

NAME _____

6/7

28000
NEXT LEVEL

PLAYERNAME

33

Male

GENDER

DEITY

Brown
EYES

Black,
Shoulder-length
HAIR

ALIGNMENT

POINTS

SUBDUAL DAMAGE					DAMAGE REDUCTION		SPEED Walk 45 ft.			
4	+0	+3	+0	+1	+4	+6		0	+0	0
MOMOR BONUS	SHIELD	STAT	SIZE	NATURAL ARMOR	DEFLEC- TION	MISC	MISS CHANCE	ARCANE SPELL FAIL PROB. TY	ARMOR CHECK	SPELLS RESIS

*Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+5		1d6+3			
Special Properties					

*: weapon is equipped

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Faerie Garb +3	Light	+4	+8	+0	0
*Devereaux Ring		+2		+0	0

Skill Name		Key Ability	Skills				9/4.5
			Skill Modifier	Ability Modifier	Max Ranks	Misc Modifier	
✓	Acrobatics	DEX	3	= 3	+	+	
✓	Appraise	INT	3	= 3	+	+	
✓	Athletics	STR	2	= 2	+	+	
	Athletics (Jump)	STR	6	= 2	+	1.0	3
✓	Craft (Untrained)	INT	3	= 3	+	+	
✓	Deception	CHA	11	= 2	+	9.0	+
✓	Endurance	CON	10	= 3	+	7.0	+
✓	Gather Information	CHA	2	= 2	+	+	
✓	Heal	WIS	4	= 2	+	2.0	+
	Knowledge (Arcana)	INT	9	= 3	+	6.0	+
	Knowledge (Dungeoneering)	INT	5	= 3	+	2.0	+
✓	Mystic Artist Skill		0	= 0	+	+	
✓	Perception	WIS	13	= 2	+	9.0	2
✓	Persuasion	CHA	11	= 2	+	9.0	+
✓	Ride	DEX	3	= 3	+	+	
✓	Sense Motive	WIS	5	= 2	+	3.0	+
	Speak Language(Abyssal, Dwarven)		2	= 0	+	2.0	+
	Spellcraft	INT	12	= 3	+	7.0	2
✓	Stealth	DEX	3	= 3	+	+	
✓	Survival	WIS	2	= 2	+	+	
	Survival (Find or follow tracks)	WIS	4	= 2	+	1.0	1
✓	Thievery	DEX	3	= 3	+	+	
✓	Use Rope	DEX	3	= 3	+	+	
				=	+	+	
				=	+	+	

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of the Apprentice <small>Gain +1 to your Caster Level</small>	Equipped	1	0.0	0.0
Claw	Carried	1	0.0	0.0
Devereaux Ring	Equipped	1	0.0	0.0
Faerie Garb +3	Equipped	1	0.5	9151.0
Quarterstaff	Equipped	1	4.0	0.0
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0
Special Backpack of Holding <small>0 lbs.</small>	Equipped	1	0.0	0.0
Special Boots	Equipped	1	0.0	0.0
Teleport Crystal <small>Bearer can teleport without error once per day to a location known to them, with up to six other creatures.</small>	Carried	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			4.5 lbs.	9151.0 gp

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

+7/+2

Special Attacks	
Any Weapon Rod <small>Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.</small>	[Is This It]
Natural Weapon (Claw) <small>You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.</small>	[DS, web]
Valor Form (Su) <small>Valor Form is the first Drive that you become able to do. When you Drive into Valor Form, you gain numerous benefits. You gain a +4 bonus to both Strength and Dexterity, as well as a +4 bonus on Jump checks. In addition, if you own more than one keyblade or keychain, you are able to use both of them, gaining the benefit of the Two-Weapon Fighting feat even if you don't meet the prerequisites. If you don't have two keyblades, the Form creates a nonmagical, masterwork copy of the one you do have. When you Drive into Valor Form, you must have at least 30 points in your Drive Gauge. When you Drive into Valor Form, the Drive Gauge is reset to 30 points.</small>	[KH]
Warcraft <small>+3 BAB</small>	[Eclipse, p.10]

Special Qualities	
Drive Immediately upon completing the Test of Valor, you gain the ability to Drive-- that is, infuse the Faerie Garb with a particular virtue you have to gain extra abilities for a short time. However, with all the bonuses, there is a powerful drawback: Anti Form. Anti Form is a state reached when you abuse the powers that Drives grant to you, and your heart is momentarily seized and consumed by darkness. The amount of time each form lasts depends on what is called a "Drive Gauge", which is a visible yellow meter on the left wristcuff of the Faerie Garb. If one were to pay enough attention, he would find that the Drive Gauge is actually based on a numeric system. When first seen, the amount the gauge shows would be equivalent to 30 points. When you Drive though, you see the gauge begin depleting, by 1 every second (6 per round, lost at the end of each action). Also, every time you attack (make an attack roll), you lose 1 point from the gauge. When the gauge drops to 0, your Drive ends. There are two ways to refill the Drive Gauge - 1. Each time you successfully deal damage to an opponent, the Drive Gauge refills by 1 point. 2. Once an hour the Drive Gauge automatically refills itself by 1 point. The Drive Gauge does not refill while you're in a Drive. Each time you Drive, your Form will reset the Drive Gauge for you to a particular amount. When that amount runs out, your Drive Gauge empties completely, and you revert to your normal form. At the same time your Form resets the Drive Gauge, it restores 3/4 of your maximum hit points. Also, while Driving, you ignore the penalties to your attack rolls and saving throws the Faerie Garb gives you.	[KH]
Weapon Proficiency (Small Group of Simple Weapons) (Dagger, Quarterstaff, Unarmed Strike, Club) Grants Proficiency with selected weapons.	[Eclipse, p.49]

Recurring Bonuses	
Duties () (+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]
Restrictions (Unable to use Abjuration or Illusion Magic) A character with restrictions has major limitations on the use of some ability or type of equipment. He or she may never (ever!) acquire or use such talents without major penalties. For example, Witch- Hunters never cast spells except to fix the problems caused by other magic on pain of losing most of their abilities. The point bonus is per category which applies. A character only gains the bonus points for restrictions on things that would obviously useful to him or her. Common restrictions include wearing no armor, using no weapons, using no magic or psionics, or skill-related feats. A good explanation is in order. Why is the character restricted in this way?	[Eclipse, p.17]

DISADVANTAGES

Hunted (Tabarath Cult)

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.

Obligations (Chosen One)

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.

Recorder

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.

[Eclipse, p.19]

[Eclipse, p.19]

[Eclipse, p.19]

Spell Caster Information	
Wizard Wizard Level 9, Casterlevel is 10	[Eclipse, p.11]

Eclipse Abilities	
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 / Storage	[Eclipse, p.27]
(+6 CP) allows you to store a number of spell levels in the Companion equal to the Companion's Charisma. You may release the spells as if you were using a scroll, provided your Companion is touching or adjacent to you. For an additional +6 CP you or the companion may release a spell as if using a spell storing device.	
Companion / Template	[Eclipse, p.27]
(+6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.	
+4 racial bonus on saves against sleep and paralysis	[DS, web]
Eldritch	[Eclipse, p.31]
(0 CP). You may call upon exotic forces to power your magic rather than relying on the usual sources. In other words, your magic may have strange special effects for free. This has no direct game effect, but gives you more style. Eldritch abilities that cost spell levels do not extend the casting time., Characters using advanced Eldritch feats must select and describe the source of their powers. Other characters with the Eldritch feat and the same source receive no penalties or advantages when facing the user. All three effects may be taken as a set for only 6 CP, but this cannot then be "turned off." It also limits use of magic items to items made by a character with at least one of these modifiers. Many settings have spells usable only with Eldritch magic, and others not usable at all with Eldritch magic.	
Familiar	[Eclipse, p.27]
You have a familiar companion	
Invocation	[Eclipse, p.35]
Grants one bonus spell slot usable for any spell or power you can cast up to your current spell level limit in a particular progression. This goes up with the character, so it never becomes obsolete.	
Malcolm's Orb	[Is This It]
Specialized Corrupted Summons x2 (Double Summon) (6 CP)	
Mental Link	[Is This It, Custom]
You are automatically in Mental Contact with your companions	
Metamagic / Easy	[Eclipse, p.57]
You have learned to substitute raw power for some of the usual requirements of your spells., (6 CP). Common applications of this technique include: ! Material (+1 SL) removes the need for most material components unless they're integral to the spell effect. If you have a spell which animates a sword to fight, you still need the sword. However, you won't need ruby dust to sprinkle it with. The classic Eschew Materials feat does not increase the spell level, but only works on materials and only for those costing 1 GP or less. If you want that version, it's bought as Easy, with the Streamline metamagical modifier, Specialized to materials costing 1 GP or less only, for a total of 6 CP. ! Verbal (+1 SL) removes the need for incantations. ! Somatic (+1 SL) removes the need for gestures and arcane spell failure chance. ! Temporal (+1 SL) allows the caster to use the spell as a Free Action. Unfortunately, since you can't take any time to speak, gesture, or get out components, you must also apply the Material, Verbal, and Somatic effects for a total of +4 spell levels. Using this effect on spells with lengthy casting times requires another +1 SL, +2 SL if the normal casting time is measured in hours or more. The classic Quicken feat states that "you can cast a spell with a moment's thought." It isn't quite clear as to what this means or whether it effectively includes the Silent Spell and Still Spell feats; official and unofficial statements seem to go both ways. If you feel that the +4 level cost does not include one more of the earlier effects simply increase the spell level adjustment for Temporal by the number you do not include.	
Presence	[Eclipse, p.39]
(6 CP). With Presence, your character influences those around you. The base level extends to a 10-foot radius and can induce simple effects such as courage (immunity to fear), a -2 morale penalty, or some other specific effect similar to a L1 spell.	
Specialist (Conjuration)	[Eclipse, p.44]
With Specialist, a character selects one magical specialty, usually an arcane school or a pair of divine domains. The character gains an extra spell slot of each spell level he or she can use of up to level 3. He or she may only memorize or cast spells using these slots with the chosen specialty. Characters may take this without selecting a magical specialty and put any spell in it, but this doubles the base cost as well as the cost of any improvements. Characters using Divine Magic need pay only half price for specialist.	

+7/+2+7/+2

Feats	
Feat Conversion to CP ~ 6 (2x)	[Eclipse, p.9]

PROFICIENCIES	
Claw, Club, Dagger, Gauntlet, Grapple, Quarterstaff, Spells(Ray), Unarmed Strike	

LANGUAGES	
Abyssal, Common, Draconic, Dwarven, Elven, Giant, Terran	

TEMPLATES	
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Familiar: Demetrius Spirit Familiar (Companion (Spirit	
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Elemental))					
HP:	30	AC:	22	INIT:	+4
FORT:	+4	REF:	+6	WILL:	+6
Special:					

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	5	5	4	2	1	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 (50 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 10	PHB: p.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	13	Will negates [object]	1 standard action	10 minute/level	Close (50 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 10	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> 10	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 (50 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 10	SC: p.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	Standard Action	1 minute/level [D]	Medium (200 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 10	PHB: p.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	13	Will negates	Standard Action	1 round	Close (50 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 10	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> 10	PHB: p.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	Standard Action	Instantaneous	Close (50 ft.)	V,S	No	Divination <i>Caster Level:</i> 10	PHB: p.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	Standard Action	Instantaneous	Close (50 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 10	PHB: p.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 10	SC: p.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	Standard Action	Instantaneous	Close (50 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 10	PHB: p.232
Ghost Sound <i>Effect:</i> Fgment sounds.	13	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (50 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level:</i> 10	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> 10	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> 10	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> 10	PHB: p.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	Standard Action	Concentration	Close (50 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 10	PHB: p.249
Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 10	PHB: p.253
Message <i>Effect:</i> Whispered conversation at distance.		None	Standard Action	10 minutes/level	Medium (200 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 10	PHB: p.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	13	Will negates (object)	Standard Action	Instantaneous	Close (50 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 10	PHB: p.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	Standard Action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 10	PHB: p.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	Standard Action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 10	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> 10	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> 10	SC: p.173
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 10	PHB: p.272
Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	13	Will negates [object]	1 standard action	1 minute/level [D]	Close (50 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 10	SC: p.190
Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	13	Will partial	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 10	SC: p.195

* =Domain/Specialty Spell

Wizard Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stick</div> </div> <div> <div>Effect:</div> <div>Sticks one object to another; see text.</div> </div>	13	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>Touch of Fatigue</div> </div> <div> <div>Effect:</div> <div>Touch attack fatigues target.</div> </div>	13	Fortitude negates	Standard Action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294
					Target: Creature touched		Caster Level: 10		

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>Enlarge Person</div> </div> <div> <div>Effect:</div> <div>Creatures size increases to next category</div> </div>	14	Fortitude negates	1 round	1 minute/level [D]	Close (50 ft.)	V,S,M	Yes	Transmutation	PHB: p.226
					Target: One humanoid creature		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hail of Stone</div> </div> <div> <div>Effect:</div> <div>1d4/caster level [max 5d4] damage.</div> </div>		None	1 round	Instantaneous	Medium (200 ft.)	V,S,M	No	Conjuration (Creation) [Earth]	SC: p.108
					Target: Cylinder [5-ft.-radius, 40 ft. high]		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Inhibit</div> </div> <div> <div>Effect:</div> <div>Subject is forced to delay; see text.</div> </div>	14	Will negates	1 standard action	Instantaneous	Medium (200 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.123
					Target: One creature		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Light of Lunia</div> </div> <div> <div>Effect:</div> <div>Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text</div> </div>		None	1 standard action	10 minutes/level [D]	Medium (200 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
					Target: You and up to two rays; see text		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mage Armor</div> </div> <div> <div>Effect:</div> <div>Gives subject +4 armor bonus.</div> </div>	14	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
					Target: Creature touched		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Missile</div> </div> <div> <div>Effect:</div> <div>1 missile/2 levels [max 5] that do 1d4+1 damage each.</div> </div>		None	Standard Action	Instantaneous	Medium (200 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
					Target: Up to five creatures, no two of which can be more than 15 ft. apart		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Nerveskitter</div> </div> <div> <div>Effect:</div> <div>Grants +5 bonus on initiative checks.</div> </div>	14	None [harmless]	1 immediate action	1 round	Close (50 ft.)	V,S	Yes	Transmutation	SC: p.146
					Target: One creature		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ray of Flame</div> </div> <div> <div>Effect:</div> <div>Ranged touch attack deals 1d6 per two caster levels [max 5d6]; see text</div> </div>	14	See text	1 standard action	Instantaneous	Close (50 ft.)	V,S,F	Yes	Evocation [Fire]	SC: p.167
					Target: Ray		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster I</div> </div> <div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div>		None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.285
					Target: One summoned creature		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Wall of Smoke</div> </div> <div> <div>Effect:</div> <div>Makes a wall of black smoke, causes nausea; see text.</div> </div>	14	Fortitude partial; see text	1 standard action	1 round/level	Close (50 ft.)	V,S	No	Conjuration (Creation)	SC: p.235
					Target: A straight wall whose area is up to one 10-ft. square/level [S]		Caster Level: 10		

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>Combust</div> </div> <div> <div>Effect:</div> <div>Creature takes 1d8/level [Max 10d8] fire damage, object burns taking 1d6 fire round until extinguished.</div> </div>	15	Reflex partial	1 standard action	Instantaneous; see text	Touch	V,S,M	Yes	Evocation [Fire]	SC: p.50
					Target: Touched creature or combustible object that weighs no more than 25 lb/level		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Dimension Hop</div> </div> <div> <div>Effect:</div> <div>Teleport subject 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.</div> </div>	15	Will negates	1 standard action	Instantaneous	Touch	V	Yes	Conjuration (Teleportation)	PHB II: p.110
					Target: Creature touched		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Electric Loop</div> </div> <div> <div>Effect:</div> <div>One ray/3 caster levels deal 1d6/2 caster levels [max 5d6]; see text.</div> </div>	15	Reflex half; see text	1 standard action	Instantaneous	Close (50 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.78
					Target: One creature/3 levels, each of which is adjacent to another target		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fly, Swift</div> </div> <div> <div>Effect:</div> <div>This spell functions like fly, except as noted.</div> </div>	15	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.96
					Target: You		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scorching Ray</div> </div> <div> <div>Effect:</div> <div>2 rays, ranged touch attack deals 4d6 fire damage.</div> </div>		None	Standard Action	Instantaneous	Close (50 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.274
					Target: 1 ray + 1 ray/4 levels [see text]		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spider Climb</div> </div> <div> <div>Effect:</div> <div>Grants ability to walk on walls and ceilings.</div> </div>	15	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: p.283
					Target: Creature touched		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster II</div> </div> <div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div>		None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Swarm</div> </div> <div> <div>Effect:</div> <div>Summons swarm of bats, rats, or spiders.</div> </div>		None	1 round	Concentration + 2 rounds	Close (50 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.289
					Target: One swarm of bats, rats, or spiders		Caster Level: 10		

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>Dimension Step</div> </div> <div> <div>Effect:</div> <div>Allies can make a short teleport. They can teleport line of sight up to their base speed.</div> </div>	16	Fortitude negates (harmless)	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes (harmless)	Conjuration (Teleportation)	PHB II: p.110
					Target: One willing creature/3 levels, no two of which can be more than 30 ft. apart		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fireball</div> </div> <div> <div>Effect:</div> <div>1d6/level [max 10d6] fire damage, 20-ft. radius.</div> </div>	16	Reflex half	Standard Action	Instantaneous	Long (800 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: p.231
					Target: 20-ft.-radius spread		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fly</div> </div> <div> <div>Effect:</div> <div>Subject flies at speed of 60 ft.</div> </div>	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,F/DF	Yes (harmless)	Transmutation	PHB: p.232
					Target: Creature touched		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Haste</div> </div> <div> <div>Effect:</div> <div>1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.</div> </div>	16	Fortitude negates (harmless)	Standard Action	1 round/level	Close (50 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: p.239
					Target: 1 creature/level, no two of which can be more than 30 ft. apart		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scintillating Sphere</div> </div>	16	Reflex half	1 standard action	Instantaneous	Long (800 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.181
					Target: 20-ft.-radius burst		Caster Level: 10		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Servant Horde</div> </div> <div> <div>Effect:</div> <div>Creates 2d6 +1 per caster level [max +15] unseen servants.</div> </div>		None	1 standard action	1 hour/level	Close (50 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.182
					Target: Invisible, mindless, shapeless servants		Caster Level: 10		

* =Domain/Specialty Spell

Wizard Spells

☐☐☐☐☐ Snake's Swiftmess, Mass	16	Will negates [harmless]	1 standard action	Instantaneous	Medium (200 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<i>Effect:</i> Subjects may make another single attack melee or ranged; see text.					<i>Target:</i> Allied creatures in a 20-ft.-radius burst		<i>Caster Level:</i> 10		
☐☐☐☐☐ Summon Monster III		None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
☐☐☐☐☐ Vampiric Touch		None	Standard Action	Instantaneous/1 hour; see text	Touch	V,S	Yes	Necromancy	PHB: p.298
<i>Effect:</i> Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 10		

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Channeled Pyroburst	17	Reflex half	See text	Instantaneous	Medium (200 ft.)	V,S	Yes	Evocation [Fire]	PHB II: p.106
<i>Effect:</i> Deal damage to opponent(s) based upon casting time; See text.					<i>Target:</i> See text		<i>Caster Level:</i> 10		
☐☐☐☐☐ Evard's Black Tentacles		None	Standard Action	1 round/level [D]	Medium (200 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.228
<i>Effect:</i> Tentacles grapple all within 15 ft. spread.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 10		
☐☐☐☐☐ Polymorph		None	Standard Action	1 minute/level [D]	Touch	V,S,M	No	Transmutation	PHB: p.263
<i>Effect:</i> Gives one willing subject a new form.					<i>Target:</i> Willing living creature touched		<i>Caster Level:</i> 10		
☐☐☐☐☐ Solid Fog		None	Standard Action	1 minute/level	Medium (200 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.281
<i>Effect:</i> Blocks vision and slows movement.					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high		<i>Caster Level:</i> 10		
☐☐☐☐☐ Summon Monster IV		None	1 round	1 round/level [D]	Close (50 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 10		
☐☐☐☐☐ Whelm, Mass	17	Will negates	1 standard action	Instantaneous	Close (50 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: p.128
<i>Effect:</i> Deal 1d6/level [max 10d6] nonlethal damage.					<i>Target:</i> One living creature/level		<i>Caster Level:</i> 10		

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: