

Hariaz Azfik

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
2	3	5	6	7	9	10	11	13
					<input type="radio"/> USE 1xLR	<input type="radio"/> USE 1xLR	<input type="radio"/> USE 1xLR	<input type="radio"/> USE 1xLR

SPELL POINT COST

WIZARD SPELLS

Intelligence

SPELLCASTING ABILITY

8

TO PREPARE

+6

ATTACK MODIFIER

DC 14

SAVING THROW DC

### CANTRIPS (0 LEVEL)

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="checkbox"/> Acid Splash	1 crea or 2 crea within 5 ft of each other save or 1d6 Acid dmg	Dex	Conj	1 a	60 ft	V,S	Instantaneous	P	211
<input type="checkbox"/> Light	1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances	—	Evoc	1 a	Touch	V,M	1 h (D)	P	255
<input type="checkbox"/> Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1 a to control; can't have multiple instances	—	Conj	1 a	30 ft	V,S	1 min (D)	P	256
<input type="checkbox"/> Shocking Grasp	Spell attack, adv. if metal armor, 1d8 Lightning dmg, no rea 1 turn	—	Evoc	1 a	Touch	V,S	Instantaneous	P	275
<input type="checkbox"/> True Strike	1 creature against whom I gain advantage on my next attack roll	—	Div	1 a	30 ft	S	Conc, 1 rnd	P	284

### 1ST LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Burning Hands	All in area 3d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite	Dex	Evoc	1 a	S:15-ft cone	V,S	Instantaneous	P	220
<input type="radio"/> Chromatic Orb	Spell attack for 3d8+1d8/SL Acid, Cold, Fire, Lightning, Poison or Thunder dmg (50gp)	—	Evoc	1 a	90 ft	V,S,M,f	Instantaneous	P	221
<input type="radio"/> Detect Magic (R)	Know presence of magic within 30 ft; 1 a to see auras and determine school	—	Div	1 a	Self	V,S	Conc, 10 min	P	231
<input type="radio"/> False Life	I gain 1d4+4+5/SL temporary hit points for the duration	—	Necro	1 a	Self	V,S,M	1 h	P	239
<input type="radio"/> Fog Cloud	20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it	—	Conj	1 a	120 ft	V,S	Conc, 1 h	P	243
<input type="radio"/> Identify (R)	1 magical item or magic-imbued crea/obj; learn properties, how to use, and spells affecting it (100gp)	—	Div	1 min	Touch	V,S,M,f	Instantaneous	P	252
<input type="radio"/> Magic Missile	3+1/SL darts hit creature(s) I can see for 1d4+1 Force dmg per dart	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	257
<input type="radio"/> Shield	If hit by attack +5 AC until start of next turn; or stop Magic Missile spell from doing any dmg to me	—	Abjur	1 rea	Self	V,S	1 rnd	P	275
<input type="radio"/> Thunderwave	All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed	Con	Evoc	1 a	S:15ft cube	V,S	Instantaneous	P	282

### 2ND LEVEL

ME SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
<input type="radio"/> Cloud of Daggers	5-ft cube 4d4+2d4/SL Slashing dmg to all that enter or start turn in area	—	Conj	1 a	60 ft	V,S,M	Conc, 1 min	P	222
<input type="radio"/> Dragon's Breath	1 willing crea: 1 a breathe 15-ft cone all 3d6+1d6/SL Acid/Cold/Fire/Lighnt./Poison dmg; save half	Dex	Trans	1 bns	Touch	V,S,M	Conc, 1 min	X	154