

Burgmor

NAME

d6E1 Wiz d6E1

d6E1

CLASS

3

Character Level

3000

EXPERIENCE

6000

NEXT LEVEL

Calvin Bacom

PLAYERNAME

Human

RACE

Medium

SIZE

5' 4"

HEIGHT

156 lbs.

WEIGHT

28

Male

GENDER

Brown

EYES

Sandy Blond,

HAIR

0

POINTS

Lawful Neutral

ALIGNMENT

| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
|----------------------------|------------|----------|---------------|-------------|------------|----------|
| STR Strength | 8 | -1 | 8 | -1 | 8 | -1 |
| DEX Dexterity | 14 | +2 | 14 | +2 | 14 | +2 |
| CON Constitution | 12 | +1 | 12 | +1 | 12 | +1 |
| INT Intelligence | 20 | +5 | 20 | +5 | 20 | +5 |
| WIS Wisdom | 10 | +0 | 10 | +0 | 10 | +0 |
| CHA Charisma | 8 | -1 | 8 | -1 | 8 | -1 |

HP

hit points

7

WOUNDS/CURRENT HP

Subdual Damage

Damage Reduction

SPEED

Walk 30 ft.

AC

armor class

20

TOTAL

18

FLAT

12

TOUCH

10

BASE

4

ARMOR BONUS

4

SHIELD BONUS

2

STAT

0

SIZE

0

NATURAL ARMOR

0

DEFLCTION

0

MISC

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+1

=

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+0

=

+1

+

-1

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+0

=

+1

+

-1

+

+0

+

+0

+

+0

+

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|---------|--------------------|--------|----------|-------|
| | +0 | 1d3-1 | 20/x2 | 5 ft. |

*Quarterstaff

HAND

TYPE

SIZE

CRITICAL

REACH

Both

B/B

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+0

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 |
|-------|------|----|--------|-------|---------------|
|-------|------|----|--------|-------|---------------|

| SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 6/3 |
|--|-----|-------------|----------------|------------------|-----------|---------------|
| | | | | | RANKS | MISC MODIFIER |
| ✓ Acrobatics | DEX | 2 | = | 2 | + | + |
| ✓ Appraise | INT | 5 | = | 5 | + | + |
| ✓ Athletics | STR | -1 | = | -1 | + | + |
| ✓ Craft (Untrained) | INT | 5 | = | 5 | + | + |
| ✓ Deception | CHA | -1 | = | -1 | + | + |
| ✓ Endurance | CON | 7 | = | 1 | + | 6.0 + |
| ✓ Gather Information | CHA | -1 | = | -1 | + | + |
| ✓ Heal | WIS | 0 | = | 0 | + | + |
| Knowledge (Arcana) | INT | 11 | = | 5 | + | 6.0 + |
| Knowledge (Architecture and Engineering) | INT | 8 | = | 5 | + | 3.0 + |
| Knowledge (Dungeoneering) | INT | 8 | = | 5 | + | 3.0 + |
| Knowledge (Nature) | INT | 10 | = | 5 | + | 3.0 + 2 |
| Knowledge (Religion) | INT | 8 | = | 5 | + | 3.0 + |
| Knowledge (The Planes) | INT | 11 | = | 5 | + | 6.0 + |
| ✓ Mystic Artist Skill | | 0 | = | 0 | + | + |
| ✓ Perception | WIS | 2 | = | 0 | + | + |
| ✓ Persuasion | CHA | -1 | = | -1 | + | + |
| ✓ Ride | DEX | 5 | = | 2 | + | 3.0 + |
| ✓ Sense Motive | WIS | 1 | = | 0 | + | 1.0 + |
| Spellcraft | INT | 13 | = | 5 | + | 6.0 + 2 |
| ✓ Stealth | DEX | 8 | = | 2 | + | 6.0 + |
| ✓ Survival | WIS | 5 | = | 0 | + | 5.0 + |
| Survival (The Planes) | WIS | 8 | = | 0 | + | 6.0 + 2 |
| ✓ Thievery | DEX | 2 | = | 2 | + | + |
| ✓ Use Rope | DEX | 2 | = | 2 | + | + |
| | | | = | + | + | + |
| | | | = | + | + | + |
| ✓: can be used untrained. X: exclusive skills. *: Skill Mastery. | | | | | | |

| EQUIPMENT | | | | | |
|--|----------|-----|------|-------|---------|
| ITEM | LOCATION | QTY | WT | COST | |
| Alchemist's Fire (Flask) | Backpack | 1 | 1.0 | 20.0 | |
| <input type="checkbox"/> | | | | | |
| Backpack | Equipped | 1 | 2.0 | 2.0 | |
| 10.5 lbs., 1 Alchemist's Fire (Flask), 1 Bedroll, 1 Candle, 1 Flask (Empty), 1 Lantern (Hooded), 1 Rations (Trail/Per Day) | | | | | |
| Bedroll | Backpack | 1 | 5.0 | 0.1 | |
| Candle | Backpack | 1 | 0.0 | 0.01 | |
| <input type="checkbox"/> | | | | | |
| Flask (Empty) | Backpack | 1 | 1.5 | 0.03 | |
| 0 lbs. | | | | | |
| Lantern (Hooded) | Backpack | 1 | 2.0 | 7.0 | |
| Explorer's Outfit | Equipped | 1 | 8.0 | 10.0 | |
| Quarterstaff | Equipped | 1 | 4.0 | 0.0 | |
| Rations (Trail/Per Day) | Backpack | 1 | 1.0 | 0.5 | |
| <input type="checkbox"/> | | | | | |
| TOTAL WEIGHT CARRIED/VALUE | | | 16.5 | 39.64 | gp lbs. |

| WEIGHT ALLOWANCE | | | | | |
|------------------|----|-----------------|-----|-------------|-----|
| Light | 26 | Medium | 53 | Heavy | 80 |
| Lift over head | 80 | Lift off ground | 160 | Push / Drag | 400 |

+7/+2

| Special Attacks | |
|-----------------|-----------------|
| Warcraft | [Eclipse, p.10] |
| +1 BAB | |

| Special Qualities | |
|---|-----------------|
| Weapon Proficiency (All Simple Weapons) | [Eclipse, p.49] |
| Grants Proficiency with all simple weapons. | |

| Recurring Bonuses | |
|---|-----------------|
| Duties () | [Eclipse, p.17] |
| (+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties. | |
| Fast Learner/ Specialized for increased effect (For Spells) | [Eclipse, p.17] |
| (+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master. | |

| DISADVANTAGES | |
|--|-----------------|
| Compulsive (Impatient with others; would rather act now then talk.) | [Eclipse, p.18] |
| You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagant spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty. | |
| History | [Eclipse, p.19] |
| The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all. | |
| Obligations (Arcane Studies and Rituals Merrick expects you to assist in) | [Eclipse, p.19] |
| You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures. | |

| Spell Caster Information | |
|----------------------------------|-----------------|
| Wizard | [Eclipse, p.11] |
| Wizard Level 5, Casterlevel is 6 | |

| Eclipse Abilities | |
|---|-----------------|
| Adept (Endurance, Knowledge (Arcana), Spellcraft, Knowledge (The Planes)) | [Eclipse, p.24] |
| (6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion. | |
| Base Caster Level ~ Specialized ~ Wizard | [Eclipse, p.11] |
| Companion | [Eclipse, p.27] |
| (6 CP). Used to gain familiars, psycrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level. | |
| Companion / Might | [Eclipse, p.27] |
| (+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect. | |
| Eldritch | [Eclipse, p.31] |
| (0 CP). You may call upon exotic forces to power your magic rather than relying on the usual sources. In other words, your magic may have strange special effects for free. This has no direct game effect, but gives you more style. Eldritch abilities that cost spell levels do not extend the casting time., Characters using advanced Eldritch feats must select and describe the source of their powers. Other characters with the Eldritch feat and the same source receive no penalties or advantages when facing the user. All three effects may be taken as a set for only 6 CP, but this cannot then be "turned off." It also limits use of magic items to items made by a character with at least one of these modifiers. Many settings have spells usable only with Eldritch magic, and others not usable at all with Eldritch magic. | |
| Familiar | [Eclipse, p.27] |
| You have a familiar companion | |
| Harnessed Intellect | [Eclipse, p.33] |
| (6 CP). With this ability a character may sustain a spell or other power that normally requires concentration for (Int Mod + 1) rounds without concentrating, although he or she cannot control the effect exactly during this period. The effect continues doing whatever it was doing before. The user may take control again when time runs out. This ability may be employed once per minute | |
| Immunity (to XP cost of Innate Enchantment 1st level effects [Uncommon, Minor, Trivial]) | [Eclipse, p.34] |
| See immunity | |
| Innate Enchantment | [Eclipse, p.34] |
| With Innate Enchantment, a character has two options - His or her innate power may duplicate the effects of a magical item or items valued at up to 5000 GP (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP. | |
| Innate Enchantment / Enhanced Attribute (+2 Intelligence) | [Eclipse] |
| Innate Enchantment / Force Armor I | [Eclipse] |
| Innate Enchantment ~ Force Shield I ~ General (2000gp) | [Eclipse] |
| Luck | [Eclipse, p.36] |
| A lucky character may either "Take 20" in advance, without taking extra time and whether or not this would usually be allowed, or reroll after the primary roll once per day. Most characters also get Bonus Uses. | |
| Metamagic / Easy | [Eclipse, p.57] |
| You have learned to substitute raw power for some of the usual requirements of your spells., (6 CP). Common applications of this technique include: ! Material (+1 SL) removes the need for most material components unless they're integral to the spell effect. If you have a spell which animates a sword to fight, you still need the sword. However, you won't need ruby dust to sprinkle it with. The classic Eschew Materials feat does not increase the spell level, but only works on materials and only for those costing 1 GP or less. If you want that version, it's bought as Easy, with the Streamline metamagical modifier, Specialized to materials costing 1 GP or less only, for a total of 6 CP. ! Verbal (+1 SL) removes the need for incantations. ! Somatic (+1 SL) removes the need for gestures and arcane spell failure chance. ! Temporal (+1 SL) allows the caster to use the spell as a Free Action. Unfortunately, since you can't take any time to speak, gesture, or get out components, you must also apply the Material, Verbal, and Somatic effects for a total of +4 spell levels. Using this effect on spells with lengthy casting times requires another +1 SL, +2 SL if the normal casting time is measured in hours or more. The classic Quicken feat states that "you can cast a spell with a moment's thought." It isn't quite clear as to what this means or whether it effectively includes the Silent Spell and Still Spell feats; official and unofficial statements seem to go both ways. If you feel that the +4 level cost does not include one more of the earlier effects simply increase the spell level adjustment for Temporal by the number you do not include. | |
| Power Words | [Eclipse, p.39] |
| (6 CP). Power Words enable the character to store up to (Con score/3) total spell levels and release them as Move-Equivalent Actions. A character may release one spell per round in this fashion. | |
| +7/+2+7/+2 | |

| Feats | |
|-------------------------------------|----------------|
| Feat Conversion to CP ~ 6 | [Eclipse, p.9] |
| Alertness | [PHB, p.89] |
| +2 bonus on Listen and Spot checks. | |

PROFICIENCIES

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

LANGUAGES

Common, Draconic, Gnoll, Orc, Terran, Undercommon

TEMPLATES

Familiar: Prince (Cat)

| | | | | | |
|---------------------------|-------|------|-------|-------|-------|
| HP: | 3 | AC: | 18 | INIT: | +2 |
| FORT: | +4 | REF: | +6 | WILL: | +3 |
| *Claw (Natural/Primary) | -1/-1 | DAM: | 1d2-4 | CRIT: | 20/x2 |
| *Bite (Natural/Secondary) | -6 | DAM: | 1d3-4 | CRIT: | 20/x2 |
| Special: | | | | | |

Wizard Spells

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

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|-------------------------------------|-------------------|--|------------------|----------|------------------------|---|------------|
| Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage. | | None | Standard Action | Instantaneous | Close (40 ft.) | V,S | No | Conjuration (Creation) [Acid] <i>Caster Level:</i> 6 | PHB: p.196 |
| Amanuesis <i>Effect:</i> Copies 250 words per minute. | 15 | Will negates [object] | 1 standard action | 10 minute/level | Close (40 ft.) | V,S | Yes [object] | Transmutation <i>Caster Level:</i> 6 | SC: p.9 |
| Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible]. | | None | Standard Action | Permanent | 0 ft. | V,S | No | Universal <i>Caster Level:</i> 6 | PHB: p.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. | | None | 1 standard action | 1 round/level | Close (40 ft.) | V,S | No | Conjuration (Creation) <i>Caster Level:</i> 6 | SC: p.42 |
| Dancing Lights <i>Effect:</i> Creates torches or other lights. | | None | Standard Action | 1 minute/level [D] | Medium (160 ft.) | V,S | No | Evocation [Light] <i>Caster Level:</i> 6 | PHB: p.216 |
| Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action. | 15 | Will negates | Standard Action | 1 round | Close (40 ft.) | V,S,M | Yes | Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 6 | PHB: p.217 |
| Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft. | | None | Standard Action | Concentration, up to 1 minutes/level [D] | 60 ft. | V,S | No | Divination <i>Caster Level:</i> 6 | PHB: p.219 |
| Detect Poison <i>Effect:</i> Detects poison in one creature or small object. | | None | Standard Action | Instantaneous | Close (40 ft.) | V,S | No | Divination <i>Caster Level:</i> 6 | PHB: p.219 |
| Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead. | | None | Standard Action | Instantaneous | Close (40 ft.) | V,S | Yes | Necromancy <i>Caster Level:</i> 6 | PHB: p.223 |
| Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage. | | None | 1 standard action | Instantaneous | Close (40 ft.) | V,S | Yes | Evocation [Electricity] <i>Caster Level:</i> 6 | SC: p.78 |
| Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls]. | 15 | Fortitude negates | Standard Action | Instantaneous | Close (40 ft.) | V | Yes | Evocation [Light] <i>Caster Level:</i> 6 | PHB: p.232 |
| Ghost Sound <i>Effect:</i> Fgment sounds. | 15 | Will disbelief (if interacted with) | Standard Action | 1 round/level [D] | Close (40 ft.) | V,S,M | No | Illusion (Fgment) <i>Caster Level:</i> 6 | PHB: p.235 |
| Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments. | | None | 1 standard action | Instantaneous | Touch | V,S,M | No | Transmutation <i>Caster Level:</i> 6 | SC: p.130 |
| Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact. | | None | 1 standard action | Instantaneous | Touch | S | No | Transmutation <i>Caster Level:</i> 6 | SC: p.130 |
| Light <i>Effect:</i> Object shines like a torch. | | None | Standard Action | 10 minutes/level [D] | Touch | V, M/DF | No | Evocation [Light] <i>Caster Level:</i> 6 | PHB: p.248 |
| Mage Hand <i>Effect:</i> 5-pound telekinesis. | | None | Standard Action | Concentration | Close (40 ft.) | V,S | No | Transmutation <i>Caster Level:</i> 6 | PHB: p.249 |
| Mending <i>Effect:</i> Makes minor repairs on an object. | 15 | Will negates (harmless, object) | Standard Action | Instantaneous | 10 ft. | V,S | Yes (harmless, object) | Transmutation <i>Caster Level:</i> 6 | PHB: p.253 |
| Message <i>Effect:</i> Whispered conversation at distance. | | None | Standard Action | 10 minutes/level | Medium (160 ft.) | V,S,F | No | Transmutation [Language-Dependent] <i>Caster Level:</i> 6 | PHB: p.253 |
| Open/Close <i>Effect:</i> Opens or closes small or light things. | 15 | Will negates (object) | Standard Action | Instantaneous | Close (40 ft.) | V,S,F | Yes (object) | Transmutation <i>Caster Level:</i> 6 | PHB: p.258 |
| Prestidigitation <i>Effect:</i> Performs minor tricks. | 15 | See text | Standard Action | 1 hour | 10 ft. | V,S | No | Universal <i>Caster Level:</i> 6 | PHB: p.264 |
| Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage. | | None | Standard Action | Instantaneous | Close (40 ft.) | V,S | Yes | Evocation [Cold] <i>Caster Level:</i> 6 | PHB: p.269 |
| Read Magic <i>Effect:</i> Read scrolls and spellbooks. | | None | Standard Action | 10 minutes/level | Personal | V,S,F | No | Divination <i>Caster Level:</i> 6 | PHB: p.269 |
| Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage. | | None | 1 standard action | Instantaneous | Touch | V,S | No | Transmutation <i>Caster Level:</i> 6 | SC: p.173 |
| Resistance <i>Effect:</i> Subject gains +1 on saving throws. | 15 | Will negates (harmless) | Standard Action | 1 minute | Touch | V,S,M/DF | Yes (harmless) | Abjuration <i>Caster Level:</i> 6 | PHB: p.272 |
| Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.]. | 15 | Will negates [object] | 1 standard action | 1 minute/level [D] | Close (40 ft.) | S | Yes [object] | Illusion (Glamer) <i>Caster Level:</i> 6 | SC: p.190 |
| Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round. | 15 | Will partial | 1 standard action | Instantaneous | Close (40 ft.) | V,S | Yes | Evocation [Sonic] <i>Caster Level:</i> 6 | SC: p.195 |

* =Domain/Specialty Spell

Wizard Spells

| | | | | | | | | | |
|---|----|-----------------------|-------------------|---------------|-------|-------|--------------|---|--|
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stick</div> </div> | 15 | Will negates [object] | 1 standard action | Instantaneous | Touch | V,S,M | Yes [object] | Transmutation | SC: p.206 |
| Effect: Sticks one object to another; see text. | | | | | | | | | Target: Nonmagical, unattended object weighing up to 5lbs Caster Level: 6 |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Touch of Fatigue</div> </div> | 15 | Fortitude negates | Standard Action | 1 round/level | Touch | V,S,M | Yes | Necromancy | PHB: p.294 |
| Effect: Touch attack fatigues target. | | | | | | | | Target: Creature touched Caster Level: 6 | |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|--|-----------------|--------------------------------|------------------|----------|------------------|--|------------|
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Burning Hands</div> </div> | 16 | Reflex half | Standard Action | Instantaneous | 15 ft. | V,S | Yes | Evocation [Fire] | PHB: p.207 |
| Effect: 1d4/level [max 5d4] fire damage | | | | | | | | Target: Cone-shaped burst Caster Level: 6 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Feather Fall</div> </div> | 16 | Will negates (harmless) or Will negates (object) | 1 free action | Until landing or 1 round/level | Close (40 ft.) | V | Yes (object) | Transmutation | PHB: p.229 |
| Effect: Objects or creatures fall slowly. | | | | | | | | Target: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart Caster Level: 6 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hold Portal</div> </div> | | None | Standard Action | 1 minute/level [D] | Medium (160 ft.) | V | No | Abjuration | PHB: p.241 |
| Effect: Holds door shut. | | | | | | | | Target: One portal, up to 20 sq. ft/level Caster Level: 6 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Identify</div> </div> | | None | 1 hour | Instantaneous | Touch | V,S,M/DF | No | Divination | PHB: p.243 |
| Effect: Determines properties of magic item. | | | | | | | | Target: One touched object Caster Level: 6 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mage Armor</div> </div> | 16 | Will negates (harmless) | Standard Action | 1 hour/level [D] | Touch | V,S,F | No | Conjuration (Creation) [Force] | PHB: p.249 |
| Effect: Gives subject +4 armor bonus. | | | | | | | | Target: Creature touched Caster Level: 6 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Missile</div> </div> | | None | Standard Action | Instantaneous | Medium (160 ft.) | V,S | Yes | Evocation [Force] | PHB: p.251 |
| Effect: 1 missile/2 levels [max 5] that do 1d4+1 damage each. | | | | | | | | Target: Up to five creatures, no two of which can be more than 15 ft. apart Caster Level: 6 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mount</div> </div> | | None | 1 round | 2 hours/level [D] | Close (40 ft.) | V,S,M | No | Conjuration (Summoning) | PHB: p.256 |
| Effect: Summons riding horse for 2 hours/level. | | | | | | | | Target: One mount Caster Level: 6 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Sleep</div> </div> | 16 | Will negates | 1 round | 1 minute/level | Medium (160 ft.) | V,S,M | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: p.280 |
| Effect: Puts 4 HD of creatures into magical slumber. | | | | | | | | Target: One or more living creatures within a 10-ft.-radius burst Caster Level: 6 | |

LEVEL 2

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|-------------------------|-------------------|---|------------------|----------|------------------|--|---------------|
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Animalistic Power</div> </div> | 17 | Will negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,M | Yes [harmless] | Transmutation | PHB II: p.101 |
| Effect: Subject is imbued with +2 to Strength, Dexterity and Constitution. | | | | | | | | Target: Creature touched Caster Level: 6 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Belker Claws</div> </div> | | None | 1 standard action | Instantaneous [1 round/3 levels max 4 rounds] | Touch | V,S,M | Yes | Transmutation [Air] | SC: p.26 |
| Effect: Successful touch attack deals 2d12 points of damage. | | | | | | | | Target: Living creature Caster Level: 6 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Continual Flame</div> </div> | | None | Standard Action | Permanent | Touch | V,S,M | No | Evocation [Light] | PHB: p.213 |
| Effect: Makes a permanent, heatless torch. | | | | | | | | Target: Object touched Magical, heatless flame Caster Level: 6 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Detect Thoughts</div> </div> | 17 | Will negates; see text | Standard Action | Concentration, up to 1 minutes/level [D] | 60 ft. | V,S,F/DF | No | Divination [Mind-Affecting] | PHB: p.220 |
| Effect: Allows 'listening' to surface thoughts. | | | | | | | | Target: Cone-shaped emanation Caster Level: 6 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Flaming Sphere</div> </div> | 17 | Reflex negates | Standard Action | 1 round/level | Medium (160 ft.) | V,S,M/DF | Yes | Evocation [Fire] | PHB: p.232 |
| Effect: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level. | | | | | | | | Target: 5-ft.-diameter sphere Caster Level: 6 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scorching Ray</div> </div> | | None | Standard Action | Instantaneous | Close (40 ft.) | V,S | Yes | Evocation [Fire] | PHB: p.274 |
| Effect: 1 rays, ranged touch attack deals 4d6 fire damage. | | | | | | | | Target: 1 ray + 1 ray/4 levels [see text] Caster Level: 6 | |

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>Bite of the Wererat</div> </div> | 18 | N/A | 1 standard action | 1 round/level | Personal | V,S,M | N/A | Transmutation | SC: p.28 |
| Effect: Gain +6 bonus to Dex, +2 Con, +3 natural armor. | | | | | | | | Target: You Caster Level: 6 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Evard's Manacing Tentacles</div> </div> | | | 1 standard action | 1 round/level | Personal | V,S,M | | Transmutation | PHB II: p.113 |
| Effect: You create two tentacles with a 10-foot reach. As a free action direct each one to attack an opponent in range using your base attack bonus and Str Modifier. Bludgeoning Damage dealt is 1d8 +Str Modifier. Also gain +4 bonus on Climb checks | | | | | | | | Target: You Caster Level: 6 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fireball</div> </div> | 18 | Reflex half | Standard Action | Instantaneous | Long (640 ft.) | V,S,M | Yes | Evocation [Fire] | PHB: p.231 |
| Effect: 1d6/level [max 10d6] fire damage, 20-ft. radius. | | | | | | | | Target: 20-ft.-radius spread Caster Level: 6 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Heroism</div> </div> | 18 | Will negates (harmless) | Standard Action | 10 minutes/level | Touch | V,S | Yes (harmless) | Enchantment (Compulsion) [Mind-Affecting] | PHB: p.240 |
| Effect: Gives +2 bonus on attack rolls, saves, skill checks. | | | | | | | | Target: Creature touched Caster Level: 6 | |

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: