

Malcolm

NAME

Point3

CLASS

6000

EXPERIENCE

3/4

Character Level/ECL

10000

NEXT LEVEL

Mike

PLAYERNAME

Human

RACE

Medium

SIZE

5' 8"

HEIGHT

170 lbs.

WEIGHT

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

VISION

Low-light

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

14

+2

14

+2

14

+2

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

16

+3

16

+3

16

+3

INT

Intelligence

16

+3

16

+3

16

+3

WIS

Wisdom

14

+2

14

+2

14

+2

CHA

Charisma

14

+2

14

+2

14

+2

HP

hit points

19

AC

armor class

18

WOUNDS/CURRENT HP

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+0

+

+3

+

+0

+

+0

+

WILL

(wisdom)

+6

=

+4

+

+2

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+1

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+1

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+1

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+3

1d3+2

20/x2

5 ft.

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+3

1d3+2

Special Properties

\*Quarterstaff

HAND

TYPE

SIZE

CRITICAL

REACH

Both

B/B

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+3

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

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

6/3

MISC MODIFIER

✓ Acrobatics

DEX

3

=

3

+

+

✓ Appraise

INT

3

=

3

+

+

✓ Athletics

STR

2

=

2

+

+

✓ Craft (Untrained)

INT

3

=

3

+

+

✓ Deception

CHA

5

=

2

+

3.0

+

✓ Endurance

CON

9

=

3

+

6.0

+

✓ 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

+

✓ Perception

WIS

12

=

2

+

6.0

+

4

✓ Persuasion

CHA

8

=

2

+

6.0

+

✓ Ride

DEX

3

=

3

+

+

✓ Sense Motive

WIS

7

=

2

+

5.0

+

Speak Language(Abyssal, Dwarven)

2

=

0

+

2.0

+

Spellcraft

INT

11

=

3

+

6.0

+

2

✓ Stealth

DEX

3

=

3

+

+

✓ Survival

WIS

2

=

2

+

+

✓ Thievery

DEX

3

=

3

+

+

✓ Use Rope

DEX

3

=

3

+

+

=

+

+

=

+

+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Claw	Carried	1	0.0	0.0
<b>Faerie Garb +3</b>	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 0 lbs.	Equipped	1	0.0	0.0
Special Boots	Equipped	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

SPECIAL ATTACKS	
<b>Extraordinary Ability (Ex)</b>	Testing
<b>Psi Ability</b>	Testing
<b>Spell Like Ability (Sp)</b>	Testing
<b>Supernatural Ability (Su)</b>	Testing
<b>Warcraft</b>	+1 BAB

## SPECIAL QUALITIES

### Companion

(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

(+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

(+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

(+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.

### Corrupted ~ Decreased Cost ~ Six to Four (Companion, Companion ~ Might, Invocation)

#### Disadvantage - Hunted

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.

#### Disadvantage - Obligations

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.

#### Disadvantage - Unarmored

You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.

#### 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.

#### Fast Learner (+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.

#### Invocation

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.

#### Save ~ Will ( , , )

Increases the Will Save by +4

#### Specialist

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.

#### Weapon Prof ~ A small group of Simple Weapons (Dagger, Quarterstaff, Dart, Sling)

Grants Proficiency with selected weapons.

#### Wizard Spell Points (Total 26)

#### Any Weapon Rod

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.

#### Natural Weapon (Claw)

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.

#### +4 racial bonus on saves against sleep and paralysis

#### Earth Weightlessness

You float approximately 1 inch off the ground. You will not set of weight based triggers.

#### Extraordinary Ability (Ex)

Testing

#### Familiar

You have a familiar companion

#### Mental Link

You are automatically in Mental Contact with your companions

#### Psi Ability

Testing

#### Spell Like Ability (Sp)

Testing

#### Familiar

You have the Spirit Elemental Familiar

<b>Supernatural Ability (Su)</b> Testing <b>Wizard</b> Wizard Level 5, Casterlevel is 5
<div>TALENTS</div> <div> <b>Test Talent</b>          Testing       </div>
<div>FEATS</div> <div> <b>Feat Conversion to CP ~ 6 ( , , )</b>          Covert regular feat to six Character Points  <b>Dragonblood</b>          Sorcerer is a favored class for you. This is in addition to your favored class based on race.  <b>Alertness</b>          You get a +2 bonus on all Listen checks and Spot checks.       </div>
<div>PROFICIENCIES</div> <div>         Claw, Dagger, Dart, Gauntlet, Grapple, Quarterstaff, Sling, Spells(Ray), Unarmed Strike       </div>
<div>LANGUAGES</div> <div>         Abyssal, Common, Draconic, Dwarven, Elven, Giant, Terran       </div>
<div>TEMPLATES</div>

# Point Buy 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	9	9	9	9	9	9	9	9	9	9

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Acid Splash</b> <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 1	PHB: p.196
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Amanuesis</b> <i>Effect:</i> Copies 250 words per minute.	13	Will negates [object]	1 standard action	10 minute/level	Close (25 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 1	SC: p.9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Arcane Mark</b> <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 1	PHB: p.201
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Caltrops</b> <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 (25 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 1	SC: p.42
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.		None	1 standard action	1 minute/level [D]	Medium (110 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.216
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Daze</b> <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	13	Will negates	1 standard action	1 round	Close (25 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 1	PHB: p.217
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 1	PHB: p.219
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Divination <i>Caster Level:</i> 1	PHB: p.219
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 1	PHB: p.223
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Electric Jolt</b> <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 1	SC: p.78
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.232
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ghost Sound</b> <i>Effect:</i> Fgment sounds.	13	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (25 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level:</i> 1	PHB: p.235
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Launch Bolt</b> <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> 1	SC: p.130
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Launch Item</b> <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> 1	SC: p.130
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Light</b> <i>Effect:</i> Object shines like a torch.		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.248
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (25 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 1	PHB: p.249
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 1	PHB: p.253
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Message</b> <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	10 minutes/level	Medium (110 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 1	PHB: p.253
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	13	Will negates (object)	1 standard action	Instantaneous	Close (25 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 1	PHB: p.258
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	13	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 1	PHB: p.264
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 1	PHB: p.269
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 1	PHB: p.269
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Repair Minor Damage</b> <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 1	SC: p.173
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 1	PHB: p.272
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Silent Portal</b> <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 (25 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 1	SC: p.190
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Sonic Snap</b> <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 (25 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 1	SC: p.195

\* =Domain/Specialty Spell

# Point Buy 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	1 standard action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294

## 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 (25 ft.)	V,S,M	Yes	Transmutation	PHB: p.226
<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 (110 ft.)	V,S,M	No	Conjuration (Creation) [Earth]	SC: p.108
<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 (110 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.123
<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 (110 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<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)	1 standard action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Missile</div> </div> <div> <div>Effect:</div> <div>1 missile/2 levels [max 5] that do 1d4+1 damage each.</div> </div>		None	1 standard action	Instantaneous	Medium (110 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
<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 (25 ft.)	V,S	Yes	Transmutation	SC: p.146
<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 (25 ft.)	V,S,F	Yes	Evocation [Fire]	SC: p.167
<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 (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.285
<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 (25 ft.)	V,S	No	Conjuration (Creation)	SC: p.235

## 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
<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
<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 (25 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.78
<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
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scorching Ray</div> </div> <div> <div>Effect:</div> <div>0 rays, ranged touch attack deals 4d6 fire damage.</div> </div>		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.274
<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)	1 standard action	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: p.283
<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 (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<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 (25 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.289

## 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>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)	1 standard action	1 round/level	Close (25 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: p.239
<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 (25 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.182
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Snake's Swiftess, Mass</div> </div> <div> <div>Effect:</div> <div>Subjects may make another single attack melee or ranged; see text.</div> </div>	16	Will negates [harmless]	1 standard action	Instantaneous	Medium (110 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster III</div> </div> <div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div>		None	1 round	1 round/level [D]	Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Vampiric Touch</div> </div> <div> <div>Effect:</div> <div>Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.</div> </div>		None	1 standard action	Instantaneous/1 hour; see text	Touch	V,S	Yes	Necromancy	PHB: p.298

\* =Domain/Speciality Spell

## Notes:

### Character Sheet Notes:

Missing Invocation