30 T	lash'	Kind	iieso	n		And	irew	Maitland				Neutral God	od			A	8
NAME						PLAY	ERNAM	E	DEIT	Υ		ALIGNMENT			1		
120E1	Wiz d8l	E5	15000			Hum	an	Medium	6' 0	•	180 lbs.					1	
CLASS			EXPERI	ENCE		RACE		SIZE	HEIC	HT	WEIGHT	VISION				1	
6		:	21000			18		Male	Haz	el	Brown,	0				100	
Characte	er Level		NEXT LE	EVEL		AGE		GENDER	EYE	3	HAIR	POINTS			1	1	9
ABILITY NA	ME BASE	BASE	ABILITY	ABILITY	TEMP	TEMP			WOUNDS/CURRENT H	Þ	SUBDUAL DAMAGE	DAMAGE REDUCTION		L_	SP	EED	
STR	SCORE	MOD	SCORE	MOD	SCORE	MOD	Н	P 56	WOONDOWCOKKENTT		SOBBOAL BANNAGE	DAMAGE REDUCTION	1 Г			30 ft.	
Strength	14	+2	14	+2	14	+2	hit p	oints				$\overline{}$	┚┌└	_	_	_	
DEX	16	+3	16	+3	16	+3	A	C 25 1	8 25	10	0 + 0 + 3 + 0 + 0	+ 0 + 12			0	+0) (
Dexterity					10	10	aiiiio		AT TOUCH	ASE	ARMOR SHIELD STAT SIZE NATURAL BONUS BONUS ARMOR	DEFLEC- MISC TION	MI CH/	ISS ANCE	ARCAN	NE ARMO	OR SPI
CON		+0	12	+1	12	+1				- r					FAILUR	RE PENAL	.TY
INT	===	+3	10		40		INI	TIATIVE +3			CIZIL L NAME	SKILLS	SKILL	ΔR	MA LITY	AX RANKS	9/4.5 MISC
Intelligenc	. 17	+3	19	+4	19	+4		TOTA	AL DEX MISC MODIFIER MODIFI	R	SKILL NAME		MODIFIE	R MOD	IFIER	RANKS	MODIFIE
WIS	10	+0	10	+0	10	+0	BAS	E ATTACK	+3	٦Ľ	Acrobatics	DEX	3	= 3		+	۲
Wisdom	4		\vdash	\vdash	10			bonus	+0	⊿ [′	Appraise	INT	4	= 4		+	•
CHA		+0	10	+0	10	+0					Athletics	STR	2	= 2	_	+	۲
Citationia										1	Craft (Untrained)	INT	4	= 4		+	
	NG THROV		TOTAL	BASE SAVE	ABIL	ITY MA	GIC N	MISC EPIC TEMP	conditional modifiers	7 🗹	Deception	CHA	3	= (3.0 +	٠
FOF	TITUE	DE	+3	= +2	+ +	1 + +	0 + -	+0 + +0 +		/	Endurance	CON	1	= 1		+	+
	constitution)	_	-	-		ᆜᆜ	극 누			/	Gather Information	CHA	0	= (+	
KI	EFLEX (dexterity)		+4	₌ +1	+ +	3 + +	0 + -	+0 + +0 +		/	Heal	WIS	2			2.0 +	
	WILL		+3	= +3	3 + +(0 + +	<u> </u>	+0 + +0 +			Knowledge (Arcana)	INT	13	= 4		9.0 +	
	(wisdom)		т3	= +5	+ _ +	U + T	U + -	+ + + + + + + + + + + + + + + + + + + +		╛┞	Linguistics	INT	6			2.0 +	
			TOTA	۸L		BASE ATTA	CK BONU:	S STAT SIZE	MISC EPIC TEN	IP	Martial Arts (Bladesinger	DEX	12	= 3	; +	9.0 +	٠
ME	LEE		+7		7₌Γ	+		+ +2 + +0 +	+2 + +0 +		Style)		_	Ь.			
	k bonus	<u> </u>			╡┺						Mystic Artist Skill	14/10	0	= (+	۲
	IGED		+8		=	+	3	+ +3 + +0 +	+2 + +0 +	,	Perception	WIS	9	= (9.0 +	
	PPLE	H			i F		2				Persuasion	CHA	6			6.0 +	
	k bonus		+7		」 =∟	+	3	+ +2 + +0 +	+2 + +0 +		Ride	DEX	6	_		3.0 +	
- 11	NARME	=D	TO	TAL AT	TACK B	ONUS	DA	MAGE CRITICA	L REACH	٦ľ	Sense Motive	WIS	6			6.0 +	
	ACTIVITY OF				+7		10	d3+2 20/x2	5 ft.	٦١,	Spellcraft	INT	15	= 4		9.0 +	
	.1.						HAI	ND TYPE SIZE C	CRITICAL I REACH	_ ′	Stealth	DEX		_		7.0 +	
	*	Lon	gsw	ord			Prim		19-20/x2 5 ft.	Ή[Survival	WIS	7	= (7.0 +	
		То Н	it		Dam			To Hit	Dam	11	Survival (Find or follow	WIS	9	= () +	7.0 +	+ 2
1H-P		+8			1d8+2	•	P-(OH)	+2	1d8+2] ,	tracks)	DEV	2				
1H-O		+4			1d8+1		P-(OL)	+4	1d8+2] [Thievery	DEX	3	= 3		+	
2H		+8			1d8+3	3 2\	V-OH	-2	1d8+1	_ '	Use Rope	DEX	3	= 3	} +	+	•
•	Propertie	s								┙╽				ها	+	+	
	is equipped handed, in p													=	+	+	+

AC MAXDEX CHECK SPELL FAILURE

TYPE

ARMOR

EQUIPMENT											
ITEM	LOCATION	QTY	WT	COST							
Amulet of Health +2	Equipped	1	0.0	4000.0							
Headband of Intellect +2	Equipped	1	0.0	4000.0							
Longsword	Equipped	1	4.0	15.0							
Spellbook (Wizard's/Blank)	Equipped	1	3.0	15.0							
TOTAL WEIGHT CARRIED/	VALUE		7 lbs.	8030.0 gp							

	/	NEIGHT ALLC	WANCE		
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

+7/+2

Special Attacks	
Warcraft	[Eclipse, p.10]
+3 BAB	

Special Qualities Weapon Proficiency (All Simple Weapons) [Eclipse, p.49] Grants Proficiency with all simple weapons Weapon Proficiency (One Martial Weapon) [Eclipse, p.49] (Longsword) Grants Proficiency with selected weapons.

Recurring Bonuses

[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

[Eclipse, p.17] Fast Learner/ Specialized for increased effect (HD)

(+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

Obligations (Military and Wizard Guild)

[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

[Eclipse, p.20]

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

Spell Caster Information

Wizard Wizard Level 7, Casterlevel is 7

Valuable

[Eclipse, p.11]

Eclipse Abilities Adept (Knowledge (Arcana), 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.

Augmented Bonus (INT adds to AC) Deep Sleep

[Eclipsell, p.25] [Eclipse, p.30]

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.

Evasive, Very Common Actions (Casting an Arcane Spell - Specialized/ Single Action, L5 or lower)

[Eclipse, p.52]

Evasive characters may take an action (select one) that usually provokes an Attack of Opportunity without being so exposed. You may take this multiple times, selecting a different action each time

Reflex Training (Cast a Spell and get an Immediate Attack)

(6 CP). With Reflex Training, a character gains a free, immediate, Standard Action under some particular circumstance. You cannot string together more reflexive actions than your relevant attribute bonus (usually Str Mod or Dex Mod). Alternatively, the character may instead simply take an extra Standard Action at any time 3 times per day. You may not use this version more than once per round.

Martial Arts

Martial Arts Advanced / 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.

Martial Arts Basic / Attack (2x)

[Eclipse, p.81]

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

Martial Arts Basic / Defenses (4x)

[Eclipse, p.81]

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

+7/+2+7/+2

PROFICIENCIES

Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Longsword, 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, Elven, Sylvan, Terran

TEMPLATES

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	2	0	0	0	0	0

LEVEL 0

				LEVELO					
Name	DC	Saving Throw None	Time	Duration	•		Spell Resistance No	School	Source
Acid Splash		None	Standard Action	Instantaneous	Close (40 ft.) V Target: One missile of		NO	Conjuration (Creation) [Acid] Caster Level: 7	PHB: p.196
Orb deals 1d3 acid damage.	14	Will negates [object]	1 standard	10 minute/level	Close (40 ft.) V	/,S	Yes [object]	Transmutation	SC: p.9
Amanuesis Effect:	14	will negates [object]	action	To minute/level	Target: Object or obje			Caster Level: 7	30. p.9
Copies 250 words per minute.		Nana	Ctandad	Damagast					DUD: - 204
Arcane Mark Effect:		None	Action	Permanent	0 ft. V Target: One personal	rune or m	No	Universal Caster Level: 7	PHB: p.201
Inscribes a personal rune [visible or invisible].					fit within 1 sq. ft.	rune or m	iark, all of which must	Caster Level. 1	
Caltrops Effect:		None	1 standard action	1 round/level	Close (40 ft.) V Target: See text	/,S	No	Conjuration (Creation) Caster Level: 7	SC: p.42
Caltrops cover one 5-foot-by-5-foot square, attack roll + +2] for purpose of the caltrop attack] dealing 1 pt of damag				reatures AC is Base + Dex + [Foot Wea				Caster Level. I	
□□□□□ Dancing Lights		None		1 minute/level [D]	` '		No	Evocation [Light]	PHB: p.216
Effect: Creates torches or other lights.					Target: Up to four ligh	its, all with	nin a 10- ftradius area	Caster Level: 7	
□□□□□ Daze	14	Will negates	Standard Action	1 round		/,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.217
Effect: Humanoid creature of 4 HD or less loses next action.					Target: One humanoid	a creature	of 4 HD or less	Caster Level: 7	
Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft. V	/,S	No	Divination	PHB: p.219
Effect: Detects spells and magic items within 60 ft.		No.	0111	Later to the second	Target: Cone-shaped			Caster Level: 7	DUD - 040
Effect: Detect Poison		None	Action	Instantaneous	Close (40 ft.) V Target: One creature,	/,S	No	Divination Caster Level: 7	PHB: p.219
Detects poison in one creature or small object.					-				
Disrupt Undead		None	Standard Action	Instantaneous	, ,	/,S	Yes	Necromancy	PHB: p.223
Effect: Deals 1d6 damage to one undead.					Target: Ray			Caster Level: 7	
Electric Jolt		None	1 standard action	Instantaneous	, ,	/,S	Yes	Evocation [Electricity]	SC: p.78
Effect: Ranged touch attack delivers 1d3 electric damage.					Target: Ray			Caster Level: 7	
□□□□□ Flare	14	Fortitude negates	Standard Action	Instantaneous	Close (40 ft.)	′	Yes		PHB: p.232
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of light			Caster Level: 7	
Ghost Sound	14	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (40 ft.) V	/,S,M	No	Illusion (Figment)	PHB: p.235
Effect: Figment sounds.					Target: Illusory sound			Caster Level: 7	
Launch Bolt		None	1 standard action	Instantaneous			No	Transmutation	SC: p.130
Effect: Treat bolt as if fired from a light crossbow, including any	bonuse	s, feats or enchantment	S.		Target: One crossbow	v boit in yo	our possession	Caster Level: 7	
Launch Item		None	1 standard action	Instantaneous	Touch S	3	No	Transmutation	SC: p.130
Effect: Launch an item safely to the target you specify where it v	vill act n	ormally upon impact			Target: One Fine item to 10lbs	in your p	ossession, weighing up	Caster Level: 7	
Light	viii dot i	None	Standard Action	10 minutes/level [D]		, M/DF	No	Evocation [Light]	PHB: p.248
Effect: Object shines like a torch.					Target: Object touche	d		Caster Level: 7	
□□□□□ Mage Hand		None	Standard Action	Concentration	Close (40 ft.)	/,S	No	Transmutation	PHB: p.249
Effect: 5-pound telekinesis.			Action		Target: One nonmagicup to 5 lb.	cal, unatte	ended object weighing	Caster Level: 7	
□□□□ Mending	14	Will negates		Instantaneous		/,S	Yes (harmless, object)	Transmutation	PHB: p.253
Effect: Makes minor repairs on an object.		(harmless, object)	Action		Target: One object of	up to 1 lb.		Caster Level: 7	
Makes minor repairs on an object. DDDD Message		None		10 minutes/level	Medium (170 ft.) V	/,S,F	No	Transmutation	PHB: p.253
Effect:			Action		Target: 1 creature/leve	el		[Language-Dependent Caster Level: 7	dent]
Whispered conversation at distance. DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	14	Will negates (object)		Instantaneous	Close (40 ft.)	/,S,F	Yes (object)	Transmutation	PHB: p.258
Effect:		·	Action		Target: Object weighin	ng up to 3	0 lb. or portal that can	Caster Level: 7	
Opens or closes small or light things. Prestidigitation	14	See text	Standard	1 hour	be opened or closed 10 ft. V	/,S	No	Universal	PHB: p.264
Effect:			Action		Target: See text			Caster Level: 7	
Performs minor tricks.		None		Instantaneous	Close (40 ft.)	/,S	Yes	Evocation [Cold]	PHB: p.269
Effect:			Action		Target: Ray			Caster Level: 7	
Ray deals 1d3 cold damage.		None	Standard Action	10 minutes/level	Personal V	/,S,F	No	Divination	PHB: p.269
Effect: Read scrolls and spellbooks.			ACTION		Target: You			Caster Level: 7	
Read sciolis and spelibooks.		None		Instantaneous	Touch V	/,S	No	Transmutation	SC: p.173
Effect:			action		Target: Construct touc	ched		Caster Level: 7	
Repair a construct 1 point of damage.	14	Will negates (harmless)	Standard Action	1 minute	Touch V	,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
			.1000011		Target: Creature touch	hed		Caster Level: 7	
Effect:		(Harriicss)			rarget. Creature touch				
	14	Will negates [object]		1 minute/level [D]	Close (40 ft.)		Yes [object]	Illusion (Glamer)	SC: p.190
Effect: Subject gains +1 on saving throws. Silent Portal		Will negates [object]	1 standard action	1 minute/level [D]			Yes [object]	Illusion (Glamer) Caster Level: 7	SC: p.190
Effect: Subject gains +1 on saving throws.		Will negates [object]	action 1 standard	1 minute/level [D]	Close (40 ft.) S Target: One portal		Yes [object]		
Effect: Subject gains +1 on saving throws. Silent Portal Effect: Negates the sound of opening/closing any portal [door,w	indow,e 14	Will negates [object] tc.]. Will partial	action		Close (40 ft.) S Target: One portal	,,s		Caster Level: 7	

				\\\\!:====! O.= =!!=					
□□□□□ Stick	14	Will negates [object]	1 standard	Wizard Spells Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
IIII Stick	14	will riegates [object]	action	Instantaneous			d object weighing up to		30. p.200
Sticks one object to another; see text.	14	Fortitude pogetoe	Standard	1 round/level	5lbs	V,S,M	Yes		PHB: p.294
□□□□□Touch of Fatigue ffect:	14	Fortitude negates	Action	i round/ievei			res	Necromancy Caster Level: 7	РПБ: р.294
Touch attack fatigues target.					Target: Creature tou	ucheu		Caster Level. 1	
				LEVEL 1					
Name	DC	Saving Throw		Duration		Comp.	Spell Resistance	School	Source
Benign Transposition		None	action	Instantaneous	, ,	V	No	Conjuration (Teleportation)	SC: p.27
ffect: Two target creatures instantly swap positions.					Target: Two willing of		-	Caster Level: 7	
□□□□□ Burning Hands	15	Reflex half	Standard Action	Instantaneous		V,S	Yes	Evocation [Fire]	PHB: p.207
ffect: 1d4/level [max 5d4] fire damage					Target: Cone-shape			Caster Level: 7	
Comprehend Languages		None	Standard Action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
ffect: You understand all spoken and written languages.					Target: You			Caster Level: 7	
Deflect, Lesser			1 immediate	1 round or until discharged	Personal	V		Abjuration [Force]	PHB II: p.109
ffect:			action		Target: You			Caster Level: 7	
Gain deflection bonus to AC against one attack. Bonus is	s equal t	to +1 per three caster le Will negates		5]. 1 round	-	V,S,M	Yes	Enchantment	SC: p.69
JJJJ Distract Assariant		3	action		,			(Compulsion) [Mind-Affecting]	,
ffect: Target is flatfooted till next turn.					Target: One creature	е		Caster Level: 7	
DDDDEbon Eyes		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.77
ffect: See normally in darkness both magical and natural.					Target: Creature tou	uched		Caster Level: 7	
Expeditious Retreat		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: p.228
ffect: Your speed increases by 30 ft.			AUGUII		Target: You			Caster Level: 7	
Your speed increases by 30 ft.	15	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
ffect:		(Hallilless)	AUGUII		Target: Creature tou	uched		Caster Level: 7	
Gives subject +4 armor bonus.	15	Will negates		1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
ffect:		(harmless, object)	Action		Target: Weapon tou	iched		Caster Level: 7	
Weapon gains +1 bonus. Shield		None		1 minute/level [D]	Personal	V,S	No	Abjuration [Force]	PHB: p.278
ffect:			Action		Target: You			Caster Level: 7	
Invisible disc gives +4 to AC, blocks magic missiles.		None	Standard	1 hour/level	Close (40 ft.)	V,S,M	No	Conjuration	PHB: p.297
Effect:			Action		Target: One invisible	e, mindless	, shapeless servant	(Creation) Caster Level: 7	
Invisible force obeys your commands.					•				
			_	LEVEL 2					
Name □□□□□ Belker Claws	DC	Saving Throw None		Duration Instantaneous [1 round/3 levels max 4	Range Touch	Comp. V,S,M	Spell Resistance Yes	School Transmutation [Air	Source]SC: p.26
Belker Claws	DC	•	1 standard	Duration		V,S,M			
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC	•	1 standard action 1 standard	Duration Instantaneous [1 round/3 levels max 4	Touch Target: Living create	V,S,M		Transmutation [Air]SC: p.26
### The company of th	16	None Fortitude partial	1 standard action 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous	Touch Target: Living create	V,S,M ure	Yes	Transmutation [Air Caster Level: 7]SC: p.26
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	16	None Fortitude partial	1 standard action 1 standard action knocked do	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous	Touch Target: Living creatu Medium (170 ft.) Target: Ray	V,S,M ure	Yes	Transmutation [Air Caster Level: 7 Evocation [Force]	JSC: p.26 SC: p.31
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	16	Fortitude partial	1 standard action 1 standard action knocked do	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous	Touch Target: Living create Medium (170 ft.) Target: Ray Touch	V,S,M ure V,S V,S	Yes	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire]	JSC: p.26 SC: p.31
### Belker Claws ###################################	16 nust mak	Fortitude partial se a Fortitude save or be None	1 standard action 1 standard action e knocked do 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Own. 1 minute/level [D]	Touch Target: Living create Medium (170 ft.) Target: Ray Touch Target: Weapon tou	V,S,M ure V,S V,S	Yes	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7	JSC: p.26 SC: p.31
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	16 nust mak	Fortitude partial se a Fortitude save or be None	1 standard action 1 standard action e knocked do 1 standard action s 1d6 dama	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Dwn. 1 minute/level [D] ge and deals extra damage on critical h	Touch Target: Living create Medium (170 ft.) Target: Ray Touch Target: Weapon tou	V,S,M ure V,S V,S	Yes	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire]	JSC: p.26 SC: p.31
Belker Claws ffect: Successful touch attack deals 2d12 points of damage. Blast of Force ffect: Blast one target for 1d6/2 levels [max 5d6]. In addition may be blast one target for 1d6/2 levels [max 5d6]. In addition may be blast one target for 1d6/2 levels [max 5d6]. In addition may blast one target for 1d6/2 levels [max 5d6]. In addition may blast one target for 1d6/2 levels [max 5d6]. In addition may blast one target for the fiect:	16 nust mak ght out to	Fortitude partial se a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text	1 standard action 1 standard action knocked do 1 standard action s 1d6 dama 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Own. 1 minute/level [D] ge and deals extra damage on critical h 1 round/level	Touch Target: Living creatu Medium (170 ft.) Target: Ray Touch Target: Weapon tou it Close (40 ft.) Target: 10 ft. cube	V,S,M ure V,S V,S	Yes Yes No	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7	SC: p.26 SC: p.31 SC: p.41
### Belker Claws ###################################	16 nust mak ght out to	None Fortitude partial se a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated for	1 standard action 1 standard action knocked do 1 standard action s 1d6 dama 1 standard action r as long as	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Dwn. 1 minute/level [D] ge and deals extra damage on critical h 1 round/level they remain in the effect and an addition	Touch Target: Living create Medium (170 ft.) Target: Ray Touch Target: Weapon tou it Close (40 ft.) Target: 10 ft. cube	V,S,M ure V,S V,S V,S iched	Yes Yes No	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7	SC: p.26 SC: p.31 SC: p.41 SC: p.48
### Belker Claws ###################################	16 nust mak ght out to	Fortitude partial se a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text	1 standard action 1 standard action knocked do 1 standard action s 1d6 dama 1 standard action r as long as	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Own. 1 minute/level [D] ge and deals extra damage on critical h 1 round/level	Touch Target: Living creats Medium (170 ft.) Target: Ray Touch Target: Weapon tou it Close (40 ft.) Target: 10 ft. cube n Close (40 ft.)	V,S,M ure V,S V,S V,S V,S,M	Yes Yes No No	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Abjuration [Earth]	SC: p.26 SC: p.31 SC: p.41 SC: p.48
Belker Claws ffect: Successful touch attack deals 2d12 points of damage. Blast of Force ffect: Blast one target for 1d6/2 levels [max 5d6]. In addition may be addition may be addition of the state	16 nust mak ght out to 16 creature	None Fortitude partial as a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated fo	1 standard action 1 standard action 2 knocked dc 1 standard action s 1d6 dama 1 standard action r as long as 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous DWN. 1 minute/level [D] ge and deals extra damage on critical h 1 round/level they remain in the effect and an additio Permanent	Touch Target: Living create Medium (170 ft.) Target: Ray Touch Target: Weapon tou it Close (40 ft.) Target: 10 ft. cube n Close (40 ft.) Target: One 1-foot le up to 10 feet	V,S,M ure V,S V,S tiched V,S,M V,S,M	Yes Yes No No No note with a diameter of	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Abjuration [Earth] Caster Level: 7	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75
Belker Claws ##ect: Successful touch attack deals 2d12 points of damage.	16 nust mak ght out to	None Fortitude partial se a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated for	1 standard action 1 standard action 2 knocked dc 1 standard action s 1d6 dama 1 standard action r as long as 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Dwn. 1 minute/level [D] ge and deals extra damage on critical h 1 round/level they remain in the effect and an addition	Touch Target: Living creatu Medium (170 ft.) Target: Ray Touch Target: Weapon tou it Close (40 ft.) Target: 10 ft. cube n Close (40 ft.) Target: One 1-foot lup to 10 feet 10 ft.	V,S,M ure V,S V,S sched V,S,M V,S,M V,S,M	Yes Yes No No No No Yes Yes	Transmutation [Air Caster Level: 7 Evocation (Force) Caster Level: 7 Evocation (Fire) Caster Level: 7 Conjuration Caster Level: 7 Abjuration [Earth] Caster Level: 7 Evocation (Fire)	SC: p.26 SC: p.31 SC: p.41 SC: p.48
Belker Claws ffect: Successful touch attack deals 2d12 points of damage. Blast of Force ffect: Blast one target for 1d6/2 levels [max 5d6]. In addition may be added to the state of the	16 nust make ght out to 16 creature	None Fortitude partial se a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated fo None Reflex half damage.	1 standard action 1 standard action 2 knocked dc 1 standard action s 1d6 dama 1 standard action r as long as 1 standard action 1 standard action 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Down. 1 minute/level [D] ge and deals extra damage on critical h 1 round/level they remain in the effect and an additio Permanent Instantaneous	Touch Target: Living create Medium (170 ft.) Target: Ray Touch Target: Weapon tou it Close (40 ft.) Target: 10 ft. cube n Close (40 ft.) Target: One 1-foot le up to 10 feet 10 ft. Target: Burst of fire	V,S,M ure V,S V,S ched V,S,M V,S,M ength of tur V,S,M extending	Yes Yes No No No No No No No No No N	Transmutation [Air Caster Level: 7 Evocation (Force) Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Abjuration [Earth] Caster Level: 7 Evocation [Fire] Caster Level: 7	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75 SC: p.93
Belker Claws ffect: Successful touch attack deals 2d12 points of damage. Dimini Blast of Force ffect: Blast one target for 1d6/2 levels [max 5d6]. In addition mage and the state of the	16 nust make ght out to 16 creature	None Fortitude partial se a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated fo None Reflex half	1 standard action 1 standard action 2 knocked dc 1 standard action s 1d6 dama 1 standard action r as long as 1 standard action 1 standard action 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous DWN. 1 minute/level [D] ge and deals extra damage on critical h 1 round/level they remain in the effect and an additio Permanent	Touch Target: Living create Medium (170 ft.) Target: Ray Touch Target: Weapon tou it Close (40 ft.) Target: 10 ft. cube n Close (40 ft.) Target: One 1-foot le up to 10 feet 10 ft. Target: Burst of fire 60 ft.	V,S,M ure V,S V,S sched V,S,M V,S,M V,S,M	Yes Yes No No No No Yes Yes	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Abjuration [Earth] Caster Level: 7 Evocation [Fire] Caster Level: 7 Transmutation	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75
Belker Claws ffect: Successful touch attack deals 2d12 points of damage. Diminish Blast of Force ffect: Blast one target for 1d6/2 levels [max 5d6]. In addition m Diminish Burning Sword ffect: Weapon is engulfed in blue flames which shed azure lig 2 1d10, x3 2d10, x4 3d10]. Diminish Cloud of Bewilderment ffect: Creates a small cloud of nauseating vapors. Any living of the company of the	16 16 16 16 16 16 16 treature	None Fortitude partial as a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated for None Reflex half damage. None	1 standard action 1 standard action 2 knocked dx 1 standard action 2 the standard action 3 1d6 dama 2 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Duration 1 minute/level [D] ge and deals extra damage on critical h 1 round/level they remain in the effect and an addition Permanent Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Touch Target: Living creats Medium (170 ft.) Target: Ray Touch Target: Weapon tous it Close (40 ft.) Target: 10 ft. cube n Close (40 ft.) Target: One 1-foot lup to 10 feet 10 ft. Target: Burst of fire 60 ft. Target: 60-ft. line	V,S,M ure V,S V,S V,S V,S,M V,S,M ength of tur V,S,M extending ' V,S,F	Yes Yes No No No No No No No No No N	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Abjuration [Earth] Caster Level: 7 Evocation [Fire] Caster Level: 7 Transmutation Caster Level: 7	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75 SC: p.93 SC: p.238
Belker Claws ffect: Successful touch attack deals 2d12 points of damage. Dimini Blast of Force ffect: Blast one target for 1d6/2 levels [max 5d6]. In addition m Dimini Burning Sword ffect: Weapon is engulfed in blue flames which shed azure lig 2 1d10, x3 2d10, x4 3d10]. Dimini Cloud of Bewilderment ffect: Creates a small cloud of nauseating vapors. Any living of 3d41 rounds after they leave area. Dimini Earth Lock ffect: Bars passage to any but you. Dimini Fireburst ffect: All creatures within range take 1d8/caster level [max 5d8] Dimini Whirling Blade ffect: Ranged Touch attack deals weapon damage to all target	16 16 16 16 16 16 16	None Fortitude partial as a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated fo None Reflex half damage. None	1 standard action 1 standard action 2 knocked dx 1 standard action 2 the standard action 3 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Dwn. 1 minute/level [D] ge and deals extra damage on critical h 1 round/level they remain in the effect and an addition Permanent Instantaneous Instantaneous	Touch Target: Living create Medium (170 ft.) Target: Ray Touch Target: Weapon tou it Close (40 ft.) Target: 10 ft. cube n Close (40 ft.) Target: One 1-foot le up to 10 feet 10 ft. Target: Burst of fire 60 ft. Target: 60-ft. line Personal	V,S,M ure V,S V,S ched V,S,M V,S,M ength of tur V,S,M extending	Yes Yes No No No No No No No No No N	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Abjuration [Earth] Caster Level: 7 Evocation [Fire] Caster Level: 7 Transmutation Caster Level: 7 Transmutation	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75 SC: p.93
### Belker Claws ###################################	16 16 16 16 16 16 16 treature	None Fortitude partial as a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated for None Reflex half damage. None	1 standard action 1 standard action 2 knocked dc 1 standard action s 1d6 dama 1 standard action r as long as 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Duration 1 minute/level [D] ge and deals extra damage on critical h 1 round/level they remain in the effect and an addition Permanent Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Touch Target: Living creats Medium (170 ft.) Target: Ray Touch Target: Weapon tous it Close (40 ft.) Target: 10 ft. cube n Close (40 ft.) Target: One 1-foot lup to 10 feet 10 ft. Target: Burst of fire 60 ft. Target: 60-ft. line	V,S,M ure V,S V,S V,S V,S,M V,S,M ength of tur V,S,M extending ' V,S,F	Yes Yes No No No No No No No No No N	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Abjuration [Earth] Caster Level: 7 Evocation [Fire] Caster Level: 7 Transmutation Caster Level: 7	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75 SC: p.93 SC: p.238
Belker Claws Fect: Successful touch attack deals 2d12 points of damage. Blast of Force	16 16 16 16 16 16 16 18 18 19 19 19 19 19 19 19 19	None Fortitude partial as a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated for None Reflex half damage. None	1 standard action 1 standard action 2 knocked dc 1 standard action s 1d6 dama 1 standard action r as long as 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Duration 1 minute/level [D] ge and deals extra damage on critical h 1 round/level they remain in the effect and an addition Permanent Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous Instantaneous	Touch Target: Living create Medium (170 ft.) Target: Ray Touch Target: Weapon tou it Close (40 ft.) Target: 10 ft. cube n Close (40 ft.) Target: One 1-foot le up to 10 feet 10 ft. Target: Burst of fire 60 ft. Target: 60-ft. line Personal	V,S,M ure V,S V,S V,S V,S,M V,S,M ength of tur V,S,M extending ' V,S,F	Yes Yes No No No No No No No No No N	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Abjuration [Earth] Caster Level: 7 Evocation [Fire] Caster Level: 7 Transmutation Caster Level: 7 Transmutation	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75 SC: p.93 SC: p.238
### Belker Claws ###################################	16 16 16 16 16 16 16 18 18 19 19 19 19 19 19 19 19	None Fortitude partial se a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated for None Reflex half damage. None e path can use Intelligen N/A Saving Throw	1 standard action 1 standard action 2 knocked dc 1 standard action s 1d6 dama 1 standard action r as long as 1 standard action Time	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Instantaneous Down. 1 minute/level [D] ge and deals extra damage on critical h 1 round/level they remain in the effect and an addition Permanent Instantaneous	Touch Target: Living create Medium (170 ft.) Target: Ray Touch Target: Weapon tou it Close (40 ft.) Target: 10 ft. cube n Close (40 ft.) Target: One 1-foot le up to 10 feet 10 ft. Target: Burst of fire 60 ft. Target: 60-ft. line Personal Target: You Range	V,S,M ure V,S V,S V,S V,S,M V,S,M ength of tur V,S,M extending 1 V,S,F V,S Comp.	Yes Yes No No No No No No No No No N	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Abjuration [Earth] Caster Level: 7 Evocation [Fire] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 School	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75 SC: p.93 SC: p.238 SC: p.243
Belker Claws ffect: Successful touch attack deals 2d12 points of damage. Dimini Blast of Force ffect: Blast one target for 1d6/2 levels [max 5d6]. In addition m Dimini Burning Sword ffect: Weapon is engulfed in blue flames which shed azure lig 2 1d10, x3 2d10, x4 3d10]. Dimini Cloud of Bewilderment ffect: Creates a small cloud of nauseating vapors. Any living of the company of the compa	16 16 16 16 16 16 ts on the	None Fortitude partial se a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated fo None Reflex half damage. None path can use Intelligent N/A	1 standard action 1 standard action 2 knocked dc 1 standard action s 1d6 dama 1 standard action r as long as 1 standard action Time	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Instantaneous Dwn. 1 minute/level [D] ge and deals extra damage on critical h 1 round/level they remain in the effect and an addition Permanent Instantaneous	Touch Target: Living creats Medium (170 ft.) Target: Ray Touch Target: Weapon tous it Close (40 ft.) Target: 10 ft. cube n Close (40 ft.) Target: One 1-foot lough to 10 ft. Target: Burst of fire 60 ft. Target: 60-ft. line Personal Target: You Range Long (680 ft.)	V,S,M ure V,S V,S V,S V,S,M V,S,M ength of tur V,S,M extending ' V,S,F V,S Comp. V,S	Yes Yes No No No No No No No No No N	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Evocation [Earth] Caster Level: 7 Evocation [Fire] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75 SC: p.93 SC: p.238 SC: p.243
### Belker Claws #### Get: Successful touch attack deals 2d12 points of damage. #### Blast of Force ##### Blast of Force ###################################	16 16 16 16 16 16 16 DC	None Fortitude partial as a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated fo None Reflex half damage. None p ant can use Intelligen N/A Saving Throw None	1 standard action 1 standard action 2 knocked do 1 standard action 3 1d6 dama 2 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Jown. 1 minute/level [D] ge and deals extra damage on critical in 1 round/level they remain in the effect and an addition Permanent Instantaneous	Touch Target: Living creature Medium (170 ft.) Target: Ray Touch Target: Weapon tous it Close (40 ft.) Target: 10 ft. cube no Close (40 ft.) Target: One 1-foot le up to 10 feet 10 ft. Target: Burst of fire 60 ft. Target: You Range Long (680 ft.) Target: One creature	V,S,M ure V,S V,S V,S v,S,M V,S,M ength of tur V,S,M extending ' V,S,F V,S Comp. V,S e, + one/2 i	Yes Yes No No No No nel with a diameter of Yes 10 ft No N/A Spell Resistance Yes evels which must be	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Abjuration [Earth] Caster Level: 7 Evocation [Fire] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 School	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75 SC: p.93 SC: p.238 SC: p.243 Source
### Belker Claws ###################################	16 16 16 16 16 16 16 DC	None Fortitude partial se a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated for None Reflex half damage. None e path can use Intelligen N/A Saving Throw None ch to the primary targe	1 standard action 1 standard action 2 knocked dc 1 standard action 2 thought action 3 the dama at 1 standard action Time 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Jown. 1 minute/level [D] ge and deals extra damage on critical in 1 round/level they remain in the effect and an addition Permanent Instantaneous	Touch Target: Living creature Medium (170 ft.) Target: Ray Touch Target: Weapon tous it Close (40 ft.) Target: 10 ft. cube n Close (40 ft.) Target: One 1-foot le up to 10 feet 10 ft. Target: Burst of fire 60 ft. Target: 60-ft. line Personal Target: You Range Long (680 ft.) Target: One creature ewithin 30 ft. of the present of th	V,S,M ure V,S V,S V,S v,S,M V,S,M ength of tur V,S,M extending ' V,S,F V,S Comp. V,S e, + one/2 i	Yes Yes No No No No No No No No No N	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Evocation [Earth] Caster Level: 7 Evocation [Fire] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 School Evocation [Force] Caster Level: 7	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75 SC: p.93 SC: p.238 SC: p.243 Source
### Belker Claws #### Force #### Blast of Force #### Blast of Force #### Blast of Force #### Blast of Force #### Blast on target for 1d6/2 levels [max 5d6]. In addition make a property of the class of the cl	16 16 16 16 16 16 16 DC L+10] ear	None Fortitude partial as a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated fo None Reflex half damage. None p ant can use Intelligen N/A Saving Throw None	1 standard action 1 standard action 2 knocked dc 1 standard action 2 thought action 3 the dama at 1 standard action Time 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous	Touch Target: Living creature Medium (170 ft.) Target: Ray Touch Target: Weapon tous It is in the second of	V,S,M V,S V,S V,S,M V,S,M ength of tur V,S,M extending ' V,S,F V,S Comp. V,S e, + one/2 I grimary target V,S	Yes Yes No No No No No No No No No N	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Evocation [Earth] Caster Level: 7 Evocation [Fire] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75 SC: p.93 SC: p.238 SC: p.243 Source SC: p.44
### Belker Claws #### Force #### Blast of Force #### Blast on target for 1d6/2 levels [max 5d6]. In addition makes and the properties of the	16 16 16 16 16 16 DC DC 17	None Fortitude partial as a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated for None Reflex half damage. None a path can use Intelligent N/A Saving Throw None ch to the primary targe Fortitude negates (harmless) p to their base speed.	1 standard action 1 standard action 2 knocked do 1 standard action 2 the standard action 3 the standard action 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous Instantaneous Dwn. 1 minute/level [D] ge and deals extra damage on critical h 1 round/level they remain in the effect and an addition Permanent Instantaneous	Touch Target: Living creature Medium (170 ft.) Target: Ray Touch Target: Weapon tous it Close (40 ft.) Target: 10 ft. cube no Close (40 ft.) Target: One 1-foot lought to 10 ft. Target: Burst of fire 60 ft. Target: 60-ft. line Personal Target: You Range Long (680 ft.) Target: One creature within 30 ft. of the processor one willing can are more than 3 can are more th	V,S,M ure V,S V,S V,S V,S,M ength of tur V,S,M extending ' V,S,F V,S Comp. V,S e, + one/2 I v,S creature/3 I v,S tapart	Yes No No No No noted with a diameter of Yes 10 ft No N/A Spell Resistance Yes levels which must be at Yes (harmless)	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Evocation [Earth] Caster Level: 7 Evocation [Fire] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Force) Caster Level: 7 Conjuration (Teleportation) Caster Level: 7	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75 SC: p.93 SC: p.238 SC: p.243 Source SC: p.44
### Belker Claws #### Force #### Blast of Force #### Blast of Force #### Blast of Force #### Blast of Force #### Blast on target for 1d6/2 levels [max 5d6]. In addition make a sure light of the ct. #### Blast one target for 1d6/2 levels [max 5d6]. In addition make a sure light of the ct. #### Burning Sword #### Burning Sword #### Cloud of Bewilderment ##### Cloud of Bewilderment ##### Cloud of Bewilderment ###################################	16 16 16 16 16 16 DC DC 17	None Fortitude partial as a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated for None Reflex half damage. None ap path can use Intelligent N/A Saving Throw None ch to the primary targe Fortitude negates (harmless)	1 standard action 1 standard action 2 knocked do 1 standard action 2 the standard action 3 the standard action 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous	Touch Target: Living creature Medium (170 ft.) Target: Ray Touch Target: Weapon tous it Close (40 ft.) Target: 10 ft. cube no Close (40 ft.) Target: One 1-foot leg to 10 ft. Target: Burst of fire 60 ft. Target: 40-ft. line Personal Target: You Range Long (680 ft.) Target: One creature ewithin 30 ft. of the processor of the pro	V,S,M ure V,S V,S V,S V,S,M V,S,M ength of tur V,S,M extending ' V,S,F V,S Comp. V,S V,S Comp. V	Yes Yes No No No No No No No No No N	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Abjuration [Earth] Caster Level: 7 Evocation [Fire] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Conjuration [Force] Caster Level: 7 Conjuration [Force] Caster Level: 7 Conjuration (Teleportation) Caster Level: 7 Transmutation	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75 SC: p.93 SC: p.238 SC: p.243 Source SC: p.44
### Belker Claws ###################################	16 16 16 16 16 16 16 17 17 17	None Fortitude partial se a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated for None Reflex half damage. None e path can use Intelligen N/A Saving Throw None ch to the primary targe Fortitude negates (harmless) p to their base speed. None	1 standard action 1 standard action 2 knocked dc 1 standard action 2 thousand action 1 standard action Time 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous	Touch Target: Living create Medium (170 ft.) Target: Ray Touch Target: Weapon tou it Close (40 ft.) Target: 10 ft. cube n Close (40 ft.) Target: One 1-foot le up to 10 feet 10 ft. Target: Burst of fire 60 ft. Target: 60-ft. line Personal Target: You Range Long (680 ft.) Target: One creature ewithin 30 ft. of the precious of the processor of the pro	V,S,M ure V,S V,S V,S V,S,M V,S,M ength of tur V,S,M extending ' V,S,F V,S Comp. V,S V,S Comp. V	Yes No No No No noted with a diameter of Yes 10 ft No N/A Spell Resistance Yes levels which must be at Yes (harmless)	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Evocation [Earth] Caster Level: 7 Evocation [Fire] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Conjuration (Force) Caster Level: 7 Conjuration (Teleportation) Caster Level: 7	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75 SC: p.93 SC: p.238 SC: p.243 Source SC: p.44 PHB II: p.110
Belker Claws Effect: Successful touch attack deals 2d12 points of damage. Digital Blast of Force Effect: Blast one target for 1d6/2 levels [max 5d6]. In addition makes and provided blast one target for 1d6/2 levels [max 5d6]. In addition makes and provided blast one target for 1d6/2 levels [max 5d6]. In addition makes and provided blast one target for 1d6/2 levels [max 5d6]. In addition makes and provided blast file and provided bl	16 16 16 16 16 16 16 17 17 17	None Fortitude partial se a Fortitude save or be None o 30 feet. Weapon deal Fortitude negates; see text in affect is naseated for None Reflex half damage. None e path can use Intelligen N/A Saving Throw None ch to the primary targe Fortitude negates (harmless) p to their base speed. None	1 standard action 1 standard action 2 knocked dx 1 standard action 2 knocked dx 1 standard action 3 1d6 dama 2 1 standard action Time 1 standard action 1 standard action	Duration Instantaneous [1 round/3 levels max 4 rounds] Instantaneous	Touch Target: Living create Medium (170 ft.) Target: Ray Touch Target: Weapon tou it Close (40 ft.) Target: 10 ft. cube n Close (40 ft.) Target: One 1-foot le up to 10 feet 10 ft. Target: Burst of fire 60 ft. Target: You Range Long (680 ft.) Target: One creature ewithin 30 ft. of the processor of the processor one can are more than 3 Touch Target: Weapon tou y	V,S,M ure V,S V,S V,S V,S,M V,S,M ength of tur V,S,M extending ' V,S,F V,S Comp. V,S V,S Comp. V	Yes No No No No noted with a diameter of Yes 10 ft No N/A Spell Resistance Yes levels which must be at Yes (harmless)	Transmutation [Air Caster Level: 7 Evocation [Force] Caster Level: 7 Evocation [Fire] Caster Level: 7 Conjuration Caster Level: 7 Abjuration [Earth] Caster Level: 7 Evocation [Fire] Caster Level: 7 Transmutation Caster Level: 7 Transmutation Caster Level: 7 Conjuration [Force] Caster Level: 7 Conjuration [Force] Caster Level: 7 Conjuration (Teleportation) Caster Level: 7 Transmutation	SC: p.26 SC: p.31 SC: p.41 SC: p.48 SC: p.75 SC: p.93 SC: p.238 SC: p.243 Source SC: p.44 PHB II: p.110

Wizard Spells

□□□□□ False Gravity	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.87
Effect: Can walk/run on any solid surface you choose. Can fly 3	Oft if yo	ou choose to fall; see te	ĸt		Target: Creature to	uched		Caster Level: 7	
□□□□□ Fireball	17	Reflex half		Instantaneous	Long (680 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: p.231
Effect: 1d6/level [max 10d6] fire damage, 20-ft. radius.					Target: 20-ftradius	s spread		Caster Level: 7	
□□□□□ Hamatula Barbs	17	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.109
Effect: Any creature hitting the subject takes 1d8 damage.					Target: Creature to	uched		Caster Level: 7	
□□□□□ Haste	17	Fortitude negates (Harmless)		One round per level.	Close (40 ft.)		Yes (Harmless)	Transmutation	dhg_tpe: p.22
Effect: See Text, One creature per level moves and attacks more	e quick	ly then normal.			Target: One creatu more than 30 ft. ap		no two of which can be	e Caster Level: 7	
□□□□□Lightning Step		None	One standard action	Instantaneous	Personal	V	Yes (Harmless)	Evocation	dhg_tpe: p.22
Effect: You may move up to 400 + 40 Ft per level in a blurring m					Target: You			Caster Level: 7	
Mage Armor, Greater	17	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Conjuration (Creation) [Force]	SC: p.136
Effect: As mage armor, except gain +6 armor bonus.					Target: Creature to	uched		Caster Level: 7	
□□□□□ Rainbow Blast	17	Reflex half	1 standard action	Instantaneous	120 ft.	V,S,M	Yes	Evocation [Light]	SC: p.165
Effect: deals 1d6 from each of the five energy types [total 5d6];	Damag	e increases with levels;	see text		Target: 120-ft. line			Caster Level: 7	
□□□□ Regroup		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Conjuration (Teleportation)	PHB II: p.122
Effect: Each subject of this spell appears adjacent to you [or as	close to	o you] in an unoccupied	square.		Target: One willing	creature/lev	vel	Caster Level: 7	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Blast of Flame	18	Reflex half	1 standard action	Instantaneous	60 ft.	V,S,M	No	Conjuration (Creation) [Fire]	SC: p.31
Effect: Deal 1d6/level [max 10d6] to all creatures in the area.					Target: Cone-shape	ed burst		Caster Level: 7	
Dimension Door	18	None and Will negate: (object)	Standard Action	Instantaneous	Long (680 ft.)	٧	No and Yes (object)	Conjuration (Teleportation)	PHB: p.221
Effect: Teleports you short distance.					Target: You and too willing creatures	uched objec	cts or other touched	Caster Level: 7	
□□□□□ Flame Whips	18	N/A	1 standard action	1 round/level [D]	Personal	V,S	N/A	Transmutation	SC: p.95
Effect: Gain two melee touch attacks with 15-ft reach that deal 6	d6 fire	damage each.			Target: Flaming wh	ips		Caster Level: 7	
□□□□□ Flight of the Dragon	18	N/A	1 standard action	10 minutes/level [D]	Personal	V,M	N/A	Transmutation	SC: p.95
Effect: Gain flight speed 100 ft.					Target: You			Caster Level: 7	
□□□□□ Polymorph		None	Standard Action	1 minute/level [D]	Touch	V,S,M	No	Transmutation	PHB: p.263
Effect: Gives one willing subject a new form.					Target: Willing living	g creature t	ouched	Caster Level: 7	
□□□□ Shout	18	Fortitude partial or Reflex negates (object); see text	Standard Action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]	PHB: p.279
Effect: Deafens all within cone and deals 5d6 sonic damage.					Target: Cone-shape	ed burst		Caster Level: 7	

^{* =}Domain/Speciality Spell

Notes:

Bought Skill Specialty - Persuasion: Military Protocol