+	
✓ Ride	DEX	6	= 5	+	1.0	+
✓ Search	INT	12	= 6	+	4.0	2
Search (Secret doors and hidden compartments)	INT	14	= 6	+	4.0	4
✓ Sense Motive	WIS	1	= 1	+	+	
Speak Language(Dwarven, Ignan)		2	= 0	+	2.0	+
Spellcraft	INT	21	= 6	+	13.0	2
✓ Spot	WIS	3	= 1	+	+	2
✓ Survival	WIS	1	= 1	+	+	
✓ Swim	STR	1	= 1	+	+	
✓ Tumble	DEX	11	= 5	+	6.0	+
✓ Use Rope	DEX	5	= 5	+	+	
			=	+	+	
			=	+	+	

✓: 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 (Arrows +1 (20/Flaming)), +1d6 fire damage	Backpack	1	3.0	3321.0
<input type="checkbox"/> Backpack 3 lbs., 1 Arrows + of Flaming		1	2.0	2.0
Bag of Holding (Type 1) 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)	Equipped	1	15.0	2500.0
Boots of Levitation On command, cast levitate on self that last 3 minutes.	Equipped	1	1.0	7500.0
Cloak of Resistance +3	Equipped	1	1.0	9000.0
Dwarven Bracers of Archery (Greater) (Bracers of Archery (Greater))	Equipped	1	1.0	25000.0
Dwarven Chain Shirt +2 (Twilight/Mithral/Radiant) (Chain Shirt +2 (Twilight/Mithral/Radiant)), 30hp/inch and 15 hardness, absorbs resistance 10 to energy attacks; armor absorbs first 10 points of energy and radiates light in 60' radius for rounds equal to points absorbed, Reduces arcane spell failure by 10%	Equipped	1	12.5	50100.0
Gloves of Dexterity +4	Equipped	1	0.0	16000.0
Headband of Intellect +2	Equipped	1	0.0	4000.0
Longbow +3 (Distant Shot/Ironwood) 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	Carried	1	3.0	162375.0
Longsword +3 (Heavy Dwarven) (Longsword +3)	Carried	1	4.0	18315.0
Scholar's Outfit	Equipped	1	6.0	0.0
Ring of Elemental Command (Fire)	Equipped	1	0.0	200000.0
Ring of Feather Falling	Carried	1	0.0	2200.0
Ring of Protection +3	Equipped	1	0.0	18000.0
Spell Component Pouch	Equipped	1	2.0	5.0
Spellbook (Wizard's/Blank)	Equipped	1	3.0	15.0
Tunic of Steady Spellcasting +5 competence bonus to Concentration skill.	Equipped	1	0.0	0.0
Wand (Detect Magic/Wizard/1st) used □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□	Equipped	1	0.0	315.0
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.	546298.0 gp

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

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 Breath (Su): 2/day, 40' cone, breath weapon (1d6 per 2/level), DC 21 Reflex save
Fire Resistance 30
Fireburst (Sp): 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.
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.
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.
Permanently cast - Detect Magic
Prescient Sense (Ex): If a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage, she instead takes no damage.
Scry Bonus (Su): A divine oracle add a +1 sacred bonus to the save DC of all her divination (scrying) spells.
Secret (Secret Knowledge of Avoidance)
Skill Trick ~ Swift Concentration - You can maintain concentration on a spell or similar effect as a swift action.
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
Training with Master Mystic Zu gives a bonus to Concentration
Trap Sense (Ex): +1 to Reflex saves and dodge bonus AC against traps
Warm to the touch (Ex): You radiate warmth

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Collegiate Wizard	You begin play with knowledge of six 1st-level spells plus 1 per point of Intelligence modifier. Each time you gain a wizard level, you may add four spells to your spellbook without additional research. In addition, you gain a +2 bonus on all Knowledge (Arcana) checks.
Mobile Spellcasting	Cast a spell and move at the same time
Sculpt Spell	You can modify an area spell by changing the area's 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.
Skill Focus (Knowledge (Religion))	+3 bonus on all checks involving chosen 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]
Scribe Scroll	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	+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	
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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	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> 10	
* =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	5	5	3	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.	17	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 10	PHB: pg.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	17	Will negates [object]	1 standard action	10 minute/level	Close (50 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 10	SC: Pg.9
Arcane Mark <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> 10	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.	17	None	1 standard action	1 round/level	Close (50 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 10	SC: Pg.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.	17	None	1 standard action	1 minute/level [D]	Medium (200 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 10	PHB: pg.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	17	Will negates	1 standard action	1 round	Close (50 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 10	PHB: pg.217
Detect Magic <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> 12	PHB: pg.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	17	None	1 standard action	Instantaneous	Close (55 ft.)	V,S	No	Divination <i>Caster Level:</i> 12	PHB: pg.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	17	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 10	PHB: pg.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.	17	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 10	SC: Pg.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	17	Fortitude negates	1 standard action	Instantaneous	Close (50 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 10	PHB: pg.232
Ghost Sound <i>Effect:</i> Fgment sounds.	17	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (50 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level:</i> 10	PHB: pg.235
Launch Bolt <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> 10	SC: Pg.130
Launch Item <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> 10	SC: Pg.130
Light <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> 10	PHB: pg.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.	17	None	1 standard action	Concentration	Close (50 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 10	PHB: pg.249
Mending <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> 10	PHB: pg.253
Message <i>Effect:</i> Whispered conversation at distance.	17	None	1 standard action	10 minutes/level	Medium (200 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 10	PHB: pg.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	17	Will negates (object)	1 standard action	Instantaneous	Close (50 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 10	PHB: pg.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	17	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 10	PHB: pg.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	17	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 10	PHB: pg.269
Read Magic <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> 12	PHB: pg.269
Repair Minor Damage <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> 10	SC: Pg.173
Resistance <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> 10	PHB: pg.272
Silent Portal <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 (50 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 10	SC: Pg.190
Sonic Snap <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 (50 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 10	SC: Pg.195

* =Domain/Specialty Spell

Wizard Spells

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Effect: Sticks one object to another; see text.						Target: Nonmagical, unattended object weighing up to 5lbs Caster Level: 10				
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Touch of Fatigue	17	Fortitude negates	1 standard	1 round/level	action	Touch	V,S,M	Yes	Necromancy	PHB: pg.294
Effect: Touch attack fatigues target.						Target: Creature touched Caster Level: 10				

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> Benign Transposition	18	None	1 standard	Instantaneous	action	Medium (200 ft.)	V	No	Conjuration (Teleportation) SC: Pg.27
Effect: Two target creatures instantly swap positions.						Target: Two willing creatures of up to Large size Caster Level: 10			
<div><div></div><div></div><div></div><div></div><div></div></div> Burning Hands	18	Reflex half	1 standard	Instantaneous	action	15 ft.	V,S	Yes	Evocation [Fire] PHB: pg.207
Effect: 1d4/level [max 5d4] fire damage						Target: Cone-shaped burst Caster Level: 10			
<div><div></div><div></div><div></div><div></div><div></div></div> Color Spray	18	Will negates	1 standard	Instantaneous; see text	action	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting] PHB: pg.210
Effect: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.						Target: Cone-shaped burst Caster Level: 10			
<div><div></div><div></div><div></div><div></div><div></div></div> Comprehend Languages	18	None	1 standard	10 minutes/level	action	Personal	V,S,M/DF	No	Divination PHB: pg.212
Effect: You understand all spoken and written languages.						Target: You Caster Level: 12			
<div><div></div><div></div><div></div><div></div><div></div></div> Deep Breath	18	N/A	1 immediate	1 round/level	action	Personal	V	N/A	Conjuration (Creation) [Air] SC: Pg.61
Effect: Your lungs are constantly filled with air for the duration of the spell.						Target: You Caster Level: 10			
<div><div></div><div></div><div></div><div></div><div></div></div> Disguise Self	18	None	1 standard	10 minutes/level [D]	action	Personal	V,S	No	Illusion (Glamer) PHB: pg.222
Effect: Changes your appearance.						Target: You Caster Level: 10			
<div><div></div><div></div><div></div><div></div><div></div></div> Distract Assailant	18	Will negates	1 swift	1 round	action	Close (50 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] SC: Pg.69
Effect: Target is flatfooted till next turn.						Target: One creature Caster Level: 10			
<div><div></div><div></div><div></div><div></div><div></div></div> Enlarge Person	18	Fortitude negates	1 round	1 minute/level [D]		Close (50 ft.)	V,S,M	Yes	Transmutation PHB: pg.226
Effect: Creatures size increases to next category						Target: One humanoid creature Caster Level: 10			
<div><div></div><div></div><div></div><div></div><div></div></div> Erase	18	See text	1 standard	Instantaneous	action	Close (50 ft.)	V,S	No	Transmutation PHB: pg.227
Effect: Mundane or magical writing vanishes.						Target: One scroll or two pages Caster Level: 10			
<div><div></div><div></div><div></div><div></div><div></div></div> Expeditious Retreat	18	None	1 standard	1 minute/level [D]	action	Personal	V,S	No	Transmutation PHB: pg.228
Effect: Your speed increases by 30 ft.						Target: You Caster Level: 10			
<div><div></div><div></div><div></div><div></div><div></div></div> Grease	18	See text	1 standard	1 round/level [D]	action	Close (50 ft.)	V,S,M	No	Conjuration (Creation) PHB: pg.237
Effect: Makes 10-ft. square or one object slippery.						Target: One object or a 10-ft. square Caster Level: 10			
<div><div></div><div></div><div></div><div></div><div></div></div> Master's Touch	18	N/A	1 swift	1 minute/level [D]	action	Personal	V,F	N/A	Divination SC: Pg.139
Effect: Gain proficiency with a held weapon.						Target: You Caster Level: 12			
<div><div></div><div></div><div></div><div></div><div></div></div> Orb of Fire, Lesser	18	None	1 standard	Instantaneous	action	Close (50 ft.)	V,S	No	Conjuration (Creation) [Fire] SC: Pg.151
Effect: 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: 10			
<div><div></div><div></div><div></div><div></div><div></div></div> Ray of Clumsiness	18	None	1 standard	Instantaneous	action	Close (50 ft.)	V,S	No	Abjuration SC: Pg.166
Effect: Interferes with magical animation dealing 1d6 per caster level [max 15d6].						Target: Ray and One construct Caster Level: 10			
<div><div></div><div></div><div></div><div></div><div></div></div> Scholar's Touch	18	None	1 standard	Concentration, up to 12 rounds	action	Personal	V,S,M,F	No	Divination DoomDrea: Races of Destiny Pg.167
Effect: 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: 12			
<div><div></div><div></div><div></div><div></div><div></div></div> Silent Image	18	Will disbelief (if interacted with)	1 standard	Concentration	action	Long (800 ft.)	V,S,F	No	Illusion (Figment) PHB: pg.279
Effect: 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: 10			
<div><div></div><div></div><div></div><div></div><div></div></div> Stand	18	Will negates (harmless)	1 immediate	Instantaneous	action	Close (50 ft.)	V,S	Yes (harmless)	Conjuration (Teleportation) PHB II: pg.125
Effect: Subject immediately stands, without provoking attacks of opportunity.						Target: One willing prone creature Caster Level: 10			
<div><div></div><div></div><div></div><div></div><div></div></div> Tenser's Floating Disk	18	None	1 standard	1 hour/level	action	Close (50 ft.)	V,S,M	No	Evocation [Force] PHB: pg.294
Effect: Creates 3-ft.-diameter horizontal disk that holds 1000 lbs						Target: 3-ft.-diameter disk of force Caster Level: 10			
<div><div></div><div></div><div></div><div></div><div></div></div> Whelm	18	Will negates	1 standard	Instantaneous	action	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] PHB II: pg.128
Effect: Deal 1d6 nonlethal damage plus 1d6 for every two caster levels beyond 1st [max 5d6 @ 9th].						Target: One living creature Caster Level: 10			

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> Alarm, Greater	19	None	1 standard	2 hours/level; see text	Close (50 ft.)	V,S,F	No	Abjuration	SC: Pg.8
Effect: Wards an area; see text.					Target: 20-ft.-radius emanation centered on a point in space			Caster Level: 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Black Karma Curse	19	Will negates	1 standard	Instantaneous	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.103
Effect: 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: 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Combust	19	Reflex partial	1 standard	Instantaneous; see text	Touch	V,S,M	Yes	Evocation [Fire]	SC: Pg.50
Effect: 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: 10	
<div><div></div><div></div><div></div><div></div><div></div></div> Detect Thoughts	19	Will negates; see text	1 standard	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,F/DF	No	Divination [Mind-Affecting]	PHB: pg.220
Effect: Allows 'listening' to surface thoughts.					Target: Cone-shaped emanation			Caster Level: 12	
<div><div></div><div></div><div></div><div></div><div></div></div> False Life	19	None	1 standard	1 hour/level or until discharged; see text	Personal	V,S,M	No	Necromancy	PHB: pg.229
Effect: Gain 1d10 +1/level [max +10] temporary hp					Target: You			Caster Level: 10	

* =Domain/Speciality Spell

Wizard Spells

Force Ladder	19	None	1 standard	1 minute/level	Close (50 ft.)	V,S,F	No	Evocation [Force]	SC: Pg.97
<i>Effect:</i> Creates a ladder from 10 to 60 ft. long by 2 ft. wide.					<i>Target:</i> One ladder of force 2 ft. wide and anywhere from 10 to 60 ft. long			<i>Caster Level:</i> 10	
Glitterdust	19	Will negates (blinding only)	1 standard	1 round/level	Medium (200 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.236
<i>Effect:</i> Blinds creatures, outlines invisible creatures.					<i>Target:</i> Creatures and objects within 10-ft.-radius spread			<i>Caster Level:</i> 10	
Ironthunder Horn	19	Reflex negates	1 standard	Instantaneous	30 ft.	V,S	Yes	Transmutation [Sonic]	SC: Pg.126
<i>Effect:</i> Creatures must save or be knocked prone.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 10	
Knock	19	None	1 standard	Instantaneous; see text	Medium (200 ft.)	V	No	Transmutation	PHB: pg.246
<i>Effect:</i> Opens locked or magically sealed door.					<i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level			<i>Caster Level:</i> 10	
Master's Touch	19	N/A	1 swift	1 minute/level [D]	Personal	V,F	N/A	Divination	SC: Pg.139
<i>Effect:</i> Gain proficiency with a held weapon.					<i>Target:</i> You			<i>Caster Level:</i> 12	
Mechanus Mind	19	Fortitude negates [harmless]	1 standard	1 minute/level	Touch	V,S	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.140
<i>Effect:</i> Subject +4 resistance bonus on Will saves; see text					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
Mirror Image	19	None	1 standard	1 minute/level [D]	Personal; see text	V,S	No	Illusion (Figment)	PHB: pg.254
<i>Effect:</i> Creates decoy duplicates of you [1d4 +1/3 levels, max +8].					<i>Target:</i> You			<i>Caster Level:</i> 10	
Protection from Arrows	19	Will negates (harmless)	1 standard	1 hour/level or until discharged	Touch	V,S,F	Yes (harmless)	Abjuration	PHB: pg.266
<i>Effect:</i> Subject immune to most ranged attacks.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
Ray of Stupidity	19	None	1 standard	Instantaneous	Close (50 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.167
<i>Effect:</i> Ranged touch attack takes 1d4+1 Intelligence damage.					<i>Target:</i> Ray			<i>Caster Level:</i> 10	
Rope Trick	19	None	1 standard	1 hour/level [D]	Touch	V,S,M	No	Transmutation	PHB: pg.273
<i>Effect:</i> As many as eight creatures hide in extradimensional space.					<i>Target:</i> One touched piece of rope from 5 ft. to 30 ft. long			<i>Caster Level:</i> 10	
Scorching Ray	19	None	1 standard	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.274
<i>Effect:</i> 2 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 1 ray + 1 ray/4 levels [see text]			<i>Caster Level:</i> 10	
See Invisibility	19	None	1 standard	10 minutes/level [D]	Personal	V,S,M	No	Divination	PHB: pg.275
<i>Effect:</i> Reveals invisible creatures or objects.					<i>Target:</i> You			<i>Caster Level:</i> 12	
Seeking Ray	19	None	1 standard	Instantaneous; see text	Medium (200 ft.)	V,S	Yes	Evocation	PHB II: pg.124
<i>Effect:</i> Ranged touch attack [no penalty for firing into melee], ignores concealment and cover, deals 4d6 electricity. See text.					<i>Target:</i> Ray			<i>Caster Level:</i> 10	
Shatter	19	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard	Instantaneous	Close (50 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: pg.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature			<i>Caster Level:</i> 10	
Shroud of Undeath	19	N/A	1 standard	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.					<i>Target:</i> You			<i>Caster Level:</i> 10	
Slide, Greater	19	Will negates	1 standard	Instantaneous	Medium (200 ft.)	V	Yes	Transmutation	SC: Pg.192
<i>Effect:</i> Slide the subject 20 feet in any direction; does not provoke attack of opportunity.					<i>Target:</i> One creature			<i>Caster Level:</i> 10	
Spectral Hand	19	None	1 standard	1 minute/level [D]	Medium (200 ft.)	V,S	No	Necromancy	PHB: pg.282
<i>Effect:</i> Creates disembodied glowing hand to deliver touch attacks.					<i>Target:</i> One spectral hand			<i>Caster Level:</i> 10	
Web	19	Reflex negates; see text	1 standard	10 minutes/level [D]	Medium (200 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.301
<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.					<i>Target:</i> Webs in a 20-ft.-radius spread			<i>Caster Level:</i> 10	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alter Fortune	20	None	1 immediate	Instantaneous	Close (55 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.					<i>Target:</i> One creature			<i>Caster Level:</i> 12	
Anticipate Teleportation	20	None	10 minutes	1 hour/level	One willing creature touched	V,S,F	No	Abjuration	SC: Pg.13
<i>Effect:</i> Delays teleportation into the area also making the creature aware of them.					<i>Target:</i> 5-ft./level radius emanation from touched creature			<i>Caster Level:</i> 10	
Arcane Sight	20	None	1 standard	1 minute/level [D]	Personal	V,S	No	Divination	PHB: pg.201
<i>Effect:</i> Magical auras become visible to you.					<i>Target:</i> You			<i>Caster Level:</i> 12	
Chain Missile	20	None	1 standard	Instantaneous	Long (800 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 onewithin 30 ft. of the primary target					<i>Target:</i> One creature, + one/2 levels which must be			<i>Caster Level:</i> 10	
Clairaudience/Clairvoyance	20	None	10 minutes	1 minute/level [D]	Long (880 ft.)	V,S,F/DF	No	Divination (Scrying)	PHB: pg.209
<i>Effect:</i> Hear or see at a distance for 1 minutes/level.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 12	
Corpse Candle	20	None	1 standard	1 minute/level [D]; see text	Close (50 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 mave 50 ft a round. Reveals hidden, ethereal, and invisible beings and items.					<i>Target:</i> Ghostly hand and candle			<i>Caster Level:</i> 10	
Deeper Darkvision	20	Will negates [harmless]	1 standard	1 hour/level	Touch	V,S,M	Yes	Transmutation	SC: Pg.62
<i>Effect:</i> The subject gains the ability to see 90 feet in total darkness.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
Dispel Magic	20	None	1 standard	Instantaneous	Medium (200 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 10	
Dragonskin	20	N/A	1 standard	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.					<i>Target:</i> You			<i>Caster Level:</i> 10	

* =Domain/Speciality Spell

Wizard Spells

□□□□□ Enhance Familiar	20	None	1 standard	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.					<i>Target:</i> Familiar touched		<i>Caster Level:</i> 10		
□□□□□ Haste	20	Fortitude negates (harmless)	1 standard	1 round/level	Close (50 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.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
□□□□□ Mage Armor, Greater	20	Will negates [harmless]	1 standard	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.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
□□□□□ Magic Circle against Evil	20	Will negates (harmless)	1 standard	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.					<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 10		
□□□□□ Nondetection	20	Will negates (harmless, object)	1 standard	1 hour/level	Touch	V,S,M	Yes (harmless, object)	Abjuration	PHB: pg.257
<i>Effect:</i> Hides subject from divination, scrying.					<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 10		
□□□□□ Phantom Steed	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.					<i>Target:</i> One quasi-real, horselike creature		<i>Caster Level:</i> 10		
□□□□□ Scintillating Sphere	20	Reflex half	1 standard	Instantaneous	Long (800 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: Pg.181
<i>Effect:</i> As fireball, 1d6/caster level [max 10d6] of electrical damage.					<i>Target:</i> 20-ft.-radius burst		<i>Caster Level:</i> 10		
□□□□□ Shrink Item	20	Will negates (object)	1 standard	1 day/level; see text	Touch	V,S	Yes (object)	Transmutation	PHB: pg.279
<i>Effect:</i> Object shrinks to one-sixteenth size.					<i>Target:</i> One touched object of up to 2 cu. ft./level		<i>Caster Level:</i> 10		
□□□□□ Spell Vulnerability	20	Fortitude negates	1 round	1 minute/level	Close (50 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.					<i>Target:</i> One creature		<i>Caster Level:</i> 10		
□□□□□ Suspended Silence	20	None [object]	1 standard	24 hours or until discharged, then 6 rounds; see text	Touch	V,S,M	No [object]	Illusion (Glamer)	SC: Pg.216
<i>Effect:</i> Imbue object with held silence spell until command word is used.					<i>Target:</i> One object		<i>Caster Level:</i> 10		
□□□□□ Tongues	20	Will negates (harmless)	1 standard	10 minutes/level	Touch	V, M/DF	No	Divination	PHB: pg.294
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 12		
□□□□□ Vampiric Touch	20	None	1 standard	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.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 10		

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Arcane Eye	21	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> 12		
□□□□□ Baleful Blink	21	Fortitude negates	1 standard	1 round/level	Close (50 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> 10		
□□□□□ Celerity	21		1 immediate	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.					<i>Target:</i> You		<i>Caster Level:</i> 10		
□□□□□ Detect Scrying	21	None	1 standard	24 hours	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> 12		
□□□□□ Dimensional Anchor	21	None	1 standard	1 minute/level	Medium (200 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.221
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray		<i>Caster Level:</i> 10		
□□□□□ Evard's Black Tentacles	21	None	1 standard	1 round/level [D]	Medium (200 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> 10		
□□□□□ 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> 10		
□□□□□ Invisibility, Greater	21	Will negates (harmless)	1 standard	1 round/level [D]	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> 10		
□□□□□ Know Vulnerabilities	21	Will negates	1 standard	Instantaneous	Close (55 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> 12		
□□□□□ Orb of Acid	21	Fortitude partial; see text	1 standard	Instantaneous	Close (50 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> 10		
□□□□□ Otluke's Resilient Sphere	21	Reflex negates	1 standard	1 minute/level [D]	Close (50 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> 10		
□□□□□ Polymorph	21	None	1 standard	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> 10		
□□□□□ Vortex of Teeth	21	None	1 standard	1 round/level [D]	Medium (200 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> 10		
□□□□□ Wall of Fire	21	None	1 standard	Concentration + 1 round/level	Medium (200 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> 10		

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Anticold Sphere	22	None	1 standard	10 minutes/level	10 ft.	V,S	Yes	Abjuration [Cold]	SC: 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> 10		

* =Domain/Specialty Spell

Wizard Spells

□□□□□ Dimension Shuffle	22	Will negates; see text	1 standard action	Instantaneous	Close (50 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				
□□□□□ Dragonsight	22	N/A	1 standard action	1 hour/level [D]	Personal	V,S,F	N/A	Transmutation	SC: 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				
□□□□□ Etherealness, Swift	22	Will negates	1 swift action	1 round	Close (50 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				
□□□□□ Feeblemind	22	Will negates; see text	1 standard action	Instantaneous	Medium (200 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				
□□□□□ Fire Shield, Mass	22	Will negates [harmless]	1 round	1 round/level [D]	Close (50 ft.)	V,S,M	Yes [harmless]	Evocation [Fire or Cold]	SC: 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				
□□□□□ Hidden Lodge	22	None	10 minutes	24 hours	Close (50 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				
□□□□□ 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				
□□□□□ Lucent Lance	22	None	1 standard action	Instantaneous	Close (50 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				
□□□□□ Mordenkainen's Faithful Hound	22	None	1 standard action	1 hour/level or until discharged, then 1 round/level; see text	Close (50 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.255
<i>Effect:</i> Phantom dog can guard, attack.					<i>Target:</i> Phantom watchdog				
□□□□□ Permanency	22	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				
□□□□□ Rary's Telepathic Bond	22	None	1 standard action	10 minutes/level [D]	Close (55 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				
□□□□□ 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				
□□□□□ Transmute Rock to Mud	22	See text	1 standard action	Permanent; see text	Medium (200 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]				

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				
□□□□□ Planar Binding	23	Will negates	10 minutes	Instantaneous	Close (50 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				

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 (50 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				

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				
□□□□□ 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				
□□□□□ Excavate	25	None	1 standard action	Instantaneous	Close (50 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				

* =Domain/Speciality Spell

Pryad



Elf, Fire
RACE
132
AGE
Male
GENDER
Low-light
VISION
Lawful Neutral
ALIGNMENT
Right
DOMINANT HAND
5' 9"
HEIGHT
120 lbs.
WEIGHT
Violet - It 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