

Flavin

NAME

d20E1 d8E2 Wiz

3000

CLASS

EXPERIENCE

3

6000

Character Level

NEXT LEVEL

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

8

-1

8

-1

8

-1

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

12

+1

12

+1

12

+1

INT

Intelligence

20

+5

20

+5

20

+5

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

8

-1

8

-1

8

-1

PLAYERNAME

Human

Medium

5' 8"

144 lbs.

VISION

0

POINTS

0

WOUNDS/CURRENT HP

HP

hit points

50

AC

armor class

21

TOTAL

FLAT

18

TOUCH

17

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

MISC

4

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

DEITY

5' 8"

144 lbs.

VISION

0

POINTS

0

WOUNDS/CURRENT HP

HP

hit points

50

AC

armor class

21

TOTAL

FLAT

18

TOUCH

17

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

MISC

4

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

DEITY

5' 8"

144 lbs.

VISION

0

POINTS

0

WOUNDS/CURRENT HP

HP

hit points

50

AC

armor class

21

TOTAL

FLAT

18

TOUCH

17

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

MISC

4

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+3

=

+1

+

+1

+

+0

+

+1

+

+0

+

REFLEX

(dexterity)

+7

=

+1

+

+3

+

+0

+

+3

+

+0

+

WILL

(wisdom)

+3

=

+1

+

+1

+

+0

+

+1

+

+0

+

MELEE

attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+1

+

STAT

-1

+

SIZE

+0

+

MISC

+2

+

EPIC

+0

+

TEMP

RANGED

attack bonus

TOTAL

+6

=

BASE ATTACK BONUS

+1

+

STAT

+3

+

SIZE

+0

+

MISC

+2

+

EPIC

+0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+1

+

STAT

-1

+

SIZE

+0

+

MISC

+2

+

EPIC

+0

+

TEMP

Martial Arts

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+5

1d4--1

20/x2

5 ft.

*War Wizard's Friend

HAND

TYPE

SIZE

CRITICAL

REACH

Both

BPS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+5

1d8-1

Special Properties

1 CP Relic, Grants Marital Arts (3 CP), Warcraft/ Specialized & Corrupted, applies only to Martial Arts Style (6 CP)

Character: Flavin

Player: Andrew Maitland

Created using PCGen 5.17.1 on Mar 27, 2010 at 2:01:20 PM

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

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

Page 1

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 5 lbs., 1 Bedroll	Equipped	1	2.0	2.0	
Bag of Holding (Type 1) 27.5 lbs., 1 Blanket (Winter), 1 Potion of Cure Light Wounds, 1 Caltrops, 1 Case (Map or Scroll), 1 Grappling Hook, 4 Oil (1 Pt. Flask), 1 Lantern (Hooded), 3 Paper (Sheet), 4 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Spellbook (Wizard's/Blank)	Equipped	1	15.0	2500.0	
Bedroll	Backpack	1	5.0	0.1	
Blanket (Winter)	Bag of Holding (Type 1)	1	3.0	0.5	
Caltrops	Bag of Holding (Type 1)	1	2.0	1.0	
Case (Map or Scroll) 0 lbs.	Bag of Holding (Type 1)	1	0.5	1.0	
Grappling Hook	Bag of Holding (Type 1)	1	4.0	1.0	
Lantern (Hooded)	Bag of Holding (Type 1)	1	2.0	7.0	
Life Giver Twins 3 CP Relic, Grants Companion (6 CP), Might (6 CP), Additional +1 (6 CP), Transference x3 to purchase Returning. Corrupted/ User must spend own CP to attune	Equipped	1	0.0	0.0	
Oil (1 Pt. Flask) □□□□	Bag of Holding (Type 1)	4	1.0 (4.0)	0.1 (0.4)	
Explorer's Outfit	Equipped	1	8.0	10.0	
Paper (Sheet)	Bag of Holding (Type 1)	3	0.0 (0.0)	0.4 (1.2)	
Potion of Cure Light Wounds □	Bag of Holding (Type 1)	1	0.0	50.0	
Rations (Trail/Per Day) □□□□	Bag of Holding (Type 1)	4	1.0 (4.0)	0.5 (2.0)	
Rope (Silk/50 Ft.)	Bag of Holding (Type 1)	1	5.0	10.0	
Spellbook (Wizard's/Blank)	Bag of Holding (Type 1)	1	3.0	15.0	
War Wizard's Friend 1 CP Relic, Grants Marital Arts (3 CP), Warcraft/ Specialized & Corrupted, applies only to Martial Arts Style (6 CP)	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			22 lbs.	2601.2 gp	

HP:	25	AC:	18	INIT:	+2
FORT:	+4	REF:	+6	WILL:	+3
*Bite (Natural/Primary)	-1	DAM:	1d3-4	CRIT:	20/x2
Special:					

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

Special Attacks	
Martial Arts (3 CP). A character is considered armed when using unarmed combat so long as he or she places at least 3 CP in this ability. He or she gains a base damage of 1d4 with unarmed attacks. Each +3 CP invested after that increases the damage by one die type (d6/d8/d10/d12), up to a maximum of 1d12 at 15 CP., [Damage 1d4]	[Eclipse, p.53]
Warcraft +1 BAB	[Eclipse, p.10]

Special Qualities	
Weapon Proficiency (All Simple Weapons) Grants Proficiency with all simple weapons.	[Eclipse, p.49]
+7/+2+7/+2	

Feats	
Feat Conversion to CP ~ 6 (3x) Covert regular feat to six Character Points	[Eclipse, p.9]
Alertness +2 bonus on Listen and Spot checks.	[PHB, p.89]

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

LANGUAGES
Abyssal, Celestial, Common, Draconic, Elven, Goblin

TEMPLATES
Dark Fey Human Template

Familiar: Chit (Weasel)

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 (HD)	[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	
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.	
Recorder	[Eclipse, p.19]
The player keeps records, and ensures that the GM gets a copy. Acceptable forms are up to the GM, but common variants include character diaries, letters, campaign logs, and keeping a list of NPC's.	
Unarmored	[Eclipse, p.20]
You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.	

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

Eclipse Abilities	
Adept (Knowledge (Arcana), Martial Arts, Perception, Spellcraft)	[Eclipse, p.24]
(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.	
Companion	[Eclipse, p.27]
(6 CP). Used to gain familiars, psicrystals, 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.	
Companion - Transference	[Eclipse, p.27]
(+Sp.) allows you to give CP to your Companion. He, she, or it receives 2 CP for every 1 CP you surrender.	
Companion - Additional	[Eclipse, p.27]
(+6 CP) allows you to gain another Companion. The new Companion gains the benefits of any Great Form, Might, Storage, Transform, or Template bonuses already given to a previous Companion, if applicable and you so desire.	
Create Relic	[Eclipse, p.29]
(6 CP). Another classical way to create weird and wonderful devices, Create Relic allows you to invest CP directly into items. Each 1 CP permanently invested in such an item grants it 6 CP worth of abilities to bestow on the user. While this is permanently weakens you, and creates items which are intimately tied to you, it does allow the creation of truly impressive devices without having to expend a lot of CP on special abilities. Such items are very good links to you for certain magical activities.	
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.	
Enthusiast	[Eclipse, p.31]
(3 CP). Enthusiast grants 1 floating CP. Given 72 hours to retrain and redirect it you may put it into anything you please save for Specific Knowledges (page 10), boosting that ability until you turn your enthusiasm in another direction.	
Enthusiast ~ Double	[Eclipse, p.31]
(+3 CP) upgrades Enthusiast so that it grants 2 floating CP instead of 1.	
Familiar	[Eclipse, p.27]
You have a familiar companion	
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 / Burning Hands 1/day	[Eclipse]
As spell	
Innate Enchantment / Enhanced Attribute (+2 Dexterity)	[Eclipse]
Innate Enchantment / Enhanced Attribute (+2 Intelligence)	[Eclipse]
Innate Enchantment / Enhanced Attribute (+2 Wisdom)	[Eclipse]
Innate Enchantment / Expertise (+2 Competence skills & checks)	[Eclipse]
As spell	
Innate Enchantment / Force Armor I	[Eclipse]
Innate Enchantment / Fortune's Favor (+2 Luck skills & checks)	[Eclipse]
As spell	
Innate Enchantment / Immortal Vigor I	[Eclipse]
Gain 2d6 + (Con Bonus x2) worth of HP. In this case 12+CON.	
Innate Enchantment / Inspiring Word	[Eclipse]
provides a +1 Morale Bonus on saves, attacks, checks, and damage (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP). Dragons are always pretty self-confident.	
Innate Enchantment / Magic Missile 1/day	[Eclipse]
As spell	
Metamagic / Easy	[Eclipse, p.57]
(6 CP). You have learned to substitute raw power for some of the usual requirements of your spells. 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.

Metamagic / Extension [Eclipse, p.58]

(6 CP). Extension covers the fine art of manipulating the range of spells. Common applications include: ! Extension (+1 SL per step) increases the range of a spell from Touch to Short, Short to Medium, Medium to Long, Long to Extreme (800 ft + 80 ft/Level), and Extreme to Line of Sight (limited only by the user's direct vision). ! Indirect Fire (+2 SL) allows the spell to hit targets within range which the user is aware of but cannot see; this is not compatible with Line of Sight. ! Global (+6 SL) amplifies the range so that it may hit any known target on a planet (or in the atmosphere). ! Trans-dimensional (+8 SL) allows the user to target through scrying effects, to hit targets across the dimensional boundary, or to target people at interstellar ranges. Strangely, Trans-dimensional doesn't take any more time to reach the target than normal.

Metamagic / Streamline (12x) [Eclipse, p.60]

(6 CP) A favored ability for casters, this reduces the level cost of any two metamagic feats by -1. Casters may take this more than once, but cannot reduce the level cost below 0.

Martial Arts

Attack [Eclipse, p.81]

You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

Defenses (4x) [Eclipse, p.81]

You gain +1 bonus to AC when you are unarmored or lightly armored.

Improve Die Size [Eclipse, p.81]

Increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.

Instant Stand [Eclipse, p.81]

You may stand up as a Free Action if unarmored or in light armor.

Mind Like Moon [Eclipse, p.81]

You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.

Power [Eclipse, p.81]

Increase your unarmed damage by +1 or increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Burning Hands	16	Reflex half	Standard Action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: p.207
<i>Effect:</i> 1d4/level [max 5d4] fire damage						<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 1	
☐	Magic Missile		None	Standard Action	Instantaneous	Medium (110 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
<i>Effect:</i> 1 missile/2 levels [max 5] that do 1d4+1 damage each.						<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart			<i>Caster Level:</i> 1	

* =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	5	4	3	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> </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
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Sticks one object to another; see text.</div> </div>	15	Fortitude negates	Standard Action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Touch of Fatigue</div> </div>								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> </div> </div> </div> <div>Benign Transposition</div> </div>		None	1 standard action	Instantaneous	Medium (160 ft.)	V	No	Conjuration (Teleportation)	SC: p.27
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Two target creatures instantly swap positions.</div> </div>							Target: Two willing creatures of up to Large size	Caster Level: 6	
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Comprehend Languages</div> </div>		None	Standard Action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>You understand all spoken and written languages.</div> </div>							Target: You	Caster Level: 6	
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Ebon Eyes</div> </div>		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.77
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>See normally in darkness both magical and natural.</div> </div>							Target: Creature touched	Caster Level: 6	
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Enlarge Person</div> </div>	16	Fortitude negates	1 round	1 minute/level [D]	Close (40 ft.)	V,S,M	Yes	Transmutation	PHB: p.226
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Creatures size increases to next category</div> </div>							Target: One humanoid creature	Caster Level: 6	
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Grease</div> </div>	16	See text	Standard Action	1 round/level [D]	Close (40 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.237
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Makes 10-ft. square or one object slippery.</div> </div>							Target: One object or a 10-ft. square	Caster Level: 6	
<div> <div> <div> <div> <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
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Determines properties of magic item.</div> </div>							Target: One touched object	Caster Level: 6	
<div> <div> <div> <div> <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
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Gives subject +4 armor bonus.</div> </div>							Target: Creature touched	Caster Level: 6	
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Ray of Enfeeblement</div> </div>		None	Standard Action	1 minute/level	Close (40 ft.)	V,S	Yes	Necromancy	PHB: p.269
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Ray deals 1d6 +1/2 levels [max +5] Str damage.</div> </div>							Target: Ray	Caster Level: 6	
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Shield</div> </div>		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Abjuration [Force]	PHB: p.278
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Invisible disc gives +4 to AC, blocks magic missiles.</div> </div>							Target: You	Caster Level: 6	
<div> <div> <div> <div> <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
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Puts 4 HD of creatures into magical slumber.</div> </div>							Target: One or more living creatures within a 10-ft.-radius burst	Caster Level: 6	
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Unseen Servant</div> </div>		None	Standard Action	1 hour/level	Close (40 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.297
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Invisible force obeys your commands.</div> </div>							Target: One invisible, mindless, shapeless servant	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> </div> </div> </div> <div>Alter Self</div> </div>		None	Standard Action	10 minutes/level [D]	Personal	V,S	No	Transmutation	PHB: p.197
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Assume form of a similar creature.</div> </div>							Target: You	Caster Level: 6	
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Glitterdust</div> </div>	17	Will negates (blinding only)	Standard Action	1 round/level	Medium (160 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.236
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Blinds creatures, outlines invisible creatures.</div> </div>							Target: Creatures and objects within 10-ft.-radius spread	Caster Level: 6	
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Invisibility</div> </div>	17	Will negates (harmless) or Will negates (harmless, object)	Standard Action	1 minute/level [D]	Personal or touch	V,S,M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	PHB: p.245
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Subject is invisible for 1 minutes/level or until it attacks.</div> </div>							Target: You or a creature or object weighing no more than 100 lbs/level	Caster Level: 6	
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Rope Trick</div> </div>		None	Standard Action	1 hour/level [D]	Touch	V,S,M	No	Transmutation	PHB: p.273
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>As many as eight creatures hide in extradimensional space.</div> </div>							Target: One touched piece of rope from 5 ft. to 30 ft. long	Caster Level: 6	
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>See Invisibility</div> </div>		None	Standard Action	10 minutes/level [D]	Personal	V,S,M	No	Divination	PHB: p.275
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Reveals invisible creatures or objects.</div> </div>							Target: You	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> </div> </div> </div> <div>Dispel Magic</div> </div>		None	Standard Action	Instantaneous	Medium (160 ft.)	V,S	No	Abjuration	PHB: p.223
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Cancels magical spells and effects.</div> </div>							Target: One spellcaster, creature, or object; or 20-ft.-radius burst	Caster Level: 6	
<div> <div> <div> <div> <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
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>1d6/level [max 10d6] fire damage, 20-ft. radius.</div> </div>							Target: 20-ft.-radius spread	Caster Level: 6	
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Haste</div> </div>	18	Fortitude negates (harmless)	Standard Action	1 round/level	Close (40 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: p.239
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.</div> </div>							Target: 1 creature/level, no two of which can be more than 30 ft. apart	Caster Level: 6	
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Lance of Disruption</div> </div>	18	Fortitude half	Standard Action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Custom: Custom
<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> <div>Effect:</div> <div>Beam of force causes 5d4+12 to all in the area of effect</div> </div>							Target: From caster 5ft wide beam out to 60ft length	Caster Level: 6	

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: