

Kyros

CHARACTER NAME

d12E 2, Mage Blade

CLASS

Andrew M.

PLAYER NAME

Human

RACE

Medium

SIZE

DEITY

6' 4"

HEIGHT

None

REGION

200 lbs.

WEIGHT

ALIGNMENT

Normal

VISION

2

Character Level

1000 / 3000

EXP / NEXT LEVEL

110

AGE

Male

GENDER

Sky Blue

EYES

Sandy Blond,
Diadem holds the Hair

HAIR

POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	14		+2		
DEX Dexterity	16		+3		
CON Constitution	16		+3		
INT Intelligence	23		+6		
WIS Wisdom	15		+2		
CHA Charisma	13		+1		

WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
HP hit points	32											Walk 30 ft.			
AC armor class	19	16	13	10	4	2	3	0	0	0	0	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	REFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY

INITIATIVE modifier	+5	=	+3	=	+2
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+3				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+3	=	+0	+3	+0	+0		
REFLEX (dexterity)	+4	=	+1	+3	+0	+0		
WILL (wisdom)	+3	=	+1	+2	+0	+0		

	TOTAL	=	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	=	+3	+2	+0	-3	+0	
RANGED attack bonus	+3	=	+3	+3	+0	-3	+0	
GRAPPLE attack bonus	+2	=	+3	+2	+0	-3	+0	

*Kyros's Athame				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	S	M	19-20/x2	10 ft.
	To Hit	Dam		To Hit	Dam			
1H-P	+12/+12	2d8+3	2W-P-(OH)	+6/+6	2d8+3			
1H-O	+8/+8	2d8+2	2W-P-(OL)	+8/+8	2d8+3			
2H	+12/+12	2d8+4	2W-OH	+2	2d8+2			
Special Properties	Athame, may become Large adding a +1d6 die							

*: 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
*Shimmer Mail		+4		+0	0

TOTAL SKILLPOINTS: 54		SKILLS		MAX RANKS: 5/2.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	8	=	3	+ 5
✓ Appraise	INT	6	=	6	
Arcana	INT	15	=	6	+ 5 + 4
✓ Athletics	STR	6	=	2	+ 4
✓ Craft (Untrained)	INT	6	=	6	
✓ Deception	CHA	6	=	1	+ 5
✓ Deception (Act in character)	CHA	8	=	1	+ [5] + 2
✓ Endurance	CON	3	=	3	
✓ Gather Information	CHA	1	=	1	
✓ Heal	WIS	2	=	2	
✓ Insight	WIS	7	=	2	+ 5
Knowledge (History)	INT	7	=	6	+ 1
Knowledge (Tactics)	INT	11	=	6	+ 5
Martial Arts (Intelligence Based)	INT	11	=	6	+ 5
✓ Perception	WIS	7	=	2	+ 5
✓ Persuasion	CHA	8	=	1	+ 5 + 2
✓ Persuasion (Diplomacy)	CHA	10	=	1	+ [5] + 4
✓ Profession (Sailor)	WIS	7	=	2	+ 5
✓ Ride	DEX	3	=	3	
✓ Stealth	DEX	7	=	3	+ 4
✓ Survival	WIS	7	=	2	+ 5
✓ Survival (Find or follow tracks)	WIS	9	=	2	+ [5] + 2
✓ Thievery	DEX	3	=	3	
✓ Thievery (Sleight of Hand)	DEX	5	=	3	+ 2
✓ Use Rope	DEX	3	=	3	
			=	+	+
			=	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Astrolabe	Equipped	1	0.0	0.0
Captain's Torc, Charm	Equipped	1	0.0	0.0
Kyros's Athame	Equipped	1	12.0	25.0
Athame, may become Large adding a +1d6 die				
Shimmer Mail	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			12 lbs. 25.0 gp	

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

LANGUAGES	
Common	

Special Attacks	
Warcraft	[Eclipse, p.10]
+0 BAB	
Warcraft / Weapon Focus (Greatsword)	[Eclipse, p.10]
Increase selected weapon to hit by +1	
Warcraft / Weapon Focus, Greater (Greatsword)	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -3, Dying -4 and Dead -17	
Charms and Talismans	[dhg_tpe]
You own 2 charms & 1 talismans	
Wealth Level / 05 Affluent	[dhg_tpe, p.187]
You're a midlevel noble, colonial governor, run a sizable business, guild, or great estate, are backed by a king, have rifled some notable treasure hordes, have backing from a extraplanar entity, or are a supported member of a major court. A manor, several houses, mystical tower, splendid apartments, or fine mansion is probably in order.	
Wealth Level Perk / Armor, Shields, and Weapons	[dhg_tpe, p.187]
Are all treated as being "masterwork." The character can readily afford to buy specialized equipment from high-quality crafters.	
Wealth Level Perk / Legal Privileges	[dhg_tpe, p.187]
Characters at this level enjoy a good deal of leeway about things like the use of deadly force against an "attacker," carrying armor, shields, and weapons, or riding in the city streets, and will virtually always get the benefit of the doubt unless the other side is even richer. It's also almost impossible to drive you insane; you're usually limited to eccentric.	
Wealth Level Perk / Magical Items	[dhg_tpe, p.187]
Five charms and two talismans.	
Wealth Level Perk / Mounts, Pets, and Familiars	[dhg_tpe, p.187]
You can afford exotic pets, like fine hawks and rare imported animals. Trained warbeasts, chargers, and packtrains are at your disposal.	
Wealth Level Perk / Retainers	[dhg_tpe, p.187]
You may have a couple of competent and loyal guards and assistants, possibly connections with an eccentric hedge wizard or minor priest (these are often related to you, and prone to sending you on odd missions or having weird visions), and quite a few employees and general gofers.	
Wealth Level Perk / Skill Bonuses	[dhg_tpe, p.187]
Characters who level at this wealth level gain an extra skill point each time.	
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Greatsword)	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	

Recurring Bonuses	
Duties (Venerate the Gods)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+4 total CP].	
Fast Learner ~ Other (HD)	[Eclipse, p.17]
You have Fast Learner for an item. [+2 total CP].	
Restrictions (Won't wear armor)	[Eclipse, p.17]
You have specified restrictions. Gain 1 CP per level per restriction. [+2 total CP].	

DISADVANTAGES	
Compulsive (Follows a personal code of honor)	[Eclipse, p.18]
You have the listed compulsions.	
History	[Eclipse, p.19]
You have a written history for the GM.	
Recorder	[Eclipse, p.19]
You record the game session.	

Spell Caster Information	
Mage Blade	[Eclipse, p.11]
Mage Blade Level 4, Casterlevel is 4	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 102, Bonus Feats have added 12 CP, Disadvantages have added 10 CP, Duties adds 4 CP, Fast Learner adds 4 CP, Restrictions adds 2 CP, HD 12 deducts 16 CP	
Adept (Acrobatics, Arcana, Martial Arts, Perception)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Athame Master	[Drew]
Anime Master w/ Finesse Specialized only for Athame and corrupted must be unarmored. May use one handed and Int applies to Hit.	
Evasive / Specialized/Corrupted	[Drew]
Must be using the Athame and can't wear armor/ For Spellcasting	
Fast Learner /Specialized in Skills	[Eclipse]
+2 SP/Level (6 CP). [Granted 10]	
Grant of Aid / Specialized (requires several hours)	[Eclipse]
[1/day] May heal 1d8+5 damage OR 1d3 points of attribute damage OR one negative level once per three levels per day or part thereof, [3 CP], with the Regenerative option/Corrupted - requires lots of food and rest, 2 CP, allowing them to slowly regrow lost limbs and organs.	
Imbuement / Specialized and Corrupted	[Drew]
Specialized and Corrupted - Only for specially prepared Athame and cannot be replaced without a ritual	
Immunity / Aging	[Eclipse]
(uncommon/minor/minor, 2 CP). They can expect to live for several centuries without much of any signs of aging.	
Innate Enchantment / Corrupted	[Drew, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 6600 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.	
Innate Enchantment / Detect Magic	[Eclipse]
(+700) At-will personal use at L1 caster level.	
Innate Enchantment / Expertise (Weapon Mastery) (Greatsword)	[Eclipse]
You gain a +3 BAB with a particular weapon.	
Innate Enchantment / Force Shield	[Eclipse]
[At Will] As Shield Spell, grants +2 Shield AC.	
Innate Enchantment / Enhanced Attribute (+2 Strength)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Strength	
Innate Enchantment / Enhanced Attribute (+2 Dexterity)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Dexterity	
Innate Enchantment / Serpents Strike	[Eclipse]
Gain one additional attack at your full BAB which may be taken off-action.	
Mystic Link / Summons Link	[Eclipse, p.38]
(+3 CP) grants the power for the character to teleport the target to his or her location. This costs extra (+3 CP) if the target is animate and only works on things the user could pick up normally.	
Mystic Link (Athame)	[Drew]
Has an occult bond with Athame. He or she may sense the target or the direction it lies in.	
Reflex Training / Specialized/corrupted	[Drew]
Must be cast through the Athame and unarmored/ Cast a Spell and get an Attack	
Relic Purchase / First Relic	[Eclipse]
You have spent CP for a Relic. [Total CP Spent on First Relic = 1]	

Martial Arts	
Martial Arts Basic / Power (2x)	[Eclipse, p.81]
Increase your unarmed damage by +1 or increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.	
Martial Arts Basic / Power / Improve Die Size (2x)	[Eclipse, p.81]
Increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.	
Martial Arts Basic / Synergy (Arcana)	[Eclipse, p.81]
You gain +2 on any related skill. Each time this is taken it applies to a different skill. Common synergies include Tumble, Heal, and Move Silently, but others are possible.	
Martial Arts Advanced / Reach	[Eclipse, p.81]
You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.	
Martial Arts Advanced / Versatility	[Eclipse, p.81]
You may change your damage with the specified martial arts weapon or unarmed attacks from lethal to subdual without penalty, and between bludgeoning, slashing, and piercing.	
Martial Arts Master / Whirlwind Attack	[Eclipse, p.82]
As per the feat - When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.	

Feats	
Born to the Blade	[Is This It]
Gain a +2 bonus on initiative and +1 bonus on save DCs.	

PROFICIENCIES

Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Greatsword, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

TEMPLATES

Pureblooded

04 - Kyros

03 - World Law ~ Feat Progression 1 - Gain Bonus Feat every Even Level

Innate Racial Spells

Name		Save Information	Time	Duration	Range	Comp.	Source
At Will	Detect Magic		Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
School: Divination		SR: No	Target: Cone-shaped emanation			Caster Level: 1	
Effect: Detects spells and magic items within 60 ft.			* =Domain/Specialty Spell				

Mage Blade Spells

LEVEL	0	1	2	3	4	5	6	7	8
PER DAY	3	4	2	—	—	—	—	—	—

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
Acid Splash <i>School:</i> Conjuration (Creation) [Acid] <i>Effect:</i> A globe of acid strikes your target for 1d3 points of damage.	SR: No	Standard action	Instantaneous	Close (35 ft.)	Caster Level: 4	ST: null
Animated Tattoo <i>School:</i> Illusion [Faen, Runic] <i>Effect:</i> Creates a moving image on a subject's body.	SR: No	One hour	Permanent	Touch	Caster Level: 4	ST: null
Assess Creature <i>School:</i> Divination <i>Effect:</i> Determine the HD of one creature.	DC: 17, Will negates SR: Yes	Standard action	Instantaneous	Close (35 ft.)	Caster Level: 4	ST: null
Bash <i>School:</i> Transmutation [Litorian, Sibeccai] <i>Effect:</i> Caster gets a +2 competence bonus to next melee attack roll.	SR:	Standard action	Until discharged 0 [D]	Personal	Caster Level: 4	Is This : p.239
Canny Effort <i>School:</i> Transmutation <i>Effect:</i> Caster gains +2 competence bonus on next skill check.	SR:	Standard action	Until discharged 0 [D]	Personal	Caster Level: 4	Is This : p.244
Clarity of Mind <i>School:</i> Enchantment (Compulsion) <i>Effect:</i> Grants +1 bonus to Concentration checks.	SR: No	Standard action	1 round/level	Personal	Caster Level: 4	ST: null
Comrade's Trail <i>School:</i> Conjuration (Creation) [Truename] <i>Effect:</i> You create a magical trail only your friends can see.	SR: Yes	Standard action	One hour/level [D]	Touch	Caster Level: 4	ST: null
Contact <i>School:</i> Divination [Mind-Affecting, Psionic] <i>Effect:</i> Sends mental message to creature touched.	DC: 17, Will negates SR: Yes	Standard action	Instantaneous	Touch	Caster Level: 4	Is This : p.250
Detect Disease <i>School:</i> Divination <i>Effect:</i> Detects and identifies a disease.	SR: No	Standard action	Instantaneous	Close (35 ft.)	Caster Level: 4	Is This : p.254
Detect Magic <i>School:</i> Universal <i>Effect:</i> Detects and identifies magical auras.	SR: No	Standard action	Concentration, up to one minute/level [D]	60 feet	Caster Level: 4	Is This : p.254
Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects and identifies poisons.	SR: No	Standard action	Instantaneous	Close (35 ft.)	Caster Level: 4	Is This : p.254
Disrupt Undead <i>School:</i> Necromancy [Positive Energy] <i>Effect:</i> Ray deals 1d6 points of damage to undead.	SR: Yes	Standard action	Instantaneous	Close (35 ft.)	Caster Level: 4	ST: null
Enchanting Flavor <i>School:</i> Transmutation [Faen, Mind-Affecting] <i>Effect:</i> Gives food better flavor and caster +2 bonus to Charisma checks against diners.	SR: No	1 full round	Instantaneous	Touch	Caster Level: 4	Is This : p.262
Faen Glow <i>School:</i> Evocation [Faen, Light] <i>Effect:</i> Creates magical lights.	SR: No	Standard action	One minute [D]	Medium (140 ft.)	Caster Level: 4	ST: null
Ghost Sound <i>School:</i> Illusion <i>Effect:</i> Creates illusionary sounds.	DC: 17, Will disbelief (if interacted with) SR: No	Standard action	1 round/level [D]	Close (35 ft.)	Caster Level: 4	Is This : p.269
Glowglobe, Lesser <i>School:</i> Evocation [Faen, Light] <i>Effect:</i> Creates nonmoving magical globe of light.	SR: No	Standard action	10 minutes/level [D]	0 feet	Caster Level: 4	Is This : p.270
Hygiene <i>School:</i> Transmutation <i>Effect:</i> Cleans one creature and gives +1 circumstance bonus to saves against disease.	DC: 17, Fortitude negates SR: Yes	Standard action	Instantaneous	Touch	Caster Level: 4	Is This : p.272
Ignore <i>School:</i> Enchantment (Charm) [Mind-Affecting, Psionic] <i>Effect:</i> Distracted creature suffers a ?5 penalty to Spot and Listen checks.	DC: 17, Will negates SR: Yes	One standard action	1 round	Close (35 ft.)	Caster Level: 4	ST: null
Keep Dry <i>School:</i> Abjuration <i>Effect:</i> One object resists water.	SR: No	Standard action	Eight hours [D]	Touch	Caster Level: 4	ST: null
Keep Fresh <i>School:</i> Abjuration <i>Effect:</i> 1 lb. of food does not spoil	SR: No	Standard action	24 hours	Touch	Caster Level: 4	ST: null
Know Talent <i>School:</i> Divination [Mind-Affecting, Psionic] <i>Effect:</i> You learn which skill the target has the most ranks in.	DC: 17, Will negates SR: Yes	One standard action	Instantaneous	Touch	Caster Level: 4	ST: null
Learn Heritage <i>School:</i> Divination <i>Effect:</i> Conveys details about family and ancestry of subject.	DC: 17, Will negates SR: Yes	Standard action	Instantaneous	Close (35 ft.)	Caster Level: 4	ST: null
Light as a Feather <i>School:</i> Divination <i>Effect:</i> Negates the armor check penalty for your armor and shield.	SR:	One standard action	1 round + 1 round/two levels	Personal	Caster Level: 4	ST: null
Long Flame <i>School:</i> Transmutation [Fire, Light] <i>Effect:</i> Candle, torch, or lantern burns much longer than normal.	SR: No	Standard action	See text	Touch	Caster Level: 4	ST: null
Mental Alarm <i>School:</i> Divination [Psionic] <i>Effect:</i> Alerts you to events.	SR: No	Standard action	One hour/level	Close (35 ft.)	Caster Level: 4	ST: null
Minor Illusion <i>School:</i> Illusion <i>Effect:</i> Creates illusion of nonmoving object in caster's hand.	DC: 17, Will negates (disbelief) SR: No	Standard action	1 round/level [D]	0 feet	Caster Level: 4	Is This : p.281
Minor Ward <i>School:</i> Abjuration <i>Effect:</i> Inscription harms those who pass it.	DC: 17, See text SR: Yes (object)	10 minutes	One day/level	Touch	Caster Level: 4	ST: null
Monkey Climb <i>School:</i> Transmutation [Faen] <i>Effect:</i> Grant yourself a +5 bonus to one Climb check.	SR:	Standard action	1 round/level	Personal	Caster Level: 4	ST: null
Preserve Ice <i>School:</i> Transmutation [Cold] <i>Effect:</i> Ice you touch will not melt.	SR: No	Standard action	24 hours	Touch	Caster Level: 4	ST: null
Quick Boost <i>School:</i> Transmutation [Positive Energy]	SR: Yes	Standard action	1d4 rounds [D]	Touch	Caster Level: 4	ST: null

Mage Blade Spells

<i>Effect:</i> Gives +2 bonus to Strength, Dexterity, or Constitution score of one subject.		Standard action	10 minutes/level	Personal	Is This : p.289
□□□□□ Read Magic		<i>Target:</i> You		<i>Caster Level:</i> 4	
<i>School:</i> Divination	<i>SR:</i>				
<i>Effect:</i> Caster can read magical writing, including scrolls and runes.					
□□□□□ Remove Minor Malady	DC: 17, Fortitude negates (harmless)	Standard action	Instantaneous	Touch	ST: null
<i>School:</i> Transmutation [Positive Energy]	<i>SR:</i> Yes (harmless)	<i>Target:</i> One living creature		<i>Caster Level:</i> 4	
<i>Effect:</i> Remove a minor physical malady from the target touched.					
□□□□□ Repair, Lesser	DC: 17, Will negates (harmless,object)	Standard action	Instantaneous	10 feet	Is This : p.290
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless,object)	<i>Target:</i> One object of up to 1 lb.		<i>Caster Level:</i> 4	
<i>Effect:</i> Repairs one small broken object and repairs 1d10 points of damage to damaged object.					
□□□□□ Saving Grace		Standard action	One round/level [D]	Personal	Is This : p.294
<i>School:</i> Abjuration	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 4	
<i>Effect:</i> Provides +1 luck bonus to one type of saving throw.					
□□□□□ Scent Bane	DC: 17, Will negates(harmless)	Standard action	One minute/level [D]	Touch	Is This : p.294
<i>School:</i> Abjuration [Litorian, Sibeccai]	<i>SR:</i> Yes (harmless)	<i>Target:</i> One creature or object		<i>Caster Level:</i> 4	
<i>Effect:</i> Negates scent ability.					
□□□□□ Seeker		Standard action	Until discharged 0 [D]	Personal	Is This : p.296
<i>School:</i> Transmutation [Litorian, Sibeccai]	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 4	
<i>Effect:</i> Caster gets a +2 competence bonus to next ranged attack roll.					
□□□□□ Sense Thoughts	DC: 17, Will negates	Standard action	Concentration 0	Close (35 ft.)	Is This : p.297
<i>School:</i> Divination [Mind-Affecting, Psionic]	<i>SR:</i> Yes	<i>Target:</i> One creature		<i>Caster Level:</i> 4	
<i>Effect:</i> Reveals the location and emotional state of any target the caster cast contact upon in the last 24 hours.					
□□□□□ Sun Bond		Standard action	Instantaneous	Personal	ST: null
<i>School:</i> Divination [Litorian, Sibeccai]	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 4	
<i>Effect:</i> You know the direction of the coming sunrise.					
□□□□□ Touch of Weakness	DC: 17, Fortitude negates	Standard action	Instantaneous	Touch	Is This : p.310
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> One creature		<i>Caster Level:</i> 4	
<i>Effect:</i> Touch attack temporarily damages Strength by 1 point.					
□□□□□ Trust		One standard action	1 round	Personal	ST: null
<i>School:</i> Transmutation [Mind-Affecting, Psionic]	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 4	
<i>Effect:</i> Gain a +5 bonus to one Bluff or Diplomacy check made the next round.					
□□□□□ Warrior's Competence	DC: 17, Will negates (harmless)	Standard action	One minute or until discharged	Touch	ST: null
<i>School:</i> Divination [Litorian]	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched		<i>Caster Level:</i> 4	
<i>Effect:</i> Gain a +1 bonus on attack roll, save, or skill check.					
□□□□□ Web Splat	DC: 17, Reflex negates	Standard action	1 round/level or until destroyed	Close (35 ft.)	ST: null
<i>School:</i> Conjuraction (Creation)	<i>SR:</i> Yes	<i>Target:</i> 3 inches by 3 inches		<i>Caster Level:</i> 4	
<i>Effect:</i> Creates tiny glob of sticky substance.					

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>Acrobatics</div> <div>School: Transmutation [Faen] Effect: Caster gets +5 competence bonus to Balance, Climb, Jump, and Tumble.</div>	SR:	Standard action	10 minutes/level	Personal		Is This : p.236
<div>Animal Messenger</div> <div>School: Enchantment (Compulsion) [Mind-Affecting, Psionic] Effect: You summon a Tiny creature to deliver a message for you.</div>	DC: 18, None (see text) SR: No	Special	One day/level	Close (35 ft.)	Caster Level: 4	ST: null
<div>Animate Rope</div> <div>School: Transmutation [Plant] Effect: Rope obeys you for 1 round/level.</div>	SR: No	Standard action	1 round/level	Medium (140 ft.)	Caster Level: 4	ST: null
<div>Animate Weapon</div> <div>School: Transmutation Effect: Allows weapon to attack on its own with caster's base attack bonus.</div>	SR: No	Standard action	Concentration 0	Close (35 ft.)	Caster Level: 4	Is This : p.238
<div>Arrow Deflection</div> <div>School: Transmutation Effect: You make saves to deflect incoming ranged attacks.</div>	SR: No	Standard action	One minute/level	Personal	Caster Level: 4	ST: null
<div>Bane</div> <div>School: Enchantment (Compulsion) [Dragon, Fear, Mind-Affecting, Psionic] Effect: Enemies in 50-foot burst take ?1 penalty on attack rolls and saves against fear.</div>	DC: 18, Will negates SR: Yes	Standard action	One minute/level	50-foot radius centered on you	Caster Level: 4	ST: null
<div>Bless</div> <div>School: Enchantment (Compulsion) [Dragon, Mind-Affecting, Psionic] Effect: Allies in 50-foot burst gain +1 bonus on attack rolls and saves against fear.</div>	SR: Yes (harmless)	Standard action	One minute/level	Self	Caster Level: 4	ST: null
<div>Bless Relationship</div> <div>School: Enchantment (Charm) [Giant] Effect: Blessing grants two subjects a +1 inherent bonus to Diplomacy checks made in regard to each other</div>	DC: 18, Will negates SR: Yes	One minute	Instantaneous	Touch	Caster Level: 4	ST: null
<div>Blissful Sleep</div> <div>School: Abjuration Effect: Target can sleep even in uncomfortable conditions.</div>	SR: Yes	Standard action	Eight hours	Touch	Caster Level: 4	ST: null
<div>Blue Bolt</div> <div>School: Evocation [Faen] Effect: Inflicts 1d6 points of subdual damage +1 per level on living target.</div>	SR: Yes	Standard action	Instantaneous	Touch	Caster Level: 4	ST: null
<div>Calm the Beast</div> <div>School: Enchantment (Compulsion) [Mind-Affecting, Psionic] Effect: You gain a +10 bonus on Handle Animal checks, and can change the attitude of animals and magical beasts.</div>	SR: Yes	Standard action	One minute/level	Close (35 ft.)	Caster Level: 4	ST: null
<div>Change Weapon</div> <div>School: Transmutation Effect: Transforms a weapon into another.</div>	SR: No	Standard action	One minute/level [D]	Touch	Caster Level: 4	ST: null
<div>Charm</div> <div>School: Enchantment [Faen, Mind-Affecting] Effect: Caster gains +10 bonus to Charisma checks in relation to target.</div>	DC: 18, Will negates SR: Yes	Standard action	10 minutes/level	Touch	Caster Level: 4	Is This : p.245
<div>Cloud the Mind</div> <div>School: Enchantment [Mind-Affecting, Psionic] Effect: Target suffers a ?4 penalty to Listen, Sense Motive, and Spot.</div>	DC: 18, Will negates SR: Yes	Standard action	One minute/level	Close (35 ft.)	Caster Level: 4	ST: null
<div>Cluatta</div> <div>School: Transmutation [Plant, Litorian] Effect: Club or quarterstaff gains +1 bonus on attack and damage rolls, +2d4 damage.</div>	DC: 18, Will negates (object) SR: Yes (object)	Standard action	One minute/level	Touch	Caster Level: 4	ST: null
<div>Compelling Command</div> <div>School: Enchantment [Language-Dependent, Mind-Affecting] Effect: Target must obey one of three Simple,Mage Blade,Magister commands.</div>	DC: 18, Will negates SR: Yes	Standard action	Instantaneous	Close (35 ft.)	Caster Level: 4	Is This : p.246
<div>Compelling Question, Lesser</div> <div>School: Enchantment [Language-Dependent, Mind-Affecting] Effect: Target must answer a question with a single-word answer.</div>	DC: 18, Will negates SR: Yes	Standard action	Instantaneous	Close (35 ft.)	Caster Level: 4	Is This : p.246
<div>Conjure Weapon, Lesser</div> <div>School: Conjuraction [See Text] Effect: Creates a masterwork weapon.</div>	SR: No	Standard action	1 round/level [D]	0	Caster Level: 4	Is This : p.249

* =Domain/Specialty Spell

Mage Blade Spells

■■■■■Create Water		Standard action	Instantaneous	Close (35 ft.)	ST: null
School: Conjuraton (Creation) [Water]	SR: No	Target: Up to 2 gallons of water/level		Caster Level: 4	
Effect: Create two gallons of water/level.					
■■■■■Crystal Shard		Standard action	Instantaneous	Long (560 ft.)	ST: null
School: Conjuraton (Creation) [Earth]	SR: No	Target: Crystal shard		Caster Level: 4	
Effect: Launches crystal that inflicts 1d8 +2 points of damage.					
■■■■■Curse of Damnation	DC: 18, Will negates	Standard action	Permanent	Medium (140 ft.)	Is This : p.251
School: Transmutation [Curse, Truename]	SR: Yes	Target: One creature		Caster Level: 4	
Effect: Exiles target to other plane.					
■■■■■Detect Animals or Plants		Standard action	Concentration, up to 10 minutes/level [D]	Long (560 ft.)	ST: null
School: Divination [Litorian, Plant, Sibeccai]	SR: No	Target: Cone-shaped emanation		Caster Level: 4	
Effect: Senses the presence of plants and animals.					
■■■■■Detect Secret Doors		Standard action	Concentration, up to one minute/level [D]	60 feet	Is This : p.255
School: Divination	SR: No	Target: Quarter circle emanating from you to the extreme of the range		Caster Level: 4	
Effect: Detects the presence of secret doors or compartments.					
■■■■■Discern Preference	DC: 18, Will negates	One minute	Instantaneous	Unlimited	ST: null
School: Divination [Mind-Affecting, Psionic]	SR: Yes	Target: One creature known to you		Caster Level: 4	
Effect: Learn the subject's preference regarding an issue you specify.					
■■■■■Disrupt Reflexes	DC: 18, Will negates	Standard action	One minute/level	Close (35 ft.)	ST: null
School: Enchantment [Mind-Affecting, Psionic]	SR: Yes	Target: One creature		Caster Level: 4	
Effect: Target suffers a ?4 penalty to initiative checks and ?2 penalty to Reflex saves.					
■■■■■Endure Elements	DC: 18, Will negates (harmless)	Standard action	24 hours	Touch	ST: null
School: Abjuration [Air, Earth, Fire, Water]	SR: Yes (harmless)	Target: Creature touched		Caster Level: 4	
Effect: Target creature becomes immune to natural weather conditions.					
■■■■■Faen Fires		Standard action	One minute/level [D]	Long (560 ft.)	ST: null
School: Evocation [Faen, Light]	SR: Yes	Target: Creatures and objects within a 5-foot-radius burst		Caster Level: 4	
Effect: Outlines targets in magical lights, making them visible.					
■■■■■Fist of the Elemental Lord	DC: 18, See text	Standard action	1 round/level	Medium (140 ft.)	Is This : p.266
School: Conjuraton [See Text]	SR: Yes	Target: A fist, size Large, of seething elemental force		Caster Level: 4	
Effect: Inflicts 1d6 points of damage/caster level and special effect.					
■■■■■Glamour	DC: 18, Will disbelief (if interacted with)	Standard action	10 minutes/level [D]	Personal	Is This : p.270
School: Illusion [Faen]	SR: No	Target: You		Caster Level: 4	
Effect: Illusion makes caster look attractive.					
■■■■■Grave Ward	DC: 18, Will negates (harmless) (see text)	Standard action	10 minutes/level [D]	Touch	ST: null
School: Abjuration [Negative Energy]	SR: Yes (harmless)	Target: One touched creature/level		Caster Level: 4	
Effect: One creature/level can't be detected by undead.					
■■■■■Guilt	DC: 18, Will negates	Standard action	1d4 rounds	Medium (140 ft.)	ST: null
School: Enchantment (Compulsion) [Mind-Affecting, Psionic]	SR: Yes	Target: One living creature		Caster Level: 4	
Effect: One target is denied an action.					
■■■■■Hunter's Walk	DC: 18, Will negates (harmless)	Standard action	One hour/level [D]	Touch	ST: null
School: Transmutation [Sibeccai]	SR: Yes (harmless)	Target: One creature/level touched		Caster Level: 4	
Effect: You may pass without a trace in most terrain.					
■■■■■Illusory Object, Lesser	DC: 18, Will disbelief (if interacted with)	Standard action	Concentration	Long (560 ft.)	Is This : p.273
School: Illusion	SR: No	Target: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level [S]		Caster Level: 4	
Effect: Creates illusion of a static object.					
■■■■■Inspire Courage		Move action	See text	20 feet	ST: null
School: Enchantment (Charm) [Mind-Affecting, Sonic]	SR: Yes (harmless)	Target: All allies within range		Caster Level: 4	
Effect: Allies gain a +1 bonus to attack and weapon damage rolls.					
■■■■■Instill Music	DC: 18, Will negates	One standard action	One minute/level	Close (35 ft.)	ST: null
School: Enchantment (Compulsion) [Mind-Affecting, Psionic, Sonic]	SR: Yes	Target: One creature		Caster Level: 4	
Effect: Put a song of your choosing into another creature's mind.					
■■■■■Jump	DC: 18, Will negates (harmless)	Standard action	One minute/level [D]	Touch	ST: null
School: Transmutation [Sibeccai]	SR: Yes (harmless)	Target: Creature touched		Caster Level: 4	
Effect: Target gains a +10 to +30 bonus on Jump checks.					
■■■■■Magical Performance		Standard action	One minute/level	Personal	ST: null
School: Transmutation	SR: No	Target: You		Caster Level: 4	
Effect: Bestows +5 circumstance bonus to Perform checks.					
■■■■■Magic Ward	DC: 18, Will negates (harmless)	Standard action	One minute/level [D]	Touch	ST: null
School: Abjuration	SR: No (see text)	Target: Creature touched		Caster Level: 4	
Effect: As magic circle, but affects only a single creature.					
■■■■■Mind Stab		Standard action	Instantaneous	Medium (140 ft.)	Is This : p.280
School: Evocation [Mind-Affecting, Psionic]	SR: Yes	Target: One living creature		Caster Level: 4	
Effect: Ranged touch attack deals 1d6 points of subdual damage + 1 point/caster level.					
■■■■■Miracle Mount		1 full round	Two hours/level	Close (35 ft.)	ST: null
School: Conjuraton (Summoning)	SR: No	Target: One mount		Caster Level: 4	
Effect: Summon a creature of 3 HD or less to ride.					
■■■■■Mudball		Standard action	Instantaneous	Close (35 ft.)	Is This : p.282
School: Evocation [Earth, Water]	SR: No	Target: One living creature		Caster Level: 4	
Effect: Ranged attack deals 1d8 points of damage + 1 point/caster level and blinds target.					
■■■■■Oath of Speed		Standard action	One minute/level [D]	Personal	ST: null
School: Transmutation [Litorian, Soul]	SR:	Target: You		Caster Level: 4	
Effect: Your land speed increases by 30 feet.					
■■■■■Obscuring Mist		Standard action	One minute/level	30 feet	Is This : p.283
School: Conjuraton [Air, Water]	SR: No	Target: 30-foot-wide by 20-foot-high cloudcentered on you		Caster Level: 4	
Effect: Cloud of vapor obscures sight and provides concealment.					
■■■■■Pattern of Sibyllic Fate	DC: 18, Will negates	Standard action	Instantaneous	Close (35 ft.)	ST: null
School: Divination [Runic, Truename]	SR: Yes	Target: One creature/two levels		Caster Level: 4	
Effect: Reveals general outlook of a creature's future.					
■■■■■Pebble	DC: 18, Will negates (harmless, object)	Standard action	30 minutes or until discharged	Touch	ST: null
School: Transmutation [Earth]	SR: Yes (harmless, object)	Target: Up to three pebbles touched		Caster Level: 4	
Effect: Up to three magic pebbles deal 1d6+1 points of damage when thrown.					
■■■■■Precise Vision		Standard action	10 minutes/level	Personal	Is This : p.285
School: Transmutation [Sibeccai]	SR:	Target: You		Caster Level: 4	
Effect: Caster gains +5 competence bonus to Spot and Search checks.					
■■■■■Predict Weather		One minute	Instantaneous	Personal	Is This : p.285
School: Divination [Litorian]	SR:	Target: You		Caster Level: 4	
Effect: Provides details of the following day's weather.					
■■■■■Proficiency		Standard action	One hour/level	Personal	ST: null
School: Transmutation [Litorian, Sibeccai]	SR: No	Target: You		Caster Level: 4	
Effect: You gain proficiency with a weapon.					
■■■■■Protective Shell		Standard action	One minute/level [D]	0	Is This : p.287
School: Abjuration	SR: No	Target: Up to 10-foot radius per levelhemisphere centered on you		Caster Level: 4	
Effect: Hemispheric shield moves with caster, making those inside impervious to attacks.					
■■■■■Redemptive Redress		Standard action	1 round/level	Close (35 ft.)	ST: null
School: Transmutation	SR: No	Target: One creature		Caster Level: 4	
		* =Domain/Specialty Spell			

Mage Blade Spells

<i>Effect:</i> Compensates for, but does not dispel, the effects of a detrimental spell.							
Resistance	DC: 18, Will negates (harmless)	Standard action	10 minutes/level [D]	Close (35 ft.)		Is This : p.291	
<i>School:</i> Abjuration		<i>Target:</i> One creature or object				<i>Caster Level:</i> 4	
<i>SR:</i> Yes (harmless)							
<i>Effect:</i> Grants +1 resistance bonus to saves +1/5 caster levels.							
Rogue's Stab		Standard action	1 round/level	Touch		ST: null	
<i>School:</i> Transmutation		<i>Target:</i> One creature				<i>Caster Level:</i> 4	
<i>SR:</i> Yes							
<i>Effect:</i> Target gains +1d6 sneak attack damage.							
Safe Fall	DC: 18, Will negates (object)	See text	Until landing	Close (35 ft.)		Is This : p.293	
<i>School:</i> Transmutation		<i>Target:</i> Any free-falling objects or creatures in a 10-foot radius whose weight totals up to 300 lbs./level				<i>Caster Level:</i> 4	
<i>SR:</i> Yes (object)							
<i>Effect:</i> Creatures and objects in 10-foot radius fall without taking damage.							
Scent Tracker		Standard action	10 minutes/level [D]	Personal		Is This : p.295	
<i>School:</i> Transmutation [Litorian, Sibeccai]		<i>Target:</i> You				<i>Caster Level:</i> 4	
<i>SR:</i>							
<i>Effect:</i> Grants scent ability to caster.							
Shelter From The Storm		Standard action	10 minutes/level	Close (35 ft.)		ST: null	
<i>School:</i> Abjuration [Force]		<i>Target:</i> 3-foot convex shield				<i>Caster Level:</i> 4	
<i>SR:</i> No							
<i>Effect:</i> Umbrellalike shield of force over a the Storm subject's head protects it from natural rain, snow, and hail.							
Spirit of Triumph		Standard action	1 round/level	Personal		Is This : p.303	
<i>School:</i> Transmutation [Sibeccai]		<i>Target:</i> You				<i>Caster Level:</i> 4	
<i>SR:</i>							
<i>Effect:</i> Grants +10 luck bonus to attacks, damage, AC, saves, and checks.							
Summon Elemental Horde		1 full round	1 round/level [D]	Medium (140 ft.)		Is This : p.305	
<i>School:</i> Conjuraction [See Text]		<i>Target:</i> One Huge elemental/caster level, no two of which can be more than 30feet apart				<i>Caster Level:</i> 4	
<i>SR:</i> No							
<i>Effect:</i> Huge elemental/caster level attacks caster's foes.							
Tears of Pain	DC: 18, Will negates	Standard action	One day/level	Close (35 ft.)		Is This : p.306	
<i>School:</i> Evocation [Curse]		<i>Target:</i> One living creature				<i>Caster Level:</i> 4	
<i>SR:</i> Yes							
<i>Effect:</i> Target suffers -1 penalty to saves.							
Terrakal's Bounty		Standard action	One day/level	Touch		ST: null	
<i>School:</i> Transmutation [Plant]		<i>Target:</i> 2d4 edible plants touched				<i>Caster Level:</i> 4	
<i>SR:</i> Yes							
<i>Effect:</i> 2d4 fresh berries give nourishment, heal 1 hit point each.							
Touch of Fear	DC: 18, Will negates	Standard action	1 round/level	Touch		Is This : p.309	
<i>School:</i> Enchantment [Fear]		<i>Target:</i> One creature touched				<i>Caster Level:</i> 4	
<i>SR:</i> Yes							
<i>Effect:</i> Subject of touch attack is shaken.							
Transfer Wounds, Lesser	DC: 18, Will half (harmless)	1 full round	Instantaneous	Touch		Is This : p.311	
<i>School:</i> Transmutation [Positive Energy]		<i>Target:</i> Creature touched				<i>Caster Level:</i> 4	
<i>SR:</i> Yes							
<i>Effect:</i> Heals 1d10 points of damage + 1 point/level; caster suffers half that amount in subdual damage.							
Unhand		Standard action	Instantaneous	Medium (140 ft.)		ST: null	
<i>School:</i> Evocation [Force]		<i>Target:</i> One creature				<i>Caster Level:</i> 4	
<i>SR:</i> Yes							
<i>Effect:</i> Disarms subject.							
Veil of Darkness		One action	10 minutes/level [D]	0 feet		Is This : p.313	
<i>School:</i> Evocation [Darkness]		<i>Target:</i> 10-foot-radius spread				<i>Caster Level:</i> 4	
<i>SR:</i> No							
<i>Effect:</i> Creates immobile area of magic darkness.							
Ventriloquism	DC: 18, Will disbelief (if interacted with)	Standard action	One minute/level [D]	Close (35 ft.)		ST: null	
<i>School:</i> Illusion (Figment) [Faen, Sonic]		<i>Target:</i> Intelligible sound, usually speech				<i>Caster Level:</i> 4	
<i>SR:</i> No							
<i>Effect:</i> Your voice issues from anywhere in Close range.							
Vow		Standard action	One minute	Personal		ST: null	
<i>School:</i> Evocation [Soul]		<i>Target:</i> You				<i>Caster Level:</i> 4	
<i>SR:</i>							
<i>Effect:</i> You gain +1 luck bonus/3 levels on attack and damage rolls.							
Web Strand	DC: 18, Reflex negates	Standard action	1 round/level	Close (35 ft.)		ST: null	
<i>School:</i> Conjuraction (Creation)		<i>Target:</i> A 1-inch-thick strand that measures 25 feet + 5 feet/two levels long				<i>Caster Level:</i> 4	
<i>SR:</i> Yes							
<i>Effect:</i> Creates ropelike strand that is sticky on one end.							
Wilderness Lore	DC: 18, Will negates (harmless)	Standard action	10 minutes/level [D]	Touch		ST: null	
<i>School:</i> Abjuration [Plant, Sibeccai, Truename]		<i>Target:</i> One creature touched/level				<i>Caster Level:</i> 4	
<i>SR:</i> Yes (harmless)							
<i>Effect:</i> One creature/level can't be detected by animals.							

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
Ability Boost, Lesser		Standard action	10 minutes/level	Touch		Is This : p.236
School: Transmutation [Sibeccai]	SR: No	Target: One creature			Caster Level: 4	
Effect: Target gets +2 enhancement bonus to highest ability score.						
Aid		Standard action	One minute/level	Touch		ST: null
School: Enchantment (Compulsion) [Mind-Affecting, Positive Energy, Psionic]	SR: Yes (harmless)	Target: Living creature touched			Caster Level: 4	
Effect: Touched target gains temporary hit points and +1 morale bonus on attacks and saves against fear.						
Aid Plants		10 minutes	Four months	Long (560 ft.)		Is This : p.237
School: Transmutation [Plant]	SR: No	Target: 400 feet + 40 feet/level-radius globe, centered on you			Caster Level: 4	
Effect: Plants are protected from disease.						
Battle Healing, Lesser	DC: 19, Will half(harmless)	Standard action	Instantaneous	Touch		Is This : p.240
School: Evocation [Positive Energy]	SR: Yes (harmless)	Target: Creature touched			Caster Level: 4	
Effect: Target is healed of 1d6 points of damage +1 point/caster level [maximum 10].						
Beastskin, Lesser		Standard action	10 minutes/level [D]	Touch		Is This : p.240
School: Transmutation [Dragon, Litorian]	SR: Yes (harmless)	Target: Living creature touched			Caster Level: 4	
Effect: Target gains +2 [or greater] natural armor bonus to AC.						
Blinding Light	DC: 19, Fortitude negates	Standard action	1 round/level	Medium (140 ft.)		Is This : p.241
School: Evocation [Light]	SR: Yes	Target: One creature			Caster Level: 4	
Effect: Target is blinded for 1 round/level.						
Bonemask	DC: 19, Will partial	Standard action	1 round/level or 1 round [see text]	Medium (140 ft.)		ST: null
School: Necromancy [Fear, Mind-Affecting, Psionic]	SR: Yes	Target: One living creature per three levels, no two of which can be more than 30 feet apart			Caster Level: 4	
Effect: Creatures of 6 HD or less are frightened or shaken.						
Cloak of Darkness		Standard action	10 minutes/level [D]	Personal		Is This : p.245
School: Evocation [Darkness]	SR:	Target: You			Caster Level: 4	
Effect: Caster is surrounded by darkness, which provides 20% miss chance and a +5 bonus to Sneak checks.						
Control Temperature	DC: 19, Fortitude negates	Standard action	One hour/level [D]	0 feet		Is This : p.250
School: Transmutation [Air, Cold, Fire]	SR: Yes	Target: 50-foot radius centered on you			Caster Level: 4	
Effect: Raises or lowers temperature by 10 degrees/caster level.						
Darkvision		Standard action	One hour/level	Touch		Is This : p.252
School: Transmutation	SR: Yes (harmless)	Target: Creature touched			Caster Level: 4	
Effect: Target can see 60 feet in total darkness.						
Destructive Grip		Standard action	1 round/level [D]	Touch		Is This : p.253
School: Evocation [Acid]	SR: No	Target: Creature or object touched			Caster Level: 4	
Effect: Acid touch deals 1d6 points of damage.						
Dry Rain	DC: 19, Reflex negates	1 round	1 round/level	Long (560 ft.)		ST: null
School: Conjuraction (Summoning) [Earth]	SR: Yes	Target: A cylinder up to 100 feet high with a 20-foot radius			Caster Level: 4	
Effect: Rains sand down in a 20-foot radius, inflicting 1d6 points of damage/round and burying targets.						
Earthen Claw		Standard action	Instantaneous	Close (35 ft.)		ST: null
School: Conjuraction (Summoning) [Earth]	SR: No	Target: One Small stone claw			Caster Level: 4	
Effect: Summons a claw made of earth that attacks, inflicting 2d6 points of damage.						

Mage Blade Spells

<p> Faen Motes <i>School:</i> Conjuration (Creation) [Faen, Light] <i>Effect:</i> Creatures in 10-foot-radius spread are outlined with light and possibly blinded. </p>	<p> DC: 19, Will negates (blinding effect only) <i>SR:</i> No (see text) </p>	<p> Standard action <i>Target:</i> Creatures and objects within 10-foot-radius spread </p>	<p> 1 round/level Medium (140 ft.) </p>	<p> ST: null <i>Caster Level:</i> 4 </p>
<p> Feral Song <i>School:</i> Enchantment (Compulsion) [Litorian, Mind-Affecting, Psionic, Sonic] <i>Effect:</i> 2d6 HD of animals and magical beasts are fascinated. </p>	<p> DC: 19, Will negates (see text) <i>SR:</i> Yes </p>	<p> Standard action <i>Target:</i> Animals or magical beasts with Intelligence 1 or 2 </p>	<p> Concentration, to a maximum of one minute/level Close (35 ft.) ST: null <i>Caster Level:</i> 4 </p>	
<p> Gentle Repose <i>School:</i> Necromancy <i>Effect:</i> Keeps corpse from decaying and extends time limit on how long it can be dead before being raised. </p>	<p> DC: 19, Will negates (object) <i>SR:</i> Yes (object) </p>	<p> Standard action <i>Target:</i> Corpse touched </p>	<p> One day/level Touch Is This : p.269 <i>Caster Level:</i> 4 </p>	
<p> Glowglobe, Greater <i>School:</i> Evocation [Faen, Light] <i>Effect:</i> Creates permanent nonmoving globe of light. </p>	<p> <i>SR:</i> No </p>	<p> Standard action <i>Target:</i> Glowing sphere </p>	<p> Permanent 0 feet Is This : p.270 <i>Caster Level:</i> 4 </p>	
<p> Gusting Wind <i>School:</i> Evocation [Air] <i>Effect:</i> Wind puts out flames, knocks creatures down, and inflicts 2d6 damage. </p>	<p> DC: 19, Fortitude negates <i>SR:</i> Yes </p>	<p> Standard action <i>Target:</i> Gust of wind [10 feet wide, 10 feet high] emanating out from you to the extreme of the range </p>	<p> 1 full round Medium (140 ft.) Is This : p.271 <i>Caster Level:</i> 4 </p>	
<p> Helm of Warding <i>School:</i> Abjuration <i>Effect:</i> Subject gains +5 bonus to saves against mind-affecting effects. </p>	<p> <i>SR:</i> No </p>	<p> Standard action <i>Target:</i> One creature </p>	<p> One minute/level [D] Touch Is This : p.272 <i>Caster Level:</i> 4 </p>	
<p> Honeyed Words <i>School:</i> Enchantment [Mind-Affecting, Psionic] <i>Effect:</i> Grants a +4 competence bonus to Bluff, Diplomacy checks involving speaking. </p>	<p> <i>SR:</i> </p>	<p> Standard action <i>Target:</i> You </p>	<p> One minute/level [D] Personal Is This : p.277 <i>Caster Level:</i> 4 </p>	
<p> Hunter's Boon <i>School:</i> Divination [Sibeccai] <i>Effect:</i> Grants a bonus on Search checks. </p>	<p> <i>SR:</i> </p>	<p> Standard action <i>Target:</i> You </p>	<p> One minute/level Personal Is This : p.282 <i>Caster Level:</i> 4 </p>	
<p> Icebolt <i>School:</i> Evocation [Cold] <i>Effect:</i> Ranged attack inflicts 2d6 points of damage + 1d6 points of cold damage + 1 point/caster level. </p>	<p> <i>SR:</i> Yes </p>	<p> Standard action <i>Target:</i> One creature </p>	<p> Instantaneous Medium (140 ft.) Is This : p.287 <i>Caster Level:</i> 4 </p>	
<p> Levitate <i>School:</i> Transmutation [Air] <i>Effect:</i> Willing target moves vertically as caster directs, up to 20 feet/round. </p>	<p> <i>SR:</i> No </p>	<p> Standard action <i>Target:</i> You or one willing creature or one object 0 </p>	<p> 10 minutes/level [D] Personal or Close Is This : p.292 <i>Caster Level:</i> 4 </p>	
<p> Mist Bank <i>School:</i> Conjuration (Creation) [Air] <i>Effect:</i> 20-foot cloud obscures vision. </p>	<p> <i>SR:</i> No </p>	<p> Standard action <i>Target:</i> Fog spreads in 20-foot radius, 20 feet high </p>	<p> 10 minutes/level Medium (140 ft.) Is This : p.297 <i>Caster Level:</i> 4 </p>	
<p> Mojh Eye <i>School:</i> Illusion (Figment) [Dragon, Mind-Affecting, Psionic] <i>Effect:</i> Your gaze fascinates creatures in a 10-foot-radius spread. </p>	<p> DC: 19, Will negates <i>SR:</i> Yes </p>	<p> Standard action <i>Target:</i> Colorful lights in a 10-foot-radius spread </p>	<p> Concentration + 2 rounds Close (35 ft.) Is This : p.302 <i>Caster Level:</i> 4 </p>	
<p> Muddy Ground <i>School:</i> Transmutation [Earth, Water] <i>Effect:</i> Changes earth to mud, reducing movement through area by half and requiring balance checks. </p>	<p> <i>SR:</i> No </p>	<p> Standard action <i>Target:</i> One 10-foot square/level </p>	<p> 1 round/level Medium (140 ft.) Is This : p.307 <i>Caster Level:</i> 4 </p>	
<p> Nimbus of Health <i>School:</i> Necromancy [Positive Energy, Psionic] <i>Effect:</i> Gain 1d10 temporary hp +1/level 10. </p>	<p> <i>SR:</i> </p>	<p> Standard action <i>Target:</i> You </p>	<p> One hour/level [but see text] Personal Is This : p.312 <i>Caster Level:</i> 4 </p>	
<p> Peace <i>School:</i> Enchantment (Compulsion) [Giant, Mind-Affecting, Psionic, Sonic] <i>Effect:</i> Up to 1d6 creatures stop fighting. </p>	<p> DC: 19, Will negates <i>SR:</i> Yes </p>	<p> Standard action <i>Target:</i> 1d6 living creatures/level, all of whom must be within 30 feet of each other </p>	<p> Concentration, up to 1 round/level [D] Medium (140 ft.) Is This : p.317 <i>Caster Level:</i> 4 </p>	
<p> Phantom Trap <i>School:</i> Illusion (Glamour) [Mind-Affecting, Psionic] <i>Effect:</i> Creates a false trap that befuddles thieves. </p>	<p> <i>SR:</i> No </p>	<p> Standard action <i>Target:</i> Object touched </p>	<p> Permanent [D] Touch Is This : p.322 <i>Caster Level:</i> 4 </p>	
<p> Plunge Deep to the Core <i>School:</i> Transmutation <i>Effect:</i> Weapon bypasses +1 damage reduction/5 levels. </p>	<p> <i>SR:</i> No </p>	<p> Standard action <i>Target:</i> One weapon </p>	<p> One hour/level [D] Touch Is This : p.327 <i>Caster Level:</i> 4 </p>	
<p> Power Craft <i>School:</i> Transmutation <i>Effect:</i> Provides source of locomotion to cart, wagon, boat, or ship. </p>	<p> <i>SR:</i> No </p>	<p> Standard action <i>Target:</i> See text </p>	<p> 10 minutes/level Touch Is This : p.332 <i>Caster Level:</i> 4 </p>	
<p> Protective Charm <i>School:</i> Enchantment [Faen, Mind-Affecting] <i>Effect:</i> One creature/level will not attack caster. </p>	<p> DC: 19, Will negates <i>SR:</i> Yes </p>	<p> Standard action <i>Target:</i> Up to one creature/level [of your general type], no two of which may be more than 30 feet apart </p>	<p> 1 round/level Close (35 ft.) Is This : p.337 <i>Caster Level:</i> 4 </p>	
<p> Remove Fear <i>School:</i> Abjuration [Mind-Affecting, Psionic] <i>Effect:</i> Suppresses fear or gives a +4 bonus on saves against fear for one subject +1/4 levels. </p>	<p> DC: 19, Will negates (harmless) <i>SR:</i> Yes (harmless) </p>	<p> Standard action <i>Target:</i> One creature plus one additional creature per four levels, no two of which can be more than 30 feet apart </p>	<p> 10 minutes [see text] Close (35 ft.) Is This : p.342 <i>Caster Level:</i> 4 </p>	
<p> Sealed Door, Lesser <i>School:</i> Abjuration [Dragon] <i>Effect:</i> Makes door very difficult to open. </p>	<p> <i>SR:</i> No </p>	<p> Standard action <i>Target:</i> One door, no larger than 10 feet by 10 feet by 2 feet </p>	<p> Permanent [D] Close (35 ft.) Is This : p.347 <i>Caster Level:</i> 4 </p>	
<p> Secret of Flame <i>School:</i> Transmutation [Fire] <i>Effect:</i> Target fire explodes in fireworks or smoke. </p>	<p> DC: 19, Will negates or Fortitude negates (see text) <i>SR:</i> Yes or No (see text) </p>	<p> Standard action <i>Target:</i> One fire source, up to a 20-foot cube </p>	<p> 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud [see text] Long (560 ft.) Is This : p.352 <i>Caster Level:</i> 4 </p>	
<p> See Invisibility (Malhavoc) <i>School:</i> Divination <i>Effect:</i> Caster can see invisible creatures and objects. </p>	<p> <i>SR:</i> No </p>	<p> Standard action <i>Target:</i> Cone </p>	<p> 10 minutes/level [D] Medium (140 ft.) Is This : p.357 <i>Caster Level:</i> 4 </p>	
<p> Shatter <i>School:</i> Evocation [Sonic] <i>Effect:</i> Sonic attack bursts brittle objects. </p>	<p> DC: 19, Will negates (object); Will negates (object) or Fortitude half (see text) <i>SR:</i> Yes (object) </p>	<p> Standard action <i>Target:</i> 5-foot-radius spread; or one solid object or one crystalline creature </p>	<p> Instantaneous Close (35 ft.) Is This : p.362 <i>Caster Level:</i> 4 </p>	
<p> Shieldbreaker <i>School:</i> Transmutation <i>Effect:</i> Allows one weapon to ignore or break shields, dispels a shimmering shield or called shield. </p>	<p> <i>SR:</i> No </p>	<p> Standard action <i>Target:</i> One weapon </p>	<p> One hour/level or until triggered Touch Is This : p.367 <i>Caster Level:</i> 4 </p>	
<p> Spell's Edge, Lesser <i>School:</i> Transmutation <i>Effect:</i> Athame has storied within it a touch attack spell, which it inflicts with one strike. </p>	<p> DC: 19, Fortitude negates(harmless) <i>SR:</i> Yes (harmless) </p>	<p> Standard action <i>Target:</i> Your athame </p>	<p> One minute/level or until used Touch Is This : p.372 <i>Caster Level:</i> 4 </p>	
<p> Startling Touch <i>School:</i> Enchantment [Mind-Affecting, Psionic] <i>Effect:</i> Touch attack inflicts 1 point of Wisdom damage and stuns for 1 round. </p>	<p> DC: 19, Will negates <i>SR:</i> Yes </p>	<p> Standard action <i>Target:</i> One creature </p>	<p> Instantaneous Touch Is This : p.377 <i>Caster Level:</i> 4 </p>	
<p> Status <i>School:</i> Divination [Positive Energy, Truename] <i>Effect:</i> You keep track of the conditions affecting your comrades. </p>	<p> DC: 19, Will negates (harmless) <i>SR:</i> Yes (harmless) </p>	<p> Standard action <i>Target:</i> One living creature touched/three levels </p>	<p> One hour/level Touch Is This : p.382 <i>Caster Level:</i> 4 </p>	
<p> Subtle Steps <i>School:</i> Transmutation [Litorian] <i>Effect:</i> Caster gains +5 competence bonus to Sneak checks. </p>	<p> <i>SR:</i> </p>	<p> Standard action <i>Target:</i> You </p>	<p> One hour/level Personal Is This : p.387 <i>Caster Level:</i> 4 </p>	
<p> Thief Ward <i>School:</i> Abjuration <i>Effect:</i> Hide and Move Silently checks are made at a ?10 penalty. </p>	<p> <i>SR:</i> No </p>	<p> Standard action <i>Target:</i> 50-foot-diameter sphere centered on you </p>	<p> One minute/level Personal Is This : p.392 <i>Caster Level:</i> 4 </p>	
<p> Undaunted Fixture <i>School:</i> Transmutation * =Domain/Specialty Spell </p>	<p> <i>SR:</i> No </p>	<p> Standard action <i>Target:</i> Two objects [see below] </p>	<p> Permanent Touch Is This : p.397 <i>Caster Level:</i> 4 </p>	

Mage Blade Spells

<i>Effect:</i> Affix two objects together.					
Welter	Standard action	Instantaneous	Medium 0	ST: null	
<i>School:</i> Evocation [Force] <i>SR:</i> Yes <i>Target:</i> One creature/level, all of which are within 20 feet of each other <i>Caster Level:</i> 4					
<i>Effect:</i> One creature/level is shaken and must make a Balance check or fall prone.					
Wicked Barb	Standard action	Instantaneous	Medium (140 ft.)	Is This : p.317	
<i>School:</i> Conjuraton [Plant] <i>SR:</i> Yes <i>Target:</i> One creature <i>Caster Level:</i> 4					
<i>Effect:</i> Thorn inflicts 1d6 points of damage + 1/caster level for 1 round/3 caster levels.					
Woodbane	Standard action	Instantaneous	Close (35 ft.)	ST: null	
<i>School:</i> Transmutation [Curse, Plant] <i>SR:</i> Yes (object) <i>Target:</i> One Small wooden object/level, all within a 20-foot radius burst <i>Caster Level:</i> 4					
<i>Effect:</i> Wooden objects warp and become useless.					
Zone of Truth	Standard action	One minute/level	Close (35 ft.)	ST: null	
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting, Psionic] <i>SR:</i> Yes <i>Target:</i> 20-foot-radius emanation <i>Caster Level:</i> 4					
<i>Effect:</i> Creatures in a 20-foot radius are compelled to tell the truth.					

* =Domain/Speciality Spell

Innate

At Will Detect Magic (DC:)