

Pryad

NAME
Wiz7 Dor1
CLASS
8
Character Level
28000
EXPERIENCE
36000
NEXT LEVEL

Jason

PLAYERNAME
Elf, Fire
RACE
132
AGE
Medium
SIZE
Male
GENDER

Amaunator

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

Lawful Neutral

ALIGNMENT
Low-light
VISION
-1
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
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

VP Vitality	45	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	WP Wound Points	14	DAMAGE REDUCTION	SPEED
AC armor class	20	17	15	10	3	0	0
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE
							NATURAL
							MISC
							MISS CHANCE
							ARCANE SPELL FAILURE
							ARMOR CHECK PENALTY
							SPELL RESIST

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

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)	+10	=	+7	+1	+2	+0	+0	

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	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.
	+2	+2	+0	-2	-4
Dam	1d8	1d8	1d8	1d8	1d8
Special Properties					

Longsword +3 (Heavy Dwarven)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+7	1d8+4	2W-P-(OH)	+1	1d8+4
1H-O	+3	1d8+3	2W-P-(OL)	+3	1d8+4
2H	+7	1d8+4	2W-OH	-3	1d8+3
Special Properties					

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

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

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

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

✓: can be used untrained. X: exclusive skills

Spell Points: 123

Used:

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

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	Equipped	8	3.0	3321.0 (24.0) (26568.0)	
Bracers of Armor +3	Equipped	1	1.0	9000.0	
Cloak of Resistance +2	Equipped	1	1.0	4000.0	
Crossbow, Repeating Light	Carried	1	6.0	250.0	
Headband of Intellect +2	Equipped	1	0.0	4000.0	
Longsword +3 (Heavy Dwarven)	Carried	1	4.0	18315.0	
Scholar's Outfit	Equipped	1	6.0	0.0	
Quarterstaff	Carried	1	4.0	0.0	
Rapier +2	Equipped	1	2.0	8320.0	
Ring of Elemental Command (Fire)	Equipped	1	0.0	200000.0	
Ring of Protection +2	Equipped	1	0.0	8000.0	
Spell Component Pouch	Equipped	1	2.0	5.0	
Spellbook (Wizard's/Blank)	Equipped	1	3.0	15.0	
Wand (Detect Magic/Wizard/1st)	Equipped	1	0.0	315.0	
Wand (Fear/Wizard/7th)	Equipped	1	0.0	11340.0	
Wand (Invisibility/Wizard/3rd)	Equipped	1	0.0	1530.0	
Wand (Levitate/Wizard/3rd)	Equipped	1	0.0	3780.0	
Wand (Magic Missile/Wizard/3rd)	Equipped	2	0.0	900.0 (0.0) (1800.0)	
Wand (Wall of Ice (Ice Plane)/Wizard/7th)	Equipped	1	0.0	2100.0	
TOTAL WEIGHT CARRIED/VALUE			47 lbs.	307338.0 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 Resistance 15
FireBurst (Su): 3/day (recharge 1d4 rounds); Rage may trigger this effect
Flame Aura (Su): At will your aura glows as if on fire allowing you to move faster and jump farther. (+10 to Movement and Jump Skill, -10 to Hide/Sneak Skill and outlines Invisibility and other similar magics)
Flame Touched (Ex): Movement increased
Immunity to magic sleep effects.
Literacy: Character is able to read & write in any language he can speak.
Oracle Domain granted
Overcast: May cast a spell normally above your limit that is written in your spellbook. Simple DC is 25 + 2 x spell level, Ritual DC is 20 + 2 x spell level. AEG Magic, pg.152.
Scry Bonus (Su): A divine oracle add a +1 sacred bonus to the save DC of all her divination (scrying) spells.
Spontaneous Freeform Casting: May Cast up to your max level any spell within the guidelines - Simple DC 35 + 2 x Spell level or Ritual DC 30 + Spell level. AEG Magic, pg.154.
Summon Familiar
Warm to the touch (Ex): You radiate warmth

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Collegiate Wizard	Begin play with six 1st level plus 1 per point of INT modifier. Each wizard level you may add four spells to your spellbook.
Modify Spell	Laden spell has additional power
Sculpt Spell	Modify an area spell by making it either a cylinder (10-ft.-radius, 30-ft.-high), a 40-ft.-cone, four 10-ft. or 120-ft.-line. Use slot one level higher.
Skill Focus (Knowledge (Religion))	You get a +3 bonus on all checks involving that 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	You can 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	You get a +4 bonus on initiative checks.

DOMAINS	
Oracle	Cast Divination spells at +2 caster levels.

PROFICIENCIES

LANGUAGES
Common, Draconic, Elven, Gnoll, Gnome, Goblin, Sylvan

TEMPLATES
Elf Wizard Lv:1
Truename
Divine Oracle ~ Wizard Base Class

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐	Fireburst	19	Reflex half	1 standard	Instantaneous	10 ft.	V,S,M	Yes	Evocation [Fire]	SC: Pg.93
<i>Effect:</i> All creatures within range take 1d8/caster level [max 5d8] of fire damage.						<i>Target:</i> Burst of fire extending 10 ft			<i>Caster Level:</i> 8	
* =Domain/Speciality Spell										

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	6	5	5	4	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
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> 8	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> 8	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> 8	PHB: pg.201
Caltrops <i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.	17	None	1 standard action	1 round/level	Close (45 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 8	SC: Pg.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.	17	None	1 standard action	1 minute/level [D]	Medium (180 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 8	PHB: pg.216
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> 8	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> 10	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> 10	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> 8	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> 8	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> 8	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> 8	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> 8	SC: Pg.130
Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.	17	None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 8	SC: Pg.130
Light <i>Effect:</i> Object shines like a torch.	17	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 8	PHB: pg.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.	17	None	1 standard action	Concentration	Close (45 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 8	PHB: pg.249
Mending <i>Effect:</i> Makes minor repairs on an object.	17	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 8	PHB: pg.253
Message <i>Effect:</i> Whispered conversation at distance.	17	None	1 standard action	10 minutes/level	Medium (180 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 8	PHB: pg.253
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> 8	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> 8	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> 8	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> 10	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> 8	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> 8	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> 8	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> 8	SC: Pg.195

* =Domain/Specialty Spell

Wizard Spells

<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stick</div> </div> <div> <div>17</div> <div>Will negates [object]</div> <div>1 standard Instantaneous action</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>Yes [object]</div> <div>Transmutation</div> <div>SC: Pg.206</div> </div> </div> <div> <div> <div>Effect:</div> <div>Sticks one object to another; see text.</div> </div> <div> <div>Target:</div> <div>Nonmagical, unattended object weighing up to 5lbs</div> <div>Caster Level: 8</div> </div> </div> </div>
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div>Touch of Fatigue</div> </div> <div> <div>17</div> <div>Fortitude negates</div> <div>1 standard 1 round/level action</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>Yes</div> <div>Necromancy</div> <div>PHB: pg.294</div> </div> </div> <div> <div> <div>Effect:</div> <div>Touch attack fatigues target.</div> </div> <div> <div>Target:</div> <div>Creature touched</div> <div>Caster Level: 8</div> </div> </div> </div>

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Benign Transposition	18	None	1 standard action	Instantaneous	Medium (180 ft.)	V	No	Conjuration (Teleportation)	SC: Pg.27
<i>Effect:</i> Two target creatures instantly swap positions.					Target: Two willing creatures of up to Large size			Caster Level: 8	
Burning Hands	18	Reflex half	1 standard action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: pg.207
<i>Effect:</i> 1d4/level [max 5d4] fire damage					Target: Cone-shaped burst			Caster Level: 8	
Color Spray	18	Will negates	1 standard action	Instantaneous; see text	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting]	PHB: pg.210
<i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.					Target: Cone-shaped burst			Caster Level: 8	
Comprehend Languages	18	None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: pg.212
<i>Effect:</i> You understand all spoken and written languages.					Target: You			Caster Level: 10	
Deep Breath	18	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: Pg.61
<i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.					Target: You			Caster Level: 8	
Disguise Self	18	None	1 standard action	10 minutes/level [D]	Personal	V,S	No	Illusion (Glamour)	PHB: pg.222
<i>Effect:</i> Changes your appearance.					Target: You			Caster Level: 8	
Distract Assailant	18	Will negates	1 swift action	1 round	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.69
<i>Effect:</i> Target is flatfooted till next turn.					Target: One creature			Caster Level: 8	
Enlarge Person	18	Fortitude negates	1 round	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes	Transmutation	PHB: pg.226
<i>Effect:</i> Creatures size increases to next category					Target: One humanoid creature			Caster Level: 8	
Expeditious Retreat	18	None	1 standard action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: pg.228
<i>Effect:</i> Your speed increases by 30 ft.					Target: You			Caster Level: 8	
Grease	18	See text	1 standard action	1 round/level [D]	Close (45 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.237
<i>Effect:</i> Makes 10-ft. square or one object slippery.					Target: One object or a 10-ft. square			Caster Level: 8	
Orb of Fire, Lesser	18	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Fire]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of fire damage.					Target: One orb of fire			Caster Level: 8	
Ray of Clumsiness	18	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Abjuration	SC: Pg.166
<i>Effect:</i> Interferes with magical animation dealing 1d6 per caster level [max 15d6].					Target: Ray and One construct			Caster Level: 8	
Scholar's Touch	18	None	1 standard action	Concentration, up to 10 rounds	Personal	V,S,M,F	No	Divination	Is This : Races of Destiny Pg.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.					Target: One book/round			Caster Level: 10	
Silent Image	18	Will disbelief (if interacted with)	1 standard action	Concentration	Long (720 ft.)	V,S,F	No	Illusion (Figment)	PHB: pg.279
<i>Effect:</i> Creates minor illusion of your design.					Target: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]			Caster Level: 8	
Tenser's Floating Disk	18	None	1 standard action	1 hour/level	Close (45 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.294
<i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 800 lbs					Target: 3-ft.-diameter disk of force			Caster Level: 8	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ 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: 8	
☐☐☐☐ 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: 8	
☐☐☐☐ 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: 8	
☐☐☐☐ 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: 8	
☐☐☐☐ Glitterdust	19	Will negates (blinding only)	1 standard action	1 round/level	Medium (180 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: 8	
☐☐☐☐ 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: 8	
☐☐☐☐ Knock	19	None	1 standard action	Instantaneous; see text	Medium (180 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: 8	
☐☐☐☐ 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: 8	
☐☐☐☐ 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: 8	
☐☐☐☐ 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: 8	

Wizard Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scorching Ray</div> </div>	19	None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Fire]	PHB: pg.274
<i>Effect:</i> 2 rays, ranged touch attack deals 4d6 fire damage.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shatter</div> </div>	19	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S,M/DF	Yes (object)	Evocation [Sonic]	PHB: pg.278
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shroud of Undeath</div> </div>	19	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Necromancy	SC: Pg.189
<i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Slide, Greater</div> </div>	19	Will negates	1 standard action	Instantaneous	Medium (180 ft.)	V	Yes	Transmutation	SC: Pg.192
<i>Effect:</i> Slide the subject 20 feet in any direction; does not provoke attack of opportunity.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spectral Hand</div> </div>	19	None	1 standard action	1 minute/level [D]	Medium (180 ft.)	V,S	No	Necromancy	PHB: pg.282
<i>Effect:</i> Creates disembodied glowing hand to deliver touch attacks.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Web</div> </div>	19	Reflex negates; see text	1 standard action	10 minutes/level [D]	Medium (180 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.301
<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.									

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Alter Fortune</div> </div>	20	None	1 immediate action	Instantaneous	Close (50 ft.)	V,X	No	Divination	PHB II: pg.101
<i>Effect:</i> Target must reroll any die roll it just made taking the second roll.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Chain Missile</div> </div>	20	None	1 standard action	Instantaneous	Long (720 ft.)	V,S	Yes	Evocation [Force]	SC: Pg.44
<i>Effect:</i> Creates 1 missile/2 levels that deals 1d4+1 [Max 10d4+10] each to the primary target, each secondary target takes only 1d4+1 from one within 30 ft. of the primary target									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Corpse Candle</div> </div>	20	None	1 standard action	1 minute/level [D]; see text	Close (45 ft.)	S,M	No	Conjuration (Creation)	SC: Pg.53
<i>Effect:</i> Create ghostly hand and candle that sheds 5 ft. of light, you can direct it to move 50 ft a round. Reveals hidden, ethereal, and invisible beings and items.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dispel Magic</div> </div>	20	None	1 standard action	Instantaneous	Medium (180 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dragonskin</div> </div>	20	N/A	1 standard action	10 minutes/level	Personal	S,M	N/A	Transmutation	SC: Pg.73
<i>Effect:</i> Gain armor enhancement bonus of +1/2 levels [max +5] and energy resistance 10 [20 after 10th level] to one energy type.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Enhance Familiar</div> </div>	20	None	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Universal	SC: Pg.81
<i>Effect:</i> Grants familiar +2 bonus on saves, attack rolls and melee damage, as well as a +2 bonus to AC.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Haste</div> </div>	20	Fortitude negates (harmless)	1 standard action	1 round/level	Close (45 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: pg.239
<i>Effect:</i> 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mage Armor, Greater</div> </div>	20	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force]	SC: Pg.136
<i>Effect:</i> As mage armor, except gain +6 armor bonus.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Circle against Evil</div> </div>	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Phantom Steed</div> </div>	20	None	10 minutes	1 hour/level [D]	0 ft.	V,S	No	Conjuration (Creation)	PHB: pg.260
<i>Effect:</i> Magic horse appears for 1 hour/level.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scintillating Sphere</div> </div>	20	Reflex half	1 standard action	Instantaneous	Long (720 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: Pg.181
<i>Effect:</i> As fireball, 1d6/caster level [max 10d6] of electrical damage.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shrink Item</div> </div>	20	Will negates (object)	1 standard action	1 day/level; see text	Touch	V,S	Yes (object)	Transmutation	PHB: pg.279
<i>Effect:</i> Object shrinks to one-sixteenth size.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spell Vulnerability</div> </div>	20	Fortitude negates	1 round	1 minute/level	Close (45 ft.)	V,S	No	Transmutation	SC: Pg.200
<i>Effect:</i> Reduces subject's spell resistance by 1 per caster level [max reduction 15]. Reduction can't reduce below 0.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Suspended Silence</div> </div>	20	None [object]	1 standard action	24 hours or until discharged, then 6 rounds; see text	Touch	V,S,M	No [object]	Illusion (Glamour)	SC: Pg.216
<i>Effect:</i> Imbue object with held silence spell until command word is used.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Tongues</div> </div>	20	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, M/DF	No	Divination	PHB: pg.294
<i>Effect:</i> Speak any language.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Tremorsense</div> </div>	20	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,F/DF	N/A	Transmutation	SC: Pg.224
<i>Effect:</i> You can automatically pinpoint the location of any object or creature within 30 feet that is in contact with the ground.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Vampiric Touch</div> </div>	20	None	1 standard action	Instantaneous/1 hour; see text	Touch	V,S	Yes	Necromancy	PHB: pg.298
<i>Effect:</i> Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.									

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Baleful Blink</div> </div>	21	Fortitude negates	1 standard action	1 round/level	Close (45 ft.)	V	No	Transmutation	PHB II: pg.102
<i>Effect:</i> Creature has 50% miss chance on any attack. No miss chance to hit affected creature.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Celerity</div> </div>	21		1 immediate action	Instantaneous	Personal	V		Transmutation	PHB II: pg.105
<i>Effect:</i> Can immediately take a standard action as if you had readied an action. You are dazed until the end of your next turn.									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Evard's Black Tentacles</div> </div>	21	None	1 standard action	1 round/level [D]	Medium (180 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.228
<i>Effect:</i> Tentacles grapple all within 15 ft. spread.									

* =Domain/Specialty Spell

Wizard Spells

Forceward	21	Will negates; see text	1 round	1 minute/level	15 ft.	V,S	Yes	Abjuration [Force]	SC: Pg.98
<i>Effect:</i> Create an unmoving, transparent sphere of force centered on you; see text					<i>Target:</i> 15-ft.-radius sphere centered on you		<i>Caster Level:</i> 8		
Invisibility, Greater	21	Will negates (harmless)	1 standard action	1 round/level [D]	Personal or touch	V,S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)	PHB: pg.245
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 8		
Know Vulnerabilities	21	Will negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Divination	SC: Pg.129
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.					<i>Target:</i> One creature		<i>Caster Level:</i> 10		
Orb of Acid	21	Fortitude partial; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Acid]	SC: Pg.150
<i>Effect:</i> Ranged Touch attack deals 1d6 points of acid damage per caster level [max 15d6]. Fort save to avoid becoming sick for 1 round.					<i>Target:</i> One orb of acid		<i>Caster Level:</i> 8		
Otiluke's Resilient Sphere	21	Reflex negates	1 standard action	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes	Evocation [Force]	PHB: pg.258
<i>Effect:</i> Force globe protects but traps one subject.					<i>Target:</i> 1 ft./level diameter sphere, centered around a creature		<i>Caster Level:</i> 8		
Polymorph	21	None	1 standard action	1 minute/level [D]	Touch	V,S,M	No	Transmutation	PHB: pg.263
<i>Effect:</i> Gives one willing subject a new form.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 8		
Vortex of Teeth	21	None	1 standard action	1 round/level [D]	Medium (180 ft.)	V,S,M	Yes	Evocation [Force]	SC: Pg.232
<i>Effect:</i> Creatures in the area take 3d8 damage per round, it also harms incorporeal creatures.					<i>Target:</i> Hollow cylinder [40-ft. radius, 20-ft. high, with a 5-ft.-radius safe zone in center]		<i>Caster Level:</i> 8		
Wall of Fire	21	None	1 standard action	Concentration + 1 round/level	Medium (180 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: pg.298
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6 +1/level damage					<i>Target:</i> Opaque sheet of flame up to 20 ft./level long or a ring of fire with a radius of up to 5 ft./2 levels; either form 20 ft. high		<i>Caster Level:</i> 8		

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Dimension Shuffle	22	Will negates; see text	1 standard action	Instantaneous	Close (45 ft.)	V	Yes	Conjuration (Teleportation)	PHB II: pg.110
<i>Effect:</i> Teleport any subject creature to any other spot within 30 ft. [See restrictions in text].					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
Hidden Lodge	22	None	10 minutes	24 hours	Close (45 ft.)	V,S,F	No	Conjuration (Creation)	SC: Pg.113
<i>Effect:</i> As leomund's secure shelter, except it is camouflaged.					<i>Target:</i> 20-ft.-square structure		<i>Caster Level:</i> 8		
Leomund's Secret Chest	22	None	10 minutes	Sixty days or until discharged	See text	V,S,F	No	Conjuration (Summoning)	PHB: pg.247
<i>Effect:</i> Hides expensive chest on Ethereal Plane; you retrieve it at will.					<i>Target:</i> One chest and up to 1 cu. ft./level. of goods		<i>Caster Level:</i> 8		
Lucent Lance	22	None	1 standard action	Instantaneous	Close (45 ft.)	V,S,F	Yes; see text	Transmutation [Light]	SC: Pg.134
<i>Effect:</i> Ranged touch attack blinds creature for 1 round; see text.					<i>Target:</i> Ray		<i>Caster Level:</i> 8		
Mordenkainen's Faithful Hound	22	None	1 standard action	1 hour/level or until discharged, then 1 round/level; see text	Close (45 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.255
<i>Effect:</i> Phantom dog can guard, attack.					<i>Target:</i> Phantom watchdog		<i>Caster Level:</i> 8		
Teleport	22	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	PHB: pg.292
<i>Effect:</i> Instantly transports you as far as 100 miles/level.					<i>Target:</i> You and touched objects or other touched willing creatures		<i>Caster Level:</i> 8		

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Legend Lore	23	None	See text	See text	Personal	V,S,M,F	No	Divination	PHB: pg.246
<i>Effect:</i> Lets you learn tales about a person, place, or thing.					<i>Target:</i> You		<i>Caster Level:</i> 10		
Planar Binding	23	Will negates	10 minutes	Instantaneous	Close (45 ft.)	V,S	No and Yes; see text	Conjuration (Calling)	PHB: pg.262
<i>Effect:</i> As lesser planar binding, but up to 12 HD.					<i>Target:</i> Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear		<i>Caster Level:</i> 8		

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Forcecage	24	None	1 standard action	2 hours/level [D]	Close (45 ft.)	V,S,M	No	Evocation [Force]	PHB: pg.233
<i>Effect:</i> Cube or cage of force imprisons all inside.					<i>Target:</i> Barred cage 20 or windowless cell 10		<i>Caster Level:</i> 8		

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Celerity, Greater	25		1 immediate action	Instantaneous	Personal	V		Transmutation	PHB II: pg.105
<i>Effect:</i> Can immediately take a full action or [standard and move action] as if you had readied an action. You are dazed until the end of your next turn.					<i>Target:</i> You		<i>Caster Level:</i> 8		
Discern Location	25	None	10 minutes	Instantaneous	Unlimited	V,S, DF	No	Divination	PHB: pg.222
<i>Effect:</i> Reveals exact location of creature or object.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 10		
Excavate	25	None	1 standard action	Instantaneous	Close (45 ft.)	V,S,M	No	Transmutation	SC: Pg.85
<i>Effect:</i> As with passwall, create tunnel/passage through wooden, plaster or stone walls, but not through metal or harder material.					<i>Target:</i> One 5-ft.-by 8 ft. opening, 1 ft. deep/level		<i>Caster Level:</i> 8		

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: