

Malcolm Devereaux

NAME

d4E4 Wiz

CLASS

6000

EXPERIENCE

4/5

Character Level/ECL

Mike

PLAYERNAME

Human

RACE

Medium

SIZE

5' 8"

HEIGHT

140 lbs.

WEIGHT

Brown

HAIR

Black, Shoulder-length

-1

POINTS

Neutral Good

ALIGNMENT

Darkvision (60 ft.), Low-light

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

14

+2

14

+2

14

+2

DEX

Dexterity

17

+3

17

+3

17

+3

CON

Constitution

16

+3

16

+3

16

+3

INT

Intelligence

17

+3

17

+3

17

+3

WIS

Wisdom

14

+2

14

+2

14

+2

CHA

Charisma

14

+2

14

+2

14

+2

HP

hit points

25

AC

armor class

19

TOTAL

FLAT

16

TOUCH

15

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL ARMOR

0

DEFLECTION

2

MISC

2

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

INITIATIVE

modifier

+3

TOTAL

DEX MODIFIER

+3

MISC MODIFIER

+0

BASE ATTACK

bonus

+2

WALK

Walk 40 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

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

+

+0

+

WILL

(wisdom)

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+2

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+2

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+2

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+4

1d3+2

20/x2

5 ft.

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+4

1d3+2

Special Properties

*Quarterstaff

HAND

TYPE

SIZE

CRITICAL

REACH

Both

B/B

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+4

1d6+3

Special Properties

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Faerie Garb +3

Light

+4

+8

+0

0

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

7/3.5

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

9

=

2

+

7.0

+

✓

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

+

✓

Perception

WIS

11

=

2

+

7.0

+

2

✓

Persuasion

CHA

9

=

2

+

7.0

+

✓

Ride

DEX

3

=

3

+

+

✓

Sense Motive

WIS

2

=

2

+

+

✓

Speak Language(Abyssal, Dwarven)

INT

9

=

3

+

4.0

+

2

✓

Spellcraft

DEX

3

=

3

+

+

✓

Stealth

WIS

2

=

2

+

+

✓

Survival

WIS

4

=

2

+

1.0

+

1

✓

Survival (Find or follow tracks)

DEX

3

=

3

+

+

✓

Thievery

DEX

3

=

3

+

+

✓

Use Rope

DEX

3

=

3

+

+

=

+

+

=

+

+

✓

:

can be used untrained.

X

: exclusive skills.

*

: Skill Mastery.

Character: Malcolm Devereaux

Player: Mike

Created using PCGen 5.17.0 on Nov 13, 2009 at 2:00:47 PM

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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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
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</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

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]
Warcraft <small>+2 BAB</small>	[Eclipse, p.10]

SPECIAL QUALITIES	
Weapon Prof ~ A small group of Simple Weapons (Dagger, Quarterstaff, Unarmed Strike, Club) <small>Grants Proficiency with selected weapons.</small>	[Eclipse, p.49]
+7/+2+7/+2	

FEATS	
Feat Conversion to CP ~ 6 (5x) <small>Covert regular feat to six Character Points</small>	[Eclipse, p.9]
Dragonblood <small>Sorcerer is a favored class for you. This is in addition to your favored class based on race.</small>	[ds, web]

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

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

TEMPLATES

Familiar: Demetrius Spirit Familiar (Companion (Spirit Elemental))					
HP:	24	AC:	20	INIT:	+4
FORT:	+4	REF:	+6	WILL:	+5
Special:					

<div> <div>Recurring Bonuses</div> <div> <div>Duties</div> <div>[Eclipse, p.17]</div> <div>(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.</div> <div>Restrictions (Unable to use Abjuration or Illusion)</div> <div>[Eclipse, p.17]</div> <div>Magic</div> <div>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?</div> </div> </div>	<div> <div>Eclipse Abilities</div> <div> <div>Companion</div> <div>[Eclipse, p.27]</div> <div>(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.</div> <div>Template</div> <div>[Eclipse, p.27]</div> <div>(+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.</div> <div>Storage</div> <div>[Eclipse, p.27]</div> <div>(+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.</div> <div>Might</div> <div>[Eclipse, p.27]</div> <div>(+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.</div> <div>Corrupted for Decreased Cost (Companion 1, Companion 2~ Template, Companion 3~ Storage, Companion 5~ Might)</div> <div>[Eclipse, p.22]</div> <div>+4 racial bonus on saves against sleep and paralysis</div> <div>[DS, web]</div> <div>Eldritch</div> <div>[Eclipse, p.31]</div> <div>(0 CP). You may call upon exotic forces to power your magic rather than relying on the usual sources. In other words, your magic may have strange special effects for free. This has no direct game effect, but gives you more style. Eldritch abilities that cost spell levels do not extend the casting time., Characters using advanced Eldritch feats must select and describe the source of their powers. Other characters with the Eldritch feat and the same source receive no penalties or advantages when facing the user. All three effects may be taken as a set for only 6 CP, but this cannot then be "turned off." It also limits use of magic items to items made by a character with at least one of these modifiers. Many settings have spells usable only with Eldritch magic, and others not usable at all with Eldritch magic.</div> <div>Familiar</div> <div>[Eclipse, p.27]</div> <div>You have a familiar companion</div> <div>Invocation</div> <div>[Eclipse, p.35]</div> <div>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.</div> <div>Malcolm's Orb</div> <div>[Is This It]</div> <div>Specialized Corrupted Summons x2 (Double Summon) (6 CP)</div> <div>Mental Link</div> <div>[Is This It, Custom]</div> <div>You are automatically in Mental Contact with your companions</div> <div>Specialist (Conjuration)</div> <div>[Eclipse, p.44]</div> <div>With Specialist, a character selects one magical specialty, usually an arcane school or a pari 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.</div> </div> </div>
<div> <div>DISADVANTAGES</div> <div> <div>Hunted (Tabarath Cult)</div> <div>[Eclipse, p.19]</div> <div>Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.</div> <div>Obligations (Chosen One)</div> <div>[Eclipse, p.19]</div> <div>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.</div> <div>Recorder</div> <div>[Eclipse, p.19]</div> <div>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.</div> </div> </div>	
<div> <div>Spell Caster Information</div> <div> <div>Wizard</div> <div>[Eclipse, p.11]</div> <div>Wizard Level 7, Casterlevel is 8</div> </div> </div>	

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	1	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 8	PHB: p.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	13	Will negates [object]	1 standard action	10 minute/level	Close (45 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 8	SC: p.9
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	Standard Action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 8	PHB: p.201
Caltnrops <i>Effect:</i> Caltnrops 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 caltnrop attack] dealing 1 pt of damage and land speed reduced by half.		None	1 standard action	1 round/level	Close (45 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 8	SC: p.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	Standard Action	1 minute/level [D]	Medium (180 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 8	PHB: p.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	13	Will negates	Standard Action	1 round	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 8	PHB: p.217
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 8	PHB: p.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	No	Divination <i>Caster Level:</i> 8	PHB: p.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 8	PHB: p.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 8	SC: p.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	Standard Action	Instantaneous	Close (45 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 8	PHB: p.232
Ghost Sound <i>Effect:</i> Fgment sounds.	13	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (45 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level:</i> 8	PHB: p.235
Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 8	SC: p.130
Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.		None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 8	SC: p.130
Light <i>Effect:</i> Object shines like a torch.		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 8	PHB: p.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	Standard Action	Concentration	Close (45 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 8	PHB: p.249
Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 8	PHB: p.253
Message <i>Effect:</i> Whispered conversation at distance.		None	Standard Action	10 minutes/level	Medium (180 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 8	PHB: p.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	13	Will negates (object)	Standard Action	Instantaneous	Close (45 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 8	PHB: p.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	Standard Action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 8	PHB: p.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 8	PHB: p.269
Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 8	PHB: p.269
Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 8	SC: p.173
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 8	PHB: p.272
Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	13	Will negates [object]	1 standard action	1 minute/level [D]	Close (45 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 8	SC: p.190
Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	13	Will partial	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 8	SC: p.195

* =Domain/Specialty Spell

Wizard Spells

Stick	13	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
<i>Effect:</i> Sticks one object to another; see text.									
Touch of Fatigue	13	Fortitude negates	Standard Action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294
<i>Effect:</i> Touch attack fatigues target.									
					Target: Nonmagical, unattended object weighing up to 5lbs		Caster Level: 8		
					Target: Creature touched		Caster Level: 8		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Enlarge Person	14	Fortitude negates	1 round	1 minute/level [D]	Close (45 ft.)	V,S,M	Yes	Transmutation	PHB: p.226
<i>Effect:</i> Creatures size increases to next category									
Hail of Stone		None	1 round	Instantaneous	Medium (180 ft.)	V,S,M	No	Conjuration (Creation) [Earth]	SC: p.108
<i>Effect:</i> 1d4/caster level [max 5d4] damage.									
Inhibit	14	Will negates	1 standard action	Instantaneous	Medium (180 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.123
<i>Effect:</i> Subject is forced to delay; see text.									
Light of Lunia		None	1 standard action	10 minutes/level [D]	Medium (180 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<i>Effect:</i> 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									
Mage Armor	14	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
<i>Effect:</i> Gives subject +4 armor bonus.									
Magic Missile		None	Standard Action	Instantaneous	Medium (180 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
<i>Effect:</i> 1 missile/2 levels [max 5] that do 1d4+1 damage each.									
Nerveskitter	14	None [harmless]	1 immediate action	1 round	Close (45 ft.)	V,S	Yes	Transmutation	SC: p.146
<i>Effect:</i> Grants +5 bonus on initiative checks.									
Ray of Flame	14	See text	1 standard action	Instantaneous	Close (45 ft.)	V,S,F	Yes	Evocation [Fire]	SC: p.167
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6]; see text									
Summon Monster I		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.285
<i>Effect:</i> Calls extraplanar creature to fight for you.									
Wall of Smoke	14	Fortitude partial; see text	1 standard action	1 round/level	Close (45 ft.)	V,S	No	Conjuration (Creation)	SC: p.235
<i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.									
					Target: One creature		Caster Level: 8		
					Target: You and up to two rays; see text		Caster Level: 8		
					Target: Creature touched		Caster Level: 8		
					Target: Up to five creatures, no two of which can be more than 15 ft. apart		Caster Level: 8		
					Target: One summoned creature		Caster Level: 8		
					Target: A straight wall whose area is up to one 10-ft. square/level [S]		Caster Level: 8		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Combust	15	Reflex partial	1 standard action	Instantaneous; see text	Touch	V,S,M	Yes	Evocation [Fire]	SC: p.50
<i>Effect:</i> Creature takes 1d8/level [Max 10d8] fire damage, object burns taking 1d6 fire round until extinguished.									
Dimension Hop	15	Will negates	1 standard action	Instantaneous	Touch	V	Yes	Conjuration (Teleportation)	PHB II: p.110
<i>Effect:</i> Teleport subject 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.									
Electric Loop	15	Reflex half; see text	1 standard action	Instantaneous	Close (45 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.78
<i>Effect:</i> One ray/3 caster levels deal 1d6/2 caster levels [max 5d6]; see text.									
Fly, Swift	15	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.96
<i>Effect:</i> This spell functions like fly, except as noted.									
Scorching Ray		None	Standard Action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.274
<i>Effect:</i> 2 rays, ranged touch attack deals 4d6 fire damage.									
Spider Climb	15	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: p.283
<i>Effect:</i> Grants ability to walk on walls and ceilings.									
Summon Monster II		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.									
Summon Swarm		None	1 round	Concentration + 2 rounds	Close (45 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.289
<i>Effect:</i> Summons swarm of bats, rats, or spiders.									
					Target: Creature touched		Caster Level: 8		
					Target: 1 ray + 1 ray/4 levels [see text]		Caster Level: 8		
					Target: One creature/3 levels, each of which is adjacent to another target		Caster Level: 8		
					Target: You		Caster Level: 8		
					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart		Caster Level: 8		
					Target: One swarm of bats, rats, or spiders		Caster Level: 8		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Dimension Step	16	Fortitude negates (harmless)	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless)	Conjuration (Teleportation)	PHB II: p.110
<i>Effect:</i> Allies can make a short teleport. They can teleport line of sight up to their base speed.									
Fireball	16	Reflex half	Standard Action	Instantaneous	Long (720 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> 1d6/level [max 10d6] fire damage, 20-ft. radius.									
Haste	16	Fortitude negates (harmless)	Standard Action	1 round/level	Close (45 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: p.239
<i>Effect:</i> 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.									
Scintillating Sphere	16	Reflex half	1 standard action	Instantaneous	Long (720 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.181
<i>Effect:</i> As fireball, 1d6/caster level [max 10d6] of electrical damage.									
Servant Horde		None	1 standard action	1 hour/level	Close (45 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.182
<i>Effect:</i> Creates 2d6 +1 per caster level [max +15] unseen servants.									
Snake's Swiftmess, Mass	16	Will negates [harmless]	1 standard action	Instantaneous	Medium (180 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.									
					Target: Allied creatures in a 20-ft.-radius burst		Caster Level: 8		

* =Domain/Specialty Spell

Wizard Spells

☐☐☐☐☐ Summon Monster III	None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.								
☐☐☐☐☐ 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> 8		

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Channeled Pyroburst	17	Reflex half	See text	Instantaneous	Medium (180 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> 8		
☐☐☐☐☐ 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> 8		
☐☐☐☐☐ Summon Monster IV		None	1 round	1 round/level [D]	Close (45 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> 8		
☐☐☐☐☐ Translocation Trick	17	Will negates; see text	1 standard action	10 minutes/level	Medium (180 ft.)	V	Yes	Transmutation [Teleportation]	SC: p.222
<i>Effect:</i> Switch places and both under the Disguise Self spell impersonating each other.					<i>Target:</i> You and one creature		<i>Caster Level:</i> 8		
☐☐☐☐☐ Whelm, Mass	17	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB II: p.128
<i>Effect:</i> Deal 1d6/level [max 10d6] nonlethal damage.					<i>Target:</i> One living creature/level		<i>Caster Level:</i> 8		

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: