

The Arcanist

NAME						PLAYERNAME						DEITY						ALIGNMENT																							
d20E1 d4E4 Wiz						10000						Fedyra						Medium						4' 10"						120 lbs.						VISION					
CLASS						EXPERIENCE						RACE						SIZE						HEIGHT						WEIGHT						0					
5						15000						145						Male						Red						Amber,						POINTS					
Character Level						NEXT LEVEL						AGE						GENDER						EYES						HAIR											

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED				
STR Strength	14	+2	14	+2	14	+2	HP hit points	60									Walk 60 ft., %list 30 ft.						
DEX Dexterity	17	+3	17	+3	17	+3	AC armor class	24	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEPLETION	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
CON Constitution	14	+2	14	+2	14	+2																	
INT Intelligence	19	+4	21	+5	21	+5	INITIATIVE modifier	+11	TOTAL	DEX MODIFIER	MISC MODIFIER												
WIS Wisdom	14	+2	14	+2	14	+2	BASE ATTACK bonus																
CHA Charisma	14	+2	14	+2	14	+2																	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+8	= +2	+2	+3	+1	+0		
REFLEX (dexterity)	+9	= +2	+3	+3	+1	+0		
WILL (wisdom)	+8	= +2	+2	+3	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7	= +2	+2	+0	+3	+0	
RANGED attack bonus	+8	= +2	+3	+0	+3	+0	
GRAPPLE attack bonus	+7	= +2	+2	+0	+3	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3+4	20/x2	5 ft.

*Arcanist Staff	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+8	2d6+4				
Special Properties	Grants Shield AC of +4, Armor AC of +4 and +2 to Intelligence (Innate Enchantment 7 CP). Additional powers - Enthusiast/ Specialized in Knowledge Skills, Deep Sleep.				

*: 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
*Arcanist Staff		+8		+0	0
Grants Shield AC of +4, Armor AC of +4 and +2 to Intelligence (Innate Enchantment 7 CP). Additional powers - Enthusiast/ Specialized in Knowledge Skills, Deep Sleep.					

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4	MISC MODIFIER
✓	Acrobatics	DEX	12	=	3	+ 8.0	+ 1
✓	Appraise	INT	6	=	5	+	+ 1
✓	Athletics	STR	3	=	2	+	+ 1
✓	Athletics (Jump)	STR	15	=	2	+ 1.0	+ 12
✓	Craft (Untrained)	INT	6	=	5	+	+ 1
✓	Deception	CHA	11	=	2	+ 8.0	+ 1
✓	Endurance	CON	3	=	2	+	+ 1
✓	Gather Information	CHA	4	=	2	+ 1.0	+ 1
✓	Heal	WIS	3	=	2	+	+ 1
✓	Knowledge (Arcana)	INT	14	=	5	+ 8.0	+ 1
✓	Knowledge (Ceremony)	INT	7	=	5	+ 1.0	+ 1
✓	Knowledge (Fey)	INT	7	=	5	+ 1.0	+ 1
✓	Knowledge (Runes)	INT	7	=	5	+ 1.0	+ 1
✓	Martial Arts		9	=	0	+ 8.0	+ 1
✓	Perception	WIS	11	=	2	+ 8.0	+ 1
✓	Persuasion	CHA	11	=	2	+ 8.0	+ 1
✓	Ride	DEX	4	=	3	+	+ 1
✓	Sense Motive	WIS	3	=	2	+	+ 1
✓	Spellcraft	INT	18	=	5	+ 8.0	+ 5
✓	Stealth	DEX	8	=	3	+ 4.0	+ 1
✓	Survival	WIS	3	=	2	+	+ 1
✓	Survival (Find or follow tracks)	WIS	5	=	2	+ 1.0	+ 2
✓	Thievery	DEX	4	=	3	+	+ 1
✓	Use Rope	DEX	4	=	3	+	+ 1
			=		+	+	
			=		+	+	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Arcanist Staff Grants Shield AC of +4, Armor AC of +4 and +2 to Intelligence (Innate Enchantment 7 CP). Additional powers - Enthusiast/ Specialized in Knowledge Skills, Deep Sleep.	Equipped	1	0.0	2300.0
Bag of Holding (Type 2) 0 lbs., 3 Potion of Cure Serious Wounds	Equipped	1	25.0	5000.0
Cloak of Resistance +3	Equipped	1	1.0	9000.0
Potion of Cure Serious Wounds □□□	Bag of Holding (Type 2)	3	0.0 (0.0)	750.0 (2250.0)
TOTAL WEIGHT CARRIED/VALUE			26 lbs.	18550.0 gp

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

Special Attacks	
Warcraft +2 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 (4x) Covert regular feat to six Character Points	[Eclipse, p.9]

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
Abyssal, Aquan, Draconic, Dwarven, Orc, Sylvan, Terran

TEMPLATES

<div> <div>Recurring Bonuses</div> <div> <div>Duties</div> <div>[Eclipse, p.17]</div> <div>(+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.</div> <div>Fast Learner/ Specialized for increased effect</div> <div>[Eclipse, p.17]</div> <div>(Specialized for Magic Levels/ Corrupted for Wizard only)</div> <div>(+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.</div> </div> </div>	
<div> <div>DISADVANTAGES</div> <div> <div>Accursed (Uniquely striking appearance)</div> <div>[Is This It]</div> <div>Cannot effectively disguise themselves without actual masks and physical coverings, even their animal forms are easily uniquely identified by witnesses.</div> <div>Dependent (Power Source)</div> <div>[Is This It]</div> <div>Every Fedyra is mystically dependent on a link with a particular natural feature - a grove, outcropping of stone, stream, or whatever. If it is damaged or despoiled, they will lose access to their Fey Ancestry abilities, cannot reproduce, and will age more quickly.</div> <div>Hunted (Ancient Evil)</div> <div>[Eclipse, p.19]</div> <div>Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.</div> <div>Obligations (Must participate in Cultural Rituals)</div> <div>[Is This It]</div> <div>If they fail to do so, they will - once again - lose access to their fey ancestry package.</div> <div>Valuable</div> <div>[Eclipse, p.20]</div> <div>You are worth a lot of money. This usually means that there's a reward out on you, but it may mean that you will bring a vast price on the slave market, have some mystic quality about you which makes you priceless to a mage, or, for truly exotic character races, that your body parts are extremely valuable.</div> <div>Vows (To Aid the group in retaking the Fedyra homeland)</div> <div>[Eclipse, p.20]</div> <div>While closely related to Compulsive, Vows are generally more restrictive. They're also far more dangerous; those who fail to live up to their vows face some form of retribution. On the other hand, they also get some support; characters gain a +/- 3 bonus (as needed) against attempts to make them break their vows.</div> </div> </div>	
<div> <div>Spell Caster Information</div> <div> <div>Wizard</div> <div>[Eclipse, p.11]</div> <div>Wizard Level 6, Casterlevel is 8</div> </div> </div>	
<div> <div>Eclipse Abilities</div> <div> <div>Adept (Knowledge (Arcana), Perception, Spellcraft, Martial Arts)</div> <div>[Eclipse, p.24]</div> <div>(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.</div> <div>Base Caster Level ~ Specialized ~ Wizard (6x)</div> <div>[Eclipse, p.11]</div> <div>Celerity (Walk)</div> <div>[Eclipse, p.27]</div> <div>(6 CP). Celerity adds +10 feet per round to one of your movement modes. This is considered bonus movement for the purposes of skills; it does not apply when calculating movement penalties on skill use.</div> <div>Celerity / Improved (6x)</div> <div>[Eclipse, p.27]</div> <div>adds +10' more movement per 3 CP invested.</div> <div>Deep Sleep</div> <div>[Eclipse, p.30]</div> <div>Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.</div> <div>Eldritch</div> <div>[Eclipse, p.31]</div> <div>(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.</div> <div>Enthusiast</div> <div>[Eclipse, p.31]</div> <div>(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.</div> <div>Enthusiast ~ Double</div> <div>[Eclipse, p.31]</div> <div>(+3 CP) upgrades Enthusiast so that it grants 2 floating CP instead of 1.</div> <div>Fedyra Racial / Damage Reduction</div> <div>[Is This It]</div> <div>Specialized in energy for double effect, Corrupted for reduced cost (reduces a particular type of energy damage by four points [to a minimum of zero] per exposure, 2 CP).</div> <div>Fedyra Racial / Inherent Spell ~ Elemental Bolt</div> <div>[Is This It]</div> <div>Elemental Bolt (L2, 1d6/level to a single target up to a maximum of 10d6, the type is chosen to suit the draconic ancestor, usable twice per day), Corrupted/provokes attacks of opportunity (4 CP).</div> <div>Fedyra Racial / Oread</div> <div>[Is This It]</div> <div>+2 Enhancement Bonus to Strength (Unlimited Use, L1 at CL1, Personal-Only, 1400 GP), Identify Minerals 3/Day (L0 at CL1, 600 GP), Hide Like Ox/+1 Natural Armor (Unlimited Use, L1 at CL1, Personal-Only, 1400 GP), Shillelagh (Unlimited Use, L1 at CL1, 2000 GP), Detect Snares and Pits (Unlimited Use, L1 at CL1, 2000 GP).</div> <div>Fedyra Racial / Red ~ Fire Resistance 10</div> <div>[Is This It]</div> <div>Immunity (Fedyra Aging)</div> <div>[Is This It]</div> <div>(Uncommon, Major, Trivial, 2 CP). The Fedyra can expect to live for hundreds of years without serious aging problems.</div> <div>Immunity (XP cost of Innate Enchantments)</div> <div>[Is This It]</div> <div>the normal XP cost of Innate Enchantments (Uncommon, Minor, Trivial [only covers first level effects at caster level one], Specialized/only to cover initial racial abilities, 1 CP).</div> <div>Improved Initiative (12x)</div> <div>[Eclipse, p.53]</div> <div>The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.</div> <div>Innate Enchantment</div> <div>[Is This It]</div> <div>(8000 GP total value, 9 CP, all abilities Use-Activated).</div> <div>Innate Enchantment / Enhanced Attribute (+2 Charisma)</div> <div>[Is This It]</div> <div>(Unlimited Use, L1 at CL1, Personal-Only, 1400 GP)</div> <div>Innate Enchantment / Immortal Vigor I</div> <div>[Is This It]</div> <div>adds 2d6 - effectively 12 due to at-will use, +2x Con Mod HP (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP).</div> <div>Innate Enchantment / Inspiring Word</div> <div>[Is This It]</div> <div>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.</div> <div>Power Words</div> <div>[Eclipse, p.39]</div> <div>(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.</div> <div>Skill Emphasis (Spellcraft)</div> <div>[Eclipse, p.44]</div> <div>This grants a +2 bonus on any single skill.</div> </div> </div>	

Martial Arts

Attack (2x)

[Eclipse, p.81]

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

Defenses (2x)

[Eclipse, p.81]


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

Weapon Kata

[Eclipse, p.81]

The user may employ his or her martial art with a particular weapon [e.g., "Longswords"]. This isn't relevant for dedicated weapon forms (e.g., those based on Weapon Finesse rather than Improved Unarmed Strike), although an "Unarmed Kata" might exist in an advanced weapon form.

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Shillelagh	10	Will negates (object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.278
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level.						<i>Target:</i> One touched nonmagical oak club or quarterstaff			<i>Caster Level:</i> 1	
At Will	Detect Snares and Pits	None		Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.220
<i>Effect:</i> Reveals natural or primitive traps.						<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
	Identify Minerals			Standard Action	1 rounds		V,S		Divination	Is This : null
<i>Effect:</i> You can determine the elements you are examining						<i>Target:</i>			<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 (45 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 8	PHB: p.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	15	Will negates [object]	1 standard action	10 minute/level	Close (45 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 8	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> 8	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 (45 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 8	SC: p.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	Standard Action	1 minute/level [D]	Medium (180 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 8	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 (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 8	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> 8	PHB: p.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	No	Divination <i>Caster Level:</i> 8	PHB: p.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 8	PHB: p.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 8	SC: p.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	Standard Action	Instantaneous	Close (45 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 8	PHB: p.232
Ghost Sound <i>Effect:</i> Fgment sounds.	15	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (45 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level:</i> 8	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> 8	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> 8	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> 8	PHB: p.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	Standard Action	Concentration	Close (45 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 8	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> 8	PHB: p.253
Message <i>Effect:</i> Whispered conversation at distance.		None	Standard Action	10 minutes/level	Medium (180 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 8	PHB: p.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	Standard Action	Instantaneous	Close (45 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 8	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> 8	PHB: p.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 8	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> 8	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> 8	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> 8	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 (45 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 8	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 (45 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 8	SC: p.195

* =Domain/Specialty Spell

Wizard Spells

<p>Stick</p> <p><i>Effect:</i> Sticks one object to another; see text.</p>	15	Will negates [object]	1 standard Instantaneous action	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
				<i>Target:</i> Nonmagical, unattended object weighing up to 5lbs				
<p>Touch of Fatigue</p> <p><i>Effect:</i> Touch attack fatigues target.</p>	15	Fortitude negates	Standard Action	Touch	V,S,M	Yes	Necromancy	PHB: p.294
				<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Benign Transposition		None	1 standard action	Instantaneous	Medium (180 ft.)	V	No	Conjuration (Teleportation)	SC: p.27
<i>Effect:</i> Two target creatures instantly swap positions.									
☐☐☐☐ Comprehend Languages		None	Standard Action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
<i>Effect:</i> You understand all spoken and written languages.									
☐☐☐☐ Ebon Eyes		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.77
<i>Effect:</i> See normally in darkness both magical and natural.									
☐☐☐☐ Orb of Fire, Lesser		None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Fire]	SC: p.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of fire damage.									
☐☐☐☐ Shock and Awe		None	1 swift action	1 round	Close (45 ft.)	V,S	Yes	Enchantment [Mind-Affecting]	SC: p.189
<i>Effect:</i> -10 to initiative if used in the surprise round.									
☐☐☐☐ Whelm	16	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: p.128
<i>Effect:</i> Deal 1d6 nonlethal damage plus 1d6 for every two caster levels beyond 1st [max 5d6 @ 9th].									

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alarm, Greater		None	1 standard action	2 hours/level; see text	Close (45 ft.)	V,S,F	No	Abjuration	SC: p.8
<i>Effect:</i> Wards an area; see text.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 8	
Blast of Force	17	Fortitude partial	1 standard action	Instantaneous	Medium (180 ft.)	V,S	Yes	Evocation [Force]	SC: p.31
<i>Effect:</i> Blast one target for 1d6/2 levels [max 5d6]. In addition must make a Fortitude save or be knocked down.					<i>Target:</i> Ray			<i>Caster Level:</i> 8	
Dimension Hop	17	Will negates	1 standard action	Instantaneous	Touch	V	Yes	Conjuration (Teleportation)	PHB II: p.110
<i>Effect:</i> Teleport subject 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Resist Energy	17	Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Scorching Ray		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.274
<i>Effect:</i> 2 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 1 ray + 1 ray/4 levels [see text]			<i>Caster Level:</i> 8	
Slide, Greater	17	Will negates	1 standard action	Instantaneous	Medium (180 ft.)	V	Yes	Transmutation	SC: p.192
<i>Effect:</i> Slide the subject 20 feet in any direction; does not provoke attack of opportunity.					<i>Target:</i> One creature			<i>Caster Level:</i> 8	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Chain Missile		None	1 standard action	Instantaneous	Long (720 ft.)	V,S	Yes	Evocation [Force]	SC: p.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 missile.					<i>Target:</i> One creature, + one/2 levels which must be within 30 ft. of the primary target			<i>Caster Level:</i> 8	
Deeper Darkvision	18	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes	Transmutation	SC: p.62
<i>Effect:</i> The subject gains the ability to see 90 feet in total darkness.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Dimension Step	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless)	Conjuration (Teleportation)	PHB II: p.110
<i>Effect:</i> Allies can make a short teleport. They can teleport line of sight up to their base speed.					<i>Target:</i> One willing creature/3 levels, no two of which can are more than 30 ft. apart			<i>Caster Level:</i> 8	
Heroism	18	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.240
<i>Effect:</i> Gives +2 bonus on attack rolls, saves, skill checks.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
Lance of Disruption	18	Fortitude half	Standard Action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Custom: Custom
<i>Effect:</i> Beam of force causes 5d4+16 to all in the area of effect					<i>Target:</i> From caster 5ft wide beam out to 60ft length			<i>Caster Level:</i> 8	
Regroup		None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Teleportation)	PHB II: p.122
<i>Effect:</i> Each subject of this spell appears adjacent to you [or as close to you] in an unoccupied square.					<i>Target:</i> One willing creature/level			<i>Caster Level:</i> 8	
Tongues	18	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V, M/DF	No	Divination	PHB: p.294
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: