

Wizard

CASTER LVL

6

SPELL SAVE

+3

DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

13	14	15	16						
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
5	5	5	4						

Character: Hewett Stringer

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	40 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	160 ft.
LONG RANGE (400 ft. + 40 ft. / level)	640 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	— 0-Level Spells (Cantrips) —									
	Acid Splash	con[creation][acid]	vs	1sa	Close	Inst	None	No	Orb deals 1d3 acid damage.	ph:196
	Amanuensis	tra	vs	1sa	Close	60 min	Will neg(o)	Yes(o)	Copy nonmagical text.	spc:9
	Arcane Mark	uni	vs	1sa	0 ft.	Perm	None	No	Inscribes a personal rune (visible or invisible).	ph:201
	Caltrops	con[creation]	vs	1sa	Close	6 rds	None	No	Covers several spots with magical caltrops.	spc:42
	Dancing Lights	evo[light]	vs	1sa	Med	1 min(D)	None	No	Creates torches or other lights.	ph:216
	Detect Magic	div	vs	1sa	60 ft.	[c]->6 min(D)	None	No	Detects spells and magic items within 60 ft.	ph:219
	Detect Poison	div	vs	1sa	Close	Inst	None	No	Detects poison in one creature or object.	ph:219
	Disrupt Undead	nec	vs	1sa	Close	Inst	None	Yes	Deals 1d6 damage to one undead.	ph:223
	Electric Jolt	evo[electricity]	vs	1sa	Close	Inst	None	Yes	Ranged touch attack (1d3 dam).	spc:78
	Flare	evo[light]	v	1sa	Close	Inst	Fort neg	Yes	Dazzles one creature (-1 on attack rolls).	ph:232
	Ghost Sound	ill[fig]	vsm	1sa	Close	6 rd(D)	Will dis	No	Figment sounds.	ph:235
	Launch Bolt	tra	vsm	1sa	Touch	Inst	None	No	Launches a crossbow bolt as if fired from a light crossbow.	spc:130
	Launch Item	tra	s	1sa	Touch	Inst	None	No	Hurls Fine item up to med range w/ no range penalty.	spc:130
	Light	evo[light]	vm/df	1sa	Touch	60 min(D)	None	No	Object shines like a torch.	ph:248
	Mage Hand	tra	vs	1sa	Close	[c]	None	No	5-pound telekinesis.	ph:249
	Mending	tra	vs	1sa	10 ft.	Inst	Will neg(h,o)	Yes(h,o)	Makes minor repairs on an object.	ph:253
	Message	tra[lang]	vsf	1sa	Med	60 min	None	No	Whispered conversation at distance.	ph:253
	Open/Close	tra	vsf	1sa	Close	Inst	Will neg(o)	Yes(o)	Opens or closes small or light things.	ph:258
	Prestidigitation	uni	vs	1sa	10 ft.	1 hr	see text	No	Performs minor tricks.	ph:264
	Ray of Frost	evo[cold]	vs	1sa	Close	Inst	None	Yes	Ray deals 1d3 cold damage.	ph:269
	Read Magic	div	vsf	1sa	Personal	60 min			Read scrolls and spellbooks.	ph:269
	Repair Minor Damage	tra	vs	1sa	Touch	Inst	None	No	Repairs 1 point of damage to a construct	spc:173
	Silent Portal	ill[glam]	s	1sa	Close	6 min(D)	Will neg(o)	Yes(o)	Negates the sound from opening a door or window.	spc:190
	Sonic Snap	evo[sonic]	vs	1sa	Close	Inst	Will prt	Yes	Targets take 1 dam sonic and is deafened for 1 round.	spc:195
	Stick	tra	vsm	1sa	Touch	Inst	Will neg(o)	Yes(o)	Affix one object weighing up to 5 lbs to another object.	spc:206
	Touch of Fatigue	nec	vsm	1sa	Touch	6 rd	Fort neg	Yes	Touch attack fatigues target.	ph:294
	— 1st-Level Spells —									
	Benign Transposition	con[teleport]	v	1sa	Med	Inst	None	No	Two willing subjects switch places.	spc:27
	Enlarge Person	tra	vsm	1r	Close	6 min(D)	Fort neg	Yes	Humanoid creature doubles in size.	ph:226
	Feather Fall	tra	v	1 imm	Close	Land/6 rd	Will neg(h,o)	Yes(o)	Objects or creatures fall slowly.	ph:229
	Grease	con[creation]	vsm	1sa	Close	6 rd(D)	see text	No	Makes 10-ft. square or one object slippery.	ph:237
	Identify	div	vsm/df	1 hr	Touch	Inst	None	No	Determines properties of magic item.	ph:243
	Kelgore's Fire Bolt	con[evo[fire]	vsm	1a	Medium	inst	Ref half	See text.	5d6 fire damage, partially ignore SR.	phb2:116
	Mage Armor	con[creation][force]	vsf	1sa	Touch	6 hr(D)	Will neg(h)	No	Gives subject +4 armor bonus.	ph:249
	Magic Missile	evo[force]	vs	1sa	Med	Inst	None	Yes	3 missiles deal 1d4+1 damage each.	ph:251
	Orb of Acid, Lesser	con[creation][acid]	vs	1sa	Close	Inst	None	No	Orb of acid on ranged touch attack deals 3d8 of damage	spc:150
	Ray of Enfeeblement	nec	vs	1sa	Close	6 min	None	Yes	Ray imposes a Str penalty 1d6 +3.	ph:269
	Summon Monster I	con[summon]*	vsf/df	1r	Close	6 rd(D)	None	No	Calls extraplanar creature to fight for you.	ph:285
	Unseen Servant	con[creation]	vsm	1sa	Close	6 hr	None	No	Invisible force obeys your commands.	ph:297
	Vigilant Slumber	div	vs	full rnd	Personal	See text	None	None	Set specific conditions under which you immediately wake up.	cm:122
	— 2nd-Level Spells —									
	Alter Self	tra	vs	1sa	Personal	60 min(D)			Assume form of a similar creature.	ph:197
	Detect Thoughts	div[mind]	vsf/df	1sa	60 ft.	[c]->6 min(D)	Will neg*	No	Allows "listening" to surface thoughts.	ph:220

