

Minvelepharadan Tamlyranth

Character Name
Elf Paragon 3, Evoker 5
CLASS

Scotley

Player Name
Silver-Gray Elf / Humanoid
RACE

Deity
Medium / 5 ft.
SIZE / FACE

Lake Silverleaf
Region
5' 7" / 100 lbs.
HEIGHT / WEIGHT
Chaotic Good
Alignment
Low-Light Vision
VISION

8 (8) 33790 / 36000 150 Male Violet
Character Level (CR) EXP/NEXT LEVEL AGE GENDER EYES

Ability Name Base Score Base Mod Ability Score Ability Mod Temp Score Temp Mod

STR	11	+0	11	+0		
DEX	17	+3	17	+3		
CON	12	+1	12	+1		
INT	22	+6	24	+7		
WIS	12	+1	12	+1		
CHA	12	+1	12	+1		

SAVING THROWS TOTAL BASE SAVE ABILITY MAGIC MISC EPIC TEMP

FORTITUDE	+3	= +2	+ +1	+ +0	+ +0	+ +0	+ +0	
REFLEX	+7	= +4	+ +3	+ +0	+ +0	+ +0	+ +0	
WILL	+6	= +5	+ +1	+ +0	+ +0	+ +0	+ +0	

HP 43 AC 21 INITIATIVE +3 Encumbrance Light

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

TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL ARMOR DEFLECTION DODGE Morale Insight Sacred Profane MISC

MISS CHANCE Arcane Spell Failure ARMOR CHECK PENALTY SPELL RESIST ACID RESIST COLD RESIST ELECT. RESIST FIRE RESIST

Conditional Save Modifiers:
+2 racial saving throw bonus against enchantment spells or effects.

MELEE attack bonus TOTAL +4 BASE ATTACK BONUS +4 STAT +0 SIZE +0 MISC +0 EPIC +0 TEMP +0

RANGED attack bonus TOTAL +7 BASE ATTACK BONUS +4 STAT +3 SIZE +0 MISC +0 EPIC +0 TEMP +0

GRAPPLE attack bonus TOTAL +4 BASE ATTACK BONUS +4 STAT +0 SIZE +0 MISC +0 EPIC +0 TEMP +0

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

Special Properties:

*Masterwork Longsword HAND TYPE SIZE CRITICAL REACH Primary S M 19-20/x2 5 ft.

TOTAL ATTACK BONUS +5 DAMAGE 1d8

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

TOTAL ATTACK BONUS +4 DAMAGE 1d4

	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+8	+6	+4	+1	-1
Dam	1d4+1	1d4+1	1d4+1	1d4	1d4

+1 Elvencraft Longbow HAND TYPE SIZE CRITICAL REACH Carried P M 20/x3 5 ft.

Range: 30 ft. To Hit: +10 Damage: 1d8+2

	100 ft.	200 ft.	300 ft.	400 ft.	500 ft.
TH	+9	+7	+5	+3	+1
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1
	600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.
TH	-1	-3	-5	-7	-9
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1

Special Properties: (+1 Longbow)

*: 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 Feycraft Mithral Chain Shirt	Light	+5	+6	+0	10
(+1 Chain Shirt (Mithral)), 30hp/inch and 15 hardness					
*+1 Feycraft Darkwood Buckler	Light	+2		+0	5
(+1 Darkwood Buckler), 10hp/inch and 5 hardness					
*Ring of Protection +1		+1		+0	0

TOTAL SKILLPOINTS: 77			SKILLS			MAX RANKS: 117/5.5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Appraise	INT	7	=	7			
✓	Balance	DEX	3	=	3			
✓	Bluff	CHA	2	=	1 + 1			
✓	Bluff (Flattery)	CHA	1	=	1			
✓	City Lore	WIS	1	=	1			
✓	Climb	STR	0	=	0			
✓	Climb (Swarm Huge Monster)	STR	0	=	0			
✓	Concentration	CON	8	=	1 + 7			
✓	Craft (Alchemy)	INT	9	=	7 + 2			
✓	Craft (Maps)	INT	7	=	7			
✓	Craft (Untrained)	INT	7	=	7			
	Decipher Script	INT	9	=	7 + 2			
✓	Diplomacy	CHA	8	=	1 + 5 + 2			
✓	Diplomacy (Dragon Protocol)	CHA	1	=	1			
✓	Disguise	CHA	1	=	1			
✓	Escape Artist	DEX	3	=	3			
✓	Forgery	INT	7	=	7			
✓	Gather Information	CHA	1	=	1			
✓	Heal	WIS	1	=	1			
✓	Hide	DEX	8	=	3 + 5			
✓	Intimidate	CHA	1	=	1			
✓	Jump	STR	0	=	0			
✓	Jump (Leap into the Saddle)	STR	0	=	0			
	Knowledge (Arcana)	INT	14	=	7 + 7			
	Knowledge (Architecture and Engineering)	INT	12	=	7 + 5			
	Knowledge (Dungeoneering)	INT	8	=	7 + 1			
	Knowledge (Geography)	INT	8	=	7 + 1			
	Knowledge (History)	INT	8	=	7 + 1			
	Knowledge (Local)	INT	8	=	7 + 1			
	Knowledge (Nobility and Royalty)	INT	12	=	7 + 5			
	Knowledge (Religion)	INT	8	=	7 + 1			
	Knowledge (The Planes)	INT	8	=	7 + 1			
✓	Listen	WIS	6	=	1 + 3 + 2			
✓	Lore of the North	WIS	1	=	1			
✓	Move Silently	DEX	8	=	3 + 5			
✓	Perform (Lore-Chant)	CHA	1	=	1			
✓	Perform (Untrained)	CHA	1	=	1			
✓	Ride	DEX	4	=	3 + 1			
✓	Sapper	STR	0	=	0			
✓	Sea Legs	DEX	3	=	3			
✓	Search	INT	11	=	7 + 2 + 2			
✓	Search (Secret doors and hidden compartments)	INT	13	=	7 + 2 + 4			
✓	Search (Stash Item)	INT	7	=	7			
✓	Sense Motive	WIS	1	=	1			
	Spellcraft	INT	16	=	7 + 7 + 2			
✓	Spot	WIS	12	=	1 + 6 + 5			
✓	Strategy	INT	7	=	7			
✓	Survival	WIS	3	=	1 + 2			
✓	Swim	STR	2	=	0 + 2			
✓	Tactics	INT	7	=	7			
✓	Use Rope	DEX	3	=	3			
				=	+	+		
				=	+	+		
✓: can be used untrained. x: exclusive skills. *: Skill Mastery.								

Morningstar	HAND	TYPE	SIZE	CRITICAL	REACH
	Not Carried	BP	M	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE		
+4			1d8		

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Headband of Intellect +2	Equipped	1	0 / 4,000	
Ring of Protection +1	Equipped	1	0 / 2,000	
Masterwork Longsword	Equipped	1	4 / 315	
Traveler's Outfit	Equipped	1	5 / 1	
+1 Feycraft Mithral Chain Shirt	Equipped	1	11.2 / 2,100	
(+1 Chain Shirt (Mithral)), 30hp/inch and 15 hardness				
+1 Feycraft Darkwood Buckler	Equipped	1	5 / 1,714	
(+1 Darkwood Buckler), 10hp/inch and 5 hardness				
Quiver	Equipped	1	0.5 / 0.1	
3 lbs., 1 Arrows (20)				
Arrows (20)	Quiver	1	3 / 1	
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Case (Map or Scroll)	Equipped	1	0.5 / 1	
0.03 lbs., 1 Scroll (Cat's Grace), 1 Scroll (Bull's Strength), 1 Scroll (Fly)				
Scroll (Cat's Grace)	Case (Map or Scroll)	1	0 / 150	
□				
Scroll (Bull's Strength)	Case (Map or Scroll)	1	0 / 150	
□				
Scroll (Fly)	Case (Map or Scroll)	1	0 / 375	
□				
Handy Haversack	Equipped	1	5 / 2,000	
43.16 lbs., 1 Phar's Spellbook, 1 Bedroll, 1 Blanket (Winter), 2 Candle, 1 Flint and Steel, 1 Waterskin (Filled), 1 Rope (Silk/50 Ft.), 10 Rations (Trail/Per Day), 1 Fine Pouch (w/Silk Thread), 2 Inkpen, 1 Ink (1 Oz. Vial), 9 Parchment (Sheet), 2 Torch, 1 Waterskin (Filled with Wine), 2 Dragonhide Spellbook (Vellum Pages/Slipcover), 9 Eyes of Doom (Single Lens), 1 Potion of Cure Moderate Wounds				
Phar's Spellbook	Handy Haversack	1	3 / 15	
(Spellbook (Wizard's/Blank))				
Bedroll	Handy Haversack	1	5 / 0.1	
Blanket (Winter)	Handy Haversack	1	3 / 0.5	
Candle	Handy Haversack	2	0 (0) / 0 (0)	
□□				
Duration: 1 hr., Shadowy Illumination: 5 ft.				
Flint and Steel	Handy Haversack	1	0 / 1	
Waterskin (Filled)	Handy Haversack	1	4 / 1	
Rope (Silk/50 Ft.)	Handy Haversack	1	5 / 10	
Rations (Trail/Per Day)	Handy Haversack	10	1 (10) / 0.5 (5)	
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Fine Pouch (w/Silk Thread)	Handy Haversack	1	0.5 / 2	
(Pouch (Belt/Silk))0.66 lbs., 3 Coin (Platinum), 24 Coin (Gold), 6 Coin (Copper)				
Inkpen	Handy Haversack	2	0 (0) / 0.1 (0.2)	
Ink (1 Oz. Vial)	Handy Haversack	1	0 / 8	
Parchment (Sheet)	Handy Haversack	9	0 (0) / 0.2 (1.8)	
Wand (Web)	Equipped	1	0.1 / 4,410	
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Torch	Handy Haversack	2	1 (2) / 0 (0)	
□□				
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.				
Waterskin (Filled with Wine)	Handy Haversack	1	4 / 12	
(Waterskin (Filled))				
Dragonhide Spellbook (Vellum Pages/Slipcover)	Handy Haversack	2	3 (6) / 270 (540)	
(Spellbook (Wizard's/Blank/Hide))				
Eyes of Doom (Single Lens)	Handy Haversack	9	0 (0) / 12,500 (112,500)	
These crystal lenses fit over the user's eyes, enabling him to cast doom upon those around him (one target per round) as a gaze attack, except that the wearer must take a standard action, and those merely looking at the wearer are not affected. Those failing a DC 11 Will save are affected as by the doom spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10. However, if the wearer has both lenses, he gains the additional power of a continual deathwatch effect and can use fear (Will DC 16 partial) as a normal gaze attack once per week.				
Potion of Cure Moderate Wounds	Handy Haversack	1	0 / 300	
□				
Spell Component Pouch	Equipped	1	2 / 5	
Dagger	Carried	3	1 (3) / 2 (6)	
+1 Elvencraft Longbow	Carried	1	3 / 2,675	
(+1 Longbow)				
Morningstar		1	6 / 8	
TOTAL WEIGHT CARRIED/VALUE		37.29 lbs.	133,307.7gp	

WEIGHT ALLOWANCE					
Light	38	Medium	76	Heavy	115
Lift over head	115	Lift off ground	230	Push / Drag	575

MONEY	
Coin (Platinum): 3[Fine Pouch (w/Silk Thread)]	
Coin (Gold): 24[Fine Pouch (w/Silk Thread)]	
Coin (Copper): 6[Fine Pouch (w/Silk Thread)]	
Total= 54.1 gp	

MAGIC
Languages
Draconic, Elven, Gnoll, Gnome, Goblin, Harqualian Common

Other Companions
Featar (roughly translated 'high spirit' 'sky spirit')
Size/Type: Tiny Magical Beast
Hawk (male)
Tiny Animal
Hit Dice: 4 1d8 (19 hp)
Initiative: +3
Speed: 10 ft. (2 squares), fly 60 ft. (average)
Armor Class: 20 (+2 size, +3 Dex, +5 natural), touch 15, flat-footed 17
Base Attack/Grapple: +4/-6
Attack: Talons +5 melee (1d4-2)
Full Attack: Talons +7 melee (1d4-2)
Space/Reach: 2½ ft./0 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +2, Ref +6, Will +7
Abilities: Str 6, Dex 17, Con 10, Int 8, Wis 14, Cha 6
Skills: Listen +4, Spot +16 or as Master
Feats: Alertness, Weapon Finesse
Familiar Abilities: Alertness (master when within arms length), improved evasion, share spells, empathic link, deliver touch spells, speak with master.

Special Qualities	
Ability Boost (Ex)	[UA]
At 3rd level, an elf paragon's Intelligence score increases by 2 points	
Alertness (Ex)	[RSRD]
While a familiar is within arm's reach, the master gains the Alertness feat.	
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.	
Elf Racial Traits (Ex)	[RSRD]

Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.	
Low-light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.	
Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.	
+2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. An elf's senses are so keen that she practically has a sixth sense about hidden portals.	
Elfsight (Ex)	[UA]
An elf paragon has exceptional visual acuity. Her racial bonus on Search and Spot checks increases to +4. In addition, an elf paragon's low-light vision increases in range, allowing her to see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.	
+2 bonus to Spellcraft when learning Evocation	[RSRD]
Humanoid Traits	[RSRD]
Humanoids eat/sleep/breathe	
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.	
Resist Enchantments (Ex)	[UA]
An elf paragon's racial bonus on saves against enchantment spells or effects increases by 2.	
Spells per Day	[UA]
At 2nd and 3rd level, an elf paragon gains new spells per day as if she had also gained a level in wizard. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic feats, and so on). This essentially means that she adds the level of elf paragon to her level in wizard, then determines spells per day and caster level accordingly. If an elf paragon has no levels in wizard, this class feature has no effect.	
Weapon and Armor Proficiency	[UA]
Elf paragons are proficient with all simple weapons, rapiers, longswords, shortbows, and longbows. Elf paragons are proficient with light armor, but not with shields.	
Weapon Focus (Ex)	[UA]
At 2nd level, an elf paragon gains Weapon Focus as a bonus feat. This feat must apply to either the rapier, longsword, shortsword, shortbow, longbow, composite shortbow, or composite longbow.	
+1 Bonus Feat (2x)	[RSRD]
GM awarded PC with +1 feat.	

Feats	
Point Blank Shot	[RSRD]
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
Practiced Spellcaster	[worldofk]
Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice.	
Precise Shot	[RSRD]
You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.	
Shield Proficiency	[RSRD]
You can use a shield and take only the standard penalties.	
Spell Mastery (Dispel Magic, Feather Fall, Fireball, Magic Missile, Shield, Summon Monster III, Web)	[RSRD]
Each time you take this feat, choose a number of spells equal to your Intelligence modifier that you already know. From that point on, you can prepare these spells without referring to a spellbook.	
Spell Penetration	[RSRD]
You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.	
Martial Weapon Proficiency (Longbow, Longsword, Rapier, Shortbow)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	
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.	
Weapon Focus (Longbow)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	

Proficiencies
Axe (Carpenter's), Blowgun, Boulder, Club, Coconut, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Harpoon, Hatchet, Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Machete, Maul, Morningstar, Quarterstaff, Rapier, Sawtooth, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Shortstaff, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Helmet, Unarmed Strike, Wooden Stake, Woodsman's Axe
Templates
Base Race Type
Base Race Type ~ Humanoid

Prepared Spell List: Prepared Spells				
Wizard				
Level 0	Level 1	Level 2	Level 3	Level 4
☐Caltrops ☐Detect Magic ☐*Electric Jolt ☐Prestidigitation (DC:17)	☐Familiar Pocket ☐Feather Fall (DC:18) ☐☐*Magic Missile ☐Protection from Evil (DC:18) ☐Slide (DC:18)	☐Cat's Grace (DC:19) ☐☐☐*Scorching Ray ☐*Slapping Hand (DC:19)	☐Dispel Magic ☐*Fireball (DC:20) ☐Fly (DC:20) ☐Haste (DC:20) ☐Summon Monster III	☐*Fire Shield ☐☐*Ice Storm

Spell Book: Phar's Spellbook				
Wizard				
Level 0	Level 1	Level 2	Level 3	Level 4
☐Amanuensis (DC:17) ☐Caltrops ☐*Dancing Lights ☐Daze (DC:17) ☐Detect Magic ☐Detect Poison ☐*Electric Jolt ☐*Flare (DC:17) ☐Launch Bolt ☐Launch Item ☐*Light ☐Mage Hand ☐Mending (DC:17) ☐Message ☐Open/Close (DC:17) ☐Prestidigitation (DC:17) ☐*Ray of Frost ☐Read Magic ☐Repair Minor Damage ☐Resistance (DC:17) ☐*Sonic Snap (DC:17) ☐Stick (DC:17)	☐Enlarge Person (DC:18) ☐Familiar Pocket ☐Feather Fall (DC:18) ☐Grease (DC:18) ☐Identify ☐*Light of Lunia ☐*Magic Missile ☐Protection from Evil (DC:18) ☐Shield ☐Slide (DC:18)	☐Bull's Strength (DC:19) ☐Cat's Grace (DC:19) ☐Glitterdust (DC:19) ☐*Scorching Ray ☐*Slapping Hand (DC:19) ☐Web (DC:19)	☐Dispel Magic ☐*Fireball (DC:20) ☐Fly (DC:20) ☐Haste (DC:20) ☐*Lightning Bolt (DC:20) ☐Summon Monster III	☐*Fire Shield ☐☐*Ice Storm

Wizard Spells

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

LEVEL 0 / Per Day:4+1 / Caster Level:7					
Name	School	Time	Duration	Range	Source
☐☐☐☐☐Acid Splash	Conjuration (Creation) [Acid]	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsA-B
[V, S] TARGET: One missile of acid; EFFECT: Orb deals 1d3 acid damage. [SR:No]					
☐☐☐☐☐Amanuensis	Transmutation	1 standard action	10 minute/level	Close (40 ft.)	SC:p.9
[V,S] TARGET: Object or objects with writing; EFFECT: Copies 250 words per minute. [SR:Yes (object); DC:17, Will negates (object)]					
☐☐☐☐☐Arcane Mark	Universal	1 standard action	Permanent	0 ft.	RSRD:SpellsA-B
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: Inscribes a personal rune [visible or invisible]. [SR:No]					
☐☐☐☐☐Bellamy's Proper Burial	Conjuration (Summoning)	1 minute	Permanent	Close (40 ft.)	7Conj:p.2
[V, S, M] TARGET: One grave; EFFECT: Provides an instant gravesite for any creature that has recently passed on. [SR:No]					
☐☐☐☐☐Boom	Evocation (Sound) [Sonic]	1 action	Instantaneous	Close (40 ft.)	Evoc:p.34
[V, S] TARGET: One creature; EFFECT: Deals 1 point of sonic damage and may disrupt concentration for 1d3 rounds. [SR:Yes; DC:17, Fortitude partial]					
☐☐☐☐☐Caltrops	Conjuration (Creation)	1 standard action	1 round/level	Close (40 ft.)	SC:p.42
[V,S] TARGET: See text; EFFECT: Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half. [SR:No]					
☐☐☐☐☐Caustic Halo	Evocation (Acid) [Acid]	1 action	1 round	Close (40 ft.)	Evoc:p.35
[V, S] TARGET: One living creature; EFFECT: Target's sight, taste, and hearing are negated for 1 round. [SR:Yes; DC:17, Fortitude negates]					
☐☐☐☐☐Chill	Evocation (Cold) [Cold]	1 action	Instantaneous	Touch	Evoc:p.35
[V, S] TARGET: Up to 5 gallons of liquid or a single metal object weighinh no more than 5 lb.; EFFECT: Chills a liquid or an object. Weakens metal. [SR:Yes (object); DC:17, Will negates (object)]					
☐☐☐☐☐Chill/Warmth	Transmutation	1 action	See Text	Touch	worldofk:p.58
[V] TARGET: One object or creature touched; EFFECT: Slowly raises or lowers temperature [SR:Yes (harmless,object); DC:17, Will negates (harmless,object)]					
☐☐☐☐☐Clean	Transmutation	1 action	Instantaneous	Touch	worldofk:p.58-59
[V, S] TARGET: Person or object touched; EFFECT: Cleans grime and dirt from one object or person [SR:Yes (harmless); DC:17, Reflex negates (harmless)]					
☐☐☐☐☐Comrades' Trail	Conjuration (Creation)	Standard action	7 hours [D]	Touch	BoEMC:p.115
[V, S, M] TARGET: A trail up to 7 miles long; EFFECT: You create a magical trail only your friends can see [SR:Yes]					
☐☐☐☐☐Conjurer's Toolbelt	Conjuration (Creation)	1 action	7 minutes	0 feet	Spellcra:p.16
[V, F] TARGET: Conjures an nonmagical object; EFFECT: See text [SR:No]					
☐☐☐☐☐Cubes of Ice	Conjuration (Creation)	1 standard action	See text	Close (40 ft.)	7Conj:p.2
[S, M] TARGET: Calls forth frozen water in cubic form; EFFECT: Produces 2d12 dozen cubes of frozen water, each approximately 1 cubic inch in size. [SR:No]					
☐☐☐☐☐Dancing Lights	Evocation (Fascination) [Light]	1 standard action	1 minute [D]	Medium (170 ft.)	RSRD:SpellsD-E
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: Creates torches or other lights. [SR:No]					
☐☐☐☐☐Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (40 ft.)	RSRD:SpellsD-E
[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:17, Will negates]					
☐☐☐☐☐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]					
☐☐☐☐☐Devlin's Barb	Conjuration (Creation)	Standard action	7 minutes	Personal	BoEMC:p.118
[V, S] TARGET: One arrow, bolt, bullet, or sling stone; EFFECT: Creates temporary ammunition [SR:No]					
* =Domain/Specialty Spell					

Wizard Spells						
<div> <div></div> <div>Distract</div> </div> <div> <div>[S] TARGET: One creature/level, no two of which are more than 30 ft. apart; <i>EFFECT</i>: 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:17, Will negates]</div> </div>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round/level	Medium (170 ft.)	SC:p.69	
<div> <div></div> <div>Dowsing</div> </div> <div> <div>[S, M] TARGET: See text; <i>EFFECT</i>: Locates nearby sources of potable water [SR:No]</div> </div>	Divination	1 full round	Concentration	Personal	worldofk:p.69	
<div> <div></div> <div>*Electric Jolt</div> </div> <div> <div>[V,S] TARGET: Ray; <i>EFFECT</i>: Ranged touch attack delivers 1d3 electric damage. [SR:Yes]</div> </div>	Evocation [Electricity]	1 standard action	Instantaneous	Close (40 ft.)	SC:p.78	
<div> <div></div> <div>Enchanting Flavor</div> </div> <div> <div>[V, S, M] TARGET: One meal; <i>EFFECT</i>: Improves the taste of food [SR:No]</div> </div>	Transmutation [Mind-Affecting]	Full round	Instantaneous	Touch	BoEMC:p.122	
<div> <div></div> <div>Enumerate</div> </div> <div> <div>[S] TARGET: 10 ft. radius; <i>EFFECT</i>: Allows caster to quickly count a number of creatures or objects [SR:No]</div> </div>	Divination	1 action	Instantaneous	Close (40 ft.)	worldofk:p.72	
<div> <div></div> <div>*Firefly</div> </div> <div> <div>[V, S] TARGET: Tiny globe of light; <i>EFFECT</i>: Summons forth a Tiny globe of magical light that dances about the spellcaster's shoulder. [SR:No]</div> </div>	Evocation [Light]	1 action	7 minutes	Medium (170 ft.)	7Evok:p.2	
<div> <div></div> <div>*Flare</div> </div> <div> <div>[V] TARGET: Burst of light; <i>EFFECT</i>: Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:17, Fortitude negates]</div> </div>	Evocation (Light) [Light]	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsF-G	
<div> <div></div> <div>Hygiene</div> </div> <div> <div>[V, S] TARGET: One creature; <i>EFFECT</i>: Cleans creature of dirt and odors [SR:Yes; DC:17, Fortitude Negates]</div> </div>	Transmutation	Standard action	Instantaneous	Touch	BoEMC:p.130	
<div> <div></div> <div>*Ignite</div> </div> <div> <div>[V, S] TARGET: 6-inch flame; <i>EFFECT</i>: Causes caster's thumb to emit a 6-inch flame that catches objects on fire or deals 1d2 points of fire damage. [SR:Yes]</div> </div>	Evocation (Fire) [Fire]	1 action	2 rounds [see text]	Personal	Evoc:p.41	
<div> <div></div> <div>Keep Dry</div> </div> <div> <div>[V, S, M] TARGET: One object; <i>EFFECT</i>: One object resists water [SR:No]</div> </div>	Abjuration	Standard action	8 hours [D]	Touch	BoEMC:p.133	
<div> <div></div> <div>Keep Fresh</div> </div> <div> <div>[V, S, M] TARGET: 1 lb. of food; <i>EFFECT</i>: 1 lb. of food does not spoil [SR:No]</div> </div>	Abjuration	Standard action	24 hours	Touch	BoEMC:p.133	
<div> <div></div> <div>Kressmer's Moment of Deflection</div> </div> <div> <div>[V, S, M] TARGET: Translucent field of energy; <i>EFFECT</i>: Provides a +4 deflection bonus to AC for one round or until dismissed. [SR:Yes (harmless); DC:17, Will negates (harmless)]</div> </div>	Abjuration [Force]	1 action	1 round [D]	Personal	7Abjur:p.2	
<div> <div></div> <div>Launch Bolt</div> </div> <div> <div>[V,S,M] TARGET: One crossbow bolt in your possession; <i>EFFECT</i>: Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments. [SR:No]</div> </div>	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130	
<div> <div></div> <div>Launch Item</div> </div> <div> <div>[S] TARGET: One fine item in your possession, weighing up to 10lbs; <i>EFFECT</i>: Launch an item safely to the target you specify where it will act normally upon impact. [SR:No]</div> </div>	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130	
<div> <div></div> <div>Learn Heritage</div> </div> <div> <div>[V, S] TARGET: One creature; <i>EFFECT</i>: Conveys details about family and ancestry of subject [SR:Yes; DC:17, Will negates]</div> </div>	Divination	Standard action	Instantaneous	Close (40 ft.)	BoEMC:p.135	
<div> <div></div> <div>*Light</div> </div> <div> <div>[V, M/DF] TARGET: Object touched; <i>EFFECT</i>: Object shines like a torch. [SR:No]</div> </div>	Evocation (Light) [Light]	1 standard action	70 minutes [D]	Touch	RSRD:SpellsH-L	
<div> <div></div> <div>Lock/Unlock</div> </div> <div> <div>[V, S] TARGET: Locks or unlocks an item or door; <i>EFFECT</i>: Any single, non-magical container or portal within the spell's range equipped with a latch, lock, drawstring, or other similar securing feature is instantly either locked or unlocked at the caster's discretion. [SR:No]</div> </div>	Transmutation	1 standard action	Instantaneous	Close (40 ft.)	7Trans:p.2	
<div> <div></div> <div>Long Flame</div> </div> <div> <div>[V, S] TARGET: One candle, lantern, or torch; <i>EFFECT</i>: Candle, torch, or lantern burns much longer than normal [SR:No]</div> </div>	Transmutation	Standard action	See text	Touch	BoEMC:p.136	
<div> <div></div> <div>Mage Hand</div> </div> <div> <div>[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; <i>EFFECT</i>: 5-pound telekinesis. [SR:No]</div> </div>	Transmutation	1 standard action	Concentration	Close (40 ft.)	RSRD:SpellsM-O	
<div> <div></div> <div>Mending</div> </div> <div> <div>[V, S] TARGET: One object of up to 1 lb.; <i>EFFECT</i>: Makes minor repairs on an object. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]</div> </div>	Transmutation	1 standard action	Instantaneous	10 ft.	RSRD:SpellsM-O	
<div> <div></div> <div>Mental Alarm</div> </div> <div> <div>[S] TARGET: 7 creatures; <i>EFFECT</i>: Alerts to events [SR:No]</div> </div>	Divination	Standard action	7 hours	Close (40 ft.)	BoEMC:p.139	
<div> <div></div> <div>Message</div> </div> <div> <div>[V, S, F] TARGET: 7 creatures; <i>EFFECT</i>: Whispered conversation at distance. [SR:No]</div> </div>	Transmutation [Language-Dependent]	1 standard action	70 minutes	Medium (170 ft.)	RSRD:SpellsM-O	
<div> <div></div> <div>Minor Ward</div> </div> <div> <div>[V, S, M] TARGET: Object touched or up to 20 square feet; <i>EFFECT</i>: Inscription harms those who pass it [SR:Yes (object); DC:17, See text]</div> </div>	Abjuration	10 minutes	7 days	Touch	BoEMC:p.139	
<div> <div></div> <div>Open/Close</div> </div> <div> <div>[V, S, F] TARGET: Object weighing up to 30 lb. or portal that can be opened or closed; <i>EFFECT</i>: Opens or closes small or light things. [SR:Yes (object); DC:17, Will negates (object)]</div> </div>	Transmutation	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsM-O	
<div> <div></div> <div>Prestidigitation</div> </div> <div> <div>[V, S] TARGET: See text; <i>EFFECT</i>: Performs minor tricks. [SR:No; DC:17, See text]</div> </div>	Universal	1 standard action	1 hour	10 ft.	RSRD:SpellsP-R	
<div> <div></div> <div>*Push</div> </div> <div> <div>[V, S] TARGET: One creature; <i>EFFECT</i>: Pushes opponent back 5 or more ft. [SR:Yes]</div> </div>	Evocation (Force)	1 action	Instantaneous	Close (40 ft.)	Evoc:p.44	
<div> <div></div> <div>Quick Boost</div> </div> <div> <div>[V, S] TARGET: One living creature; <i>EFFECT</i>: Gives +2 bonus to Constitution, Dexterity, or Strength score of one subject [SR:Yes]</div> </div>	Transmutation	Standard action	1d4 rounds [D]	Touch	BoEMC:p.146	
<div> <div></div> <div>Quick Sober</div> </div> <div> <div>[V, S] TARGET: 1 creature or self; <i>EFFECT</i>: Cures the target of alcoholic influences [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]</div> </div>	Transmutation	1 full round	Instantaneous	Touch	worldofk:p.99	
<div> <div></div> <div>Quill</div> </div> <div> <div>[V, S] TARGET: Creates 1 quill; <i>EFFECT</i>: See text [SR:No]</div> </div>	Conjuration (Creation)	1 action	70 minutes	Touch	Spellcra:p.38	
<div> <div></div> <div>*Ray of Frost</div> </div> <div> <div>[V, S] TARGET: Ray; <i>EFFECT</i>: Ray deals 1d3 cold damage. [SR:Yes]</div> </div>	Evocation [Cold]	1 standard action	Instantaneous	Close (40 ft.)	RSRD:SpellsP-R	
<div> <div></div> <div>Read Magic</div> </div> <div> <div>[V, S, F] TARGET: You; <i>EFFECT</i>: Read scrolls and spellbooks. [SR:No]</div> </div>	Divination	1 standard action	70 minutes	Personal	RSRD:SpellsP-R	
<div> <div></div> <div>Recent Occupant</div> </div> <div> <div>[V, S] TARGET: 20-foot radius centered around you; <i>EFFECT</i>: Learn name and race of last creature in area [SR:Yes]</div> </div>	Divination	Standard action	Instantaneous	20 feet	BoEMC:p.147	
<div> <div></div> <div>Repair Minor Damage</div> </div> <div> <div>[V,S] TARGET: Construct touched; <i>EFFECT</i>: Repair a construct 1 point of damage. [SR:No]</div> </div>	Transmutation	1 standard action	Instantaneous	Touch	SC:p.173	
<div> <div></div> <div>Resistance</div> </div> <div> <div>[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i>: Subject gains +1 on saving throws. [SR:Yes (harmless); DC:17, Will negates (harmless)]</div> </div>	Abjuration	1 standard action	1 minute	Touch	RSRD:SpellsP-R	
<div> <div></div> <div>Sample</div> </div> <div> <div>[V, S, F] TARGET: 1 ounce of a liquid or solid; <i>EFFECT</i>: You gather a bit of hazardous substance safely [SR:Yes]</div> </div>	Abjuration	Full round	Instantaneous	Touch	BoEMC:p.148	
<div> <div></div> <div>Sea Eyes</div> </div> <div> <div>[V, S, M] TARGET: One living creature or self; <i>EFFECT</i>: Creature can see underwater without normal penalties [SR:Yes; DC:17, Fortitude negates]</div> </div>	Transmutation	1 full round	7 hours	Touch	SFHB:p.35	
<div> <div></div> <div>*Set Traps</div> </div> <div> <div>[V S] TARGET: One; <i>EFFECT</i>: See text [SR:No]</div> </div>	Evocation	2 minutes	Permanent	Touch	Dragons:p.76	
<div> <div></div> <div>*Shade</div> </div> <div> <div>[V, S] TARGET: 20-foot radius circle centered 20 feet above your location; <i>EFFECT</i>: You create a transparent, insubstantial circle of energy that floats 20 feet above your head. [SR:No]</div> </div>	Evocation [Force]	1 action	7 hours	Personal	ittg:p.90	
<div> <div></div> <div>Shelve</div> </div> <div> <div>[V, S] TARGET: 35 books; <i>EFFECT</i>: See text [SR:No]</div> </div>	Transmutation	1 action	Instantaneous	Touch	Spellcra:p.40	
<div> <div></div> <div>Sneeze</div> </div> <div> <div>[S, M] TARGET: One creature within range; <i>EFFECT</i>: Causes target to sneeze [SR:Yes; DC:17, Fortitude negates]</div> </div>	Enchantment (Compulsion) [Mind-Affecting]	1 action	1 round	Close (40 ft.)	worldofk:p.114	
<div> <div></div> <div>*Sonic Snap</div> </div> <div> <div>[V,S] TARGET: One creature or object; <i>EFFECT</i>: Deal 1 pt of damage and target must save or be deafened for 1 round. [SR:Yes; DC:17, Will partial]</div> </div>	Evocation [Sonic]	1 standard action	Instantaneous	Close (40 ft.)	SC:p.195	
<div> <div></div> <div>Sort Coins</div> </div> <div> <div>[V, S, M] TARGET: Pile of coins, up to 700 coins; <i>EFFECT</i>: Any loose collection or pile of coins is instantly sorted by type, stacked neatly, and counted. [SR:No]</div> </div>	Transmutation	1 standard action	Instantaneous	Close (40 ft.)	7Trans:p.3	
<div> <div></div> <div>*Spark</div> </div> <div> <div>[V, S] TARGET: One flammable object; <i>EFFECT</i>: Creates a tiny spark [SR:Yes (object); DC:17, Reflex negates (object)]</div> </div>	Evocation [Fire]	1 action	Instantaneous	Close (40 ft.)	worldofk:p.116	
* =Domain/Specialty Spell						

Wizard Spells					
***** *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:17, Will negates [object]]					
***** Summarize	Divination	1 action	Instantaneous	Touch	Spellcra:p.42
[V, S] TARGET: 7 books; EFFECT: See text [SR:No]					
***** Summon Bag	Conjuration (Summoning)	1 standard action	Instantaneous	Unlimited on one planar	7Summ:p.2
[V, S] TARGET: Summons a single bag; EFFECT: Instantly summons any mundane or magical bag [including bags of holding], regardless of size, belonging to the caster. [SR:No]					
***** Summon Garment	Conjuration (Summoning)	1 standard action	Instantaneous	Unlimited on the same plane	7Summ:p.2
[V, S, M] TARGET: Summons one complete garment; EFFECT: Any outfit, whether mundane or magical, is instantly summoned to his or her person. [SR:No]					
***** Summon Key	Conjuration (Summoning)	1 standard action	Instantaneous	Unlimited on the same plane	7Summ:p.2
[V, S, M] TARGET: Summons a key; EFFECT: A single ordinary or magical key belonging to the caster is instantly called to the caster's location. [SR:No]					
***** Summon Mug	Conjuration (Summoning)	1 standard action	1 round or see text	Long (680 ft.)	7Summ:p.2
[V, S, M] TARGET: Summons a mug; EFFECT: Instantly conjures a stein, cup, or flagon of frothy ale or some other preferred beverage [caster's choice]. [SR:No]					
***** Summon Pipe	Conjuration (Summoning)	1 standard action	Instantaneous [D]	Unlimited on the same plane	7Summ:p.2
[V, S, M] TARGET: Summons the caster's pipe and choice of pipeweed; EFFECT: This spell summons the caster's pipe, along with a small satchel of the caster's pipeweed of choice to his or her person. [SR:No]					
***** Summon Random Item	Conjuration (Summoning)	1 standard action	4 rounds	Long (680 ft.)	7Summ:p.3
[V, S] TARGET: Summons one random, mundane item; EFFECT: Summons a single, unattended, non-magical item worth no more than 50 gp to his or her person. [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:17, 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]					
***** Web Splat	Conjuration (Creation)	Standard action	7 rounds or until destroyed	Close (40 ft.)	BoEMC:p.159
[V, S] TARGET: 3 inches by 3 inches; EFFECT: Creates tiny globe of sticky substance [SR:Yes; DC:17, 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:17, Reflex negates]					

LEVEL 1 / Per Day:6+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
***** Enlarge Person	Transmutation	1 round	7 minutes [D]	Close (40 ft.)	RSRD:SpellsD-E
[V, S, M] TARGET: One humanoid creature; EFFECT: Creatures size increases to next category [SR:Yes; DC:18, Fortitude negates]					
***** Familiar Pocket	Universal	1 standard action	1 hour/level [D]	Touch	SC:p.88
[V,S,M] TARGET: One container or garment with a pocket touched; EFFECT: Creates an extra-dimensional safe haven for a Tiny or smaller familiar. [SR:No]					
***** 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:18, Will negates (harmless) or Will negates (object)]					
***** Grease	Conjuration (Creation)	1 standard action	7 rounds [D]	Close (40 ft.)	RSRD:SpellsF-G
[V, S, M] TARGET: One object or a 10-ft. square; EFFECT: Makes 10-ft. square or one object slippery. [SR:No; DC:18, See text]					
***** 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]					
***** *Light of Lunia	Evocation [Good, Light]	1 standard action	10 minutes/level [D]	Medium (170 ft.)	SC:p.132
[V,S] TARGET: You and up to two rays; see text; EFFECT: Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text [SR:Yes; see text]					
***** *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]					
***** Protection from Evil	Abjuration [Good]	1 standard action	7 minutes [D]	Touch	RSRD:SpellsP-R
[V, S, M/DF] TARGET: Creature touched; EFFECT: +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:18, Will negates (harmless)]					
***** Shield	Abjuration [Force]	1 standard action	7 minutes [D]	Personal	RSRD:SpellsS
[V, S] TARGET: You; EFFECT: Invisible disc gives +4 to AC, blocks magic missiles. [SR:No]					
***** Slide	Transmutation	1 standard action	Instantaneous	Close (40 ft.)	SC:p.191
[V] TARGET: One creature; EFFECT: Slide the subject 5 feet in any direction; does not provoke attack of opportunity. [SR:Yes; DC:18, Will negates]					

LEVEL 2 / Per Day:5+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
***** 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:19, Will negates (harmless)]					
***** 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:19, Will negates (harmless)]					
***** Glitterdust	Conjuration (Creation)	1 standard action	7 rounds	Medium (170 ft.)	RSRD:SpellsF-G
[V, S, M] TARGET: Creatures and objects within 10-ft.-radius spread; EFFECT: Blinds creatures, outlines invisible creatures. [SR:No; DC:19, Will negates (blinding only)]					
***** *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]					
***** *Slapping Hand	Evocation [Force]	1 standard action	Instantaneous	Medium (170 ft.)	SC:p.191
[V,S,F] TARGET: One Tiny hand; EFFECT: Distract target provoking an attack of opportunity [negate with DC 20 Concentration check]. [SR:Yes; DC:19, None; see text]					
***** Web	Conjuration (Creation)	1 standard action	70 minutes [D]	Medium (170 ft.)	RSRD:SpellsT-Z
[V, S, M] TARGET: Webs in a 20-ft.-radius spread; EFFECT: Fills 20-ft.-radius spread with sticky spiderwebs. [SR:No; DC:19, Reflex negates; see text]					

LEVEL 3 / Per Day:4+1 / Caster Level:7

Name	School	Time	Duration	Range	Source
***** 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]					
***** *Fireball	Evocation (Fire) [Fire]	1 standard action	Instantaneous	Long (680 ft.)	RSRD:SpellsF-G
[V, S, M] TARGET: 20-ft.-radius spread; EFFECT: 7d6 fire damage, 20-ft. radius. [SR:Yes; DC:20, Reflex half]					
***** Fly	Transmutation	1 standard action	7 minutes	Touch	RSRD:SpellsF-G
[V, S, F/DF] TARGET: Creature touched; EFFECT: Subject flies at speed of 60 ft. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
***** 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:20, Fortitude negates (harmless)]					
***** *Lightning Bolt	Evocation (Electricity) [Electricity]	1 standard action	Instantaneous	120 ft.	RSRD:SpellsH-L
[V, S, M] TARGET: 120-ft. line; EFFECT: Electricity deals 7d6 damage. [SR:Yes; DC:20, Reflex half]					
***** Summon Monster III	Conjuration (Summoning)	1 round	7 rounds [D]	Close (40 ft.)	RSRD:SpellsS
[V, S, F/DF] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; EFFECT: Calls extraplanar creature to fight for you. [SR:No]					

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

Name	School	Time	Duration	Range	Source
***** *Fire Shield	Evocation (Fire) [Fire or Cold]	1 standard action	7 rounds [D]	Personal	RSRD:SpellsF-G
[V, S, M/DF] TARGET: You; EFFECT: Creatures attacking you take fire damage; you're protected from heat or cold. [SR:No]					
* =Domain/Specialty Spell					

Wizard Spells

□□□□□	*Ice Storm	Evocation (Cold) [Cold]	1 standard action	1 full round	Long (680 ft.)	RSRD:SpellsH-L
[V, S, M/DF] TARGET: Cylinder 20; EFFECT: Hail deals 5d6 damage in cylinder 40 ft. across. [SR:Yes]						
* =Domain/Speciality Spell						

Minvelepharadan Tamlyranth

RACE

Silver-Gray Elf

150

AGE

Male

GENDER

Low-Light Vision

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

5' 7"

HEIGHT

100 lbs.

WEIGHT

Violet

EYE COLOUR

Pale Gray

SKIN COLOUR

Pale Golden, Worn long and held back with a simple silver headband

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Lake Silverleaf

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Phar, as he allows those who do not speak the musical language of his people to call him, is tall and thin in a way that sets him apart from typical Silver Elves. His skin is pale gray and his eyes are violet and filled with deep sadness. His slender form gray form topped with pale golden hair has been likened to an aspen tree on a fall afternoon when the leaves are soon to fall. His long hair is brushed out straight and held in place with a simple silver band. He wears a chain shirt of impossibly fine delicate work in mithral over silver-gray padding of a smooth cloth. Over this is a black vest with stylized stags under a night sky. The stars are in the pattern of the midsummer sky over lost Amylinyon. His gear is all of the archaic style of Amylinyon no longer seen. He carries the traditional elven weapons--longsword and longbow. His trousers are also silver gray and faced with buffed leather. He wears low soft boots and a travelers pack. While most of his gear is in pale silver, light wood or buff colors his cloak is a vivid purple that matches his eyes. A buckler of dark wood is strapped to his left arm. It too is faced with a stylized stag with elaborate horns swept back over the length of the body.

Biography: