

Pryad

NAME
Wiz7 Dorc2
CLASS
9
Character Level
NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	13	+1	13	+1	13	+1
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	21	+5	23	+6	23	+6
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)	+6	= +2	+2	+2	+0	+0		
REFLEX (dexterity)	+7	= +2	+3	+2	+0	+0		
WILL (wisdom)	+11	= +8	+1	+2	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	= +4	+1	+0	+0	+0	
RANGED attack bonus	+7	= +4	+3	+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.

Crossbow, Repeating Light	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.
TH	30 ft.	80 ft.	160 ft.	240 ft.	320 ft.
	+3	+3	+1	-1	-3
Dam	1d8	1d8	1d8	1d8	1d8
Special Properties					

Longbow +3	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
TH	30 ft.	100 ft.	200 ft.	300 ft.	400 ft.
	+10	+10	+8	+6	+4
Dam	1d8+3	1d8+3	1d8+3	1d8+3	1d8+3
Special Properties					

Longsword +3 (Heavy Dwarven)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
1H-P	To Hit	Dam	To Hit	Dam	
	+8	1d8+4	+2	1d8+4	
1H-O	+4	1d8+3	+4	1d8+4	
2H	+8	1d8+4	-2	1d8+3	
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
*Amulet of Natural Armor +2		+2		+0	0
*Bracers of Armor +3		+3		+0	0
*Ring of Protection +2		+2		+0	0

Jason

PLAYERNAME
Elf, Fire
RACE
132
AGE
Medium
SIZE
Male
GENDER

VP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	WP	DAMAGE REDUCTION	SPEED
Vitality	53		Wound Points	14	Walk 40 ft.
AC	20	17	15	10	0
armor class	TOTAL	FLAT	TOUCH	BASE	ARCANE SPELL FAILURE
				ARMOR BONUS	ARMOR CHECK PENALTY
				SHIELD BONUS	SPELL RESIST
				STAT	
				SIZE	
				NATURAL	
				MISC	
				MISS CHANCE	

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
modifier	+7	+3	+4
BASE ATTACK	+4		
bonus			

Amaunator

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

Lawful Neutral

ALIGNMENT
Low-light
VISION
-1
POINTS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6
✓ Appraise	INT	6	= 6	+	+
✓ Balance	DEX	5	= 3	+	2
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	1	= 1	+	+
✓ Concentration	CON	14	= 2	+	12.0
✓ 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	7	= 1	+	6
Knowledge (Arcana)	INT	20	= 6	+	12.0
Knowledge (Architecture and Engineering)	INT	11	= 6	+	5.0
Knowledge (Dungeoneering)	INT	10	= 6	+	4.0
Knowledge (Nature)	INT	9	= 6	+	3.0
Knowledge (Religion)	INT	19	= 6	+	10.0
Knowledge (The Planes)	INT	12	= 6	+	6.0
✓ Listen	WIS	3	= 1	+	2
✓ Move Silently	DEX	3	= 3	+	+
✓ Ride	DEX	4	= 3	+	1.0
✓ Search	INT	12	= 6	+	4.0
Search (Secret doors and hidden compartments)	INT	14	= 6	+	4.0
✓ Sense Motive	WIS	1	= 1	+	+
Speak Language(Dwarven)		1	= 0	+	1.0
Spellcraft	INT	20	= 6	+	12.0
✓ Spot	WIS	3	= 1	+	2
✓ Survival	WIS	1	= 1	+	+
✓ Swim	STR	1	= 1	+	+
✓ Tumble	DEX	8	= 3	+	5.0
✓ Use Rope	DEX	3	= 3	+	+
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills					

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐	Fireburst	19	Reflex half	1 standard action	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> 9	
* =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	4	2	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 (45 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 9	PHB: pg.196
Amanuesis <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> 9	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> 9	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 (45 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 9	SC: Pg.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.	17	None	1 standard action	1 minute/level [D]	Medium (190 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 9	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 (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 9	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> 11	PHB: pg.219
Detect Poison <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> 11	PHB: pg.219
Disrupt Undead <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> 9	PHB: pg.223
Electric Jolt <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> 9	SC: Pg.78
Flare <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> 9	PHB: pg.232
Ghost Sound <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> 9	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> 9	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> 9	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> 9	PHB: pg.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.	17	None	1 standard action	Concentration	Close (45 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 9	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> 9	PHB: pg.253
Message <i>Effect:</i> Whispered conversation at distance.	17	None	1 standard action	10 minutes/level	Medium (190 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 9	PHB: pg.253
Open/Close <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> 9	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> 9	PHB: pg.264
Ray of Frost <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> 9	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> 11	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> 9	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> 9	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 (45 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 9	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 (45 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 9	SC: Pg.195

* =Domain/Specialty Spell

Wizard Spells

Stick	17	Will negates [object]	1 standard Instantaneous action	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.206
<i>Effect:</i> Sticks one object to another; see text.				<i>Target:</i> Nonmagical, unattended object weighing up to 5lbs <i>Caster Level:</i> 9				
Touch of Fatigue	17	Fortitude negates	1 standard 1 round/level action	Touch	V,S,M	Yes	Necromancy	PHB: pg.294
<i>Effect:</i> Touch attack fatigues target.				<i>Target:</i> Creature touched <i>Caster Level:</i> 9				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Benign Transposition	18	None	1 standard action	Instantaneous	Medium (190 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: 9	
Burning Hands	18	Reflex half	1 standard action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.207
Effect: 1d4/level [max 5d4] fire damage					Target: Cone-shaped burst			Caster Level: 9	
Color Spray	18	Will negates	1 standard action	Instantaneous; see text	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: 9	
Comprehend Languages	18	None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
Effect: You understand all spoken and written languages.					Target: You			Caster Level: 11	
Deep Breath	18	N/A	1 immediate action	1 round/level	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: 9	
Disguise Self	18	None	1 standard action	10 minutes/level [D]	Personal	V,S	No	Illusion (Glamour)	PHB: pg.222
Effect: Changes your appearance.					Target: You			Caster Level: 9	
Distract Assailant	18	Will negates	1 swift action	1 round	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.69
Effect: Target is flatfooted till next turn.					Target: One creature			Caster Level: 9	
Enlarge Person	18	Fortitude negates	1 round	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes	Transmutation	PHB: pg.226
Effect: Creatures size increases to next category					Target: One humanoid creature			Caster Level: 9	
Expeditious Retreat	18	None	1 standard action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: pg.228
Effect: Your speed increases by 30 ft.					Target: You			Caster Level: 9	
Grease	18	See text	1 standard action	1 round/level [D]	Close (45 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: 9	
Orb of Fire, Lesser	18	None	1 standard action	Instantaneous	Close (45 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: 9	
Ray of Clumsiness	18	None	1 standard action	Instantaneous	Close (45 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: 9	
Scholar's Touch	18	None	1 standard action	Concentration, up to 11 rounds	Personal	V,S,M,F	No	Divination	Is This : 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: 11	
Silent Image	18	Will disbelief (if interacted with)	1 standard action	Concentration	Long (760 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: 9	
Tenser's Floating Disk	18	None	1 standard action	1 hour/level	Close (45 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.294
Effect: Creates 3-ft.-diameter horizontal disk that holds 900 lbs					Target: 3-ft.-diameter disk of force			Caster Level: 9	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Belker Claws	19	None	1 standard action	Instantaneous [1 round/3 levels max 4 rounds]	Touch	V,S,M	Yes	Transmutation [Air]	SC: Pg.26
<i>Effect:</i> Successful touch attack deals 2d12 points of damage.					Target: Living creature			Caster Level: 9	
☐☐☐☐ Black Karma Curse	19	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: pg.103
<i>Effect:</i> 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: 9	
☐☐☐☐ False Life	19	None	1 standard action	1 hour/level or until discharged; see text	Personal	V,S,M	No	Necromancy	PHB: pg.229
<i>Effect:</i> Gain 1d10 +1/level [max +10] temporary hp					Target: You			Caster Level: 9	
☐☐☐☐ Force Ladder	19	None	1 standard action	1 minute/level	Close (45 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.					Target: One ladder of force 2 ft. wide and anywhere from 10 to 60 ft. long			Caster Level: 9	
☐☐☐☐ Glitterdust	19	Will negates (blinding only)	1 standard action	1 round/level	Medium (190 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.236
<i>Effect:</i> Blinds creatures, outlines invisible creatures.					Target: Creatures and objects within 10-ft.-radius spread			Caster Level: 9	
☐☐☐☐ Ironthunder Horn	19	Reflex negates	1 standard action	Instantaneous	30 ft.	V,S	Yes	Transmutation [Sonic]	SC: Pg.126
<i>Effect:</i> Creatures must save or be knocked prone.					Target: Cone-shaped burst			Caster Level: 9	
☐☐☐☐ Knock	19	None	1 standard action	Instantaneous; see text	Medium (190 ft.)	V	No	Transmutation	PHB: pg.246
<i>Effect:</i> Opens locked or magically sealed door.					Target: One door, box, or chest with an area of up to 10 sq. ft./level			Caster Level: 9	
☐☐☐☐ Mechanus Mind	19	Fortitude negates [harmless]	1 standard action	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					Target: Creature touched			Caster Level: 9	
☐☐☐☐ Mirror Image	19	None	1 standard action	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].					Target: You			Caster Level: 9	
☐☐☐☐ Protection from Arrows	19	Will negates (harmless)	1 standard action	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.					Target: Creature touched			Caster Level: 9	

Wizard Spells

<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>	19	None	1 standard action	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>Shatter</div> </div> <div> <div>Effect:</div> <div>Sonic vibration damages objects or crystalline creatures.</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
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shroud of Undeath</div> </div> <div> <div>Effect:</div> <div>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>	19	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: Pg.189
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Slide, Greater</div> </div> <div> <div>Effect:</div> <div>Slide the subject 20 feet in any direction; does not provoke attack of opportunity.</div> </div>	19	Will negates	1 standard action	Instantaneous	Medium (190 ft.)	V	Yes	Transmutation	SC: Pg.192
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spectral Hand</div> </div> <div> <div>Effect:</div> <div>Creates disembodied glowing hand to deliver touch attacks.</div> </div>	19	None	1 standard action	1 minute/level [D]	Medium (190 ft.)	V,S	No	Necromancy	PHB: pg.282
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Web</div> </div> <div> <div>Effect:</div> <div>Fills 20-ft.-radius spread with sticky spiderwebs.</div> </div>	19	Reflex negates; see text	1 standard action	10 minutes/level [D]	Medium (190 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.301

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> <div> <div>Effect:</div> <div>Target must reroll any die roll it just made taking the second roll.</div> </div>	20	None	1 immediate action	Instantaneous	Close (50 ft.)	V,X	No	Divination	PHB II: pg.101
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Chain Missile</div> </div> <div> <div>Effect:</div> <div>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>	20	None	1 standard action	Instantaneous	Long (760 ft.)	V,S	Yes	Evocation [Force]	SC: Pg.44
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Corpse Candle</div> </div> <div> <div>Effect:</div> <div>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>	20	None	1 standard action	1 minute/level [D]; see text	Close (45 ft.)	S,M	No	Conjuration (Creation)	SC: Pg.53
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dispel Magic</div> </div> <div> <div>Effect:</div> <div>Cancels magical spells and effects.</div> </div>	20	None	1 standard action	Instantaneous	Medium (190 ft.)	V,S	No	Abjuration	PHB: pg.223
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dragonskin</div> </div> <div> <div>Effect:</div> <div>Gain armor enhancement bonus of +1/2 levels [max +5] and energy resistance 10 [20 after 10th level] to one energy type.</div> </div>	20	N/A	1 standard action	10 minutes/level	Personal	S,M	N/A	Transmutation	SC: Pg.73
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Enhance Familiar</div> </div> <div> <div>Effect:</div> <div>Grants familiar +2 bonus on saves, attack rolls and melee damage, as well as a +2 bonus to AC.</div> </div>	20	None	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Universal	SC: Pg.81
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Haste</div> </div> <div> <div>Effect:</div> <div>1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.</div> </div>	20	Fortitude negates (harmless)	1 standard action	1 round/level	Close (45 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: pg.239
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mage Armor, Greater</div> </div> <div> <div>Effect:</div> <div>As mage armor, except gain +6 armor bonus.</div> </div>	20	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force]	SC: Pg.136
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Circle against Evil</div> </div> <div> <div>Effect:</div> <div>+2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.</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
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Phantom Steed</div> </div> <div> <div>Effect:</div> <div>Magic horse appears for 1 hour/level.</div> </div>	20	None	10 minutes	1 hour/level [D]	0 ft.	V,S	No	Conjuration (Creation)	PHB: pg.260
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scintillating Sphere</div> </div> <div> <div>Effect:</div> <div>As fireball, 1d6/caster level [max 10d6] of electrical damage.</div> </div>	20	Reflex half	1 standard action	Instantaneous	Long (760 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: Pg.181
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shrink Item</div> </div> <div> <div>Effect:</div> <div>Object shrinks to one-sixteenth size.</div> </div>	20	Will negates (object)	1 standard action	1 day/level; see text	Touch	V,S	Yes (object)	Transmutation	PHB: pg.279
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spell Vulnerability</div> </div> <div> <div>Effect:</div> <div>Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.</div> </div>	20	Fortitude negates	1 round	1 minute/level	Close (45 ft.)	V,S	No	Transmutation	SC: Pg.200
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Suspended Silence</div> </div> <div> <div>Effect:</div> <div>Imbue object with held silence spell until command word is used.</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
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Tongues</div> </div> <div> <div>Effect:</div> <div>Speak any language.</div> </div>	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, M/DF	No	Divination	PHB: pg.294
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Tremorsense</div> </div> <div> <div>Effect:</div> <div>You can automatically pinpoint the location of any object or creature within 30 feet that is in contact with the ground.</div> </div>	20	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,F/DF	N/A	Transmutation	SC: Pg.224
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Vampiric Touch</div> </div> <div> <div>Effect:</div> <div>Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.</div> </div>	20	None	1 standard action	Instantaneous/1 hour; see text	Touch	V,S	Yes	Necromancy	PHB: pg.298

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> <div> <div>Effect:</div> <div>Creature has 50% miss chance on any attack. No miss chance to hit affected creature.</div> </div>	21	Fortitude negates	1 standard action	1 round/level	Close (45 ft.)	V	No	Transmutation	PHB II: pg.102
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Celerity</div> </div> <div> <div>Effect:</div> <div>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>	21	None	1 immediate action	Instantaneous	Personal	V		Transmutation	PHB II: pg.105
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dimensional Anchor</div> </div> <div> <div>Effect:</div> <div>Bars extradimensional movement.</div> </div>	21	None	1 standard action	1 minute/level	Medium (190 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.221

* =Domain/Specialty Spell

Wizard Spells

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<i>Effect:</i> Tentacles grapple all within 15 ft. spread.									
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<i>Effect:</i> Create an unmoving, transparent sphere of force centered on you; see text									
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<i>Effect:</i> As invisibility, but subject can attack and stay invisible.									
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<i>Effect:</i> Learn any vulnerabilities and resistances the target has.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Orb of Acid</div>	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.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Otiluke's Resilient Sphere</div>	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.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Polymorph</div>	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.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Vortex of Teeth</div>	21	None	1 standard action	1 round/level [D]	Medium (190 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.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Wall of Fire</div>	21	None	1 standard action	Concentration + 1 round/level	Medium (190 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									

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
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<i>Effect:</i> Immune to cold and Hedge creatures of the cold subtype.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Dimension Shuffle</div>	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].									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Feeblemind</div>	22	Will negates; see text	1 standard action	Instantaneous	Medium (190 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.229
<i>Effect:</i> Subject's Int and Cha drop to 1.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Fire Shield, Mass</div>	22	Will negates [harmless]	1 round	1 round/level [D]	Close (45 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.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Hidden Lodge</div>	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.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Leomund's Secret Chest</div>	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.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Lucent Lance</div>	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.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Mordenkainen's Faithful Hound</div>	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.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Rary's Telepathic Bond</div>	22	None	1 standard action	10 minutes/level [D]	Close (50 ft.)	V,S,M	No	Divination	PHB: pg.268
<i>Effect:</i> Link lets allies communicate.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Teleport</div>	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.									

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
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<i>Effect:</i> Lets you learn tales about a person, place, or thing.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Planar Binding</div>	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.									

LEVEL 7

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> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Forcecage</div>	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.									

LEVEL 8

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> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Celerity, Greater</div>	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.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Discern Location</div>	25	None	10 minutes	Instantaneous	Unlimited	V,S, DF	No	Divination	PHB: pg.222
<i>Effect:</i> Reveals exact location of creature or object.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Excavate</div>	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.									

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: