Geardrof		Adam Ha	nes-Mackea	n			Chaotic Neut	ral
CHARACTER NAME		PLAYER NAME		DEITY		REGION	ALIGNMENT	
d6E 2, Wizard		Gnome	Small	3' 3"		43 lbs.	Low-light	
CLASS		RACE	SIZE	HEIGH	Т	WEIGHT	VISION	
2	1000 / 3000	52	Male	Yellov	W	Purple		
Character Level	EXP / NEXT LEVEL	AGE	GENDER	EYES		HAIR	POINTS	
								DragoArtcom
ABILITY EQUIF	PPED ABILITY ABILITY			WOUNDS/CURRENT HP		SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR 12	PRE MODIFIER DAMAGE PEN	HP	14			000000		Walk 20 ft.
Strength	<u> </u>	hit points			_	<u> </u>		
<b>DEX</b>   14	+2	AC armor cla		17   10 +	0	+  0  +  2  +  1  +  0  +	0  + 0  + 4	0   +0   0
Dexterity		dilloroid	TOTAL FLAT	TOUCH BASE	ARMO	OR SHIELD STAT SIZE NATURAL DE ARMOR	FLEC- DODGE MISC	MISS ARCANE ARMOR SPELL CHANCE SPELL CHECK RESIST
CON 14	+2	10.11	A TIV / E 1		_		01/11 1 0	FAILURE PENALTY
INT   18	+4		ATIVE +2	= +2 + +0	ŀ	TOTAL SKILLPOINTS: 29	SKILLS	MAX RANKS: 5/2.5  SKILL ABILITY RANKS MISC MODIFIER MODIFIER MODIFIER
Intelligence			TOTA	L DEX MISC MODIFIER	<u>  ٰ</u>	SKILL NAME		
WIS 16	+3	BASE	ATTACK	+1	1	Acrobatics	DEX	11 = 2 + 5 + 4
			oonus	TI	/	Appraise	INT	8 = 4 + 4
CHA 14	+2					Arcana	INT	17 = 4 + 5 + 8
SAVING THROWS	TOTAL BASE	ABILITY MAGIC MISC	EPIC TEMP	Conditional Modifiers	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Athletics	STR	5 = 1 + 4
FORTITUDE	J SAVE				1	Athletics (Jump)	STR	-1 = 1 + -2
(constitution)	+2 = +0 +	+2 + +0 + +0	+ +0+		/	Craft (Untrained)	INT	4 = 4
REFLEX	+3 = +1 +	+2 + +0 + +0	+0+		/	Deception	CHA	11 = 2 + 5 + 4
(dexterity)		====			/	Deception (Act in character)	CHA	13 = 2 + [5] + 6
WILL (wisdom)	+5  = +2  +	+3  +   +0  +   +C	)  +  +0  +		/	Endurance	CON	6 = 2 + 4
(wadon)					· ·	Gather Information	CHA	6 = 2 + 4
MELEE	TOTAL	BASE ATTACK BONUS	STAT SIZE	MISC EPIC TEMP	1	Heal	WIS	7 = 3 + 4
attack bonus	+3 =	+1	+ +1 + +1 +	+0 + +0 +	-	Insight	WIS	7 = 3 + 4
RANGED	+4 =	+1	+ +2 + +1 +	+0 + +0 +	,	Martial Arts (Intelligence Based Perception	,	13 = 4 + 5 + 4
attack bonus	-	' ' '	J* 12 * 11 *	10 10 1	,		WIS	12 = 3 + 5 + 4
GRAPPLE attack bonus	-2 =	+1	+ +1 + -4 +	+0 + +0 +	1	Perception (Listen) Persuasion	WIS CHA	14 = 3 + [5] + 6
	<u>-</u>	LUAND	TYPE   SIZE   C	RITICAL   REACH	1	Ride	-	13 = 2 + 5 + 6 6 = 2 + 4
Da	gger (Small)	HAND Carrie		9-20/x2 5 ft.	./	Stealth	DEX DEX	6 = 2 + 4 11 = 2 + 5 + 4
To	Hit D	am	To Hit	Dam	1	Stealth (Hide)	DEX	15 = 2 + 5 + 4
	+3 1d	3+1 2W-P-(OH)	-3	1d3+1	1	Survival	WIS	7 = 3 + 4
		d3 2W-P-(OL)	-1	1d3+1	1	Survival (Find or follow tracks)	WIS	7 = 3 + 4 9 = 3 + 6
		3+1 2W-OH	-5	1d3	1	Thievery	DEX	9 = 3 + 6
10 ft. TH +4	20 ft. +2	30 ft. +0	40 ft. -2	50 ft. -4	1	Thievery (Sleight of Hand)	DEX	10 = 2 + 4 + 4
Dam 1d3+1	1d3+1	1d3+1	1d3+1	1d3+1	1	Use Rope	DEX	6 = 2 + [4] + 6
Special Properties N		14011	14011	140.1		- COO 1.0pc	DEX	= + +
opoolul i ropoitico i								= + +
						√: can be used untrained	I. X: exclusive skills. *	

	*Shortbow (Small)				ITPE	SIZE	CRITICAL	REACH	
	0	Both	Р	S	20/x3	5 ft.			
	30 ft. 60 ft.		120	ft.	180 ft.		24	0 ft.	
TH	+4	+4	+2	+2		+0		-2	
Dam	1d4	1d4	1d4		1d4		1	d4	
Spe	cial Properties	Magical, +1							

\*: 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
Magic Robe	Cloth	+3		

EQUIPMENT						
ITEM	LOCATION	QTY	WT	COST		
Dagger (Small)	Carried	1	0.5	2.0		
Shortbow (Small)	Equipped	1	1.0	30.0		
TOTAL WEIGHT CARE		1.5 lbs	. 32.0 gp			
+ 1 AC Ring	Equipped	1	.1 lbs	3		

#### Martial Arts

Martial Arts Basic / Defenses (4x)

[Eclipse, p.81]

Gain additional +1 each time taken [currently +4] bonus to AC when you are unarmored or lightly armored.

#### 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 / Instant Stand [Eclipse, p.81]

You may stand up as a Free Action if unarmored or in light armor

Martial Arts Advanced / Mind Like Moon

[Eclipse, p.81]

You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.

#### **PROFICIENCIES**

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

# **TEMPLATES**

03 - World Law ~ Feat Progression 1 - Gain Bonus Feat every Even Level 03 - World Law ~ Feat Progression 0 - Gain Additional Bonus Feat at First Level

# WEIGHT ALLOWANCE

Light 32 Medium 65 Heavy 97 Lift over head 97 Lift off ground 195 Push / Drag 487

#### **LANGUAGES**

Common, Draconic, Elven, Giant, Gnome, Goblin

	Special Attacks	
Warcraft		[Eclipse, p.10]
+1 BAB		

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	
+4 Dodge bonus to Armor Class against monsters of the giant type	[PHB, p.15]
+1 racial bonus on attack rolls against kobolds and goblinoids	[PHB, p.17]
+2 racial bonus on saving throws against illusions	[PHB, p.17]
Speak with Animals (burrowing mammal only, duration 1 minute)	[PHB, p.17]
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Shortbow)	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	

Recurring Bonuses	
Duties (Chosen Ones)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+4 total CP].	
Fast Learner (Focused on Skills)	[Eclipse, p.17]
+2 CP towards Skills per level. [+4 total Skill Points Granted].	

DISADVANTAGES	
Compulsive (Has a drinking problem)	[Eclipse, p.18]
You have the listed compulsions.	
History	[Eclipse, p.19]
You have a written history for the GM.	
Hunted (Tabarath Cult)	[Eclipse, p.19]
Something powerful is hunting you.	

	Spell Caster Information	
Spell Points	•	[Eclipse]
Wizard Spell Points=38		
Wizard		[Eclipse, p.11]
Wizard Level 4, Casterle	evel is 4	

#### **Eclipse Abilities**

**Character Points Total** [Eclipse]

Character Points Total 104, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 4 CP, HD 6 deducts 4 CP

Adept (Arcana, Acrobatics, Deception, Perception) [Eclipse, p.24]

Choose four related skills that only cost 1/2 a Character Point for each skill rank. Innate Enchantment [Eclipse, p.34]

adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 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

Innate Enchantment / Mysticism (Prestidigitation) You may perform a wide variety of minor magical tricks.	[Eclipse]
Innate Enchantment / Enhanced Attribute (+2 Intelligence)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Intelligence	
Innate Enchantment / Expertise	[Eclipse]
+2 Competence bonus to skills and checks.	
Innate Enchantment / Fortune's Favor	[Eclipse]
+2 Luck honus to skills and checks	

Innate Racial Spells

	Name	Save Information	Time	Duration	Range	Comp.	Source
	Dancing Lights		Standard Action	1 minute/level [D]	Medium (110 ft.)	V,S	PHB: p.216
School: Evoc	ation [Light]	SR: No	Target: Up to four light	ts, all within a 10- ftradius area		Caster Level: 1	
		four lights that resemble lanterns or torches [and of					
shape. The d	lancing lights must stay within a 10-foot-radius a	area in relation to each other but otherwise move a	as you desire [no conce	entration required]: forward or back, up or do	own, straight or turning	corners, or the like. The	lights can move up to

shape. The dancing lights must stay within a 10-foot-radius area in relation to earn other but otherwise move as you desire [ind concentration required], inward on a 100 feet per round. A light whisk out if the distance between you and it exceeds the spell's range. Dancing lights can be made permanent with a permanency spell.

Ghost Sound

DC: 12, Will disbelief (if interacted with)

Standard Action

1 round/level [D] Close (25 ft.) V,S,M PHB: p.235

Griost Sourid

School: Illusion (Figment)

SR: No

Target: Illusory sounds

Caster Level: 1

Effect: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level [maximum twenty humans]. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans unning and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell. Material Component - A bit of wool or a small lump of wax.

Descriptification 1 hour 10 ft VS PHB: n.264

DC: 12, See text Standard Action Prestidigitation

School: Universal SR: No Target: See text Caster Level: 1

Effect: Performs minor tricks. \* =Domain/Speciality Spell

# Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	4	3	_	_	_	_	_	_	_

### I EVEL 0

LEVEL 0							
Name	Save Information	Time	Duration	Range	Comp.	Source	
□□□□□ Acid Splash		Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.196	
School: Conjuration (Creation) [Acid]	SR: No	Target: One missile of			Caster Level: 4		
Effect: You fire a small orb of acid at the target. You must s  Amanuesis	ucceed on a ranged touch attack to hit your target DC: 14, Will negates [object]	. The orb deals 1d3 po 1 standard action	onts of acid damage.  10 minute/level	Close (35 ft.)	V,S	SC: p.9	
School: Transmutation	SR: Yes [object]	Target: Object or obje		(==)	Caster Level: 4		
Effect: Copies 250 words per minute.	())						
Arcane Mark		Standard Action	Permanent	0 ft.	V,S	PHB: p.201	
School: Universal	SR: No	Target: One personal	I rune or mark, all of which must fit within 1 s	q. ft.	Caster Level: 4		
Effect: Inscribes a personal rune [visible or invisible].		1 standard action	1 round/level	Close (35 ft.)	V,S	SC: p.42	
School: Conjuration (Creation)	SR: No	Target: See text	1 Tourid/Tever	01030 (00 11.)	Caster Level: 4	00. p.42	
Effect: Caltrops cover one 5-foot-by-5-foot square, attack re			+ [Foot Wear +2] for purpose of the caltrop	attack] dealing 1 pt of d		reduced by half.	
□□□□□ Dancing Lights		Standard Action	1 minute/level [D]	Medium (140 ft.)	V,S	PHB: p.216	
School: Evocation [Light]	SR: No		hts, all within a 10- ftradius area		Caster Level: 4		
Effect: Depending on the version selected, you create up to shape. The dancing lights must stay within a 10-foot-radius							
100 feet per round. A light winks out if the distance between	you and it exceeds the spell's range. Dancing lig	hts can be made perma	anent with a permanency spell.			-	
Daze	DC: 14, Will negates	Standard Action	1 round	Close (35 ft.)	V,S,M	PHB: p.217	
School: Enchantment (Compulsion) [Mind-Affecting]  Effect: Humanoid creature of 4 HD or less loses next action	SR: Yes This enchantment clouds the mind of a humano		id creature of 4 HD or less wer Hit Dice so that it takes no actions. Hum	anoids of 5 or more HD	Caster Level: 4  Dare not affected. A da	zed subject is not	
stunned, so attackers get no special advantage against it.		stance.				•	
Detect Magic		Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219	
School: Divination  Effect: Detects spells and magic items within 60 ft.	SR: No	Target: Cone-shaped	d emanation		Caster Level: 4		
Detect Poison		Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.219	
School: Divination	SR: No		, one object, or a 5-ft. cube		Caster Level: 4		
Effect: Detects poison in one creature or small object.							
Disrupt Undead		Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.223	
School: Necromancy Effect: Deals 1d6 damage to one undead.	SR: Yes	Target: Ray			Caster Level: 4		
Delicit: Dears 106 damage to one undead.		1 standard action	Instantaneous	Close (35 ft.)	V,S	SC: p.78	
School: Evocation [Electricity]	SR: Yes	Target: Ray			Caster Level: 4		
Effect: Ranged touch attack delivers 1d3 electric damage.		,	la de ata a como	Olean (05 %)		DUD 200	
☐☐☐☐☐Flare	DC: 14, Fortitude negates	Standard Action	Instantaneous	Close (35 ft.)	V	PHB: p.232	
School: Evocation [Light]  Effect: Dazzles one creature [-1 on attack rolls].	SR: Yes	Target: Burst of light			Caster Level: 4		
Ghost Sound	DC: 15, Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (35 ft.)	V,S,M	PHB: p.235	
School: Illusion (Figment)	SR: No	Target: Illusory sound			Caster Level: 4		
Effect: Ghost sound allows you to create a volume of sound	that rises, recedes, approaches, or remains at a	fixed place. You choos	e what type of sound ghost sound creates w	hen casting it and cann	not thereafter change th	e sound's basic	
character. The volume of sound created depends on your le created. The noise a ghost sound spell produces can be vii	evel. You can produce as much noise as four norm tually any type of sound within the volume limit. A	hai numans per caster horde of rats running a	never [maximum twenty numans]. Thus, talkii and squeaking is about the same volume as	ng, singing, snouting, w eight humans running a	and shouting. A roaring	lion is equal to the noise	
from sixteen humans, while a roaring dire tiger is equal to the bit of wool or a small lump of wax.	ne noise from twenty humans. Ghost sound can en	nhance the effectivenes	ss of a silent image spell. Ghost sound can b	e made permanent wit	h a permanency spell.	Material Component - A	
Launch Bolt		1 standard action	Instantaneous	Touch	V,S,M	SC: p.130	
School: Transmutation	SR: No	Target: One crossboy	w bolt in your possession		Caster Level: 4		
Effect: Treat bolt as if fired from a light crossbow, including	any bonuses, feats or enchantments.						
Launch Item		1 standard action	Instantaneous	Touch	S	SC: p.130	
School: Transmutation  Effect: Launch an item safely to the target you specify when	SR: No	Target: One Fine iten	n in your possession, weighing up to 10lbs		Caster Level: 4		
Light	e it will act normally upon impact.	Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.248	
School: Evocation [Light]	SR: No	Target: Object touche	ed		Caster Level: 4		
Effect: Object shines like a torch.							
□□□□ Mage Hand		Standard Action	Concentration	Close (35 ft.)	V,S	PHB: p.249	
School: Transmutation  Effect: 5-pound telekinesis.	SR: No	Target: One nonmagi	ical, unattended object weighing up to 5 lb.		Caster Level: 4		
□□□□ Mending	DC: 14, Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.253	
School: Transmutation	SR: Yes (harmless, object)	Target: One object of	f up to 1 lb.		Caster Level: 4		
Effect: Makes minor repairs on an object.							
□□□□ Message		Standard Action	10 minutes/level	Medium (140 ft.)	V,S,F	PHB: p.253	
School: Transmutation [Language-Dependent]  Effect: Whispered conversation at distance.	SR: No	Target: 1 creature/lev	/el		Caster Level: 4		
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	DC: 14, Will negates (object)	Standard Action	Instantaneous	Close (35 ft.)	V,S,F	PHB: p.258	
School: Transmutation	SR: Yes (object)		ing up to 30 lb. or portal that can be opened		Caster Level: 4		
Effect: Opens or closes small or light things.						DIID	
Prestidigitation	DC: 14, See text	Standard Action	1 hour	10 ft.	V,S	PHB: p.264	
School: Universal Effect: Performs minor tricks.	SR: No	Target: See text			Caster Level: 4		
Ray of Frost		Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.269	
School: Evocation [Cold]	SR: Yes	Target: Ray		•	Caster Level: 4		
Effect: Ray deals 1d3 cold damage.			10			DUD	
Read Magic		Standard Action	10 minutes/level	Personal	V,S,F	PHB: p.269	
School: Divination  Effect: Read scrolls and spellbooks.	SR: No	Target: You			Caster Level: 4		
Prect: Read scrolls and spellbooks.  Repair Minor Damage		1 standard action	Instantaneous	Touch	V,S	SC: p.173	
School: Transmutation	SR: No	Target: Construct tou			Caster Level: 4	-	
Effect: Repair a construct 1 point of damage.		-					
Resistance	DC: 14, Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272	
School: Abjuration  Effect: You imbue the subject with magical energy that prof	SR: Yes (harmless)	Target: Creature touc		v spell Arcane Materio	Caster Level: 4	ure cloak	
Silent Portal	DC: 15, Will negates [object]	1 standard action	1 minute/level [D]	Close (35 ft.)	S S	SC: p.190	
School: Illusion (Glamer)	SR: Yes [object]	Target: One portal			Caster Level: 4		
Effect: This simple cantrip negates the sound of opening ar normal means of opening and closing the targeted portal. E	d closing a single portal [door, window, gate, draw	ver, chest lid, or the like	e). Even the squeakiest door opens without a	sound when under the	e effect of this spell. Sile	ent portal coversonly the	
normal means of opening and closing the targeted portal. E composed of magical energy are not affected by this spell.	reaking a window of kicking in a door still makes r In the case of magic or even intelligent portals, sp	เบเรe, ยนt opening a do ell resistance and a Wi	อง เาสเ is iooseiy nanging by its hinges does ll save [DC 10 + caster's ability modifier + ot	not Isince this is the no her modifiers as approp	omai way a door would oriate] apply	ue openeaj. Portals	
□□□□□ Sonic Snap	DC: 14, Will partial	1 standard action	Instantaneous	Close (35 ft.)	V,S	SC: p.195	
School: Evocation [Sonic]	SR: Yes	Target: One creature	or object		Caster Level: 4		
Effect: Deal 1 pt of damage and target must save or be dea	fened for 1 round.  DC: 14, Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	SC: p.206	
School: Transmutation	SR: Yes [object]		unattended object weighing up to 5lbs		Caster Level: 4	-0. p.200	
Effect: Sticks one object to another; see text.	Ort. Les foblecti	rarget. Notitilagical,	anattended object weighting up to SibS		Jasier Level. 4		
□□□□□Touch of Fatigue	DC: 14, Fortitude negates	Standard Action	1 round/level	Touch	V,S,M	PHB: p.294	
School: Necromancy	SR: Yes	Target: Creature touc			Caster Level: 4		
		* =Domain/Speciality	<b>Speii</b>				

		LEVEL	1			
Name	Save Information	Time	Duration	Range	Comp.	Source
Arrow Mind	DC: 15, N/A	1 immediate action	1 minute/level [D]	Personal	V,S,M	SC: p.15
School: Divination  Effect: Threaten adjacent squares and may make AoO. Yo	SR: N/A	Target: You			Caster Level: 4	
Benign Transposition	a do not provoke 700 when daing the bow.	1 standard action	Instantaneous	Medium (140 ft.)	V	SC: p.27
School: Conjuration (Teleportation)	SR: No	Target: Two willing of	reatures of up to Large size		Caster Level: 4	
Effect: Two target creatures instantly swap positions.	DC: 15, Reflex half	Standard Action	Instantaneous	15 ft.	V,S	PHB: p.207
Burning Hands School: Evocation [Fire]	SR: Yes	Target: Cone-shape		1016	Caster Level: 4	1 11b. p.201
Effect: 1d4/level [max 5d4] fire damage		rarget. Conc snape	a buist			
□□□□□ Cause Fear	DC: 15, Will partial	Standard Action	1d4 rounds or 1 round; see text	Close (35 ft.)	V,S	PHB: p.208
School: Necromancy [Fear, Mind-Affecting]  Effect: One creature of 5 HD or less flees for 1d4 rounds.	SR: Yes	Target: One living cr	eature with 5 or fewer HD		Caster Level: 4	
Charm Person	DC: 15, Will negates	Standard Action	1 hour/level	Close (35 ft.)	V,S	PHB: p.209
School: Enchantment (Charm) [Mind-Affecting]	SR: Yes	Target: One humano	oid creature		Caster Level: 4	
Effect: Makes one person your friend.	DC: 40 Will reserve	Ctondard Astion	ltt	15 ft.	V,S,M	PHB: p.210
School: Illusion (Pattern) [Mind-Affecting]	DC: 16, Will negates  SR: Yes	Standard Action  Target: Cone-shape	Instantaneous; see text	15 11.	Caster Level: 4	FПБ. р.210
Effect: Knocks unconscious, blinds, and/or stuns 1d6 weak		rarget. Cone-snaper	u buist		Caster Level. 4	
□□□□□ Comprehend Languages		Standard Action	10 minutes/level	Personal	V,S,M/DF	PHB: p.212
School: Divination	SR: No	Target: You			Caster Level: 4	
Effect: You understand all spoken and written languages.  Critical Strike	DC: 15, N/A	1 swift action	1 round	Personal	V	SC: p.56
School: Divination	SR: N/A	Target: You			Caster Level: 4	
Effect: If foe meets sneak attack criteria you deal an extra	ld6 points of damage and your weapon's threat ra	ange doubles, you gain		Dorons -1	V	In This : = 400
Deflect, Lesser	CD.	1 immediate action	1 round or until discharged	Personal	V Contar Loval: 4	Is This: p.109
School: Abjuration [Force]  Effect: Gain deflection bonus to AC against one attack. Bor	SR: nus is equal to +1 per three caster levels [max +5]	Target: You  .			Caster Level: 4	
□□□□□ Disguise Self		Standard Action	10 minutes/level [D]	Personal	V,S	PHB: p.222
School: Illusion (Glamer)	SR: No	Target: You			Caster Level: 4	
Effect: Changes your appearance.  Dispel Ward		1 standard action	Instantaneous	Medium (140 ft.)	V,S	SC: p.67
School: Abjuration	SR: No	Target: One warded		,	Caster Level: 4	•
Effect: Functions like dispel magic; see text		-	·	_		
Guided Shot	DC: 15, N/A	1 swift action	1 round	Personal	V,DF	SC: p.108
School: Divination  Effect: No range increment penalties and target denied AC	SR: N/A bonus for anything less than total cover.	Target: You			Caster Level: 4	
	bonde for anything food than total cover.	1 hour	Instantaneous	Touch	V,S,M/DF	PHB: p.243
School: Divination	SR: No	Target: One touched			Caster Level: 4	
Effect: The spell determines all magic properties of a single Component - A pearl of at least 100 gp value, crushed and	<ul> <li>magic item, including how to activate those funct stirred into wine with an owl feather; the infusion</li> </ul>	tions [if appropriate], ar must be drunk prior to	nd how many charges are left [if any]. Identif spellcasting.	y does not function wh	en used on an artifact.	Arcane Material
□□□□ Insightful Feint	DC: 15, N/A	1 swift action	1 round	Personal	V	SC: p.124
School: Divination	SR: N/A	Target: You			Caster Level: 4	
Effect: Gain +10 insight bonus on the next single Bluff ched □□□□□ Mage Armor	CK. DC: 15, Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S,F	PHB: p.249
School: Conjuration (Creation) [Force]	SR: No	Target: Creature tou			Caster Level: 4	
Effect: An invisible but tangible field of force surrounds the	subject of a mage armor spell, providing a +4 arm	nor bonus to AC. Unlike	mundane armor, mage armor entails no arr	mor check penalty, arc		e, or speed reduction.
Since mage armor is made of force, incorporeal creatures or Magic Weapon	DC: 15, Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.251
School: Transmutation	SR: Yes (harmless, object)	Target: Weapon tour	ched		Caster Level: 4	
Effect: Weapon gains +1 bonus.	DC: 15, Will negates	1 standard action	10 minutes/level	Touch	V,S,M	CC: p 172
School: Transmutation	SR: Yes	Target: Creature tou		Touch	Caster Level: 4	SC: p.173
Effect: Hides the scent of the affected creature or removes			cired		Caster Level. 4	
□□□□□ Scholar's Touch		Standard Action	Concentration, up to 4 rounds	Personal	V,S,M,F	Race Des: p.167
School: Divination	SR: No	Target: One book/ro	und		Caster Level: 4	p
Effect: Absorb the contents of an entire book as if you had	read it once. Not perfect recall and must be able t	o read the language.  1 standard action	1 round/level	Medium (140 ft.)	V,S,F	SC: p.219
□□□□Targeting Ray School: Divination	SR: No	Target: Ray	i round/lever	wedium (140 It.)	V,S,F Caster Level: 4	30. p.219
Effect: Ranged touch attack which grants you and your allie	es a +1 insight bonus per three caster levels on ra		at the subject for the duration.			
□□□□□ Ventriloquism	DC: 16, Will disbelief (if interacted with)	Standard Action	1 minute/level [D]	Close (35 ft.)	V, F	PHB: p.298
School: Illusion (Figment)  Effect: Throws voice for 1 minutes/level.	SR: No	Target: Intelligible so	ound, usually speech		Caster Level: 4	
Enect. Throws voice for a minutes/level.		:	•			
		LEVEL	2			
Name	Save Information	Time	Duration	Range	Comp.	Source
Arcane Lock	SP: No	Standard Action	Permanent	Touch	V,S,M	PHB: p.200
School: Abjuration  Effect: Magically locks a portal or chest.	SR: No	rarget: The door, ch	est, or portal touched, up to 30 sq. ft/level in	SIZE	Caster Level: 4	
Cat's Grace	DC: 16, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M	PHB: p.208
School: Transmutation	SR: Yes	Target: Creature tou	ched		Caster Level: 4	
Effect: Subject gains +4 to Dex for 1 minutes/level.		1 standard action	1 round/level	Personal	V,S,M	Is This : p.107
School: Conjuration	SR:	Target: You			Caster Level: 4	
Effect: Each round as a free action you can release a knife	at any opponent you can see within 30 ft. Attack	bonus = Caster level +			VeM	DUD: p 242
Continual Flame	CR: No.	Standard Action	Permanent	Touch	V,S,M	PHB: p.213
School: Evocation [Light]  Effect: Makes a permanent, heatless torch.	SR: No	rarget: Object touch	ed Magical, heatless flame		Caster Level: 4	
Deflect		1 immediate action	1 round or until discharged	Personal	V	Is This : p.109
School: Abjuration [Force]	SR:	Target: You			Caster Level: 4	
Effect: Gain shield bonus to AC against one attack. Bonus	is equal to +1 per two caster levels.  DC: 16, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.225
Eagle's Splendor School: Transmutation	SR: Yes	Target: Creature tou		. 000.1	Caster Level: 4	. 1.D. p.220
Effect: Subject gains +4 to Cha for 1 minutes/level.						
OOO Hurl		1 standard action	1 minute/level	Touch	V,S	SC: p.117
School: Transmutation	SR: None	Target: Weapon tour	chod		Caster Level: A	

School: Transmutation

SR: None

Target: Weapon touched

Effect: Enchants one melee weapon to return to the thrower after being thrown. For the duration the weapon returns to its wielder at the beginning of his next action.

DC: 16, Will negates (harmless)

1 standard action

1 minute/level or until discharged

SR: No

□□□□□ Insight of Good Fortune

School: Conjuration (Creation) [Acid]

Effect: Ranged touch attack; 2d4 damage for 1 rounds.

Is This: p.115

PHB: p.253

Caster Level: 4 V,S,M

Caster Level: 4

Caster Level: 4

V,S,M,F

Close (35 ft.)

Long (560 ft.)

Target: One arrow of acid \* =Domain/Speciality Spell

# Wizard Spells

□□□□ Mirror Image		Standard Action	1 minute/level [D]	Personal; see text	V,S	PHB: p.254	
School: Illusion (Figment)	SR: No	Target: You			Caster Level: 4		
Effect: Creates decoy duplicates of you [1d4 +1/3 levels, r							
□□□□□Owl's Wisdom	DC: 16, Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.259	
School: Transmutation	SR: Yes	Target: Creature tou	ched		Caster Level: 4		
Effect: Subject gains +4 to Wis for 1 minutes/level.							
□□□□□ Protection from Arrows	DC: 16, Will negates (harmless)	Standard Action	1 hour/level or until discharged	Touch	V,S,F	PHB: p.266	
School: Abjuration	SR: Yes (harmless)	Target: Creature tou	ched		Caster Level: 4		
Effect: Subject immune to most ranged attacks.							
□□□□□ Scorch	DC: 16, Reflex half	1 standard action	Instantaneous	30 ft.	V,S,F	SC: p.181	
School: Evocation [Fire]	SR: Yes	Target: 30-ft. line			Caster Level: 4		
Effect: Deal 1d8/2 caster levels [max 5d8] to all in the area	a of affect.						
□□□□□ Scorching Ray		Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.274	
School: Evocation [Fire]	SR: Yes	Target: 1 ray + 1 ray			Caster Level: 4		
Effect: You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd [to a maximum of three rays at 11th level]. Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously.							
□□□□□ See Invisibility		Standard Action	10 minutes/level [D]	Personal	V,S,M	PHB: p.275	
School: Divination	SR: No	Target: You			Caster Level: 4		
Effect: Reveals invisible creatures or objects.							
□□□□□ Spider Climb	DC: 16, Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M	PHB: p.283	
School: Transmutation	SR: Yes (harmless)	Target: Creature tou			Caster Level: 4		
Effect: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface [even upside down]. A spider climbing creature retains its Dexterity bonus to Armor Class [if any] while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing, Material Component - A drop of bitumen and a live spider, both of which must be eaten by the subject.							
□□□□□ Sure Strike		1 swift action	1 round or until discharged	Personal	V	Is This: p.126	
School: Divination	SR:	Target: You			Caster Level: 4		
Effect: Gain a +1/3 caster levels insight bonus to hit.							
□□□□□ Web	DC: 16, Reflex negates; see text	Standard Action	10 minutes/level [D]	Medium (140 ft.)	V,S,M	PHB: p.301	
School: Conjuration (Creation)	SR: No	Target: Webs in a 20	)-ftradius spread		Caster Level: 4		
Effect: Fills 20-ftradius spread with sticky spiderwebs.							
□□□□□ Whirling Blade		1 standard action	Instantaneous	60 ft.	V,S,F	SC: p.238	
School: Transmutation	SR: No	Target: 60-ft. line			Caster Level: 4		
Effect: Ranged Touch attack deals weapon damage to all targets on the path can use Intelligence or Charisma for your modifier.							

<sup>\* =</sup>Domain/Speciality Spell

# Innate

□Dancing Lights (DC:)
□Ghost Sound (DC:12)
□Prestidigitation (DC:12)