

Wymone Everyelf

NAME
Wiz15 108016
CLASS EXPERIENCE
15 120000
Character Level NEXT LEVEL

Pat Pint

PLAYERNAME
Half-Elf Medium
RACE SIZE
40 Female
AGE GENDER

DEITY
5' 2" 121 lbs.
HEIGHT WEIGHT
Pale Blue Copper, Shag
EYES HAIR

Neutral Good
ALIGNMENT
Low-light
VISION
-75
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	12	+1	12	+1	12	+1
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	19	+4	23	+6	23	+6
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	12	+1	12	+1	12	+1

HP	AC	INITIATIVE	BASE ATTACK
64	19	+1	+7/+2
hit points	armor class	modifier	bonus

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 30 ft.

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+11	+5	+2	+2	+2	+0		
REFLEX (dexterity)	+10	+5	+1	+2	+2	+0		
WILL (wisdom)	+14	+9	+1	+2	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7/+2	+7/+2	+0	+0	+0	+0	
RANGED attack bonus	+8/+3	+7/+2	+1	+0	+0	+0	
GRAPPLE attack bonus	+7/+2	+7/+2	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+2	1d3	20/x2	5 ft.

Belaying Pin		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	0 ft.
	To Hit				To Hit	Dam
1H-P	+7/+2				+1/-4	1d6-1
1H-O	+3/-2				+3/-2	1d6-1
2H	+7/+2				-3	1d6-1
	10 ft.				30 ft.	40 ft.
TH	+8/+3				+4/-1	+2/-3
Dam	1d6-1				1d6-1	1d6-1

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	0 ft.
	To Hit				To Hit	Dam
1H-P	+7/+2				+1/-4	1d4
1H-O	+3/-2				+3/-2	1d4
2H	+7/+2				-1	1d4
	10 ft.				30 ft.	40 ft.
TH	+8/+3				+4/-1	+2/-3
Dam	1d4				1d4	1d4

*Dagger +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	19-20/x2	0 ft.
	To Hit				To Hit	Dam
1H-P	+8/+3				+2/-3	1d4+1
1H-O	+4/-1				+4/-1	1d4+1
2H	+8/+3				+0	1d4+1
	10 ft.				30 ft.	40 ft.
TH	+9/+4				+5/+0	+3/-2
Dam	1d4+1				1d4+1	1d4+1

Special Properties (Dagger (+1 (Weapon)/Masterwork), Masterwork, Steel
*: 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
*Bracers of Armor +4		+4		+0	0
The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +4, just as though he were wearing armor					
*Ring of Protection +4		+4		+0	0
Grants +4 deflection bonus to AC					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9 MISC MODIFIER
✓ Appraise	INT	6	= 6 +	+	+
✓ Balance	DEX	1	= 1 +	+	+
✓ Bluff	CHA	1	= 1 +	+	+
✓ Climb	STR	0	= 0 +	+	+
✓ Concentration	CON	13	= 2 + 11.0 +		
✓ Control Shape	WIS	1	= 1 +	+	+
✓ Craft (Sewing)	INT	7	= 6 + 1.0 +		
✓ Craft (Untrained)	INT	6	= 6 +	+	+
✓ Diplomacy	CHA	4	= 1 + 1.0 + 2		
✓ Disguise	CHA	1	= 1 +	+	+
✓ Escape Artist	DEX	1	= 1 +	+	+
✓ Forgery	INT	6	= 6 +	+	+
✓ Gather Information	CHA	3	= 1 +	+	2
✓ Heal	WIS	1	= 1 +	+	+
✓ Hide	DEX	1	= 1 +	+	+
✓ Intimidate	CHA	1	= 1 +	+	+
✓ Jump	STR	0	= 0 +	+	+
Knowledge (Arcana)	INT	24	= 6 + 18.0 +		
Knowledge (The Planes)	INT	20	= 6 + 14.0 +		
✓ Listen	WIS	3	= 1 + 1.0 +	1	
✓ Move Silently	DEX	1	= 1 +	+	+
✓ Perform (Flute)	CHA	2	= 1 + 1.0 +		
✓ Perform (Sing)	CHA	2	= 1 + 1.0 +		
✓ Perform (Untrained)	CHA	1	= 1 +	+	+
✓ Ride	DEX	2	= 1 + 1.0 +		
✓ Search	INT	16	= 6 + 9.0 +	1	
✓ Sense Motive	WIS	1	= 1 +	+	+
✓ Spellcraft	INT	26	= 6 + 18.0 + 2		
✓ Spot	WIS	10	= 1 + 5.0 +	4	
✓ Survival	WIS	1	= 1 +	+	+
✓ Swim	STR	3	= 0 + 3.0 +		
✓ Use Rope	DEX	1	= 1 +	+	+

✓: can be used untrained. X: exclusive skills

Mace +1 (Light)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	20/x2	0 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+4/-1	1d6+1	2W-P-(OH)		-2/-7		1d6+1
1H-O	+0/-5	1d6+1	2W-P-(OL)		+0/-5		1d6+1
2H	+4/-1	1d6+1	2W-OH		-4		1d6+1
Special Properties			Masterwork, Steel				

EQUIPMENT				
ITEM	LOCATION	QTY	WT	
Acid (Flask)	Heward's Handy Haversack	1	1.0	
Bath Oil	Heward's Handy Haversack	1	0.25	
Belaying Pin	Heward's Handy Haversack	1	2.0	
Winter Blanket	Heward's Handy Haversack	1	3.0	
Bolt +1 Masterwork, Steel, Wood	Heward's Handy Haversack	1	0.1	
<input type="checkbox"/>				
Bracers of Armor +4 The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +4, just as though he were wearing armor	Equipped	1	1.0	
Candle	Heward's Handy Haversack	1	0.0	
Cloak of Resistance +2 Offer magic protection in the form of a +2 resistance bonus on all saving throws	Equipped	1	1.0	
Cloth (square yard)	Heward's Handy Haversack	20	0.1 (2.0)	
Dagger	Heward's Handy Haversack	1	1.0	
Dagger +1 (Dagger (+1 (Weapon)/Masterwork)), Masterwork, Steel	Equipped	1	1.0	
Gloves of Arrow Snaring Twice per day, the wearer can act as if he had the Snatch Arrows feat, even if he does not meet the prerequisites for it	Equipped	1	0.01	
Headband of Intellect +4 Adds to the wearers Intelligence score in the form of an enhancement bonus of +4	Equipped	1	0.01	
Heward's Handy Haversack 51.9 lbs., 1 Acid (Flask), 4 Copper piece (cp), 539 Gold piece (gp), 9 Silver piece (sp), 1 Dagger, 1 Mace +1 (Light), 1 Potion of Cat's Grace, 1 Potion of Cure Serious Wounds, 1 Potion of Delay Poison, 1 Potion of Protection from Energy/Fire, 1 Belt Pouch, 1 Silk Rope (50'), 1 Scroll of Ethereal Jaunt, 1 Spellbook (0-2nd), 1 Spellbook (3rd), 1 Spellbook (4th - 5th), 2 Thunderstone, 140 Tindertwig, 1 Torch, 1 Wand of Color Spray, 1 Bath Oil, 1 Wand of Hold Person, 4 Water (Pint), 1 Waterskin, 2 Potion of Cure Light Wounds, 1 Potion of Cure Moderate Wounds, 1 Staff of Necromancy, 1 Wand of Greater Invisibility, 1 Belaying Pin, 1 Winter Blanket, 1 Bolt +1, 1 Candle, 20 Cloth (square yard) It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds	Equipped	1	5.0	
Mace +1 (Light) Masterwork, Steel	Heward's Handy Haversack	1	4.0	
Traveler's Outfit	Equipped	1	5.0	
Potion of Cat's Grace <input type="checkbox"/>	Heward's Handy Haversack	1	0.1	
Potion of Cure Light Wounds <input type="checkbox"/>	Heward's Handy Haversack	2	0.1 (0.2)	
Potion of Cure Moderate Wounds <input type="checkbox"/>	Heward's Handy Haversack	1	0.1	
Potion of Cure Serious Wounds <input type="checkbox"/>	Heward's Handy Haversack	1	0.1	
Potion of Delay Poison <input type="checkbox"/>	Heward's Handy Haversack	1	0.1	
Potion of Protection from Energy/Fire <input type="checkbox"/>	Heward's Handy Haversack	1	0.1	
Belt Pouch 0 lbs.	Heward's Handy Haversack	1	0.5	
Ring of Counterspells Automatically counters spell of the type stored within it	Equipped	1	0.01	
Ring of Protection +4 Grants +4 deflection bonus to AC	Equipped	1	0.01	
TOTAL WEIGHT CARRIED/VALUE			11.04 lbs.	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	
Silk Rope (50')	Heward's Handy Haversack	1	5.0	
Scroll of Ethereal Jaunt	Heward's Handy Haversack	1	0.01	
Spell Component Pouch	Equipped	1	3.0	
Spellbook (0-2nd)	Heward's Handy Haversack	1	3.0	
Spellbook (3rd)	Heward's Handy Haversack	1	3.0	
Spellbook (4th - 5th)	Heward's Handy Haversack	1	3.0	
Staff of Necromancy Cause Fear, Ghoul Touch, Halt Undead (1 charge) - Elevation, Waves of Fatigue (2 charges) - Circle of Death (3 charges), Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	5.0	
<input type="checkbox"/>				
Thunderstone	Heward's Handy Haversack	2	1.0 (2.0)	
Tindertwig	Heward's Handy Haversack	140	0.0 (0.0)	
Torch	Heward's Handy Haversack	1	1.0	
Wand of Color Spray Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	0.1	
<input type="checkbox"/>				
Wand of Greater Invisibility Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	0.1	
<input type="checkbox"/>				
Wand of Hold Person Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	0.1	
<input type="checkbox"/>				
Water (Pint)	Heward's Handy Haversack	4	1.0 (4.0)	
Waterskin 0 lbs.	Heward's Handy Haversack	1	0.0	
TOTAL WEIGHT CARRIED/VALUE			11.04 lbs.	

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

MONEY	
Gold piece (gp): 539[Heward's Handy Haversack]	
Silver piece (sp): 9[Heward's Handy Haversack]	
Copper piece (cp): 4[Heward's Handy Haversack]	
Total = 539.94 gp	

SPECIAL ABILITIES	
+2 racial saving throw bonus against enchantment spells or effects	
+4 to Concentration to use spell or spelllike ability on the defensive	
Elven Blood	
Immunity to magic sleep effects	
Summon Familiar	

FEATS	
Combat Casting	You are adept at casting spells in combat
Craft Magic Arms and Armor	You can create magic weapons, armor and shields
Craft Wand	You can create wands, which hold spells
Forge Ring	You can create magic rings, which have varied magical effects
Great Fortitude	You are tougher than normal
Iron Will	You have a stronger will than normal
Lightning Reflexes	You have faster than normal reflexes
Maximize Spell	You can cast spells to maximum effect
Silent Spell	You can cast spells silently
Scribe Scroll	You can create scrolls, from which you or another spellcaster can cast the scribed spells

PROFICIENCIES	
Bead of Force, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff, Rock, Unarmed Strike	

LANGUAGES	
Celestial, Common, Draconic, Elven, Halfling, Literacy	

TEMPLATES

Saddle on Mount

Familiar: Jeswick (Hawk)

HP:	32	AC:	25	INIT:	+3
FORT:	+5	REF:	+8	WILL:	+11
*Talons (Natural/Primary)	+12	DAM:	1d4-2	CRIT:	20/x2
Special:	Deliver touch spells, Empathic Link, Improved Evasion (Ex), Scry on familiar, Share Spells, Speak with animals of its kind, Speak with master				

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	6	6	5	5	5	4	2	1	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Acid Splash	16	None	1 standard	Instantaneous action	Close (60 ft.)	V, S	No	Conjuration (Creation) [Acid]	phb: p.196. Caster Level: 15
<i>Effect:</i> Orb deals 1d3 acid damage.									
□□□□ Arcane Mark	16	None	1 standard	Permanent action	0 ft.	V, S	No	Universal	phb: p.201 Caster Level: 15
<i>Effect:</i> Inscribes your personal rune [visibly or invisibly].									
□□□□ Dancing Lights	16	None	1 standard	15 minute action	Medium (250 ft.)	V, S	No	Evocation [Light]	phb: p.216 Caster Level: 15
<i>Effect:</i> You create up to four lights that resemble lanterns or torches or up to four glowing spheres of light or one faintly glowing humanoid shape..									
□□□□ Daze	16	Will negates	1 standard	1 round action	Close (60 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.217 Caster Level: 15
<i>Effect:</i> You cloud the mind of a humanoid creature of 4 HD or less; loses next action.									
□□□□ Detect Magic	16	None	1 standard	Concentration, up to 15 minutes action	60 ft.	V, S	No	Divination	phb: p.219 Caster Level: 15
<i>Effect:</i> You detect magical auras.									
□□□□ Detect Poison	16	None	1 standard	Instantaneous action	Close (60 ft.)	V, S	No	Divination	phb: p.219 Caster Level: 15
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.									
□□□□ Disrupt Undead	16	None	1 standard	Instantaneous action	Close (60 ft.)	V, S	Yes	Necromancy	phb: p.223 Caster Level: 15
<i>Effect:</i> You direct a ray of positive energy. Deals 1d6 damage to one undead.									
□□□□ Flare	16	Fortitude negates	1 standard	Instantaneous action	Close (60 ft.)	V	Yes	Evocation [Light]	phb: p.232 Caster Level: 15
<i>Effect:</i> This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. --1 on attack rolls									
□□□□ Ghost Sound	16	Will disbelief (if interacted with)	1 standard	15 rounds action	Close (60 ft.)	V, S, M	No	Illusion (Figment)	phb: p.235 Caster Level: 15
<i>Effect:</i> 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.									
□□□□ Light	16	None	1 standard	150 minutes action	Touch	V, M/DF	No	Evocation [Light]	phb: p.248 Caster Level: 15
<i>Effect:</i> This spell causes an object to glow like a torch, shedding bright light in a 20-foot-radius [and dim light for an additional 20 feet] from the point you touch. The effect is immobile, but it can be cast on a movable object.									
□□□□ Mage Hand	16	None	1 standard	Concentration action	Close (60 ft.)	V, S	No	Transmutation	phb: p.249 Caster Level: 15
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.									
□□□□ Mending	16	Will negates (harmless, object)	1 standard	Instantaneous action	10 ft.	V, S	Yes (harmless, object)	Transmutation	phb: p.253 Caster Level: 15
<i>Effect:</i> Mending repairs small breaks or tears in objects [but not warps, such as might be caused by a warp wood spell]. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.									
□□□□ Message	16	None	1 standard	150 minutes action	Medium (250 ft.)	V, S, F	No	Transmutation [Language-Dependent]	phb: p.253 Caster Level: 15
<i>Effect:</i> You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range.									
□□□□ Open/Close	16	Will negates (object)	1 standard	Instantaneous action	Close (60 ft.)	V, S, F	Yes (object)	Transmutation	phb: p.258 Caster Level: 15
<i>Effect:</i> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity [such as a bar on a door or a lock on a chest], the spell fails.									
□□□□ Prestidigitation	16	See text	1 standard	1 hour action	10 ft.	V, S	No	Universal	phb: p.264 Caster Level: 15
<i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations.									
□□□□ Ray of Frost	16	None	1 standard	Instantaneous action	Close (60 ft.)	V, S	Yes	Evocation [Cold]	phb: p.269 Caster Level: 15
<i>Effect:</i> A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.									
□□□□ Read Magic	16	None	1 standard	150 minutes action	Personal	V, S, F	No	Divination	phb: p.269 Caster Level: 15
<i>Effect:</i> By means of read magic, you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll.									
□□□□ Resistance	16	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration	phb: p.272 Caster Level: 15
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.									
□□□□ Touch of Fatigue	16	Fortitude negates	1 standard	15 rounds action	Touch	V, S, M	Yes	Necromancy	phb: p.294 Caster Level: 15
<i>Effect:</i> You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.									

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Animate Rope	17	None	1 standard	15 rounds action	Medium (250 ft.)	V, S	No	Transmutation	phb: p.199 Caster Level: 15
<i>Effect:</i> You animate a nonliving rope-like object..									
□□□□ Burning Hands	17	Reflex half	1 standard	Instantaneous action	15 ft.	V, S	Yes	Evocation [Fire]	phb: p.207 Caster Level: 15
<i>Effect:</i> A cone of searing flame shoots from your hands, dealing 5d4 fire damage									

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Cause Fear	17	Will partial	1 standard 1d4 rounds or 1 round; see text action	Close (60 ft.)	V, S	Yes	Necromancy [Fear,phb: p.208 Mind-Affecting]	phb: p.208
<i>Effect:</i> The affected creature becomes frightened.									
□□□□□	Charm Person	17	Will negates	1 standard 15 hours action	Close (60 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	phb: p.209
<i>Effect:</i> Makes a humanoid regard you as a trusted friend and ally.									
□□□□□	Chill Touch	17	Fortitude partial or negates; see text	Will 1 standard Instantaneous action	Touch	V, S	Yes	Necromancy	phb: p.209
<i>Effect:</i> A touch from your hand, which glows with blue energy, disrupts the life force of living creatures [deals 1d6 damage and 1 Str damage if failed save].									
□□□□□	Color Spray	17	Will negates	1 standard Instantaneous; see text action	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]	phb: p.210
<i>Effect:</i> A vivid cone of clashing colors springs forth from your hand. Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.									
□□□□□	Disguise Self	17	None	1 standard 150 minutes action	Personal	V, S	No	Illusion (Glamour)	phb: p.222
<i>Effect:</i> You make yourself - including clothing, armor, weapons, and equipment - look different.									
□□□□□	Endure Elements	17	Will negates (harmless)	1 standard 24 hours action	Touch	V, S	Yes (harmless)	Abjuration	phb: p.226
<i>Effect:</i> Subject suffers no harm from being in a hot or cold environment.									
□□□□□	Enlarge Person	17	Fortitude negates	1 round 15 minutes	Close (60 ft.)	V, S, M	Yes	Transmutation	phb: p.226
<i>Effect:</i> Causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This changes the creature's size category up one.									
□□□□□	Expeditious Retreat	17	None	1 standard 15 minutes action	Personal	V, S	No	Transmutation	phb: p.228
<i>Effect:</i> You increase your base land speed by 30 ft.									
□□□□□	Feather Fall	17	Will negates (harmless) or Will negates (object)	1 free action	Close (60 ft.)	V	Yes (object)	Transmutation	phb: p.229
<i>Effect:</i> The affected creatures or objects fall slowly, though faster than feathers typically do. Feather fall instantly changes the rate at which the targets fall, no two of which may be more than 20 ft. to a mere 60 feet per round, equivalent to the end of a fall from a few feet, and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.									
□□□□□	Grease	17	See text	1 standard 15 rounds action	Close (60 ft.)	V, S, M	No	Conjuration (Creation)	phb: p.237
<i>Effect:</i> A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area.									
□□□□□	Hypnotism	17	Will negates	1 round 2d4 rounds	Close (60 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.242
<i>Effect:</i> Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect.									
□□□□□	Identify	17	None	1 hour Instantaneous	Touch	V, S, M/DF	No	Divination	phb: p.243
<i>Effect:</i> The spell determines all magic properties of a single magic item, including how to activate those functions [if appropriate], and how many charges are left [if any].									
□□□□□	Jump	17	Will negates (harmless)	1 standard 15 minutes action	Touch	V, S, M	Yes	Transmutation	phb: p.246
<i>Effect:</i> The subject gets a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 [the maximum] at caster level 9th.									
□□□□□	Mage Armor	17	Will negates (harmless)	1 standard 15 hours action	Touch	V, S, F	No	Conjuration (Creation) [Force]	phb: p.249
<i>Effect:</i> An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.									
□□□□□	Magic Missile	17	None	1 standard Instantaneous action	Medium (250 ft.)	V, S	Yes	Evocation [Force]	phb: p.251
<i>Effect:</i> A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. 5 missiles.									
□□□□□	Magic Weapon	17	Will negates (harmless, object)	1 standard 15 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	phb: p.251
<i>Effect:</i> Gives a weapon a +1 enhancement bonus on attack and damage rolls.									
□□□□□	Mount	17	None	1 round 30 hours	Close (60 ft.)	V, S, M	No	Conjuration (Summoning)	phb: p.256
<i>Effect:</i> You summon a light horse or a pony [your choice] to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.									
□□□□□	Obscuring Mist	17	None	1 standard 15 minutes action	20 ft.	V, S	No	Conjuration (Creation)	phb: p.258
<i>Effect:</i> A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet.									
□□□□□	Protection from Evil	17	Will negates (harmless)	1 standard 15 minutes action	Touch	V, S, M/DF	No; see text	Abjuration [Good]	phb: p.266
<i>Effect:</i> This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□	Reduce Person	17	Fortitude negates	1 round 15 minutes	Close (60 ft.)	V, S, M	Yes	Transmutation	phb: p.269
<i>Effect:</i> This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength [to a minimum of 1], and a +1 bonus on attack rolls and AC due to its reduced size.									
□□□□□	Sleep	17	Will negates	1 round 15 minutes	Medium (250 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.280
<i>Effect:</i> A sleep spell causes a magical slumber to come upon 4 Hit Dice of creatures.									
□□□□□	Summon Monster I	17	None	1 round 15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	phb: p.285
<i>Effect:</i> This spell summons an extraplanar creature [typically an outsider, elemental, or magical beast native to another plane]. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. The spell conjures one of the creatures from the 1st-level list on the Summon Monster table.									
□□□□□	Tenser's Floating Disk	17	None	1 standard 15 hours action	Close (60 ft.)	V, S, M	No	Evocation [Force]	phb: p.294
<i>Effect:</i> You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 1500 pounds of weight.									

* =Domain/Specialty Spell

Wizard Spells

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bear's Endurance	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, DF	Yes	Transmutation	phb: p.203
<i>Effect:</i> The subject gains greater vitality and stamina [+4 enhancement bonus to Constitution].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□ Blindness/Deafness	18	Fortitude negates	1 standard action	Permanent	Medium (250 ft.)	V	Yes	Necromancy	phb: p.206
<i>Effect:</i> You call on the powers of unlife to render the subject blinded or deafened.					<i>Target:</i> One living creature		<i>Caster Level:</i> 15		
□□□□□ Bull's Strength	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.207
<i>Effect:</i> The subject becomes stronger. [+4 to Str]					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□ Darkness	18	None	1 standard action	150 minutes	Touch	V, M/DF	No	Evocation [Darkness]	phb: p.216
<i>Effect:</i> This spell causes an object to radiate shadowy illumination out to a 20-ft. radius.					<i>Target:</i> Object touched		<i>Caster Level:</i> 15		
□□□□□ Detect Thoughts	18	Will negates; see text	1 standard action	Concentration, up to 15 minutes	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]	phb: p.220
<i>Effect:</i> You detect surface thoughts.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 15		
□□□□□ Flaming Sphere	18	Reflex negates	1 standard action	15 rounds	Medium (250 ft.)	V, S, M/DF	Yes	Evocation [Fire]	phb: p.232
<i>Effect:</i> A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. ~ 2d6 damage					<i>Target:</i> 5-ft.-diameter sphere		<i>Caster Level:</i> 15		
□□□□□ Fog Cloud	18	None	1 standard action	150 minutes	Medium (250 ft.)	V, S	No	Conjuration (Creation)	phb: p.232
<i>Effect:</i> A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet.					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high		<i>Caster Level:</i> 15		
□□□□□ Gust of Wind	18	Fortitude negates	1 standard action	1 round	60 ft.	V, S	Yes	Evocation [Air]	phb: p.238
<i>Effect:</i> This spell creates a severe blast of air [approximately 50 mph] that originates from you, affecting all creatures in its path.					<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range		<i>Caster Level:</i> 15		
□□□□□ Hypnotic Pattern	18	Will negates	1 standard action	Concentration + 2 rounds	Medium (250 ft.)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]	phb: p.242
<i>Effect:</i> A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Fascinates 2d4+10 HD of creatures.					<i>Target:</i> Colorful lights in a 10-ft. radius spread		<i>Caster Level:</i> 15		
□□□□□ Invisibility	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	15 minutes	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	phb: p.245
<i>Effect:</i> The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that gear vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.					<i>Target:</i> You or a creature or object weighing no more than 1500 lbs		<i>Caster Level:</i> 15		
□□□□□ Knock	18	None	1 standard action	Instantaneous; see text	Medium (250 ft.)	V	No	Transmutation	phb: p.246
<i>Effect:</i> The knock spell opens stuck, barred, locked, held, or arcane locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains [provided they serve to hold closures shut].					<i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft./level		<i>Caster Level:</i> 15		
□□□□□ Levitate	18	None	1 standard action	15 minutes	Personal or close	V, S, F	No	Transmutation	phb: p.248
<i>Effect:</i> Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature.					<i>Target:</i> You or one willing creature or one object, total weight up to 1500 lbs		<i>Caster Level:</i> 15		
□□□□□ Locate Object	18	None	1 standard action	15 minutes	Long (1000 ft.)	V, S, F/DF	No	Divination	phb: p.249
<i>Effect:</i> You sense the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder.					<i>Target:</i> Circle, centered on you, with a radius of 1000 ft.		<i>Caster Level:</i> 15		
□□□□□ Magic Mouth	18	Will negates (object)	1 standard action	Permanent until discharged	Close (60 ft.)	V, S, M	Yes (object)	Illusion (Glamer)	phb: p.251
<i>Effect:</i> This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 15		
□□□□□ Melf's Acid Arrow	18	None	1 standard action	6 rounds	Long (1000 ft.)	V, S, M, F	No	Conjuration (Creation) [Acid]	phb: p.253
<i>Effect:</i> A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage.					<i>Target:</i> One arrow of acid		<i>Caster Level:</i> 15		
□□□□□ Minor Image	18	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (1000 ft.)	V, S, F	No	Illusion (Figment)	phb: p.254
<i>Effect:</i> This spell functions like silent image, except that minor image includes some minor sounds but not understandable speech.					<i>Target:</i> Visual figment that cannot extend beyond 19 10-ft. cubes [S]		<i>Caster Level:</i> 15		
□□□□□ Mirror Image	18	None	1 standard action	15 minutes	Personal; see text	V, S	No	Illusion (Figment)	phb: p.254
<i>Effect:</i> Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck. ~ 1d4+5 images					<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Resist Energy	18	Fortitude negates (harmless)	1 standard action	150 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	phb: p.272
<i>Effect:</i> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage [whether from a natural or magical source], that damage is reduced by 10 points before being applied to the creature's hit points.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□□ Rope Trick	18	None	1 standard action	15 hours	Touch	V, S, M	No	Transmutation	phb: p.273
<i>Effect:</i> When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end.					<i>Target:</i> One touched piece of rope from 5 ft. to 30 ft.		<i>Caster Level:</i> 15		
□□□□□ See Invisibility	18	None	1 standard action	150 minutes	Personal	V, S, M	No	Divination	phb: p.275
<i>Effect:</i> You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible.					<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□□ Spectral Hand	18	None	1 standard action	15 minutes	Medium (250 ft.)	V, S	No	Necromancy	phb: p.282
<i>Effect:</i> A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends [even if it is dispelled], but not if the hand is destroyed.					<i>Target:</i> One spectral hand		<i>Caster Level:</i> 15		
□□□□□ Web	18	Reflex negates; see text	1 standard action	150 minutes	Medium (250 ft.)	V, S, M	No	Conjuration (Creation)	phb: p.301
<i>Effect:</i> Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher.					<i>Target:</i> Webs in a 20-ft. radius spread		<i>Caster Level:</i> 15		

* =Domain/Specialty Spell

Wizard Spells

□□□□□ Whispering Wind 18 None 1 standard No more than 15 hours or until action discharged [destination is reached] 15 miles V, S No Transmutation [Air] phb: p.301

Effect:
You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location.

Target: 10-ft. radius spread

Caster Level: 15

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Daylight	19	None	1 standard action	150 minutes	Touch	V, S	No	Evocation [Light]	phb: p.216
Effect:					Target: Object touched			Caster Level: 15	
□□□□□ Dispel Magic	19	None	1 standard action	Instantaneous	Medium (250 ft.)	V, S	No	Abjuration	phb: p.223
Effect:					Target: One spellcaster, creature, or object; or 20-ft. radius burst			Caster Level: 15	
□□□□□ Displacement	19	Will negates (harmless)	1 standard action	15 rounds	Touch	V, M	Yes (harmless)	Illusion (Glamour)	phb: p.223
Effect:					Target: Creature touched			Caster Level: 15	
□□□□□ Fireball	19	Reflex half	1 standard action	Instantaneous	Long (1000 ft.)	V, S, M	Yes	Evocation [Fire]	phb: p.231
Effect:					Target: 20-ft. radius spread			Caster Level: 15	
□□□□□ Fly	19	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation	phb: p.232
Effect:					Target: Creature touched			Caster Level: 15	
□□□□□ Gaseous Form	19	None	1 standard action	30 minutes	Touch	S, M/DF	No	Transmutation	phb: p.234
Effect:					Target: Willing corporeal creature touched			Caster Level: 15	
□□□□□ Greater Magic Weapon	19	Will negates (harmless, object)	1 standard action	15 hours	Close (60 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	phb: p.251
Effect:					Target: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]			Caster Level: 15	
□□□□□ Halt Undead	19	Will negates (see text)	1 standard action	15 rounds	Medium (250 ft.)	V, S, M	Yes	Necromancy	phb: p.238
Effect:					Target: Up to 3 undead creatures, no two of which can be more than 30 ft. apart			Caster Level: 15	
□□□□□ Haste	19	Fortitude negates (harmless)	1 standard action	15 rounds	Close (60 ft.)	V, S, M	Yes (harmless)	Transmutation	phb: p.239
Effect:					Target: 15 creatures, no two of which can be more than 30 ft. apart			Caster Level: 15	
□□□□□ Leomund's Tiny Hut	19	None	1 standard action	30 hours	20 ft.	V, S, M	No	Evocation [Force]	phb: p.247
Effect:					Target: 20-ft. radius sphere centered on your location			Caster Level: 15	
□□□□□ Lightning Bolt	19	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	phb: p.248
Effect:					Target: 120-ft. line			Caster Level: 15	
□□□□□ Magic Circle Against Chaos	19	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	phb: p.249
Effect:					Target: 10-ft. radius emanation from touched creature			Caster Level: 15	
□□□□□ Magic Circle Against Law	19	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	phb: p.250
Effect:					Target: 10-ft. radius emanation from touched creature			Caster Level: 15	
□□□□□ Nondetection	19	Will negates (harmless, object)	1 standard action	15 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration	phb: p.257
Effect:					Target: Creature or object touched			Caster Level: 15	
□□□□□ Protection from Energy	19	Fortitude negates (harmless)	1 standard action	150 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	phb: p.266
Effect:					Target: Creature touched			Caster Level: 15	
□□□□□ Ray of Exhaustion	19	Fortitude partial; see text	1 standard action	15 minutes	Close (60 ft.)	V, S, M	Yes	Necromancy	phb: p.269
Effect:					Target: Ray			Caster Level: 15	
□□□□□ Slow	19	Will negates	1 standard action	15 rounds	Close (60 ft.)	V, S, M	Yes	Transmutation	phb: p.280
Effect:					Target: 15 creatures, no two of which can be more than 30 ft. apart			Caster Level: 15	
□□□□□ Summon Monster III	19	None	1 round	15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	phb: p.286
Effect:					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			Caster Level: 15	
□□□□□ Tongues	19	Will negates (harmless)	1 standard action	150 minutes	Touch	V, M/DF	No	Divination	phb: p.294
Effect:					Target: Creature touched			Caster Level: 15	
□□□□□ Water Breathing	19	Will negates (harmless)	1 standard action	30 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.300
Effect:					Target: Living creatures touched			Caster Level: 15	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Evard's Black Tentacles	20	None	1 standard action	15 rounds	Medium (250 ft.)	V, S, M	No	Conjuration (Creation)	phb: p.228
Effect:					Target: 20-ft. radius spread			Caster Level: 15	

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Greater Invisibility	20	Will negates (harmless)	1 standard action	15 rounds	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	phb: p.245
<i>Effect:</i> This spell functions like invisibility, except that it doesn't end if the subject attacks.										
□□□□□	Ice Storm	20	None	1 standard action	1 full round	Long (1000 ft.)	V, S, M/DF	Yes	Evocation [Cold]	phb: p.243
<i>Effect:</i> Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area.										
□□□□□	Lesser Globe of Invulnerability	20	None	1 standard action	15 rounds	10 ft.	V, S, M	No	Abjuration	phb: p.236
<i>Effect:</i> An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower.										
□□□□□	Polymorph	20	None	1 standard action	15 minutes	Touch	V, S, M	No	Transmutation	phb: p.263
<i>Effect:</i> This spell functions like alter self, except that you change the willing subject into another form of living creature. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin.										
□□□□□	Remove Curse	20	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	phb: p.270
<i>Effect:</i> Instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it.										
□□□□□	Shout	20	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]	phb: p.279
<i>Effect:</i> You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage.										
□□□□□	Stoneskin	20	Will negates (harmless)	1 standard action	150 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	phb: p.284
<i>Effect:</i> The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/adamantine. [It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantite weapon bypasses the reduction.] Once the spell has prevented a total of 150 points of damage, it is discharged.										
□□□□□	Summon Monster IV	20	None	1 round	15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	phb: p.286
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from which can be more than 30 ft. apart the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.										
□□□□□	Wall of Fire	20	None	1 standard action	Concentration + 15 rounds	Medium (250 ft.)	V, S, M/DF	Yes	Evocation [Fire]	phb: p.298
<i>Effect:</i> An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet.										

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Break Enchantment	21	See text	1 minute	Instantaneous	Close (60 ft.)	V, S	No	Abjuration	phb: p.207
<i>Effect:</i> Frees subjects from enchantments, transmutations, and curses.										
□□□□□	Cloudkill	21	Fortitude partial; see text	1 standard action	15 minutes	Medium (250 ft.)	V, S	No	Conjuration (Creation)	phb: p.210
<i>Effect:</i> Generates a poisonous yellow-green cloud of fog. Kills 3 HD or less, 4-6 HD save or die, 6+ HD take Con damage.										
□□□□□	Dismissal	21	Will negates; see text	1 standard action	Instantaneous	Close (60 ft.)	V, S, DF	Yes	Abjuration	phb: p.222
<i>Effect:</i> You force an extraplanar creature back to its proper plane..										
□□□□□	Dominate Person	21	Will negates	1 round	15 days	Close (60 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.224
<i>Effect:</i> You can control a humanoid creature through a telepathic link.										
□□□□□	Magic Jar	21	Will negates; see text	1 standard action	15 hours or until you return to your body	Medium (250 ft.)	V, S, F	Yes	Necromancy	phb: p.250
<i>Effect:</i> By casting magic jar, you place your soul in a gem or large crystal [known as the magic jar], leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar [thereby returning the trapped soul to its body] and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty.										
□□□□□	Passwall	21	None	1 standard action	15 hours	Touch	V, S, M	No	Transmutation	phb: p.259
<i>Effect:</i> You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials.										
□□□□□	Telekinesis	21	Will negates (object) or None; see text	1 standard action	Concentration of up to 15 rounds or instantaneous; see text	Long (1000 ft.)	V, S	Yes (object); see text	Transmutation	phb: p.292
<i>Effect:</i> You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.										
□□□□□	Teleport	21	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	phb: p.292
<i>Effect:</i> This spell instantly transports you to a designated destination, which may be as distant as 1500 miles.										

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Analyze Dweomer	22	None or Will negates; see text	1 standard action	15 rounds	Close (60 ft.)	V, S, F	No	Divination	phb: p.197
<i>Effect:</i> You discern all spells and magical properties present in a number of creatures or objects.										
□□□□□	Chain Lightning	22	Reflex half	1 standard action	Instantaneous	Long (1000 ft.)	V, S, F	Yes	Evocation [Electricity]	phb: p.208
<i>Effect:</i> You create an electrical discharge that begins as a single stroke from your fingertips. Deals 15d6 electrical damage; 15 secondary bolts each deal half damage.										
□□□□□	Circle of Death	22	Fortitude negates	1 standard action	Instantaneous	Medium (250 ft.)	V, S, M	Yes	Necromancy [Death]	phb: p.209
<i>Effect:</i> Snuffs out the life force of living creatures [up to 15d4 HD], killing them instantly.										
□□□□□	Disintegrate	22	Fortitude partial (object)	1 standard action	Instantaneous	Medium (250 ft.)	V, S, M/DF	Yes	Transmutation	phb: p.222
<i>Effect:</i> A thin green ray springs from your pointing finger. Any creature struck takes 30d6 damage. Any creature reduced to 0 hit points is entirely disintegrated.										
□□□□□	Greater Dispel Magic	22	None	1 standard action	Instantaneous	Medium (300 ft.)	V, S	No	Abjuration	phb: p.223
<i>Effect:</i> As dispel magic, but +20 on check.										

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Otiluke's Freezing Sphere	22	Reflex half; see text	1 standard action	Instantaneous or 15 rounds; see text	Long (1000 ft.)	V, S, F	Yes	Evocation [Cold]	phb: p.258
<i>Effect:</i>										
Creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 15d6 points of cold damage to each creature in the area. An elemental [water] creature instead takes 15d8 points of cold damage.										
□□□□□	Seal Portal	22	None	10 minutes	Instantaneous	100	V, S, M	No	Abjuration	Custom: null
<i>Effect:</i>										
You seal a portal to another plane.										
□□□□□	Summon Monster VI	22	None	1 round	15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	phb: p.287
<i>Effect:</i>										
This spell functions like summon monster I, except that you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.										
□□□□□	True Seeing	22	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M	Yes (harmless)	Divination	phb: p.296
<i>Effect:</i>										
You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things.										

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Delayed Blast Fireball	23	Reflex half	1 standard action	5 rounds or less; see text	Long (1000 ft.)	V, S, M	Yes	Evocation [Fire]	phb: p.217
<i>Effect:</i>										
As fireball, except 15d6 fire damage; you can postpone blast for up to 5 rounds.										
□□□□□	Finger of Death	23	Fortitude partial	1 standard action	Instantaneous	Close (60 ft.)	V, S	Yes	Necromancy [Death]	phb: p.230
<i>Effect:</i>										
You can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6+15 point of damage. The subject might die from damage even if it succeeds on its saving throw.										
□□□□□	Greater Teleport	23	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	phb: p.293
<i>Effect:</i>										
This spell functions like teleport, except that there is no range limit and there is no chance you arrive off target.										
□□□□□	Limited Wish	23	None; see text	1 standard action	See text	See text	V, S, XP	Yes	Universal	phb: p.248
<i>Effect:</i>										
A limited wish lets you create nearly any type of effect.										

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Dimensional Lock	24	None	1 standard action	15 days	Medium (250 ft.)	V, S	Yes	Abjuration	phb: p.221
<i>Effect:</i>										
You create a shimmering emerald barrier that completely blocks extradimensional travel.										
□□□□□	Protection from Spells	24	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M, F	Yes (harmless)	Abjuration	phb: p.266
<i>Effect:</i>										
The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities [but not against supernatural and extraordinary abilities].										

* =Domain/Speciality Spell

Spellbook: Spellbook (0-2nd)

Wizard

Level 0

- Acid Splash (DC:16)
- Arcane Mark (DC:16)
- Dancing Lights (DC:16)
- Daze (DC:16)
- Detect Magic (DC:16)
- Detect Poison (DC:16)
- Disrupt Undead (DC:16)
- Flare (DC:16)
- Ghost Sound (DC:16)
- Light (DC:16)
- Mage Hand (DC:16)
- Mending (DC:16)
- Message (DC:16)
- Open/Close (DC:16)
- Prestidigitation (DC:16)
- Ray of Frost (DC:16)
- Read Magic (DC:16)
- Resistance (DC:16)
- Touch of Fatigue (DC:16)

Level 1

- Animate Rope (DC:17)
- Burning Hands (DC:17)
- Cause Fear (DC:17)
- Charm Person (DC:17)
- Chill Touch (DC:17)
- Color Spray (DC:17)
- Disguise Self (DC:17)
- Endure Elements (DC:17)
- Enlarge Person (DC:17)
- Expeditious Retreat (DC:17)
- Feather Fall (DC:17)
- Grease (DC:17)
- Hypnotism (DC:17)
- Identify (DC:17)
- Jump (DC:17)
- Mage Armor (DC:17)
- Magic Missile (DC:17)
- Magic Weapon (DC:17)
- Mount (DC:17)
- Obscuring Mist (DC:17)
- Protection from Evil (DC:17)
- Reduce Person (DC:17)
- Sleep (DC:17)
- Tenser's Floating Disk (DC:17)

Level 2

- Bear's Endurance (DC:18)
- Blindness/Deafness (DC:18)
- Bull's Strength (DC:18)
- Darkness (DC:18)
- Detect Thoughts (DC:18)
- Flaming Sphere (DC:18)
- Fog Cloud (DC:18)
- Gust of Wind (DC:18)
- Hypnotic Pattern (DC:18)
- Invisibility (DC:18)
- Knock (DC:18)
- Levitate (DC:18)
- Locate Object (DC:18)
- Magic Mouth (DC:18)
- Melf's Acid Arrow (DC:18)
- Minor Image (DC:18)
- Mirror Image (DC:18)
- Resist Energy (DC:18)
- Rope Trick (DC:18)
- See Invisibility (DC:18)
- Spectral Hand (DC:18)
- Web (DC:18)
- Whispering Wind (DC:18)

Spellbook: Spellbook (3rd)

Wizard

Level 3

- Daylight (DC:19)
- Dispel Magic (DC:19)
- Displacement (DC:19)
- Fireball (DC:19)
- Fly (DC:19)
- Gaseous Form (DC:19)
- Halt Undead (DC:19)
- Haste (DC:19)
- Leomund's Tiny Hut (DC:19)
- Lightning Bolt (DC:19)
- Magic Circle Against Chaos (DC:19)
- Magic Circle Against Law (DC:19)
- Greater Magic Weapon (DC:19)
- Nondetection (DC:19)
- Protection from Energy (DC:19)
- Slow (DC:19)
- Summon Monster III (DC:19)
- Tongues (DC:19)
- Water Breathing (DC:19)

Spellbook: Spellbook (4th - 5th)

Wizard

Level 4

- Ice Storm (DC:20)
- Greater Invisibility (DC:20)
- Polymorph (DC:20)
- Remove Curse (DC:20)
- Shout (DC:20)
- Stoneskin (DC:20)
- Summon Monster IV (DC:20)
- Wall of Fire (DC:20)

Level 5

- Break Enchantment (DC:21)
- Cloudkill (DC:21)
- Dismissal (DC:21)
- Dominate Person (DC:21)
- Magic Jar (DC:21)
- Passwall (DC:21)
- Telekinesis (DC:21)
- Teleport (DC:21)

Level 6

- Seal Portal (DC:22)

Notes:

Character Sheet Notes: