

NAME		PLAYERNAME		DEITY		ALIGNMENT
NmS5 Wiz1	15000	Human	Medium	5' 9"	197 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
6	21000	0	Male			60
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

SPECIAL ATTACKS	
<b>Deadly Nightmare (Su)</b> At 5th level, you can create a mind-affecting fear effect that can make a living creature literally drop dead. You can target one living creature within 30 feet of you, which must succeed on a Will save (DC 10 + your class level + your Cha modifier) or literally die of fright. Even if the save succeeds, the subject is panicked for 1 round. Any creature whose Hit Dice exceed twice your character level is unaffected by this power. This is a mind-affecting fear death effect. You can use this power three times per day.	
<b>Inspire Fear (Su)</b> As a standard action, you can create a mind-affecting fear effect that makes a living creature within 30 feet ill at ease. The target becomes shaken for a number of rounds equal to your nightmare spinner class level; a successful Will save (DC 10 + your class level + your Cha modifier) halves this duration. You can use this power a number of times per day equal to 3 + your Cha modifier. Multiple uses of this ability on the same creature don't stack.	

SPECIAL QUALITIES	
<b>Immunity To Fear (Ex)</b> You are never subject to fear effects	
<b>Nightmare Phantasm (Su)</b> Beginning at 2nd level, when you cast a figment or glamor spell, you can choose to weave a thread of nightmare phantasm into it as a free action. The spell gains the phantasm descriptor. Each time any enemy attempts a Will save to disbelieve the affected illusion spell, a tiny portion of the spell transforms into a phantasm effect that targets that enemy. The enemy becomes shaken for 1 round (no save). This ability has no other effect on the original spell's duration or effectiveness. You can use this ability a number of times per day equal to 3 + your Cha modifier. No creature can be affected by your nightmare phantasm ability more than once in a 24-hour period. This is a mind-affecting fear effect.	
<b>Spirit Chill (Su)</b> Beginning at 3rd level, creatures affected by a fear effect you cause (whether by a spell, class feature, or other effect) take nonlethal damage as well, depending on the potency of the fear created. Any creature that is shaken takes 1d6 points of nonlethal damage. A creature that becomes frightened takes 2d6 points of nonlethal damage, while a creature that becomes panicked takes 3d6 points of nonlethal damage.	
<b>Summon Familiar</b>	

FEATS	
<b>Acidic Splatter</b> See Text, As long as you have an acid spell of 2nd level or higher available to cast, you can throw an orb of acid as a ranged touch attack. The attack has a range of 5 feet per level of the highest-level acid spell you have available to cast and deals 1d6 points of damage per level of that acid spell. As a secondary benefit, you gain a +1 competence bonus to your caster level when casting acid spells.	
<b>Alacritous Cogitation</b> See Text, If you leave an arcane spell slot open when preparing spells, you can use that open slot to cast any arcane spell you know of the same level or lower. Casting the spell requires a full-round action. You can use this feat only once per day, regardless of the number of slots you leave open.	
<b>Scribe Scroll</b> You can create a scroll of any spell that you know.	

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Grapple, Quarterstaff, Spells(Ray), Unarmed Strike	

LANGUAGES	
Common	

# 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	5	4	3	2	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<b>Acid Splash</b> <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
<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	RSRD: SpellsA-B.rtf
<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.		None	1 standard action	5 minute [D]	Medium (150 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<b>Daze</b> <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	14	Will negates	1 standard action	1 round	Close (35 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
<b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (35 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
<b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	5 rounds [D]	Close (35 ft.)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
<b>Light</b> <i>Effect:</i> Object shines like a torch.		None	1 standard action	50 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (35 ft.)	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
<b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<b>Message</b> <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	50 minutes	Medium (150 ft.)	V, S, F	No	Transmutation [Language-Dependent]	RSRD: SpellsM-O.rtf
<b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	Instantaneous	Close (35 ft.)	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
<b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
<b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes	Evocation [Cold]	RSRD: SpellsP-R.rtf
<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	50 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<b>Touch of Fatigue</b> <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	5 rounds	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<b>Comprehend Languages</b> <i>Effect:</i> You understand all spoken and written languages.		None	1 standard action	50 minutes	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
<b>Detect Secret Doors</b> <i>Effect:</i> Reveals hidden doors within 60 ft.		None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<b>Disguise Self</b> <i>Effect:</i> Changes your appearance.		None	1 standard action	50 minutes [D]	Personal	V, S	No	Illusion (Glamer)	RSRD: SpellsD-E.rtf
<b>Enlarge Person</b> <i>Effect:</i> Creatures size increases to next category	15	Fortitude negates	1 round	5 minutes [D]	Close (35 ft.)	V, S, M	Yes	Transmutation	RSRD: SpellsD-E.rtf
<b>Expeditious Retreat</b> <i>Effect:</i> Your speed increases by 30 ft.		None	1 standard action	5 minutes [D]	Personal	V, S	No	Transmutation	RSRD: SpellsD-E.rtf

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<b>Bull's Strength</b> <i>Effect:</i> Subject gains +4 to Str for 5 minutes.	16	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf

\* =Domain/Specialty Spell

## Wizard Spells

□□□□□ Daze Monster	16	Will negates	1 standard action	1 round	Medium (150 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level: 5</i>	RSRD: SpellsD-E.rtf
<i>Effect:</i> Living creature of 6 HD or less loses next action.					<i>Target:</i> One living creature of 6 HD or less				
□□□□□ Detect Thoughts	16	Will negates; see text	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting] <i>Caster Level: 5</i>	RSRD: SpellsD-E.rtf
<i>Effect:</i> Allows 'listening' to surface thoughts.					<i>Target:</i> Cone-shaped emanation				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Arcane Sight		None	1 standard action	5 minutes [D]	Personal	V, S	No	Divination	RSRD: SpellsA-B.rtf
<i>Effect:</i> Magical auras become visible to you.					<i>Target:</i> You				<i>Caster Level: 5</i>
□□□□□ Clairaudience/Clairvoyance		None	10 minutes	5 minutes [D]	Long (600 ft.)	V, S, F/DF	No	Divination (Scrying) <i>Caster Level: 5</i>	RSRD: SpellsC.rtf
<i>Effect:</i> Hear or see at a distance for 5 minutes.					<i>Target:</i> Magical sensor				
□□□□□ Flame Arrow		None	1 standard action	50 minutes	Close (35 ft.)	V, S, M	No	Transmutation [Fire] <i>Caster Level: 5</i>	RSRD: SpellsF-G.rtf
<i>Effect:</i> Arrows deal +1d6 fire damage.					<i>Target:</i> Fifty projectiles, all of which must be in contact with each other at the time of casting				

\* =Domain/Specialty Spell

## Notes:

Character Sheet Notes: