

Zoprk

NAME
Wiz15 111690
CLASS EXPERIENCE
15 120000
Character Level NEXT LEVEL

Al Nudelman

PLAYERNAME
Human Medium
RACE SIZE
27 Male
AGE GENDER

Apollo

DEITY
6' 2" 255 lbs.
HEIGHT WEIGHT
Blue Blond, Ponytail
EYES HAIR

Chaotic Good

ALIGNMENT
VISION
-113 POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	14	+2	14	+2	14	+2	67				Walk 30 ft.
DEX Dexterity	16	+3	16	+3	16	+3	AC armor class	TOTAL	FLAT	TOUCH	BASE
CON Constitution	11	+0	15	+2	15	+2	22	19	18	10	4
INT Intelligence	22	+6	28	+9	28	+9	INITIATIVE	+3	+3	+0	ARMOR BONUS
WIS Wisdom	16	+3	16	+3	16	+3	BASE ATTACK	+7/+2	+0	+0	SHIELD BONUS
CHA Charisma	16	+3	16	+3	16	+3					STAT
											SIZE
											NATURAL
											MISC
											MISS CHANCE
											ARCANE SPELL FAILURE
											ARMOR CHECK PENALTY
											SPELL RESIST

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+13	+5	+2	+5	+1	+0		
REFLEX (dexterity)	+14	+5	+3	+5	+1	+0		
WILL (wisdom)	+18	+9	+3	+5	+1	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+9/+4	+7/+2	+2	+0	+0	+0	
RANGED	+10/+5	+7/+2	+3	+0	+0	+0	
attack bonus							
GRAPPLE	+9/+4	+7/+2	+2	+0	+0	+0	
attack bonus							

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9/+4	1d3+2	20/x2	5 ft.

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	0 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+9/+4	1d4+2	2W-P(OH)	+3/-2	1d4+2	
1H-O	+5/+0	1d4+1	2W-P(OL)	+5/+0	1d4+2	
2H	+9/+4	1d4+2	2W-OH	+1	1d4+1	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+10/+5	+8/+3	+6/+1	+4/-1	+2/-3	
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2	
Special Properties	Steel					

Dagger +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	0 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+10/+5	1d4+3	2W-P(OH)	+4/-1	1d4+3	
1H-O	+6/+1	1d4+2	2W-P(OL)	+6/+1	1d4+3	
2H	+10/+5	1d4+3	2W-OH	+2	1d4+2	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2	
Dam	1d4+3	1d4+3	1d4+3	1d4+3	1d4+3	
Special Properties	(Dagger (+1 (Weapon)/Masterwork)), Masterwork, Steel					

Dagger +2		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	0 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+11/+6	1d4+4	2W-P(OH)	+5/+0	1d4+4	
1H-O	+7/+2	1d4+3	2W-P(OL)	+7/+2	1d4+4	
2H	+11/+6	1d4+4	2W-OH	+3	1d4+3	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+12/+7	+10/+5	+8/+3	+6/+1	+4/-1	
Dam	1d4+4	1d4+4	1d4+4	1d4+4	1d4+4	
Special Properties	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 +5		+5		+0	0
Grants +5 deflection bonus to AC					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		18/9 MISC MODIFIER
				RANKS	RANKS	
✓ Appraise	INT	9	= 9	+	+	
✓ Balance	DEX	3	= 3	+	+	
✓ Bluff	CHA	12	= 3	+	6.0	+
✓ Climb	STR	2	= 2	+	+	
✓ Concentration	CON	19	= 2	+	17.0	+
✓ Control Shape	WIS	3	= 3	+	+	
✓ Craft (Alchemy)	INT	27	= 9	+	18.0	+
✓ Craft (Sculpting)	INT	10	= 9	+	1.0	+
✓ Craft (Untrained)	INT	9	= 9	+	+	
✓ Diplomacy	CHA	5	= 3	+	+	2
✓ Disguise	CHA	5	= 3	+	+	2
✓ Escape Artist	DEX	3	= 3	+	+	
✓ Forgery	INT	9	= 9	+	+	
✓ Gather Information	CHA	3	= 3	+	+	
✓ Heal	WIS	6	= 3	+	1.0	+
✓ Hide	DEX	3	= 3	+	+	
✓ Intimidate	CHA	10	= 3	+	5.0	+
✓ Jump	STR	2	= 2	+	+	
✓ Knowledge (Arcana)	INT	27	= 9	+	18.0	+
✓ Knowledge (Architecture and Engineering)	INT	11	= 9	+	2.0	+
✓ Knowledge (Dungeoneering)	INT	10	= 9	+	1.0	+
✓ Knowledge (The Planes)	INT	23	= 9	+	14.0	+
✓ Listen	WIS	5	= 3	+	+	2
✓ Move Silently	DEX	3	= 3	+	+	
✓ Perform (Untrained)	CHA	3	= 3	+	+	
✓ Profession (Apothecary)	WIS	7	= 3	+	4.0	+
✓ Profession (Herbalist)	WIS	14	= 3	+	11.0	+
✓ Ride	DEX	5	= 3	+	2.0	+
✓ Search	INT	11	= 9	+	2.0	+
✓ Sense Motive	WIS	3	= 3	+	+	
✓ Spellcraft	INT	29	= 9	+	18.0	+
✓ Spot	WIS	5	= 3	+	+	2
✓ Survival	WIS	3	= 3	+	+	
✓ Swim	STR	7	= 2	+	5.0	+
✓ Use Magic Device	CHA	7	= 3	+	4.0	+
✓ Use Rope	DEX	3	= 3	+	+	
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills

Dagger +3				HAND	TYPE	SIZE	CRITICAL	REACH	
				Carried	PS	M	19-20/x2	0 ft.	
To Hit		Dam		To Hit		Dam			
1H-P	+12/+7	1d4+5	2W-P-(OH)	+6/+1		1d4+5			
1H-O	+8/+3	1d4+4	2W-P-(OL)	+8/+3		1d4+5			
2H	+12/+7	1d4+5	2W-OH	+4		1d4+4			
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.	
TH	+13/+8	+11/+6	+9/+4	+7/+2		+5/+0			
Dam	1d4+5	1d4+5	1d4+5	1d4+5		1d4+5			
Special Properties				Masterwork, Steel					

Quarterstaff				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	B/B	M	20/x2	0 ft.
TOTAL ATTACK BONUS				DAMAGE				
+9/+4				1d6+3				
Special Properties				Wood				

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Acid (Flask)	Heward's Handy Haversack	1	1.0	10.0
Alchemist's Lab	Heward's Handy Haversack	1	40.0	500.0
Amulet of Health +4	Equipped	1	0.01	16000.0
<small>Grants the wearer an enhancement bonus to Constitution of +4</small>				
Antitoxin (Vial)	Heward's Handy Haversack	3	0.1 (0.3)	50.0 (150.0)
Sculpting Artisan's Tools	Equipped	1	5.0	5.0
Bracers of Armor +4	Equipped	1	1.0	16000.0
<small>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</small>				
Chalk (1 piece)	Heward's Handy Haversack	1	0.0	0.01
Cloak of Resistance +5	Equipped	1	1.0	25000.0
<small>Offer magic protection in the form of a +5 resistance bonus on all saving throws</small>				
Dagger	Heward's Handy Haversack	1	1.0	2.0
<small>Steel</small>				
Dagger +1	Heward's Handy Haversack	1	1.0	2302.0
<small>(Dagger (+1 (Weapon)/Masterwork)), Masterwork, Steel</small>				
Dagger +2	Heward's Handy Haversack	1	1.0	8302.0
<small>Masterwork, Steel</small>				
Dagger +3	Heward's Handy Haversack	1	1.0	18302.0
<small>Masterwork, Steel</small>				
Flint and Steel	Heward's Handy Haversack	1	0.0	1.0
Headband of Intellect +6	Equipped	1	0.01	36000.0
<small>Adds to the wearers Intelligence score in the form of an enhancement bonus of +6</small>				
Healer's Kit	Equipped	1	1.0	50.0
Heward's Handy Haversack	Equipped	1	5.0	2000.0
<small>595.86 lbs., 2 Diamond Dust, 1 Flint and Steel, 1 Holy Water (Flask), 2 Oil Flask (1 pt), 1 Potion of Cure Light Wounds, 1 Potion of Fox's Cunning, 1 Quarterstaff, 7 Trail Rations (Per Day), 1 Ring of Climbing, 1 Ring of Mind Shielding, 1 Alchemist's Lab, 1 Sack, 3 Scroll of Extended Fly (10th), 1 Scroll of Haste, 1 Scroll of Lesser Geas, 1 Scroll of Protection from Good, 1 Scroll of Sleep, 1 Scroll of Stone to Flesh, 3 Antitoxin (Vial), 2 Smokestick, 1 Spell Component Pouch, 1 Wizard's Spellbook, 1 Staff of Fire, 3 Sunrod, 1 Tanglefoot Bag, 20 Tindertwig, 1 Wand of Dimensional Door, 1 Wand of Knock, 1 Wand of Magic Missile (9th level caster), 1 Waterskin, 1 Wand (Blight/Druid/7th), 1 Wand (Confusion/Wizard/7th), 1 Dagger +3, 1 Acid (Flask), 1 Potion of Cure Moderate Wounds, 1 Potion of Haste, 8 Scroll of Identify, 2 Potion of Neutralize Poison, 1 Chalk (1 piece), 1 Scroll of Cone of Cold, 1 Scroll of Daylight, 1 Scroll of Disintegrate, 1 Scroll of Dispel Magic, 1 Scroll of Gust of Wind, 1 Scroll of Magic Missile, 1 Dagger, 1 Dagger +1, 1 Dagger +2, 25727 Gold piece (gp), 1 Scroll of Analyze Dweomer, 1 Scroll of Command Undead, 2 Scroll of Dimensional Anchor, 1 Scroll of Leomund's Secure Shelter, 1 Scroll of Levitate, 1 Scroll of Magic Circle Against Evil, 1 Scroll of Magic Jar, 1 Scroll of Rope Trick, 1 Scroll of Shield, 1 Scroll of Tenser's Floating Disk, 1 Scroll of Water Breathing, 3 Scroll of Overland Flight, 3 Scroll of Teleport</small>				
<small>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</small>				
Holy Water (Flask)	Heward's Handy Haversack	1	1.0	25.0
Oil Flask (1 pt)	Heward's Handy Haversack	2	1.0 (2.0)	0.1 (0.2)
Noble's Outfit	Equipped	1	10.0	0.0
Potion of Cure Light Wounds	Heward's Handy Haversack	1	0.1	50.0
TOTAL WEIGHT CARRIED/VALUE				13.34289744.8 lbs. gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Potion of Cure Moderate Wounds	Heward's Handy Haversack	1	0.1	300.0
Potion of Fox's Cunning	Heward's Handy Haversack	1	0.1	300.0
Potion of Haste	Heward's Handy Haversack	1	0.1	750.0
Potion of Neutralize Poison	Heward's Handy Haversack	2	0.1 (0.2)	750.0 (1500.0)
Quarterstaff	Heward's Handy Haversack	1	4.0	0.0
<small>Wood</small>				
Trail Rations (Per Day)	Heward's Handy Haversack	7	1.0 (7.0)	0.5 (3.5)
Ring of Climbing	Heward's Handy Haversack	1	0.01	2500.0
<small>Grants a +5 Competence bonus to Climb checks</small>				
Ring of Mind Shielding	Heward's Handy Haversack	1	0.01	8000.0
<small>Wearer immune to Detect Thoughts, Disern Lies and any attempt to magically discern alignment</small>				
Ring of Protection +5	Equipped	1	0.01	50000.0
<small>Grants +5 deflection bonus to AC</small>				
Ring of Wizardry II	Equipped	1	0.01	40000.0
<small>Doubles second level spell slots</small>				
Sack	Heward's Handy Haversack	1	0.5	0.1
<small>0 lbs.</small>				
Scroll of Analyze Dweomer	Heward's Handy Haversack	1	0.01	1650.0
Scroll of Command Undead	Heward's Handy Haversack	1	0.01	150.0
Scroll of Cone of Cold	Heward's Handy Haversack	1	0.01	1125.0
Scroll of Daylight	Heward's Handy Haversack	1	0.01	525.0
Scroll of Dimensional Anchor	Heward's Handy Haversack	2	0.01 (0.02)	700.0 (1400.0)
Scroll of Disintegrate	Heward's Handy Haversack	1	0.01	1650.0
Scroll of Dispel Magic	Heward's Handy Haversack	1	0.01	375.0
Scroll of Extended Fly (10th)	Heward's Handy Haversack	3	0.01 (0.03)	1000.0 (3000.0)
<small>Medium, Spell Effect (Single Use/Completion)</small>				
Scroll of Gust of Wind	Heward's Handy Haversack	1	0.01	150.0
Scroll of Haste	Heward's Handy Haversack	1	0.01	375.0
Scroll of Identify	Heward's Handy Haversack	8	0.01 (0.08)	125.0 (1000.0)
Scroll of Leomund's Secure Shelter	Heward's Handy Haversack	1	0.01	700.0
Scroll of Lesser Geas	Heward's Handy Haversack	1	0.01	700.0
Scroll of Levitate	Heward's Handy Haversack	1	0.01	150.0
Scroll of Magic Circle Against Evil	Heward's Handy Haversack	1	0.01	375.0
Scroll of Magic Jar	Heward's Handy Haversack	1	0.01	1125.0
Scroll of Magic Missile	Heward's Handy Haversack	1	0.01	25.0
Scroll of Overland Flight	Heward's Handy Haversack	3	0.01 (0.03)	1125.0 (3375.0)
Scroll of Protection from Good	Heward's Handy Haversack	1	0.01	25.0
Scroll of Rope Trick	Heward's Handy Haversack	1	0.01	150.0
Scroll of Shield	Heward's Handy Haversack	1	0.01	25.0
Scroll of Sleep	Heward's Handy Haversack	1	0.01	25.0
Scroll of Stone to Flesh	Heward's Handy Haversack	1	0.01	1650.0
Scroll of Teleport	Heward's Handy Haversack	3	0.01 (0.03)	1125.0 (3375.0)
Scroll of Tenser's Floating Disk	Heward's Handy Haversack	1	0.01	25.0
Scroll of Water Breathing	Heward's Handy Haversack	1	0.01	375.0
TOTAL WEIGHT CARRIED/VALUE				13.34289744.8 lbs. gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Smokestick	Heward's Handy Haversack	2	0.5 (1.0)	20.0 (40.0)
Spell Component Pouch	Heward's Handy Haversack	1	3.0	5.0
Wizard's Spellbook	Heward's Handy Haversack	1	3.0	15.0
Staff of Fire Burning Hands, Fireball (1 charge) – Wall of Fire (2 charges), Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	5.0	17755.0
Sunrod	Heward's Handy Haversack	3	1.0 (3.0)	2.0 (6.0)
Tanglefoot Bag	Heward's Handy Haversack	1	4.0	50.0
Tindertwig	Heward's Handy Haversack	20	0.0 (0.0)	1.0 (20.0)
Wand (Blight/Druid/7th) Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	0.0	7140.0
Wand (Confusion/Wizard/7th) Spell Effect (50 Charges/Spell Trigger)	Heward's Handy Haversack	1	0.0	7560.0
Wand of Dimensional Door Spell Effect (50 Charges/Spell Trigger)	Carried	1	0.1	155.0
Wand of Knock Spell Effect (50 Charges/Spell Trigger)	Carried	1	0.1	2880.0
Wand of Magic Missile (9th level caster) Spell Effect (50 Charges/Spell Trigger)	Carried	1	0.1	2565.0
Water (Pint)	Waterskin	1	1.0	0.0
Waterskin 1 lbs., 1 Water (Pint)	Heward's Handy Haversack	1	0.0	1.0
TOTAL WEIGHT CARRIED/VALUE			13.34289744	81 lbs. gp

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

LANGUAGES
Common, Draconic, Drow, Dwarven, Elven, Gnome, Literacy

TEMPLATES
Saddle on Mount

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

MONEY
Gold piece (gp): 25727 [Heward's Handy Haversack]
2 x Diamond Dust (50) [Heward's Handy Haversack]
Total = 25827.0 gp

SPECIAL ABILITIES
+4 to Concentration to use spell or spelllike ability on the defensive
Summon Familiar

FEATS
Combat Casting You are adept at casting spells in combat
Craft Wand You can create wands, which hold spells
Empower Spell You can cast spells to greater effect
Enlarge Spell You can cast spells farther than normal
Extend Spell You can cast spells that last longer than normal
Maximize Spell You can cast spells to maximum effect
Quicken Spell You can cast a spell with a moments thought
Silent Spell You can cast spells silently
Spell Penetration Your spells are especially potent, breaking through spell resistance more readily than normal
Still Spell You can cast spells without gestures
Scribe Scroll You can create scrolls, from which you or another spellcaster can cast the scribed spells

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	7	10	6	6	6	4	3	2	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Acid Splash	19	None	1 standard	Instantaneous action	Close (60 ft.)	V, S	No	Conjuration (Creation) [Acid]	phb: p.196.
<i>Effect:</i> Orb deals 1d3 acid damage.					<i>Target:</i> One missile of acid				
□□□□ Arcane Mark	19	None	1 standard	Permanent action	0 ft.	V, S	No	Universal	phb: p.201
<i>Effect:</i> Inscribes your personal rune [visibly or invisibly].					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.		<i>Caster Level:</i> 15		
□□□□ Dancing Lights	19	None	1 standard	1 minute action	Medium (110 ft.)	V, S	No	Evocation [Light]	phb: p.216
<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..					<i>Target:</i> Up to four lights, all within a 10-ft. radius area		<i>Caster Level:</i> 1		
□□□□ Daze	19	Will negates	1 standard	1 round action	Close (60 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.217
<i>Effect:</i> You cloud the mind of a humanoid creature of 4 HD or less; loses next action.					<i>Target:</i> One humanoid creature of 4 HD or less		<i>Caster Level:</i> 15		
□□□□ Detect Magic	19	None	1 standard	Concentration, up to 15 minutes action	60 ft.	V, S	No	Divination	phb: p.219
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 15		
□□□□ Detect Poison	19	None	1 standard	Instantaneous action	Close (60 ft.)	V, S	No	Divination	phb: p.219
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> One creature, one object, or a 5-ft. cube		<i>Caster Level:</i> 15		
□□□□ Disrupt Undead	19	None	1 standard	Instantaneous action	Close (60 ft.)	V, S	Yes	Necromancy	phb: p.223
<i>Effect:</i> You direct a ray of positive energy. Deals 1d6 damage to one undead.					<i>Target:</i> Ray		<i>Caster Level:</i> 15		
□□□□ Flare	19	Fortitude negates	1 standard	Instantaneous action	Close (60 ft.)	V	Yes	Evocation [Light]	phb: p.232
<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					<i>Target:</i> Burst of light		<i>Caster Level:</i> 15		
□□□□ Ghost Sound	19	Will disbelief (if interacted with)	1 standard	1 rounds action	Close (25 ft.)	V, S, M	No	Illusion (Figment)	phb: p.235
<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 sounds basic character.					<i>Target:</i> Illusory sounds		<i>Caster Level:</i> 1		
□□□□ Light	19	None	1 standard	150 minutes action	Touch	V, MDF	No	Evocation [Light]	phb: p.248
<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.					<i>Target:</i> Object touched		<i>Caster Level:</i> 15		
□□□□ Mage Hand	19	None	1 standard	Concentration action	Close (60 ft.)	V, S	No	Transmutation	phb: p.249
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.		<i>Caster Level:</i> 15		
□□□□ Mending	19	Will negates (harmless, object)	1 standard	Instantaneous action	10 ft.	V, S	Yes (harmless, object)	Transmutation	phb: p.253
<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.					<i>Target:</i> One object of up to 1 lb.		<i>Caster Level:</i> 15		
□□□□ Message	19	None	1 standard	150 minutes action	Medium (250 ft.)	V, S, F	No	Transmutation [Language-Dependent]	phb: p.253
<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.					<i>Target:</i> 15 creatures		<i>Caster Level:</i> 15		
□□□□ Open/Close	19	Will negates (object)	1 standard	Instantaneous action	Close (60 ft.)	V, S, F	Yes (object)	Transmutation	phb: p.258
<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.					<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed		<i>Caster Level:</i> 15		
□□□□ Prestidigitation	19	See text	1 standard	1 hour action	10 ft.	V, S	No	Universal	phb: p.264
<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.					<i>Target:</i> See text		<i>Caster Level:</i> 1		
□□□□ Ray of Frost	19	None	1 standard	Instantaneous action	Close (60 ft.)	V, S	Yes	Evocation [Cold]	phb: p.269
<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.					<i>Target:</i> Ray		<i>Caster Level:</i> 15		
□□□□ Read Magic	19	None	1 standard	150 minutes action	Personal	V, S, F	No	Divination	phb: p.269
<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.					<i>Target:</i> You		<i>Caster Level:</i> 15		
□□□□ Resistance	19	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, MDF	Yes (harmless)	Abjuration	phb: p.272
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
□□□□ Touch of Fatigue	19	Fortitude negates	1 standard	15 rounds action	Touch	V, S, M	Yes	Necromancy	phb: p.294
<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 spells duration.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Charm Person	20	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.					<i>Target:</i> One humanoid creature				
□□□□ Endure Elements	20	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.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		

* =Domain/Specialty Spell

Wizard Spells

Enlarge Person	20	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.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 15		
Erase	20	See text	1 standard	Instantaneous action	Close (60 ft.)	V, S	No	Transmutation	phb: p.227
<i>Effect:</i> Removes mundane or magical writing from a scroll or one or two pages of paper, parchment or similar surfaces.					<i>Target:</i> One scroll or two pages		<i>Caster Level:</i> 15		
Feather Fall	20	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 15 rounds	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. apart. 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.					<i>Target:</i> 15 Medium or smaller freefalling objects or creatures		<i>Caster Level:</i> 15		
Identify	20	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].					<i>Target:</i> One touched object		<i>Caster Level:</i> 15		
Magic Missile	20	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.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart		<i>Caster Level:</i> 15		
Mount	20	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.					<i>Target:</i> One mount		<i>Caster Level:</i> 15		
Protection from Evil	20	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.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
Ray of Enfeeblement	20	None	1 standard	15 minutes action	Close (60 ft.)	V, S	Yes	Necromancy	phb: p.269
<i>Effect:</i> A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+5. The subject's Strength score cannot drop below 1.					<i>Target:</i> Ray		<i>Caster Level:</i> 15		
Shield	20	None	1 standard	15 minutes action	Personal	V, S	No	Abjuration [Force]	phb: p.278
<i>Effect:</i> Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC.					<i>Target:</i> You		<i>Caster Level:</i> 15		
Sleep	20	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.					<i>Target:</i> One or more living creatures within a 10-ft. radius burst		<i>Caster Level:</i> 15		
Tenser's Floating Disk	20	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.					<i>Target:</i> 3-ft.-diameter disk of force		<i>Caster Level:</i> 15		
True Strike	20	None	1 standard	See text action	Personal	V, F	No	Divination	phb: p.296
<i>Effect:</i> You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll [if it is made before the end of the next round] gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.					<i>Target:</i> You		<i>Caster Level:</i> 15		
Unseen Servant	20	None	1 standard	15 hours action	Close (60 ft.)	V, S, M	No	Conjuration (Creation)	phb: p.297
<i>Effect:</i> An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend.					<i>Target:</i> One invisible, mindless, shapeless servant		<i>Caster Level:</i> 15		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bear's Endurance	21	Will negates (harmless)	1 standard	15 minutes action	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		
Bull's Strength	21	Will negates (harmless)	1 standard	15 minutes action	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		
Cat's Grace	21	Will negates (harmless)	1 standard	15 minutes action	Touch	V, S, M	Yes	Transmutation	phb: p.208
<i>Effect:</i> The subject becomes more graceful, agile and coordinated [+4 to Dex].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
Command Undead	21	Will negates; see text	1 standard	15 days action	Close (60 ft.)	V, S, M	Yes	Necromancy	phb: p.211
<i>Effect:</i> Allows you some degree of control over an undead creature.					<i>Target:</i> One undead creature		<i>Caster Level:</i> 15		
Darkness	21	None	1 standard	150 minutes action	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		
Darkvision	21	Will negates (harmless)	1 standard	15 hours action	Touch	V, S, M	Yes (harmless)	Transmutation	phb: p.216
<i>Effect:</i> Subject gains the ability to see up to 60 ft. in total darkness.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		
Daze Monster	21	Will negates	1 standard	1 round action	Medium (250 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.217
<i>Effect:</i> You cloud the mind of any type of creature of HD or less; loses next action.					<i>Target:</i> One living creature of 6 HD or less		<i>Caster Level:</i> 15		
Detect Thoughts	21	Will negates; see text	1 standard	Concentration, up to 15 minutes action	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		
False Life	21	None	1 standard	15 hours or until discharged; see text action	Personal	V, S, M	No	Necromancy	phb: p.229
<i>Effect:</i> You harness the power of unlife to grant yourself a limited ability to avoid death. Gain 1d10+10 temporary hp.					<i>Target:</i> You		<i>Caster Level:</i> 15		
Fox's Cunning	21	Will negates (harmless)	1 standard	15 minutes action	Touch	V, S, M/DF	Yes	Transmutation	phb: p.233
<i>Effect:</i> The transmuted creature becomes smarter [+4 enhancement bonus to Intelligence].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 15		

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Gust of Wind	21	Fortitude negates	1 standard 1 round action	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.									
□□□□□	Invisibility	21	Will negates (harmless) or Will negates (harmless, object)	1 standard 15 minutes action	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.									
□□□□□	Knock	21	None	1 standard Instantaneous; see text action	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].									
□□□□□	Levitate	21	None	1 standard 15 minutes action	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.									
□□□□□	Locate Object	21	None	1 standard 15 minutes action	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.									
□□□□□	Mirror Image	21	None	1 standard 15 minutes action	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									
□□□□□	Owl's Wisdom	21	Will negates (harmless)	1 standard 15 minutes action	Touch	V, S, M/DF	Yes	Transmutation	phb: p.259
<i>Effect:</i> The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills.									
□□□□□	Protection from Arrows	21	Will negates (harmless)	1 standard 15 hours or until discharged action	Touch	V, S, F	Yes (harmless)	Abjuration	phb: p.266
<i>Effect:</i> The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. Once the spell has prevented a total of 100 points of damage, it is discharged.									
□□□□□	Resist Energy	21	Fortitude negates (harmless)	1 standard 150 minutes action	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.									
□□□□□	Rope Trick	21	None	1 standard 15 hours action	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.									
□□□□□	See Invisibility	21	None	1 standard 150 minutes action	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.									
□□□□□	Touch of Idiocy	21	No	1 standard 150 minutes action	Touch	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.294
<i>Effect:</i> With a touch, you reduce the targets mental faculties. Your successful melee touch attack applies a 1d6 penalty to the targets Intelligence, Wisdom, and Charisma scores. This penalty cant reduce any of these scores below 1.									
□□□□□	Web	21	Reflex negates; see text	1 standard 150 minutes action	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.									

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□	Arcane Sight	22	None	1 standard 15 minutes action	Personal	V, S	No	Divination	phb: p.201
<i>Effect:</i> Allows you to see magical auras within 120 ft..									
□□□□□	Daylight	22	None	1 standard 150 minutes action	Touch	V, S	No	Evocation [Light]	phb: p.216
<i>Effect:</i> The object touched sheds light as bright as full daylight in a 60-ft. radius and dim light for an additional 60 ft. beyond that.									
□□□□□	Dispel Magic	22	None	1 standard Instantaneous action	Medium (250 ft.)	V, S	No	Abjuration	phb: p.223
<i>Effect:</i> Cancels magical spells and effects.									
□□□□□	Fireball	22	Reflex half	1 standard Instantaneous action	Long (1000 ft.)	V, S, M	Yes	Evocation [Fire]	phb: p.231
<i>Effect:</i> A fireball spell is an explosion of flame that detonates with a low roar and deals 10d6 points of fire damage to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.									
□□□□□	Fly	22	Will negates (harmless)	1 standard 15 minutes action	Touch	V, S, F/DF	Yes (harmless)	Transmutation	phb: p.232
<i>Effect:</i> subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. It can ascend at half speed and descend at double speed, and its maneuverability is good.									
□□□□□	Gaseous Form	22	None	1 standard 30 minutes action	Touch	S, M/DF	No	Transmutation	phb: p.234
<i>Effect:</i> The subject and all its gear become insubstantial, misty, and translucent.									
□□□□□	Haste	22	Fortitude negates (harmless)	1 standard 15 rounds action	Close (60 ft.)	V, S, M	Yes (harmless)	Transmutation	phb: p.239
<i>Effect:</i> The transmuted creatures move and act more quickly than normal. This extra speed has several effects. +1 on attack rolls, AC, and Reflex saves.									
□□□□□	Hold Person	22	Will negates; see text	1 standard 15 rounds; see text action	Medium (250 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.241
<i>Effect:</i> The subject humanoid becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect.									

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Invisibility Sphere	22	Will negates (harmless) or Will negates (harmless, object)	1 standard action	15 minutes	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	phb: p.245
<i>Effect:</i> This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient.										
□□□□□	Lightning Bolt	22	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	phb: p.248
<i>Effect:</i> You release a powerful stroke of electrical energy that deals 10d6 points of electricity damage to each creature within its area. The bolt begins at your fingertips.										
□□□□□	Magic Circle Against Evil	22	Will negates (harmless)	1 standard action	150 minutes	Touch	V, S, M/DF No; see text		Abjuration [Good]	phb: p.249
<i>Effect:</i> All creatures within the area gain the effects of a protection from evil spell, and no nongood summoned creatures can enter the area either.										
□□□□□	Protection from Energy	22	Fortitude negates (harmless)	1 standard action	150 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	phb: p.266
<i>Effect:</i> Protection from energy grants temporary immunity to the type of energy you specify when you cast it [acid, cold, electricity, fire, or sonic]. When the spell absorbs 120 points of energy damage, it is discharged.										
□□□□□	Shrink Item	22	Will negates (object)	1 standard action	15 days; see text	Touch	V, S	Yes (object)	Transmutation	phb: p.279
<i>Effect:</i> You are able to shrink one nonmagical item [if it is within the size limit] to 1/16 of its normal size in each dimension. This change effectively reduces the objects size by four categories [for instance, from Large to Diminutive].										
□□□□□	Slow	22	Will negates	1 standard action	15 rounds	Close (60 ft.)	V, S, M	Yes	Transmutation	phb: p.280
<i>Effect:</i> An affected creature moves and attacks at a drastically slowed rate. A slowed creature can take only a single move action or standard action each turn, but not both [nor may it take full-round actions]. Additionally, it takes a 1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed [round down to the next 5-foot increment], which affects the creatures jumping distance as normal for decreased speed.										
□□□□□	Suggestion	22	Will negates	1 standard action	15 hours or until completed	Close (60 ft.)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	phb: p.285
<i>Effect:</i> You influence the actions of the target creature by suggesting a course of activity [limited to a sentence or two]. The suggestion must be worded in such a manner as to make the activity sound reasonable.										
□□□□□	Tongues	22	Will negates (harmless)	1 standard action	150 minutes	Touch	V, M/DF	No	Divination	phb: p.294
<i>Effect:</i> This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages.										
□□□□□	Water Breathing	22	Will negates (harmless)	1 standard action	30 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation	phb: p.300
<i>Effect:</i> The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.										

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Animate Dead	23	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]	phb: p.198
<i>Effect:</i> Turn the bones and bopdies of dead creatures into undead skeletons and zombies that obey your commands.										
□□□□□	Bestow Curse	23	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	phb: p.203
<i>Effect:</i> You place a curse on the subject. -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.										
□□□□□	Charm Monster	23	Will negates	1 standard action	15 days	Close (60 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	phb: p.209
<i>Effect:</i> As charm person but not restricted by creature size or type.										
□□□□□	Confusion	23	Will negates	1 standard action	15 rounds	Medium (250 ft.)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.212
<i>Effect:</i> You cause the targets to become confused, making them unable to independently determine what they will do.										
□□□□□	Contagion	23	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	phb: p.213
<i>Effect:</i> The subject contracts a disease which strikes immediately [no incubation period].										
□□□□□	Crushing Despair	23	Will negates	1 standard action	15 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.215
<i>Effect:</i> An invisible cone of despair causes great sadness in the subjects. Subjects take -2 on attack rolls, damage rolls, saves, and checks.										
□□□□□	Dimensional Anchor	23	None	1 standard action	15 minutes	Medium (250 ft.)	V, S	Yes (object)	Abjuration	phb: p.221
<i>Effect:</i> A green ray springs from your hand. Any creature or object struck cannot move extradimensionally.										
□□□□□	Dimension Door	23	None and Will negates (object)	1 standard action	Instantaneous	Long (1000 ft.)	V	No and Yes (object)	Conjuration (Teleportation)	phb: p.221
<i>Effect:</i> You instantly transfer yourself from your current location to any other spot within range.										
□□□□□	Evard's Black Tentacles	23	None	1 standard action	15 rounds	Medium (250 ft.)	V, S, M	No	Conjuration (Creation)	phb: p.228
<i>Effect:</i> Conjures a field of rubbery black tentacles, each 10 ft. long, which grapple all within 20 ft. spread.										
□□□□□	Fear	23	Will partial	1 standard action	15 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]	phb: p.229
<i>Effect:</i> An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save.										
□□□□□	Fire Shield	23	None	1 standard action	15 rounds	Personal	V, S, M/DF	No	Evocation [Fire or Cold]	phb: p.230
<i>Effect:</i> This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks [your choice]. Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6+15 points of damage.										
□□□□□	Fire Trap	23	Reflex half; see text	10 minutes	Permanent until discharged	Touch	V, S, M	Yes	Abjuration [Fire]	phb: p.231
<i>Effect:</i> Creates a fiery explosion when an intruder opens the item that the trap protects. A fire trap can ward any object that can be opened and closed [book, box, bottle, chest, coffer, coffin, door, drawer, and so forth]. Opened object deals 1d4+15 damage.										
□□□□□	Leomund's Secure Shelter	23	None	10 minutes	30 hours	Close (60 ft.)	V, S, M, F; No see text		Conjuration (Creation)	phb: p.247
<i>Effect:</i> You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast: stone, timber, or [at worst] sod. The floor is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.										

* =Domain/Specialty Spell

Wizard Spells

□□□□□ Lesser Globe of Invulnerability	23	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.									<i>Target:</i> 10-ft. radius spherical emanation, centered on you <i>Caster Level:</i> 15
□□□□□ Rary's Mnemonic Enhancer	23	None	10 minutes	Instantaneous	Personal	V, S, M, F	No	Transmutation	phb: p.268
<i>Effect:</i> Casting this spell allows you to prepare additional spells or retain spells recently cast. Pick one of these two versions when the spell is cast.									<i>Target:</i> You <i>Caster Level:</i> 15
□□□□□ Remove Curse	23	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.									<i>Target:</i> Creature or item touched <i>Caster Level:</i> 15
□□□□□ Scrying	23	Will negates	1 hour	15 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	phb: p.274
<i>Effect:</i> You can see and hear some creature, which may be at any distance.									<i>Target:</i> Magical sensor <i>Caster Level:</i> 15
□□□□□ Shout	23	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.									<i>Target:</i> Cone-shaped burst <i>Caster Level:</i> 15
□□□□□ Wall of Fire	23	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.									<i>Target:</i> Opaque sheet of flame up to 300 ft. long or a ring of fire with a radius of up to 37 ft; either form 20 ft. high <i>Caster Level:</i> 15

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Cloudkill	24	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.									<i>Target:</i> Cloud spreads in 20-ft. radius, 20 ft. high <i>Caster Level:</i> 15
□□□□□ Cone of Cold	24	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]	phb: p.212
<i>Effect:</i> Creates an area of extreme cold dealing 15d6 cold damage.									<i>Target:</i> Cone-shaped burst <i>Caster Level:</i> 15
□□□□□ Dominate Person	24	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.									<i>Target:</i> One humanoid <i>Caster Level:</i> 15
□□□□□ Fabricate	24	None	See text	Instantaneous	Close (60 ft.)	V, S, M	No	Transmutation	phb: p.229
<i>Effect:</i> You convert material of one sort into a product that is of that sort of material.									<i>Target:</i> Up to 150 cu. ft. see text <i>Caster Level:</i> 15
□□□□□ Feeblemind	24	Will negates; see text	1 standard action	Instantaneous	Medium (250 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.229
<i>Effect:</i> If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1, giving it roughly the intellect of a lizard.									<i>Target:</i> One creature <i>Caster Level:</i> 15
□□□□□ Lesser Planar Binding	24	Will negates	10 minutes	Instantaneous	Close (60 ft.)	V, S	No and Yes; see text	Conjuration (Calling)	phb: p.261
<i>Effect:</i> Casting this spell attempts a dangerous act: to lure a creature [6 HD or less] from another plane to a specifically prepared trap, which must lie within the spells range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.									<i>Target:</i> One elemental or outsider with 6 HD or less <i>Caster Level:</i> 15
□□□□□ Magic Jar	24	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.									<i>Target:</i> One creature <i>Caster Level:</i> 15
□□□□□ Overland Flight	24	Will negates (harmless)	1 standard action	15 hours	Personal	V, S	Yes (harmless)	Transmutation	phb: p.259
<i>Effect:</i> This spell functions like a fly spell, except you can fly at a speed of 40 feet [30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load] with average maneuverability.									<i>Target:</i> You <i>Caster Level:</i> 15
□□□□□ Passwall	24	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.									<i>Target:</i> 5 ft. by 8 ft. opening, 35 ft. deep <i>Caster Level:</i> 15
□□□□□ Permanency	24	None	2 rounds	Permanent; see text	See text	V, S, XP	No	Universal	phb: p.259
<i>Effect:</i> This spell makes certain other spells permanent.									<i>Target:</i> See text <i>Caster Level:</i> 15
□□□□□ Sending	24	None	10 minutes	1 round; see text	See text	V, S, M/DF	No	Evocation	phb: p.275
<i>Effect:</i> You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject.									<i>Target:</i> One creature <i>Caster Level:</i> 15
□□□□□ Teleport	24	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.									<i>Target:</i> You and touched objects or other touched willing creatures <i>Caster Level:</i> 15
□□□□□ Transmute Mud to Rock	24	See text	1 standard action	Permanent	Medium (250 ft.)	V, S, M/DF	No	Transmutation [Earth]	phb: p.295
<i>Effect:</i> This spell transforms normal mud or quicksand of any depth into soft stone [sandstone or a similar mineral] permanently.									<i>Target:</i> Up to 30 10 ft. cubes [S] <i>Caster Level:</i> 15
□□□□□ Wall of Force	24	None	1 standard action	15 rounds	Close (60 ft.)	V, S, M	No	Evocation [Force]	phb: p.298
<i>Effect:</i> A wall of force spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including dispel magic.									<i>Target:</i> Wall whose area is up to 15 10-ft. squares <i>Caster Level:</i> 15

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Analyze Dweomer	25	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.									<i>Target:</i> One object or creature per caster level <i>Caster Level:</i> 15
□□□□□ Chain Lightning	25	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.									<i>Target:</i> One primary target, plus 15 secondary targets [each of which must be within 30 ft. of the primary target] <i>Caster Level:</i> 15
□□□□□ Disintegrate	25	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.									<i>Target:</i> Ray <i>Caster Level:</i> 15

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Greater Dispel Magic	25	None	1 standard	Instantaneous	Medium (250 ft.)	V, S	No	Abjuration	phb: p.223
<i>Effect:</i> As dispel magic, but +20 on check.										
□□□□□	Wall of Iron	25	See text	1 standard	Instantaneous	Medium (250 ft.)	V, S, M	No	Conjuration (Creation)	phb: p.299
<i>Effect:</i> You cause a flat, vertical iron wall to spring into being.										

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Mordenkainen's Sword	26	None	1 standard	15 rounds	Close (60 ft.)	V, S, F	Yes	Evocation [Force]	phb: p.256
<i>Effect:</i> This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn.										
□□□□□	Plane Shift	26	Will negates	1 standard	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)	phb: p.262
<i>Effect:</i> You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as creatures joining hands many as eight can be affected by the plane shift at the same time.										
□□□□□	Prismatic Spray	26	See text	1 standard	Instantaneous	60 ft.	V, S	Yes	Evocation	phb: p.264
<i>Effect:</i> This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.										
□□□□□	Reverse Gravity	26	None; see text	1 standard	15 rounds	Medium (250 ft.)	V, S, M/DF	No	Transmutation	phb: p.273
<i>Effect:</i> This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object [such as a ceiling] is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall.										
□□□□□	Spell Turning	26	None	1 standard	Until expended or 150 minutes	Personal	V, S, M/DF	No	Abjuration	phb: p.282
<i>Effect:</i> Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells. Thus, a charm person spell cast at you could be turned back upon the caster and possibly enable you to use the charm effect on that individual, but a fireball could not be turned back, and neither could inflict critical wounds. From seven to ten 6 spell levels are affected by the turning.										
□□□□□	Vision	26	None	1 standard	See text	Personal	V, S, M, XP	No	Divination	phb: p.298
<i>Effect:</i> This spell functions like legend lore, except that it works more quickly but produces some strain on you.										

LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Prismatic Wall	27	See text	1 standard	150 minutes	Close (60 ft.)	V, S	See text	Abjuration	phb: p.264
<i>Effect:</i> Creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 8 HD that is within 20 feet of the wall is blinded for 2d4 rounds by the colors if it looks at the wall.										
□□□□□	Protection from Spells	27	Will negates (harmless)	1 standard	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

Zoprk



Human

RACE

27

AGE

Male

GENDER

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

6' 2"

HEIGHT

255 lbs.

WEIGHT

Blue

EYE COLOUR

Pasty

SKIN COLOUR

Blond, Ponytail

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Goal: To take over the world.

Owes: Tons of money to Morra for Training, 60 days alchemy work to Adv Supply Shop over next year, Bracers +4 to AC on loan from Billy Bob

Owed: Each year at Mid-summer, gets one cask good wine delivered to Festival

Misc Stuff: Set of black statin sheets, bag of flour, and two pictures of himself from Baba Yaga's hut.

Permanancies: Detect Magic, Comprehend Languages, Dark Vision, See Invisibility, Resistance, Tongues, Read Magic, Arcane Sight

Teleport locations memorized: Location of Assassin Plant (5 minutes), Circle of Stones (1 hour), Roof of magic academy's school (1 hour), underground cave near Briarwood (1 hour), Near Crater, Roof of Inn, House that Ages, Pit of the Fly, Tree Tower, Close of Stars, Docks at Port Sauce, Silver Forge.

Abby: Future consideration owed to Zoprk.

Robin: Future consideration owed to Zoprk for greatsword.

Biography:

Notes:

Character Sheet Notes: