

Minvelepharadan Tamlyranth

Character Name

Elf Paragon 3, Evoker 8

CLASS

Scotley; TaranTheWanderer (temporarily)

Player Name

Silver-Gray Elf / Humanoid

RACE

Lake Silverleaf

Region

5' 7" / 100 lbs.

HEIGHT / WEIGHT

Chaotic Good

Alignment

Low-Light Vision

VISION

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

11 (11)

64618 / 66000

150

Male

Violet

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED										
STR Strength	11	+0	11	+0			HP hit points: 54								Walk 30 ft.										
DEX Dexterity	17	+3	17	+3			AC armor class: 21		18	14	10	5	2	3	0	0	1	0	0	0	0	0	0	0	0
CON Constitution	12	+1	12	+1			INITIATIVE modifier: +3		TOTAL		DEX MODIFIER	MISC MODIFIER	MISS CHANCE		Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST				
INT Intelligence	22	+6	24	+7			Encumbrance : Light																		
WIS Wisdom	12	+1	12	+1																					
CHA Charisma	12	+1	12	+1																					
SAVING THROWS							TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP												
FORTITUDE (constitution)							+4	+3	+1	+0	+0	+0													
REFLEX (dexterity)							+8	+5	+3	+0	+0	+0													
WILL (wisdom)							+8	+7	+1	+0	+0	+0													

Conditional Save Modifiers:

+2 racial saving throw bonus against enchantment spells or effects.

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+6/+1	+6/+1	+0	+0	+0	0	
RANGED attack bonus	+9/+4	+6/+1	+3	+0	+0	0	
GRAPPLE attack bonus	+6/+1	+6/+1	+0	+0	+0	0	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6/+1	1d3	20/x2	5 ft.

Special Properties:

*Masterwork Longsword					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+7/+2	1d8	2W-P-(OH) +1/-4	1d8	
1H-O	+3/-2	1d8	2W-P-(OL) +3/-2	1d8	
2H	+7/+2	1d8	2W-OH -3	1d8	

Dagger					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+6/+1	1d4	2W-P-(OH) +0/-5	1d4	
1H-O	+2/-3	1d4	2W-P-(OL) +2/-3	1d4	
2H	+6/+1	1d4	2W-OH -2	1d4	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+10/+5	+8/+3	+6/+1	+3/-2	+1/-4
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: +12/+7	Damage: 1d8+2		
	100 ft.	200 ft.	300 ft.	400 ft.	500 ft.
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1
	600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.
TH	+1/-4	-1/-6	-3/-8	-5/-10	-7/-12
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: 101		SKILLS		MAX RANKS: 14/7	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	7	=	7	
✓ Balance	DEX	3	=	3	
✓ Bluff	CHA	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	15	=	1 + 14	
✓ Craft (Bowyer)	INT	9	=	7 + 2	
✓ Craft (Maps)	INT	7	=	7	
✓ Craft (Untrained)	INT	7	=	7	
✓ Diplomacy	CHA	9	=	1 + 6 + 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	21	=	7 + 14	
Knowledge (Architecture and Engineering)	INT	12	=	7 + 5	
Knowledge (Dungeoneering)	INT	8	=	7 + 1	
Knowledge (History)	INT	8	=	7 + 1	
Knowledge (Local)	INT	8	=	7 + 1	
Knowledge (Nature)	INT	9	=	7 + 2	
Knowledge (Nobility and Royalty)	INT	12	=	7 + 5	
Knowledge (Religion)	INT	9	=	7 + 2	
Knowledge (The Planes)	INT	9	=	7 + 2	
✓ Listen	WIS	8	=	1 + 5 + 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	
✓ Pilot (Spelljammer)	DEX	3	=	3	
✓ Ride	DEX	5	=	3 + 2	
✓ 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	23	=	7 + 14 + 2	
✓ Spot	WIS	11	=	1 + 5 + 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
To Hit	Dam	Not Carried	BP	M	20/x2	5 ft.
1H-P	+6/+1	1d8	2W-P-(OH)	+0/-5		1d8
1H-O	+2/-3	1d8	2W-P-(OL)	+2/-3		1d8
2H	+6/+1	1d8	2W-OH	-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 (*1 Chain Shirt (Mithral)), 30hp/inch and 15 hardness	Equipped	1	11.2 / 2,100
+1 Feycraft Darkwood Buckler (*1 Darkwood Buckler), 10hp/inch and 5 hardness	Equipped	1	5 / 1,714
Quiver	Equipped	1	0.5 / 0.1
3 lbs., 1 Arrows (20)	Quiver	1	3 / 1
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), 1 Scroll (Fire Trap/Wizard/10th, Fire Trap/Wizard/10th/Arcane/Medium)	Case (Map or Scroll)	1	0 / 150
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
Scroll (Fire Trap/Wizard/10th, Fire Trap/Wizard/10th/Arcane/Medium)	Case (Map or Scroll)	1	0 / 2,050
Handy Haversack 43.68 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 Pouch (Belt)	Equipped	1	5 / 2,000
Phar's Spellbook	Handy Haversack	1	3 / 15
Bedroll	Handy Haversack	1	5 / 0.1
Blanket (Winter)	Handy Haversack	1	3 / 0.5
Candle	Handy Haversack	2	0 (0) / 0 (0)
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)
Fine Pouch (w/Silk Thread)	Handy Haversack	1	0.5 / 2
Inkpen	Handy Haversack	2	0 (0) / 0.1 (0.2)
Ink (1 Oz. Vial)	Handy Haversack	1	0 / 8
Wand (Web)	Equipped	1	0.1 / 4,410
Parchment (Sheet)	Handy Haversack	9	0 (0) / 0.2 (1.8)
Torch	Handy Haversack	2	1 (2) / 0 (0)
Waterskin (Filled with Wine)	Handy Haversack	1	4 / 12
Dragonhide Spellbook (Vellum Pages/Slipcover)	Handy Haversack	2	3 (6) / 270 (540)
Eyes of Doom (Single Lens)	Handy Haversack	9	0 (0) / 12,500 (112,500)
Pouch (Belt)	Handy Haversack	1	0.5 / 1
Potion of Cure Moderate Wounds	Pouch (Belt)	1	0 / 300
TOTAL WEIGHT CARRIED/VALUE			37.29 lbs. 135,358.7gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Spell Component Pouch	Equipped	1	2 / 5
Dagger	Carried	3	1 (3) / 2 (6)
+1 Elvencraft Longbow (*1 Longbow)	Carried	1	3 / 2,675
Morningstar		1	6 / 8
TOTAL WEIGHT CARRIED/VALUE			37.29 lbs. 135,358.7gp
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): 25[Fine Pouch (w/Silk Thread)]			
Coin (Copper): 6[Fine Pouch (w/Silk Thread)]			
Total= 55.1 gp			
MAGIC			
[Reynold's Spellbook] (given to Phar by Timmins)			
0th: All from PHB and SC			
1st: Animate Rope, Babau Slime [SC], Backbiter [SC], Breath Flare [SC], Corrosive Grasp [SC], Detect Undead, Erase, Expeditious Retreat, Swift [SC], Hail of Stone [SC], Mage Armor, Magic Missile, Orb of Acid, Lesser [SC], Portal Beacon [SC], Ray of Flame [SC], Shield, Spirit Worm [SC], Summon Monster I, Summon Undead I. [SC]			
2nd: Acid Arrow, Augment Familiar [SC], Command Undead, Darkvision, Discern Shapechanger [SC], Knock, Ray of Weakness [SC], Summon Undead II [SC], Wraithstrike [SC].			

[Xander's Spellbook]			
0th: Acid splash, amanuensis [SC], arcane mark, caltrops [SC], dancing lights, daze, detect magic, detect poison, disrupt undead, distract [SC], electric jolt [SC], flare, ghost sound, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, silent portal [SC], sonic snap [SC], touch of fatigue.			
1st: Endure elements, fist of stone [SC], mage armor, mage hand (greater) [SC], magic weapon, Nystul's magic aura, shield, sniper's shot [SC], true strike.			
2nd: Arcane lock, blur, bull's strength, fly (swift) [SC], spider climb, web, wraithstrike [SC]			
3rd: Deep slumber, explosive runes, fireball, tremorsense [SC], Wanda's crawling force missile [homebrewed]			

[Wanda's Crawling Force Missile]			
Evocation [Fear, Force, Mind-Affecting]			
Level: Drd 4, Sor/Wiz 3, Insect 4			
Components: V, S, M			
Casting Time: 1 standard action			
Range: Medium (100 ft. + 10 ft./level)			
Targets: Up to four creatures, no two of which can be more than 15 ft. apart			
Duration: Instantaneous			
Saving Throw: Will partial negates			
Spell Resistance: Yes			
A force missile of magical energy darts forth from your fingertip, unerringly strikes its target, and makes the victim believe insects are crawling on her. The force missile deals 1d4+1 points of damage.			
No attack roll is required, as Wanda's crawling force missile strikes unerringly, even if the target has anything less than total cover or concealment. Specific parts of a creature cannot be singled out. Inanimate objects cannot be damaged by the spell.			
After the crawling force missile strikes, the victim must make a Will save or become panicked for 1d4 rounds, as she believes that tiny beetle-like insects are crawling all over her body. A successful save negates this mind-affecting fear effect. A panicked victim suffers a -2 morale penalty on saving throws, and covers until the effect ends. (See DMG for more information on fear-panicked creatures.)			
For every three levels of experience past 3rd, you gain an additional missile. You have two at 6th level, three at 9th level, and the maximum of four at 12th level or higher. You can have them strike a single creature or several creatures. You must designate targets before you roll for SR or determine damage.			
Material Component: An arrow painted white.			
Languages			
Draconic, Elven, Gnoll, Gnome, Goblin, Harqualian Common			
Other Companions			
Feat, Male Companion (Hawk) From Lake Qualitan. Animal1 CR 1/2 ; Size: T Face: 2.5 ft. Type Magical Beast (Augmented Animal); HD (1d8); hp 27; Init +3 (+3 Dex, +0 Misc); Spd Walk 10 ft., Fly 60 ft.; AC 21 (flatfooted 18, touch 15), *Talons			

Other Companions	
+11 0 ft./PS (1d4-2 20/x2 Primary T); SA: Alertness (Ex), Deliver Touch Spells (Su), Empathic Link (Su), Improved Evasion (Ex), Share Spells, Speak with Animals of Its Kind (Ex), Speak with Master (Ex), Darkvision (Ex), Magical Beast Traits, Magical Beast Traits, Skills, ; Vision: Darkvision (60 ft.), Low-Light Vision AL: TN; Sv: Fort +3, Ref +8, Will +9; STR 6, DEX 17, CON 10, INT 9, WIS 14, CHA 6	
Skills and Feats: Bluff -1, Hide +11, Listen +5, Spot +18, Survival +4, Swim +0; Alertness	

Feat is roughly translated as "Sky Spirit"	

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.	
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.	
Rapid Shot	[RSRD]
You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.	
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
<input type="checkbox"/> Caltrops <input type="checkbox"/> Detect Magic <input type="checkbox"/> *Electric Jolt <input type="checkbox"/> Prestidigitation (DC:17)	<input type="checkbox"/> Familiar Pocket <input type="checkbox"/> Feather Fall (DC:18) <input type="checkbox"/> *Magic Missile <input type="checkbox"/> Protection from Evil (DC:18) <input type="checkbox"/> Slide (DC:18)	<input type="checkbox"/> Cat's Grace (DC:19) <input type="checkbox"/> *Scorching Ray <input type="checkbox"/> *Slapping Hand (DC:19)	<input type="checkbox"/> Dispel Magic <input type="checkbox"/> *Fireball (DC:20) <input type="checkbox"/> Fly (DC:20) <input type="checkbox"/> Haste (DC:20) <input type="checkbox"/> Summon Monster III	<input type="checkbox"/> *Fire Shield <input type="checkbox"/> *Ice Storm

Spell Book: Phar's Spellbook

Wizard

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

Wizard Spells

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

LEVEL 0 / Per Day:4+1 / Caster Level:10

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Acid Splash	Conjuration (Creation) [Acid]	1 standard action	Instantaneous	Close (50 ft.)	RSRD:SpellsA-B
<i>[V, S] TARGET: One missile of acid; EFFECT: Orb deals 1d3 acid damage. [SR:No]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Amanuensis	Transmutation	1 standard action	10 minute/level	Close (50 ft.)	SC:p.9
<i>[V,S] TARGET: Object or objects with writing; EFFECT: Copies 250 words per minute. [SR:Yes object ; DC:17, Will negates object]</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"/> Bellamy's Proper Burial	Conjuration (Summoning)	1 minute	Permanent	Close (50 ft.)	7Conj:p.2
<i>[V, S, M] TARGET: One grave; EFFECT: Provides an instant gravesite for any creature that has recently passed on. [SR:No]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> *Boom	Evocation (Sound) [Sonic]	1 action	Instantaneous	Close (50 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:17, Fortitude partial]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bullet	Conjuration (Creation) [Earth]	1 standard action	10 minutes	Touch	PlanarMa:p.23
<i>[V] TARGET: A sling bullet, or 1d3+1 bullet-sized stones; EFFECT: Create one or more sling bullets or similar small stones or metal bearings.</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Caltrops	Conjuration (Creation)	1 standard action	1 round/level	Close (50 ft.)	SC:p.42
<i>[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]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> *Caustic Halo	Evocation (Acid) [Acid]	1 action	1 round	Close (50 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:17, 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 weighinh no more than 5 lb.; EFFECT: Chills a liquid or an object. Weakens metal. [SR:Yes (object); DC:17, 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:17, Will negates (harmless,object)]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cipher	Divination	1 standard action	10 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:17, Reflex negates (harmless)]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Comrades' Trail	Conjuration (Creation)	Standard action	10 hours [D]	Touch	BoEMC:p.115
<i>[V, S, M] TARGET: A trail up to 10 miles long; EFFECT: You create a magical trail only your friends can see [SR:Yes]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Conjurer's Toolbelt	Conjuration (Creation)	1 action	10 minutes	0 feet	Spellcra:p.16
<i>[V, F] TARGET: Conjures an nonmagical object; EFFECT: See text [SR:No]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cubes of Ice	Conjuration (Creation)	1 standard action	See text	Close (50 ft.)	7Conj:p.2
<i>[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]</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 (200 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 (50 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:17, Will negates]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Decode	Divination	1 standard action	100 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>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Disease	Divination	Standard action	Concentration, up to 10 minutes [D]	60 feet	BoEMC:p.118
<i>[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]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	RSRD:SpellsD-E
<i>[V, S] TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No]</i>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Poison	Divination	1 standard action	Instantaneous	Close (50 ft.)	RSRD:SpellsD-E
<i>[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detects poison in one creature or small object. [SR:No]</i>					

* =Domain/Specialty Spell

Wizard Spells

□□□□	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	10 minutes	Personal	BoEMC:p.118
[V, S]	TARGET: One arrow, bolt, or sling stone; EFFECT: Creates temporary ammunition [SR:No]					
□□□□	*Dim Illumination	Evocation [Darkness]	1 standard action	100 minutes [D]	Close (50 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:17, Will negates (object)]					
□□□□	Distract	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round/level	Medium (200 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:17, 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 (50 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 (50 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 (50 ft.)	worldofk:p.72
[S]	TARGET: 10 ft. radius; EFFECT: Allows caster to quickly count a number of creatures or objects [SR:No]					
□□□□	*Firefly	Evocation [Light]	1 action	10 minutes	Medium (200 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 (50 ft.)	RSRD:SpellsF-G
[V]	TARGET: Burst of light; EFFECT: Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:17, Fortitude negates]					
□□□□	Granitehand	Transmutation	1 standard action	10 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:17, 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:17, Fortitude Negates]					
□□□□	*Ignite	Evocation (Fire) [Fire]	1 action	3 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]					
□□□□	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:17, 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 (50 ft.)	BoEMC:p.135
[V, S]	TARGET: One creature; EFFECT: Conveys details about family and ancestry of subject [SR:Yes; DC:17, Will negates]					
□□□□	*Light	Evocation (Light) [Light]	1 standard action	100 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 (50 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, drawstring, 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 (50 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:17, Will negates (harmless, object)]					
□□□□	Mental Alarm	Divination	Standard action	10 hours	Close (50 ft.)	BoEMC:p.139
[S]	TARGET: 8 creatures; EFFECT: Alerts to events [SR:No]					
□□□□	Message	Transmutation [Language-Dependent]	1 standard action	100 minutes	Medium (200 ft.)	RSRD:SpellsM-O
[V, S, F]	TARGET: 10 creatures; EFFECT: Whispered conversation at distance. [SR:No]					
□□□□	Minor Ward	Abjuration	10 minutes	10 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:17, See text]					
□□□□	Night-Vision	Transmutation	1 standard action	10 rounds	Touch	PlanarMa:p.31
[V, S]	TARGET: Living creature touched; EFFECT: Subject gains low-light vision. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□	Open/Close	Transmutation	1 standard action	Instantaneous	Close (50 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:17, 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:17, See text]					
□□□□	*Puff of Wind	Evocation [Air]	1 standard action	Instantaneous	Close (50 ft.)	PlanarMa:p.32
[S]	TARGET: A tiny breeze; EFFECT: Creates a tiny gust. [SR:No]					
□□□□	*Push	Evocation (Force)	1 action	Instantaneous	Close (50 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]					
□□□□	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:17, Fortitude negates (harmless)]					
□□□□	Quill	Conjuration (Creation)	1 action	100 minutes	Touch	Spellcra:p.38
[V, S]	TARGET: Creates 1 quill; EFFECT: See text [SR:No]					
□□□□	*Ray of Frost	Evocation [Cold]	1 standard action	Instantaneous	Close (50 ft.)	RSRD:SpellsP-R
[V, S]	TARGET: Ray; EFFECT: Ray deals 1d3 cold damage. [SR:Yes]					
□□□□	Read Magic	Divination	1 standard action	100 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:17, Will negates (harmless)]					

*=Domain/Specialty Spell

Wizard Spells

□□□□□ 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	10 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:17, 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	10 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: 50 books; EFFECT: See text [SR:No]					
□□□□□ Shovel	Transmutation [Earth]	1 standard action	10 rounds	Close (50 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 + 5 rounds	Close (50 ft.)	PlanarMa:p.33
[V, S, F] TARGET: One nonmagical fire, up to 10 cu. ft.; EFFECT: Alters color of existing fire or smoke. [SR:Yes (object); DC:17, Will negates (object)]					
□□□□□ *Sneeze	Enchantment (Compulsion) [Mind-Affecting]	1 action	1 round	Close (50 ft.)	worldofk:p.114
[S, M] TARGET: One creature within range; EFFECT: Causes target to sneeze [SR:Yes; DC:17, Fortitude negates]					
□□□□□ *Sonic Snap	Evocation [Sonic]	1 standard action	Instantaneous	Close (50 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:17, Will partial]					
□□□□□ Sort	Transmutation	1 standard action	Instantaneous	Close (50 ft.)	PlanarMa:p.34
[V] TARGET: 30 tiny or smaller objects; EFFECT: Arrange a number of small, nonmagical items by specified criteria. [SR:Yes (object); DC:17, Will negates (object)]					
□□□□□ Sort Coins	Transmutation	1 standard action	Instantaneous	Close (50 ft.)	7Trans:p.3
[V, S, M] TARGET: Pile of coins, up to 1000 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 (50 ft.)	worldofk:p.116
[V, S] TARGET: One flammable object; EFFECT: Creates a tiny spark [SR:Yes (object); DC:17, Reflex negates (object)]					
□□□□□ *Spectral Dart	Evocation [Force]	1 standard action	Instantaneous	Close (50 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 (50 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: 10 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 (800 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	6 rounds	Long (800 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	10 rounds	Personal	BoEMC:p.156
[S] TARGET: You; EFFECT: Speak Celestial [SR:No]					
□□□□□ Tongue of Fiends	Transmutation [Evil]	Standard action	10 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]					
□□□□□ Trip	Transmutation	1 standard action	Instantaneous	Close (50 ft.)	PlanarMa:p.37
[V, S] TARGET: One creature; EFFECT: Unseen force trips one creature. [SR:Yes; DC:17, Reflex negates]					
□□□□□ Web Splat	Conjuration (Creation)	Standard action	10 rounds or until destroyed	Close (50 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 (50 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:10

Name	School	Time	Duration	Range	Source
□□□□□ Enlarge Person	Transmutation	1 round	10 minutes [D]	Close (50 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 10 rounds	Close (50 ft.)	RSRD:SpellsF-G
[V] TARGET: 10 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	10 rounds [D]	Close (50 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 (200 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 (200 ft.)	RSRD:SpellsM-O
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: 5 missiles that do 1d4+1 damage each. [SR:Yes]					
□□□□□ Protection from Evil	Abjuration [Good]	1 standard action	10 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	10 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 (50 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:6+1 / Caster Level:10

Name	School	Time	Duration	Range	Source
□□□□□ Bull's Strength	Transmutation	1 standard action	10 minutes	Touch	RSRD:SpellsA-B
[V, S, M/DF] TARGET: Creature touched; EFFECT: Subject gains +4 to Str for 10 minutes. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
□□□□□ Cat's Grace	Transmutation	1 standard action	10 minutes	Touch	RSRD:SpellsC
[V, S, M] TARGET: Creature touched; EFFECT: Subject gains +4 to Dex for 10 minutes. [SR:Yes; DC:19, Will negates (harmless)]					

*=Domain/Specialty Spell

Wizard Spells

□□□□	Glitterdust	Conjuration (Creation)	1 standard action	10 rounds	Medium (200 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 (50 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 (200 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	100 minutes [D]	Medium (200 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:5+1 / Caster Level:10

Name	School	Time	Duration	Range	Source	
□□□□	Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (200 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 (800 ft.)	RSRD:SpellsF-G
[V, S, M]	TARGET: 20-ft.-radius spread; EFFECT: 10d6 fire damage, 20-ft. radius. [SR:Yes; DC:20, Reflex half]					
□□□□	Fly	Transmutation	1 standard action	10 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	10 rounds	Close (50 ft.)	RSRD:SpellsH-L
[V, S, M]	TARGET: 10 creatures, no two of which can be more than 30 ft. apart; EFFECT: 10 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 10d6 damage. [SR:Yes; DC:20, Reflex half]					
□□□□	Summon Monster III	Conjuration (Summoning)	1 round	10 rounds [D]	Close (50 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:4+1 / Caster Level:10

Name	School	Time	Duration	Range	Source	
□□□□	*Fire Shield	Evocation (Fire) [Fire or Cold]	1 standard action	10 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]					
□□□□	*Ice Storm	Evocation (Cold) [Cold]	1 standard action	1 full round	Long (800 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

Silver-Gray Elf

RACE

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 Amylonyon. His gear is all of the archaic style of Amylonyon 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: