

Vincenzo d'Lucio

Character Name
 Rogue 2, Transmuter 6, Swiftblade
 2
 CLASS
 10 (10) 45127 / 55000
 Character Level (CR) EXP/NEXT LEVEL

David Johannes

Player Name Deity
 Human / Humanoid Medium / 5 ft.
 RACE SIZE / FACE
 29 Male
 AGE GENDER
 Bluffside Region True Neutral
 Region Alignment
 6' 1" / 210 lbs. Normal
 HEIGHT / WEIGHT VISION



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2		
DEX Dexterity	17	+3	17	+3		
CON Constitution	14	+2	14	+2		
INT Intelligence	18	+4	18	+4		
WIS Wisdom	18	+4	18	+4		
CHA Charisma	14	+2	14	+2		

HP	AC	INITIATIVE	Encumbrance
57	20	+3	Light

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

MELEE	RANGED	GRAPPLE
+9/+4	+10/+5	+9/+4

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

*Lil Vinny (+1 keen rapier)	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	15-20/x2	5 ft.

Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.

Crossbow (Light)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.

*: 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
*+1 Chain Shirt (Mithral)	Light	+5	+6	+0	10
Masterwork Light Steel Shield	Light	+1	+0	+0	5
*Ring of Protection +1		+1	+0	+0	0
*Bracers of Armor +4		+4	+0	+0	0

TOTAL SKILLPOINTS: 115	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY RANKS	MISC MODIFIER
✓	Appraise	INT	4	= 4	
✓	Balance	DEX	10	= 3 + 5 + 2	
✓	Bluff	CHA	4	= 2 + 2	
✓	Bluff (Flattery)	CHA	2	= 2	
✓	City Lore	WIS	4	= 4	
✓	Climb	STR	6	= 2 + 4	
✓	Climb (Using a rope)	STR	8	= 2 + 4 + 2	
✓	Climb (Swarm Huge Monster)	STR	2	= 2	
✓	Concentration	CON	15	= 2 + 8 + 5	
✓	Concentration (Cast defensively)	CON	19	= 2 + 8 + 9	
✓	Craft (Alchemy)	INT	6	= 4 + 2	
✓	Craft (Gemcutting)	INT	5	= 4 + 1	
✓	Craft (Maps)	INT	4	= 4	
✓	Craft (Untrained)	INT	4	= 4	
✓	Decipher Script	INT	5	= 4 + 1	
✓	Diplomacy	CHA	5	= 2 + 1 + 2	
✓	Diplomacy (Dragon Protocol)	CHA	4	= 2 + 2	
✓	Disable Device	INT	8	= 4 + 4	
✓	Disguise	CHA	2	= 2	
✓	Escape Artist	DEX	5	= 3 + 2	
✓	Escape Artist (Escape from rope bonds)	DEX	7	= 3 + 2 + 2	
✓	Forgery	INT	4	= 4	
✓	Gather Information	CHA	6	= 2 + 2 + 2	
✓	Handle Animal	CHA	3	= 2 + 1	
✓	Heal	WIS	4	= 4	
✓	Hide	DEX	8	= 3 + 5	
✓	Intimidate	CHA	2	= 2	
✓	Jump	STR	7	= 2 + 3 + 2	
✓	Jump (Leap into the Saddle)	STR	4	= 2 + 2	
✓	Knowledge (Arcana)	INT	9	= 4 + 5	
✓	Knowledge (Architecture and Engineering)	INT	5	= 4 + 1	
✓	Knowledge (Dungeoneering)	INT	5	= 4 + 1	
✓	Knowledge (Geography)	INT	5	= 4 + 1	
✓	Knowledge (Local)	INT	9	= 4 + 5	
✓	Knowledge (The Planes)	INT	5	= 4 + 1	
✓	Listen	WIS	11	= 4 + 5 + 2	
✓	Lore of the North	WIS	4	= 4	
✓	Move Silently	DEX	9	= 3 + 6	
✓	Open Lock	DEX	9	= 3 + 6	
✓	Perform (Circus)	CHA	3	= 2 + 1	
✓	Perform (Lore-Chant)	CHA	2	= 2	
✓	Perform (Untrained)	CHA	2	= 2	
✓	Pilot (Spelljammer)	DEX	3	= 3	
✓	Profession (City/Town Guard)	WIS	7	= 4 + 3	
✓	Ride	DEX	4	= 3 + 1	
✓	Sapper	STR	2	= 2	
✓	Sea Legs	DEX	3	= 3	
✓	Search	INT	4	= 4	
✓	Search (Stash Item)	INT	4	= 4	
✓	Sense Motive	WIS	9	= 4 + 5	
✓	Sleight of Hand	DEX	5	= 3 + 2	
✓	Speak Language(Elven)		1	= 0 + 1	
✓	Spellcraft	INT	13	= 4 + 7 + 2	

TOTAL SKILLPOINTS: 115		SKILLS		MAX RANKS: 13/6/5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Spot	WIS	12	= 4 + 6 + 2		
✓ Strategy	INT	4	= 4		
✓ Survival	WIS	4	= 4		
✓ Swim	STR	3	= 2 + 1		
✓ Tactics	INT	4	= 4		
Tumble	DEX	11	= 3 + 5 + 3		
Use Magic Device	CHA	4	= 2 + 2		
Use Magic Device (Scroll)	CHA	6	= 2 + 2 + 2		
✓ Use Rope	DEX	8	= 3 + 5		
			= + +		
			= + +		

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Ring of Protection +1	Equipped	1	0 / 2,000
Bracers of Armor +4	Equipped	1	1 / 16,000
Lil Vinny (+1 keen rapier)	Equipped	1	2 / 8,320
<small>(+1 Rapier (Keen)), Threat range doubled</small>			
+1 Chain Shirt (Mithral)	Equipped	1	12.5 / 2,100
<small>30hp/inch and 15 hardness</small>			
Cloak of Resistance +2	Equipped	1	1 / 4,000
Handy Haversack	Equipped	1	5 / 2,000
<small>13.8 lbs., 1 Blessed Book, 1 Spellbook (Wizard's/Blank), 1 Wand (Face in the Crowd), 1 Pouch (Belt), 1 Silagord's Spellbook, 1 Enchantress's Spellbook, 1 Pouch (Belt)</small>			
Blessed Book	Handy Haversack	1	1 / 12,500
Spellbook (Wizard's/Blank)	Handy Haversack	1	3 / 15
<small>Spellbook Costs: 10,350 gp</small>			
Pouch (Belt)	Carried	1	0.5 / 1
<small>0 lbs., 3 Potion (Darkvision), 2 Potion of Cure Serious Wounds, 2 Pearl of Power, 1st-Level Spell, 1 Pearl of Power, 2nd-Level Spell, 1 Pearl of Power, 3rd-Level Spell</small>			
Pouch (Belt)	Handy Haversack	1	0.5 / 1
<small>2.74 lbs., 53 Coin (Silver), 21 Coin (Copper), 63 Coin (Gold)</small>			
Pouch (Belt)	Handy Haversack	1	0.5 / 1
<small>0 lbs., 1 Gem (Blue Sapphire), 1 Gem (Star Rose Quartz)</small>			
Silagord's Spellbook	Handy Haversack	1	3 / 5,830
<small>(Spellbook (Wizard's/Blank))</small>			
Wand (Face in the Crowd)	Handy Haversack	1	0.1 / 157.5
Enchantress's Spellbook	Handy Haversack	1	3 / 10,890
<small>This book is full (Spellbook (Wizard's/Blank))</small>			
Dagger	Carried	1	1 / 2
Spell Component Pouch	Carried	1	2 / 5
Potion (Darkvision)	Pouch (Belt)	3	0 (0) / 300 (900)
Potion of Cure Serious Wounds	Pouch (Belt)	2	0 (0) / 750 (1,500)
Pearl of Power, 1st-Level Spell	Pouch (Belt)	2	0 (0) / 1,000 (2,000)
Pearl of Power, 2nd-Level Spell	Pouch (Belt)	1	0 / 4,000
Pearl of Power, 3rd-Level Spell	Pouch (Belt)	1	0 / 9,000
Masterwork Light Steel Shield	Carried	1	6 / 159
<small>For use with Shieldbearer spell (Masterwork Shield (Light/Metal))</small>			
Crossbow (Light)	Carried	1	4 / 35
Quiver	Carried	1	0.5 / 0.1
<small>3 lbs., 3 Bolts (Crossbow/10)</small>			
Bolts (Crossbow/10)	Quiver	3	1 (3) / 1 (3)
Chest		1	25 / 2
<small>Stored at Stormgrove Manor 14 lbs., 700 Coin (Gold)</small>			
TOTAL WEIGHT CARRIED/VALUE		38.5 lbs.	81,421.6gp

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

MONEY	
Coin (Gold): 700	[Chest]
Coin (Gold): 63	[Pouch (Belt)]
Coin (Silver): 53	[Pouch (Belt)]
Coin (Copper): 21	[Pouch (Belt)]
1 x Gem (Blue Sapphire) (880)	[Pouch (Belt)]
1 x Gem (Star Rose Quartz) (27)	[Pouch (Belt)]
Total= 1,675.5 gp	

MAGIC

FORBIDDEN SCHOOLS: Conjuraton, Necromancy.

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For his 10th level, Vinny automatically gains two new known spells and can add them to his spellbook. One must be a Transmutation spell. His spellcasting increases by +1, which makes him an 7th-level caster for the purposes of memorizing wizard spells. Vinny can memorize one more 1st-level spell and can memorize 4th-level spells now (2 + 1 Transmutation).

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SILAGORD'S SPELLBOOK [53/100 pages] (Condition: Excellent | Market Value: 5,830 gp | Sell Value: 3,710 gp)

As a Transmuter, there are spells in Silagord's spellbook Vinny cannot use (his chosen forbidden schools, as noted above). I've noted those spells in braces below. I've added Alarm and True Strike to Vinny's known spells and copied them into his main spellbook (noted with square brackets).

0th — (Acid splash), amanuensis, arcane mark, (caltrops), dancing lights, daze, detect magic, detect poison, dim illumination *, (disrupt undead), distract, electric jolt, enchanting flavor *, firefly *, flare, ghost sound, hygiene *, launch bolt, launch item, light, lock/unlock *, mage hand, mending, message, moment of deflection *, open/close, prestidigitation, (proper burial) *, ray of frost, read magic, repair minor damage, resistance, sea eyes *, silent portal, sonic snap, sort coins *, stick, (summon bag) *, (summon garment) *, (summon key) *, (summon mug) *, (summon pipe) *, (summon random item) *, (touch of fatigue)

1st — [Alarm], (grease), (mage armor), magic missile, [true strike]

2nd — Flaming sphere, (web)

* A spell from a d20/OGL sourcebook.

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ENCHANTRESS'S SPELLBOOK [99/100 pages] (Condition: Excellent | Market Value: 10,890 gp | Sell Value: 5,940 gp)

I'm fairly certain that Vinny can learn all of the unfamiliar spells from the enchantress's spellbook. Vinny must first decipher the magical writing of the new spells with either a Spellcraft check (DC 20 + spell level) or Read Magic (no skill check; one page/min.; total of 70 mins.). Once deciphered, Vinny can prepare a spell from this spellbook with a successful Spellcraft check (DC 15 + spell level). To copy the spells from this spellbook into his own spellbook, Vinny must spend one day/spell studying the spell to be copied. At the end of the day, Vinny must make another successful Spellcraft check (DC 20 + spell level) to understand and copy the spell into his own spellbook.

See here for more details (https://www.dandwiki.com/wiki/SRD:Arcane_Spells#Arcane_Magical_Writings) or in the v.3.5 PHB.

Any spells that Vinny must "still" decipher first are noted in square brackets.

0th — Arcane mark, dancing lights, daze, detect magic, detect poison, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, read magic, resistance

1st — Alarm, burning hands, charm person, detect fey †, distract assailant, expeditious retreat, feather fall, hold portal, [hypnotism], incite, magic missile, sleep, swift expeditious retreat

2nd — [Arcane lock], bull's strength, darkness, [darkvision], [daze monster], flaming sphere, hideous laughter, Mechanus mind, [protection from arrows], [ray of stupidity], resist energy, scorching ray, sting ray, touch of idiocy

3rd — Blink, deep slumber, dispel magic, [fireball], [greater magic weapon], heroism, hold person, [mesmerizing glare], [miser's envy], protection from energy, rage, [ray of dizziness], [suggestion]

4th — Charm monster

DETECT FEY
From Into the Green by Bastion Press (†)

Divination
Level: Clr 1, Drd 1, Rgr 1, Sor/Wiz 1
Components: V, S, M/DF
Casting Time: 1 standard action
Range: 60 feet

MAGIC

Area: Fey creatures in a quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 7 minutes (D)

Saving Throw: No

Spell Resistance: No

You can detect the auras of the fey type within a one-quarter circle emanating out from you in whatever direction you face.

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OTHER MAGICAL ITEMS

Potion of Air Breathing (CL 5th)

Languages

Cliffspeak, Common, Draconic, Elven, Novarese, Ticin

Other Companions

Little Vinny (+1 Keen Rapier), Item Familiar (TN Small Construct)

Senses (Darkvision 60 ft., Low-Light Vision)

Init +0

hp 12

AC 11 (flatfooted 11, touch 11)

Fort +0, Ref +0, Will +0

STR *, DEX *, CON *, INT 12, WIS 10, CHA 10

Skills and Feats: Climb +8, Concentration +2, Hide +4, Knowledge (Local) +2, Speak Language (1 rank), Swim +8

Communication: If a character with an item familiar is at least 7th level, the item begins to communicate with the master using basic emotions or feelings. The item may try to tell the master of danger, for example, by putting forth a feeling of fear. It can only communicate in this manner while being worn or carried by its master.

Invest Life Energy: A character of 6th level or lower may invest a portion of his life force into his item familiar, receiving bonus XP in return. These XP are actually part of the item, however, so if the item is lost or destroyed, the character loses not only the bonus but a quantity of his existing XP as well. When a character chooses to invest his life energy into his item familiar, his current XP total and all future XP awards increase by 10%. However, if the character loses the item, he loses all bonus XP gained, plus an additional 200 XP per character level. For example, a wizard, a 6th-level character with 19,000 XP, chooses to invest his item familiar, a ring, with some of his life energy. He adds 1,900 XP (10% of 19,000) to his XP total, so he now has 20,900 XP. If he goes on an adventure and earns another 1,000 XP, he actually gains 1,100 XP (1,000 + 10% of 1,000), increasing his total to 22,000 XP, which makes him a 7th-level character. If he then loses the ring, he would lose the 2,000 XP gained from the investiture (the 1,900 XP he received originally plus the bonus 100 XP he earned later), plus an additional 1,400 XP (200 XP per level), for a total loss of 3,400 XP. This loss would reduce his XP total to 18,600 and his character level to 6th.

Invest Skill Ranks: Whenever a character with an item familiar gains skill points, he may choose to put some or all of those skill points into his item familiar. He assigns the skill points normally, but notes that they now reside in the item familiar. For every 3 ranks he assigns to the item familiar, he gains a +1 bonus that he can apply to any single skill. This bonus can be applied to a skill in which he already has maximum ranks. He can apply multiple bonuses to the same skill, but he may not have more points of bonus in a skill than he has ranks. If the character loses the item familiar, is separated from it for one day per level (see the Item Familiar Feat description), or if the item familiar is destroyed, these skill points and the bonuses related to them are lost.

>> Invested Ranks: 6 (+2 bonus to Concentration)

Invest Spell Slots: Only spellcasters may choose to use this option. A character with an item familiar may choose to invest a single spell slot in his familiar and gain a bonus spell slot in return. The single spell slot must be of the highest spell level he can cast, and the bonus spell slot is always two levels lower than the slot invested in the item. As the caster gains (or loses) levels, the spell slot invested in the item changes so that it is always of the highest spell level he can cast, and the bonus spell slot also changes accordingly, remaining two levels lower than that. If a spellcaster does not have a spell slot two levels lower than the highest spell level he can cast (if he can cast only 0- and 1st-level spells), he cannot use this option. As with all other investiture options, if the item familiar is lost or destroyed, so are both spell slots.

>> Invested Spell Slots: 1 (bonus spell: shocking grasp)

Senses: If a character with an item familiar is at least 7th level, the item can see and hear in a 60-foot radius as if it were a creature. It does not normally make Spot or Listen checks separately from its master, but its master gains the benefit of the Alertness feat while wielding the item.

Sapience: If a character with an item familiar is at least 7th level, the item gains rudimentary sapience. It gains Intelligence, Wisdom, and Charisma scores. Two of these scores (player's or DM's choice) are 10 and one is 12. The item familiar also gains an Ego score. This last score should not come into play very often—an item familiar is completely loyal to its master, unless its master radically changes alignment or one or the other is affected by some strange compulsion.

Other Companions

Special Ability: When an item familiar's master reaches 10th level, and at every four levels thereafter, the master chooses a new special ability for the item from the following list. Once an ability is chosen, it becomes a permanent part of the item (unless otherwise specified). Some abilities have prerequisites.

See this link for the special ability options:

https://www.dandwiki.com/wiki/UA:Item_Familiars

Special Attacks

Sneak Attack +1d6

[RSRD]

Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 1d6. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Special Qualities

Blurred Alacrity (Ex)

[SwBI]

While under the effect of a haste spell that you cast yourself, you gain concealment (20% miss chance). The effect of this ability does not stack with blur, displacement, or similar spell effects.

Weapon and Armor Proficiency

[RSRD]

Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Trapfinding

[RSRD]

Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magical trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex)

[RSRD]

At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Bonus Feats

[RSRD]

At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing these feats.

Bonus Languages

[RSRD]

A wizard may substitute Draconic for one of the bonus languages available to the character because of her race.

Familiar

[RSRD]

A wizard can obtain a familiar in exactly the same manner as a sorcerer can. See the sorcerer description and the information on Familiars below for details.

Scribe Scroll

[RSRD]

At 1st level, a wizard gains Scribe Scroll as a bonus feat.

Spellbooks

[RSRD]

A wizard must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for read magic, which all wizards can prepare from memory. A wizard begins play with a spellbook containing all 0-level wizard spells (except those from her prohibited school or schools, if any; see School Specialization, below) plus three 1st-level spells of your choice. For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of your choice. At each new wizard level, she gains two new spells of any spell level or levels that she can cast (based on her new wizard level) for her spellbook. At any time, a wizard can also add spells found in other wizards' spellbooks to her own.

Spells

[RSRD]

A wizard casts arcane spells which are drawn from the sorcerer/ wizard spell list. A wizard must choose and prepare her spells ahead of time (see below). To learn, prepare, or cast a spell, the wizard must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the wizard's Intelligence modifier. Like other spellcasters, a wizard can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: The Wizard. In addition, she receives bonus spells per day if she has a high Intelligence score. Unlike a bard or sorcerer,

a wizard may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the wizard decides which spells to prepare.

Weapon and Armor Proficiency [RSRD]

Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.

Feat Bonus [RSRD]

1 extra feat at 1st level.

Humanoid Traits [RSRD]

Humanoids eat/sleep/breathe

Human Racial Traits (Ex) [RSRD]

4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.

Keeper of Secrets [Empire]

When recruiting units for his armies, the wizard may upgrade soldiers from 1st-level warriors to 1st-level wizards without paying any additional costs in time or resources.

Skill Bonus [RSRD]

4 extra skill points at 1st level and 1 extra skill point at each additional level.

Swift Surge (Ex) [SwBI]

You gain a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. You gain a +0 foot enhancement bonus to all of your modes of movement and deal an extra 0d6 points of damage during any round in which you move at least 0 feet. These bonuses stack with the bonuses gained from the haste spell and skirmish ability.

+2 bonus to Spellcraft when learning Transmutation [RSRD]

+1 Bonus Feat (2x) [RSRD]

GM awarded PC with +1 feat.

+1 Skill Rank (Open Lock, Perform (Circus)) [RSRD]

GM awarded PC with +1 skill rank (won't exceed max ranks).

Feats

Alertness [RSRD]

You get a +2 bonus on all Listen checks and Spot checks.

Combat Casting [RSRD]

You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

Dodge [RSRD]

During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.

Iron Will [RSRD]

You get a +2 bonus on all Will saving throws.

Item Familiar [UA]

Choose a permanent magic item that you possess. You establish a link to that magic item, and the item improves in capability as you gain levels.

By establishing a link to a particular item, you enable that item to gain power as you gain levels. The exact nature of the item and the powers are described in the following text. Special: If you ever lose the chosen item (have it removed from your possession for a continuous period of more than one day per level) or if the item is destroyed, you automatically lose 200 XP per level as well as all benefits derived from possessing the linked item (plus any resources you put into the item). If you recover the item, you regain these XP. You may replace a lost or destroyed item familiar after you have advanced one level, as if you were gaining an item familiar for the first time.

Mobility [RSRD]

You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.

Silent Spell [RSRD]

A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level. Special: Bard spells cannot be enhanced by this metamagic feat.

Skill Focus (Concentration, Tumble) [RSRD]

You get a +3 bonus on all checks involving that skill.

Weapon Focus (Rapier) [RSRD]

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Scribe Scroll [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You can create a scroll of any spell that you know.

Spring Attack [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Proficiencies

Axe (Carpenter's), Blowgun, Boulder, Club, Coconut, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Harpoon, Hatchet, Javelin, Longspear, Mace (Heavy), Mace (Light), Machete, Maul, Morningstar, Quarterstaff, Rapier, Sap, Sawtooth, Shortbow, Shortspear, Shortstaff, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Helmet, Sword (Short), Unarmed Strike, Wooden Stake, Woodsman's Axe

Templates

Base Race Type
Base Race Type ~ Humanoid

Temporary Bonus

Familiar ~ Within Reach

Prepared Spell List: Prepared Spells

Wizard

Level 0	Level 1	Level 2	Level 3	Level 4
<input type="checkbox"/> Boom (DC:14) <input type="checkbox"/> *Chill/Warmth (DC:14) <input type="checkbox"/> Dancing Lights <input type="checkbox"/> *Mending (DC:14) <input type="checkbox"/> *Night-Vision (DC:14)	<input type="checkbox"/> *Feather Fall (DC:15) <input type="checkbox"/> Ice Dagger <input type="checkbox"/> Magic Missile <input type="checkbox"/> *Shieldbearer <input type="checkbox"/> Shocking Grasp <input type="checkbox"/> True Strike	<input type="checkbox"/> *Alter Self <input type="checkbox"/> *Bear's Endurance (DC:16) <input type="checkbox"/> *Knock <input type="checkbox"/> Mirror Image <input type="checkbox"/> Touch of Idiocy	<input type="checkbox"/> Dispel Magic <input type="checkbox"/> *Dolorous Blow <input type="checkbox"/> *Haste (DC:17) <input type="checkbox"/> Protection from Energy (DC:17)	<input type="checkbox"/> Phantasmal Killer (DC:18) <input type="checkbox"/> *Stone Shape

Spell Book: Blessed Book

Wizard

Level 4
<input type="checkbox"/> Phantasmal Killer (DC:18) <input type="checkbox"/> *Stone Shape

Spell Book: Spellbook (Wizard's/Blank)

Wizard

Level 0	Level 1	Level 2	Level 3
<input type="checkbox"/> *Amanuensis (DC:14) <input type="checkbox"/> Dancing Lights <input type="checkbox"/> Detect Magic <input type="checkbox"/> Light <input type="checkbox"/> *Mage Hand <input type="checkbox"/> *Mending (DC:14) <input type="checkbox"/> *Message <input type="checkbox"/> *Open/Close (DC:14) <input type="checkbox"/> Prestidigitation (DC:14) <input type="checkbox"/> Ray of Frost <input type="checkbox"/> Read Magic <input type="checkbox"/> Resistance (DC:14) <input type="checkbox"/> Silent Portal (DC:14) <input type="checkbox"/> Sonic Snap (DC:14) <input type="checkbox"/> *Stick (DC:14)	<input type="checkbox"/> *Accelerated Movement <input type="checkbox"/> Alarm <input type="checkbox"/> Color Spray (DC:15) <input type="checkbox"/> Critical Strike <input type="checkbox"/> *Cutting Hand <input type="checkbox"/> *Ebon Eyes <input type="checkbox"/> Ectoplasmic Armor (DC:15) <input type="checkbox"/> *Expeditious Retreat, Swift <input type="checkbox"/> Ice Dagger <input type="checkbox"/> Identify <input type="checkbox"/> *Jump (DC:15) <input type="checkbox"/> *Low-Light Vision (DC:15) <input type="checkbox"/> *Mage Hand, Greater (DC:15) <input type="checkbox"/> Magic Missile <input type="checkbox"/> Nightshield <input type="checkbox"/> *Shieldbearer <input type="checkbox"/> Shocking Grasp <input type="checkbox"/> True Strike	<input type="checkbox"/> *Alter Self <input type="checkbox"/> Balancing Lorecall <input type="checkbox"/> *Bear's Endurance (DC:16) <input type="checkbox"/> Blur (DC:16) <input type="checkbox"/> *Bull's Strength (DC:16) <input type="checkbox"/> Burning Sword <input type="checkbox"/> *Cat's Grace (DC:16) <input type="checkbox"/> Chain of Eyes (DC:16) <input type="checkbox"/> Combust (DC:16) <input type="checkbox"/> Discern Shapechanger <input type="checkbox"/> Electric Loop (DC:16) <input type="checkbox"/> Ethereal Chamber (DC:16) <input type="checkbox"/> Flaming Sphere (DC:16) <input type="checkbox"/> *Fox's Cunning (DC:16) <input type="checkbox"/> *Knock <input type="checkbox"/> *Levitate <input type="checkbox"/> Mirror Image <input type="checkbox"/> *Owl's Wisdom (DC:16) <input type="checkbox"/> Resist Energy (DC:16) <input type="checkbox"/> See Invisibility <input type="checkbox"/> Sting Ray (DC:16) <input type="checkbox"/> *Wraithstrike	<input type="checkbox"/> Dispel Magic <input type="checkbox"/> *Dolorous Blow <input type="checkbox"/> *Haste (DC:17) <input type="checkbox"/> Hold Person (DC:17) <input type="checkbox"/> Tongues (DC:17) <input type="checkbox"/> Wind Wall (DC:17)

Wizard Spells

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

LEVEL 0 / Per Day:4+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> *Amanuensis	Transmutation	1 standard action	10 minute/level	Close (40 ft.)	SC:p.9
<i>[V, S] TARGET: Object or objects with writing; EFFECT: Copies 250 words per minute. [SR:Yes (object); DC:14, Will negates (object)]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Animated Tatoo	Illusion	1 hour	Permanent	Touch	BoEMC:p.107
<i>[V, S, M] TARGET: A 3-inch-square area of flesh; EFFECT: Creates a moving image on a subject's body [SR:No]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Arcane Mark	Universal	1 standard action	Permanent	0 ft.	RSRD:SpellsA-B
<i>[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: Inscribe a personal rune [visible or invisible]. [SR:No]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Aura of No Effect	Illusion (Glamer)	1 standard action	7 minutes [D]	Personal	7Strange:p.2
<i>[V] TARGET: Surrounds caster in a shimmering glow; EFFECT: This spell creates a shimmering aura of magical energy around the caster. [SR:No (harmless); DC:14, None (harmless)]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Boom	Evocation (Sound) [Sonic]	1 action	Instantaneous	Close (40 ft.)	Evoc:p.34
<i>[V, S] TARGET: One creature; EFFECT: Deals 1 point of sonic damage and may disrupt concentration for 1d3 rounds. [SR:Yes; DC:14, Fortitude partial]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Burst of Magic	Illusion (Glamer, Deception)	1 action	Instantaneous	170 ft.	Ill:p.34
<i>[V, S] TARGET: 5 ft wide to 50 ft. + 5ft./level; EFFECT: Does nothing, but detects as a powerful spell being cast. [SR:No]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Caustic Halo	Evocation (Acid) [Acid]	1 action	1 round	Close (40 ft.)	Evoc:p.35
<i>[V, S] TARGET: One living creature; EFFECT: Target's sight, taste, and hearing are negated for 1 round. [SR:Yes; DC:14, Fortitude negates]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Chill	Evocation (Cold) [Cold]	1 action	Instantaneous	Touch	Evoc:p.35
<i>[V, S] TARGET: Up to 5 gallons of liquid or a single metal object weighing no more than 5 lb.; EFFECT: Chills a liquid or an object. Weakens metal. [SR:Yes (object); DC:14, Will negates (object)]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> *Chill/Warmth	Transmutation	1 action	See Text	Touch	worldofk:p.58
<i>[V] TARGET: One object or creature touched; EFFECT: Slowly raises or lowers temperature [SR:Yes (harmless,object); DC:14, Will negates (harmless,object)]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cipher	Divination	1 standard action	7 minutes	Personal	PlanarMa:p.24
<i>[V, S] TARGET: One page's worth of writing; EFFECT: Transforms your writing into apparent gibberish that you or chosen recipient can read.</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> *Clean	Transmutation	1 action	Instantaneous	Touch	worldofk:p.58-59
<i>[V, S] TARGET: Person or object touched; EFFECT: Cleans grime and dirt from one object or person [SR:Yes (harmless); DC:14, Reflex negates (harmless)]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Conceal	Illusion (Glamer, Invisibility)	1 action	7 minutes	Touch	Ill:p.34
<i>[V, S, M] TARGET: Object touched; EFFECT: One object that is one size-category or more smaller than you becomes invisible for 1 minute/level. [SR:No]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Control Shadow	Illusion (Figment) [Darkness]	1 standard action	Concentration, up to 7 minutes	Medium (170 ft.)	PlanarMa:p.25
<i>[V, S] TARGET: Shadow cast by any object or creature with a total area of up to 100 sq. ft.; EFFECT: Controls a normal shadow like a puppet. [SR:No]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crawling Skin	Illusion (Figment, Terror) [Fear, Mind-Affect]	1 action	7 minutes [see text]	Touch	Ill:p.35
<i>[V, S] TARGET: Creature touched; EFFECT: Target suffers a -2 morale penalty to save versus next fear effect. [SR:Yes; DC:14, Will negates]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dancing Lights	Evocation (Fascination) [Light]	1 standard action	1 minute [D]	Medium (170 ft.)	RSRD:SpellsD-E
<i>[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: Creates torches or other lights. [SR:No]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (40 ft.)	RSRD:SpellsD-E
<i>[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: Humanoid creature of 4 HD or less loses next action. [SR:Yes; DC:14, Will negates]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decode	Divination	1 standard action	70 minutes	Personal	PlanarMa:p.26
<i>[V, S] TARGET: You; EFFECT: You gain +10 to Decipher Script checks to interpret unknown languages, and +20 to decode ciphers written in languages you know.</i>					

* =Domain/Specialty Spell

Wizard Spells

☐☐☐☐☐	Detect Disease	Divination	Standard action	Concentration, up to 7 minutes [D]	60 feet	BoEMC:p.118
[V, S]	TARGET: A quarter circle emanating from you to the extreme of the range; EFFECT: Detects the presence and type of disease [SR:No]					
☐☐☐☐☐	Detect Magic	Divination	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S]	TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No]					
☐☐☐☐☐	Detect Poison	Divination	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsD-E
[V, S]	TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detects poison in one creature or small object. [SR:No]					
☐☐☐☐☐	Detect Precious Metals	Divination	1 action	Concentration up to 5 minutes/level [D]	60 feet	Dungeons:p.85
[V, S]	TARGET: Quarter circle emanating from the character to the extreme of the range; EFFECT: See text [SR:No]					
☐☐☐☐☐	Detect Self	Divination	1 action	1 round/level	Self	7Div:p.2
[V, S, M]	TARGET: See text; EFFECT: This spell enables the caster to locate himself anywhere on the Material Plane, even if blinded, shrouded in a darkness spell [if empowered], or other similar circumstances where the caster is unsure of where she is. [SR:No]					
☐☐☐☐☐	Dim	Illusion (Shadow) [Darkness]	1 action	7 minutes	Close (40 ft.)	Ill:p.37
[S]	TARGET: One object; EFFECT: Reduce a light source's area of illumination by 10 ft. [SR:Yes]					
☐☐☐☐☐	Dim Illumination	Evocation [Darkness]	1 standard action	70 minutes [D]	Close (40 ft.)	PlanarMa:p.26
[V, S]	TARGET: One active light source; EFFECT: Reduce illumination from nearby light source by 10 ft. [SR:Yes (object); DC:14, Will negates (object)]					
☐☐☐☐☐	Distort Shadow	Illusion (Glamer)	1 action	10 minutes/level [D]	Close (40 ft.)	worldofk:p.67
[S]	TARGET: One Shadow; EFFECT: Change the shape of an ordinary shadow [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐	Distract	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round/level	Medium (170 ft.)	SC:p.69
[S]	TARGET: One creature/level, no two of which are more than 30 ft. apart; EFFECT: Target that fails save take -4 on concentration, listen, search and spot, and can take only a single standard or move action [more than 6hd are unaffected]. [SR:Yes; DC:14, Will negates]					
☐☐☐☐☐	Dowsing	Divination	1 full round	Concentration	Personal	worldofk:p.69
[S, M]	TARGET: See text; EFFECT: Locates nearby sources of potable water [SR:No]					
☐☐☐☐☐	Electric Jolt	Evocation [Electricity]	1 standard action	Instantaneous	Close (40 ft.)	SC:p.78
[V, S]	TARGET: Ray; EFFECT: Ranged touch attack delivers 1d3 electric damage. [SR:Yes]					
☐☐☐☐☐	Ember	Evocation [Fire]	1 standard action	Instantaneous	Close (40 ft.)	PlanarMa:p.28
[V, S]	TARGET: A spark of flame; EFFECT: Spark deals 1d3 fire damage. [SR:Yes]					
☐☐☐☐☐	*Enchanting Flavor	Transmutation [Mind-Affecting]	Full round	Instantaneous	Touch	BoEMC:p.122
[V, S, M]	TARGET: One meal; EFFECT: Improves the taste of food [SR:No]					
☐☐☐☐☐	Enumerate	Divination	1 action	Instantaneous	Close (40 ft.)	worldofk:p.72
[S]	TARGET: 10 ft. radius; EFFECT: Allows caster to quickly count a number of creatures or objects [SR:No]					
☐☐☐☐☐	Face in the Crowd	Illusion (Glamer, Disguise)	1 action	7 minutes [D]	Personal	Ill:p.38
[V, S, M]	TARGET: You; EFFECT: Lets you blend into a crowd.					
☐☐☐☐☐	Firefly	Evocation [Light]	1 action	7 minutes	Medium (170 ft.)	7Evok:p.2
[V, S]	TARGET: Tiny globe of light; EFFECT: Summons forth a Tiny globe of magical light that dances about the spellcaster's shoulder. [SR:No]					
☐☐☐☐☐	Flare	Evocation (Light) [Light]	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsF-G
[V]	TARGET: Burst of light; EFFECT: Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:14, Fortitude negates]					
☐☐☐☐☐	Ghost Sound	Illusion (Figment, True Illusion)	1 standard action	7 rounds [D]	Close (40 ft.)	RSRD:SpellsF-G
[V, S, M]	TARGET: Illusory sounds; EFFECT: Figment sounds. [SR:No; DC:14, Will disbelief (if interacted with)]					
☐☐☐☐☐	*Granitehand	Transmutation	1 standard action	7 rounds	Touch	PlanarMa:p.29
[V, S]	TARGET: Creature touched; EFFECT: Subject's fists harden, dealing lethal damage and strengthening its grip. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐	*Hygiene	Transmutation	Standard action	Instantaneous	Touch	BoEMC:p.130
[V, S]	TARGET: One creature; EFFECT: Cleans creature of dirt and odors [SR:Yes; DC:14, Fortitude Negates]					
☐☐☐☐☐	Ignite	Evocation (Fire) [Fire]	1 action	2 rounds [see text]	Personal	Evoc:p.41
[V, S]	TARGET: 6-inch flame; EFFECT: Causes caster's thumb to emit a 6-inch flame that catches objects on fire or deals 1d2 points of fire damage. [SR:Yes]					
☐☐☐☐☐	Illusory Whisper	Illusion (Figment, Message)	1 action	Instantaneous	Close (40 ft.)	Ill:p.40
[V, S]	TARGET: One creature or object; EFFECT: Whisper one word in target's ear. [SR:Yes]					
☐☐☐☐☐	Keep Dry	Abjuration	Standard action	8 hours [D]	Touch	BoEMC:p.133
[V, S, M]	TARGET: One object; EFFECT: One object resists water [SR:No]					
☐☐☐☐☐	Keep Fresh	Abjuration	Standard action	24 hours	Touch	BoEMC:p.133
[V, S, M]	TARGET: 1 lb. of food; EFFECT: 1 lb. of food does not spoil [SR:No]					
☐☐☐☐☐	Kressmer's Moment of Deflection	Abjuration [Force]	1 action	1 round [D]	Personal	7Abjur:p.2
[V, S, M]	TARGET: Translucent field of energy; EFFECT: Provides a +4 deflection bonus to AC for one round or until dismissed. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐	*Launch Bolt	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
[V, S, M]	TARGET: One crossbow bolt in your possession; EFFECT: Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments. [SR:No]					
☐☐☐☐☐	*Launch Item	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
[S]	TARGET: One Fine item in your possession, weighing up to 10lbs; EFFECT: Launch an item safely to the target you specify where it will act normally upon impact. [SR:No]					
☐☐☐☐☐	Learn Heritage	Divination	Standard action	Instantaneous	Close (40 ft.)	BoEMC:p.135
[V, S]	TARGET: One creature; EFFECT: Conveys details about family and ancestry of subject [SR:Yes; DC:14, Will negates]					
☐☐☐☐☐	Light	Evocation (Light) [Light]	1 standard action	70 minutes [D]	Touch	RSRD:SpellsH-L
[V, M/DF]	TARGET: Object touched; EFFECT: Object shines like a torch. [SR:No]					
☐☐☐☐☐	*Lock/Unlock	Transmutation	1 standard action	Instantaneous	Close (40 ft.)	7Trans:p.2
[V, S]	TARGET: Locks or unlocks an item or door; EFFECT: Any single, non-magical container or portal within the spell's range equipped with a latch, lock, drawing, or other similar securing feature is instantly either locked or unlocked at the caster's discretion. [SR:No]					
☐☐☐☐☐	*Long Flame	Transmutation	Standard action	See text	Touch	BoEMC:p.136
[V, S]	TARGET: One candle, lantern, or torch; EFFECT: Candle, torch, or lantern burns much longer than normal [SR:No]					
☐☐☐☐☐	*Mage Hand	Transmutation	1 standard action	Concentration	Close (40 ft.)	RSRD:SpellsM-O
[V, S]	TARGET: One nonmagical, unattended object weighing up to 5 lb.; EFFECT: 5-pound telekinesis. [SR:No]					
☐☐☐☐☐	*Mending	Transmutation	1 standard action	Instantaneous	10 ft.	RSRD:SpellsM-O
[V, S]	TARGET: One object of up to 1 lb.; EFFECT: Makes minor repairs on an object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
☐☐☐☐☐	Mental Alarm	Divination	Standard action	7 hours	Close (40 ft.)	BoEMC:p.139
[S]	TARGET: 7 creatures; EFFECT: Alerts to events [SR:No]					
☐☐☐☐☐	*Message	Transmutation [Language-Dependent]	1 standard action	70 minutes	Medium (170 ft.)	RSRD:SpellsM-O
[V, S, F]	TARGET: 7 creatures; EFFECT: Whispered conversation at distance. [SR:No]					
☐☐☐☐☐	Minor Ward	Abjuration	10 minutes	7 days	Touch	BoEMC:p.139
[V, S, M]	TARGET: Object touched or up to 20 square feet; EFFECT: Inscription harms those who pass it [SR:Yes (object); DC:14, See text]					
☐☐☐☐☐	*Night-Vision	Transmutation	1 standard action	7 rounds	Touch	PlanarMa:p.31
[V, S]	TARGET: Living creature touched; EFFECT: Subject gains low-light vision. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐	*Open/Close	Transmutation	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsM-O
[V, S, F]	TARGET: Object weighing up to 30 lb. or portal that can be opened or closed; EFFECT: Opens or closes small or light things. [SR:Yes (object); DC:14, Will negates (object)]					
☐☐☐☐☐	Prestidigitation	Universal	1 standard action	1 hour	10 ft.	RSRD:SpellsP-R
[V, S]	TARGET: See text; EFFECT: Performs minor tricks. [SR:No; DC:14, See text]					
☐☐☐☐☐	Puff of Wind	Evocation [Air]	1 standard action	Instantaneous	Close (40 ft.)	PlanarMa:p.32
[S]	TARGET: A tiny breeze; EFFECT: Creates a tiny gust. [SR:No]					
☐☐☐☐☐	Push	Evocation (Force)	1 action	Instantaneous	Close (40 ft.)	Evoc:p.44
[V, S]	TARGET: One creature; EFFECT: Pushes opponent back 5 or more ft. [SR:Yes]					
☐☐☐☐☐	*Quick Boost	Transmutation	Standard action	1d4 rounds [D]	Touch	BoEMC:p.146
[V, S]	TARGET: One living creature; EFFECT: Gives +2 bonus to Constitution, Dexterity, or Strength score of one subject [SR:Yes]					

*=Domain/Specialty Spell

Wizard Spells

□□□□□	*Quick Sober	Transmutation	1 full round	Instantaneous	Touch	worldofk:p.99
[V, S]	TARGET: 1 creature or self; EFFECT: Cures the target of alcoholic influences [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
□□□□□	Ray of Frost	Evocation [Cold]	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsP-R
[V, S]	TARGET: Ray; EFFECT: Ray deals 1d3 cold damage. [SR:Yes]					
□□□□□	Read Magic	Divination	1 standard action	70 minutes	Personal	RSRD:SpellsP-R
[V, S, F]	TARGET: You; EFFECT: Read scrolls and spellbooks. [SR:No]					
□□□□□	Recent Occupant	Divination	Standard action	Instantaneous	20 feet	BoEMC:p.147
[V, S]	TARGET: 20-foot radius centered around you; EFFECT: Learn name and race of last creature in area [SR:Yes]					
□□□□□	*Repair Minor Damage	Transmutation	1 standard action	Instantaneous	Touch	SC:p.173
[V,S]	TARGET: Construct touched; EFFECT: Repair a construct 1 point of damage. [SR:No]					
□□□□□	Resistance	Abjuration	1 standard action	1 minute	Touch	RSRD:SpellsP-R
[V, S, M/DF]	TARGET: Creature touched; EFFECT: Subject gains +1 on saving throws. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□□	Sample	Abjuration	Full round	Instantaneous	Touch	BoEMC:p.148
[V, S, F]	TARGET: 1 ounce of a liquid or solid; EFFECT: You gather a bit of hazardous substance safely [SR:Yes]					
□□□□□	*Sea Eyes	Transmutation	1 full round	7 hours	Touch	SFHB:p.35
[V, S, M]	TARGET: One living creature or self; EFFECT: Creature can see underwater without normal penalties [SR:Yes; DC:14, Fortitude negates]					
□□□□□	Set Traps	Evocation	2 minutes	Permanent	Touch	Dragons:p.76
[V,S]	TARGET: One; EFFECT: See text [SR:No]					
□□□□□	Shade	Evocation [Force]	1 action	7 hours	Personal	ittg:p.90
[V, S]	TARGET: 20-foot radius circle centered 20 feet above your location; EFFECT: You create a transparent, insubstantial circle of energy that floats 20 feet above your head. [SR:No]					
□□□□□	*Shelve	Transmutation	1 action	Instantaneous	Touch	Spellcra:p.40
[V, S]	TARGET: 35 books; EFFECT: See text [SR:No]					
□□□□□	*Shovel	Transmutation [Earth]	1 standard action	7 rounds	Close (40 ft.)	PlanarMa:p.33
[V]	TARGET: Dirt in an area up to 1 cu. ft./round; EFFECT: Unseen force digs swiftly through dirt, sand, or soil. [SR:No]					
□□□□□	*Signal Fire	Transmutation [Fire]	1 standard action	Concentration + 3 rounds	Close (40 ft.)	PlanarMa:p.33
[V, S, F]	TARGET: One nonmagical fire, up to 7 cu. ft.; EFFECT: Alters color of existing fire or smoke. [SR:Yes (object); DC:14, Will negates (object)]					
□□□□□	Silent Portal	Illusion (Glamer)	1 standard action	1 minute/level [D]	Close (40 ft.)	SC:p.190
[S]	TARGET: One portal; EFFECT: Negates the sound of opening/closing any portal [door,window,etc.]. [SR:Yes (object); DC:14, Will negates (object)]					
□□□□□	Sneeze	Enchantment (Compulsion) [Mind-Affecting]	1 action	1 round	Close (40 ft.)	worldofk:p.114
[S, M]	TARGET: One creature within range; EFFECT: Causes target to sneeze [SR:Yes; DC:14, Fortitude negates]					
□□□□□	Sonic Snap	Evocation [Sonic]	1 standard action	Instantaneous	Close (40 ft.)	SC:p.195
[V,S]	TARGET: One creature or object; EFFECT: Deal 1 pt of damage and target must save or be deafened for 1 round. [SR:Yes; DC:14, Will partial]					
□□□□□	*Sort	Transmutation	1 standard action	Instantaneous	Close (40 ft.)	PlanarMa:p.34
[V]	TARGET: 27 tiny or smaller objects; EFFECT: Arrange a number of small,nonmagical items by specified criteria. [SR:Yes (object); DC:14, Will negates (object)]					
□□□□□	*Sort Coins	Transmutation	1 standard action	Instantaneous	Close (40 ft.)	7Trans:p.3
[V, S, M]	TARGET: Pile of coins, up to 700 coins; EFFECT: Any loose collection or pile of coins is instantly sorted by type, stacked neatly, and counted. [SR:No]					
□□□□□	Spark	Evocation [Fire]	1 action	Instantaneous	Close (40 ft.)	worldofk:p.116
[V, S]	TARGET: One flammable object; EFFECT: Creates a tiny spark [SR:Yes (object); DC:14, Reflex negates (object)]					
□□□□□	Spectral Dart	Evocation [Force]	1 standard action	Instantaneous	Close (40 ft.)	PlanarMa:p.35
[V, S]	TARGET: A dart of force; EFFECT: Dart causes 1d3 points of force damage. [SR:Yes]					
□□□□□	Spirit Hand	Evocation (Energy Construct)	1 action	Instantaneous	Close (40 ft.)	Evoc:p.47
[V, S]	TARGET: Invisible force; EFFECT: Manipulate small objects at a distance without lifting them. [SR:No]					
□□□□□	*Stick	Transmutation	1 standard action	Instantaneous	Touch	SC:p.206
[V,S,M]	TARGET: Nonmagical, unattended object weighing up to 5lbs; EFFECT: Sticks one object to another; see text. [SR:Yes (object); DC:14, Will negates (object)]					
□□□□□	Summarize	Divination	1 action	Instantaneous	Touch	Spellcra:p.42
[V, S]	TARGET: 7 books; EFFECT: See text [SR:No]					
□□□□□	*Tongue of Angels	Transmutation [Good]	Standard action	7 rounds	Personal	BoEMC:p.156
[S]	TARGET: You; EFFECT: Speak Celestial [SR:No]					
□□□□□	*Tongue of Fiends	Transmutation [Evil]	Standard action	7 rounds	Personal	BoEMC:p.157
[S]	TARGET: You; EFFECT: Speak Infernal [SR:No; DC:14, None (harmless)]					
□□□□□	*Transcribe	Transmutation	Full round	Instantaneous	Touch	BoEMC:p.157
[V, S]	TARGET: One piece of paper or parchment up to 1 foot square; EFFECT: Creates a page of text instantly [SR:No]					
□□□□□	*Trip	Transmutation	1 standard action	Instantaneous	Close (40 ft.)	PlanarMa:p.37
[V, S]	TARGET: One creature; EFFECT: Unseen force trips one creature. [SR:Yes; DC:14, Reflex negates]					
□□□□□	Zap	Evocation (Electricity) [Electricity]	1 action	Instantaneous	Close (40 ft.)	Evoc:p.49
[V, S, M]	TARGET: 1 target; EFFECT: Target may drop an item. [SR:Yes; DC:14, Reflex negates]					

LEVEL 1 / Per Day:5+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□ *Accelerated Movement	Transmutation	1 swift action	1 round/level [D]	Personal	SC:p.7
[S,M]	TARGET: You; EFFECT: You can move at your normal speed while using Balance, Climb or Move Silently.				
□□□□□ Alarm	Abjuration	1 standard action	14 hours [D]	Close (40 ft.)	RSRD:SpellsA-B
[V, S, F/DF]	TARGET: 20-ft.-radius emanation centered on a point in space; EFFECT: Wards an area for 14 hours. [SR:No]				
□□□□□ Burning Hands	Evocation [Fire]	1 standard action	Instantaneous	15 ft.	RSRD:SpellsA-B
[V, S]	TARGET: Cone-shaped burst; EFFECT: 5d4 fire damage [SR:Yes; DC:15, Reflex half]				
□□□□□ Charm Person	Enchantment (Charm) [Mind-Affecting]	1 standard action	7 hours	Close (40 ft.)	RSRD:SpellsC
[V, S]	TARGET: One humanoid creature; EFFECT: Makes one person your friend. [SR:Yes; DC:15, Will negates]				
□□□□□ Color Spray	Illusion (Pattern, Fascination) [Mind-Affecting]	1 standard action	Instantaneous; see text	15 ft.	RSRD:SpellsC
[V, S, M]	TARGET: Cone-shaped burst; EFFECT: Knocks unconscious, blinds, and/or stuns weak creatures. [SR:Yes; DC:15, Will negates]				
□□□□□ Critical Strike	Divination	1 swift action	1 round	Personal	SC:p.56
[V]	TARGET: You; EFFECT: If foe meets sneak attack criteria you deal an extra 1d6 points of damage and your weapon's threat range doubles, you gain +4 insight bonus to confirm critical hit.				
□□□□□ *Cutting Hand	Transmutation	1 standard action	1 round/level [D]	Personal	SC:p.57
[V,S]	TARGET: Your hand; EFFECT: Your hand becomes hard and sharp, gains +2 enhancement bonus on attack and damage. Deals 1d6 [S=1d4, L=1d8] damage.				
□□□□□ Detect Fey	Divination	1 action	Concentration, up to 7 minutes [D]	60 ft.	ittg:p.88
[V, S, M/DF]	TARGET: Quarter circle emanating from you to the extreme of the range; EFFECT: You can detect the aura of creatures of the fey type within a one-quarter circle emanating out from you in whatever direction you face. [SR:No]				
□□□□□ Distract Assailant	Enchantment (Compulsion) [Mind-Affecting]	1 swift action	1 round	Close (40 ft.)	SC:p.69
[V,S,M]	TARGET: One creature; EFFECT: Target is flatfooted till next turn. [SR:Yes; DC:15, Will negates]				
□□□□□ *Ebon Eyes	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.77
[V,S,M]	TARGET: Creature touched; EFFECT: See normally in darkness both magical and natural. [SR:Yes (harmless)]				
□□□□□ Ectoplasmic Armor	Abjuration	1 standard action	1 hour/level [D]	Touch	SC:p.77
[V]	TARGET: Creature touched; EFFECT: Gain +5 armor bonus AC with an additional +1/4 caster levels [max +9 at 16th level] against incorporeal attacks. [SR:No; DC:15, Will negates (harmless)]				
□□□□□ *Expeditious Retreat	Transmutation	1 standard action	7 minutes [D]	Personal	RSRD:SpellsD-E
[V, S]	TARGET: You; EFFECT: Your speed increases by 30 ft. [SR:No]				
□□□□□ *Expeditious Retreat, Swift	Transmutation	1 swift action	1 round	Personal	SC:p.85
[V]	TARGET: You; EFFECT: This spell functions like expeditious retreat, except as noted.				
□□□□□ *Feather Fall	Transmutation	1 free action	Until landing or 7 rounds	Close (40 ft.)	RSRD:SpellsF-G
[V]	TARGET: 7 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: Objects or creatures fall slowly. [SR:Yes (object); DC:15, Will negates (harmless) or Will negates (object)]				

* =Domain/Specialty Spell

Wizard Spells

□□□□	Hold Portal	Abjuration	1 standard action	7 minutes [D]	Medium (170 ft.)	RSRD:SpellsH-L
[V] TARGET:	One portal, up to 140 sq. ft; EFFECT: Holds door shut. [SR:No]					
□□□□	Ice Dagger	Evocation [Cold]	1 standard action	Instantaneous	Close (40 ft.)	SC:p.118
[V,S,M] TARGET:	Dagger of ice; EFFECT: Dagger-shaped peice of ice deals 1d4/caster level [max 5d4] damage; creatures within 5 ft. of target take 1 pt of cold damage. [SR:Yes]					
□□□□	Identify	Divination	1 hour	Instantaneous	Touch	RSRD:SpellsH-L
[V, S, M/DF] TARGET:	One touched object; EFFECT: Determines properties of magic item. [SR:No]					
□□□□	Incite	Enchantment (Compulsion) [Mind-Affecting]	1 swift action	1 minute/level	Close (40 ft.)	SC:p.121
[V,S] TARGET:	Creatures in a 10-ft. burst; EFFECT: Forces creature to act, it cannot delay or ready an action. [SR:Yes; DC:15, Will negates]					
□□□□	*Jump	Transmutation	1 standard action	7 minutes [D]	Touch	RSRD:SpellsH-L
[V, S, M] TARGET:	Creature touched; EFFECT: Subject gets +20 enhancement bonus on Jump checks. [SR:Yes; DC:15, Will negates (harmless)]					
□□□□	*Low-Light Vision	Transmutation	1 standard action	1 hour/level	Touch	SC:p.134
[V,M] TARGET:	Creature touched; EFFECT: Target gains low-light vision. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□	*Mage Hand, Greater	Transmutation	1 standard action	Concentration	Medium (170 ft.)	SC:p.136
[V,S] TARGET:	One object or creature weighing up to 40 lbs; EFFECT: You can move target at will 20 ft in any direction or preform delicate operations; see text. [SR:Yes; DC:15, Will negates]					
□□□□	Magic Missile	Evocation (Force) [Force]	1 standard action	Instantaneous	Medium (170 ft.)	RSRD:SpellsM-O
[V, S] TARGET:	Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: 4 missiles that do 1d4+1 damage each. [SR:Yes]					
□□□□	Nightshield	Abjuration	1 standard action	1 minute/level [D]	Personal	SC:p.148
[V,S] TARGET:	You; EFFECT: +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.					
□□□□	*Shieldbearer	Transmutation	1 standard action	1 round/level	Touch	SC:p.188
[V,S] TARGET:	Shield touched; EFFECT: Enchants shield to hover and protect designated creature, granting the shield's AC bonus allowing the creature to use two weapons or two-handed weapon. [SR:No]					
□□□□	Shocking Grasp	Evocation [Electricity]	1 standard action	Instantaneous	Touch	RSRD:SpellsS
[V, S] TARGET:	Creature or object touched; EFFECT: Touch delivers 5d6 electricity damage. [SR:Yes]					
□□□□	Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	7 minutes	Medium (170 ft.)	RSRD:SpellsS
[V, S, M] TARGET:	One or more living creatures within a 10-ft.-radius burst; EFFECT: Puts 4 HD of creatures into magical slumber. [SR:Yes; DC:15, Will negates]					
□□□□	True Strike	Divination	1 standard action	See text	Personal	RSRD:SpellsT-Z
[V, F] TARGET:	You; EFFECT: +20 on your next attack roll. [SR:No]					

LEVEL 2 / Per Day:4+1 / Caster Level:7

Name	School	Time	Duration	Range	Source	
□□□□	*Alter Self	Transmutation	1 standard action	70 minutes [D]	Personal	RSRD:SpellsA-B
[V, S] TARGET:	You; EFFECT: Assume form of a similar creature. [SR:No]					
□□□□	Balancing Lorecall	Divination	1 standard action	1 minute/level [D]	Personal	SC:p.23
[V,S,M/DF] TARGET:	You; EFFECT: Gain +4 insight bonus to balance bonus; see text.					
□□□□	*Bear's Endurance	Transmutation	1 standard action	7 minutes	Touch	RSRD:SpellsA-B
[V, S, DF] TARGET:	Creature touched; EFFECT: Subject gains +4 to Con for 7 minutes. [SR:Yes; DC:16, Will negates (harmless)]					
□□□□	Blur	Illusion (Glamour, Avoidance)	1 standard action	7 minutes [D]	Touch	RSRD:SpellsA-B
[V] TARGET:	Creature touched; EFFECT: Attacks miss subject 20% of the time. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□	*Bull's Strength	Transmutation	1 standard action	7 minutes	Touch	RSRD:SpellsA-B
[V, S, M/DF] TARGET:	Creature touched; EFFECT: Subject gains +4 to Str for 7 minutes. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
□□□□	Burning Sword	Evocation [Fire]	1 standard action	1 minute/level [D]	Touch	SC:p.41
[V,S,M] TARGET:	Weapon touched; EFFECT: Weapon is engulfed in blue flames which shed azure light out to 30 feet. Weapon deals 1d6 damage and deals extra damage on critical hit [x2 1d10, x3 2d10, x4 3d10]. [SR:No]					
□□□□	*Cat's Grace	Transmutation	1 standard action	7 minutes	Touch	RSRD:SpellsC
[V, S, M] TARGET:	Creature touched; EFFECT: Subject gains +4 to Dex for 7 minutes. [SR:Yes; DC:16, Will negates (harmless)]					
□□□□	Chain of Eyes	Divination	1 standard action	1 hour/level	Touch	SC:p.45
[V,S] TARGET:	Living creature touched; EFFECT: Scrying sensor passed along by touch. [SR:Yes; DC:16, Will negates]					
□□□□	Combust	Evocation [Fire]	1 standard action	Instantaneous; see text	Touch	SC:p.50
[V,S,M] TARGET:	Touched creature or combustible object that weighs no more than 25 lb/level; EFFECT: Creature takes 7d8 [1d8/level, Max 10d8] fire damage, object burns taking 1d6 fire round until extinguished. [SR:Yes; DC:16, Reflex partial]					
□□□□	Darkness	Evocation (Light) [Darkness]	1 standard action	70 minutes [D]	Touch	RSRD:SpellsD-E
[V, M/DF] TARGET:	Object touched; EFFECT: 20-ft. radius of supernatural shadow. [SR:No]					
□□□□	Discern Shapechanger	Divination	1 round	1 round/level	Personal	SC:p.66
[V,S,M] TARGET:	You; EFFECT: See true form of changed creature within 60 ft.					
□□□□	Electric Loop	Evocation [Electricity]	1 standard action	Instantaneous	Close (40 ft.)	SC:p.78
[V,S,M] TARGET:	One creature/3 levels, each of which is adjacent to another target; EFFECT: One ray/3 caster levels deal 1d6/2 caster levels [max 5d6]; see text. [SR:Yes; DC:16, Reflex half; see text]					
□□□□	Ethereal Chamber	Evocation [Force]	1 standard action	1 minute/level	Close (40 ft.)	SC:p.84
[V,S,M] TARGET:	One ethereal creature; EFFECT: Cages a creature on the ethereal plane, keeping them from going to any other plane. [SR:Yes; DC:16, Reflex negates]					
□□□□	Flaming Sphere	Evocation (Fire) [Fire]	1 standard action	7 rounds	Medium (170 ft.)	RSRD:SpellsF-G
[V, S, M/DF] TARGET:	5-ft.-diameter sphere; EFFECT: Creates rolling ball of fire, 2d6 damage, lasts 7 rounds. [SR:Yes; DC:16, Reflex negates]					
□□□□	*Fox's Cunning	Transmutation	1 standard action	7 minutes	Touch	RSRD:SpellsF-G
[V, S, M/DF] TARGET:	Creature touched; EFFECT: Subject gains +4 Int for 7 minutes. [SR:Yes; DC:16, Will negates (harmless)]					
□□□□	Hideous Laughter	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds	Close (40 ft.)	RSRD:SpellsH-L
[V, S, M] TARGET:	One creature; see text; EFFECT: Subject loses actions for 7 rounds. [SR:Yes; DC:16, Will negates]					
□□□□	*Knock	Transmutation	1 standard action	Instantaneous; see text	Medium (170 ft.)	RSRD:SpellsH-L
[V] TARGET:	One door, box, or chest with an area of up to 10 sq. ft./level; EFFECT: Opens locked or magically sealed door. [SR:No]					
□□□□	*Levitate	Transmutation	1 standard action	7 minutes [D]	Personal or close	RSRD:SpellsH-L
[V, S, F] TARGET:	You or one willing creature or one object, total weight up to 700 lbs; EFFECT: Subject moves up and down at your direction. [SR:No]					
□□□□	Mechanus Mind	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minute/level	Touch	SC:p.140
[V,S] TARGET:	Creature touched; EFFECT: Subject +4 resistance bonus on Will saves; see text [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
□□□□	Mirror Image	Illusion (Figment, Avoidance)	1 standard action	7 minutes [D]	Personal; see text	RSRD:SpellsM-O
[V, S] TARGET:	You; EFFECT: Creates decoy duplicates of you [1d4 +2, max 8]. [SR:No]					
□□□□	*Owl's Wisdom	Transmutation	1 standard action	7 minutes	Touch	RSRD:SpellsM-O
[V, S, M/DF] TARGET:	Creature touched; EFFECT: Subject gains +4 to Wis for 7 minutes. [SR:Yes; DC:16, Will negates (harmless)]					
□□□□	Resist Energy	Abjuration	1 standard action	70 minutes	Touch	RSRD:SpellsP-R
[V, S, DF] TARGET:	Creature touched; EFFECT: Ignores first 20 points of damage/attack from specified energy type. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
□□□□	Scorching Ray	Evocation [Fire]	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsS
[V, S] TARGET:	2 rays; EFFECT: 2 rays, ranged touch attack deals 4d6 fire damage. [SR:Yes]					
□□□□	See Invisibility	Divination	1 standard action	70 minutes [D]	Personal	RSRD:SpellsS
[V, S, M] TARGET:	You; EFFECT: Reveals invisible creatures or objects. [SR:No]					
□□□□	*Sting Ray	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round/level	Close (40 ft.)	SC:p.206
[V,S,M] TARGET:	Ray; EFFECT: Ranged touch attack causes the sensation of many tiny insects biting and crawling on the victim's body. [SR:Yes; DC:16, Will partial]					
□□□□	Touch of Idiocy	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	70 minutes	Touch	RSRD:SpellsT-Z
[V, S] TARGET:	Living creature touched; EFFECT: Subject takes 1d6 points of Int, Wis, and Cha damage. [SR:Yes]					
□□□□	*Wraithstrike	Transmutation	1 swift action	1 round	Personal	SC:p.243
[V,S] TARGET:	You; EFFECT: Makes your melee attacks become touch attacks.					

* =Domain/Specialty Spell

Wizard Spells

LEVEL 3 / Per Day:3+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□ *Blink	Transmutation	1 standard action	7 rounds [D]	Personal	RSRD:SpellsA-B
[V, S] TARGET: You; EFFECT: You randomly vanish and reappear for 7 rounds. [SR:No]					
□□□□□ Deep Slumber	Enchantment (Compulsion) [Mind-Affecting]	1 round	7 minutes	Close (40 ft.)	RSRD:SpellsD-E
[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: Puts 10 HD of creatures to sleep. [SR:Yes; DC:17, Will negates]					
□□□□□ Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (170 ft.)	RSRD:SpellsD-E
[V, S] TARGET: One spellcaster, creature, or object; or 20-ft.-radius burst; EFFECT: Cancels magical spells and effects. [SR:No]					
□□□□□ *Dolorous Blow	Transmutation	1 standard action	1 minute/level	Touch	SC:p.70
[V, S] TARGET: Weapon touched; EFFECT: Weapon glows with a dull red aura. For the duration of the spell, the weapon's threat range is doubled, and its critical hits automatically succeed [no confirmation roll required]. [SR:No]					
□□□□□ *Haste	Transmutation	1 standard action	7 rounds	Close (40 ft.)	RSRD:SpellsH-L
[V, S, M] TARGET: 7 creatures, no two of which can be more than 30 ft. apart; EFFECT: 7 creatures moves faster, +1 on attack rolls, AC, and Reflex saves. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
□□□□□ Heroism	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	70 minutes	Touch	RSRD:SpellsH-L
[V, S] TARGET: Creature touched; EFFECT: Gives +2 bonus on attack rolls, saves, skill checks. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□□ Hold Person	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds [D]; see text	Medium (170 ft.)	RSRD:SpellsH-L
[V, S, F/DF] TARGET: One humanoid creature; EFFECT: Paralyzes one humanoid for 7 rounds. [SR:Yes; DC:17, Will negates; see text]					
□□□□□ Protection from Energy	Abjuration	1 standard action	70 minutes or until discharged	Touch	RSRD:SpellsP-R
[V, S, DF] TARGET: Creature touched; EFFECT: Absorb 84 points of damage from one kind of energy. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
□□□□□ Rage	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration + 7 rounds [D]	Medium (170 ft.)	RSRD:SpellsP-R
[V, S] TARGET: 2 willing living creatures, no two of which may be more than 30 ft. apart; EFFECT: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC. [SR:Yes]					
□□□□□ Tongues	Divination	1 standard action	70 minutes	Touch	RSRD:SpellsT-Z
[V, M/DF] TARGET: Creature touched; EFFECT: Speak any language. [SR:No; DC:17, Will negates (harmless)]					
□□□□□ Wind Wall	Evocation (Force) [Air]	1 standard action	7 rounds	Medium (170 ft.)	RSRD:SpellsT-Z
[V, S, M/DF] TARGET: Wall up to 70 ft. long and 35 ft. high [S]; EFFECT: Deflects arrows, smaller creatures, and gases. [SR:Yes; DC:17, None; see text]					

LEVEL 4 / Per Day:2+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□ Charm Monster	Enchantment (Charm) [Mind-Affecting]	1 standard action	7 days	Close (40 ft.)	RSRD:SpellsC
[V, S] TARGET: One living creature; EFFECT: Makes monster believe it is your ally. [SR:Yes; DC:18, Will negates]					
□□□□□ Phantasmal Killer	Illusion (Phantasm, Terror) [Fear, Mind-Affecting]	1 standard action	Instantaneous	Medium (170 ft.)	RSRD:SpellsP-R
[V, S] TARGET: One living creature; EFFECT: Fearsome illusion kills subject or deals 3d6 damage. [SR:Yes; DC:18, Will disbelief (if interacted with), then Fortitude partial; see text]					
□□□□□ *Stone Shape	Transmutation [Earth]	1 standard action	Instantaneous	Touch	RSRD:SpellsS
[V, S, M/DF] TARGET: Stone or stone object touched, up to 17 cu. ft.; EFFECT: Sculpts stone into any shape. [SR:No]					

* =Domain/Specialty Spell

Vincenzo d'Lucio

Human

RACE

29

AGE

Male

GENDER

VISION

True Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 1"

HEIGHT

210 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Bluffside Region

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

His father worked all day as a blacksmith, the typical happy homemaker left our future intrepid hero with a lot of time. as he was too young and small to help either parent, he was left to his own devices of entertainment.

As a very young child, Vincenzo was enamored with performers of circus acts. He would sneak out after bed time just to watch the local market performers. One day when on a late night excursion, he watched as a wizard was added to the evening performance - and his heart was lost.

The stars in his eyes must have shone bright to the master of ceremonies as the word that man saw was "Recruit". The lad he saw is a recurring audience and has been seen imitating the antics of the performers.

- *seduced into learning the sneaky ways of rogues
- *sent on first job to a wizard's lab to 'liberate' an item
- *was caught and spent 5 years in the wizard's confines to see how the boy succeeded in getting in.
- *the boy showed how he had learned to speak a command word on an item to defeat the defenses
- *to use the item needed talent, which the wizard recognized
- *at the end of 5 years the boy started in his training
- *his parents had already turned him over to the guild
- *because of the kind and fair treatment during his incarceration he gave his loyalty to the wizard
- *from the local area, but learned the language of.... from the circus performers
- *his knowledge of the streets got him a position on the guards of the wizard's district.

