

Character Name
Elf Paragon 3, Evoker 8
CLASS

| |
|----------------------------|
| Player Name |
| Silver-Gray Elf / Humanoid |
| RACE |

Deity
Medium / 5 ft.
SIZE / FACE

| |
|---|
| Region |
| 5' 7" / 100 lbs. |
| HEIGHT / WEIGHT |
| Pale Golden, Worn long and held back with a simple silver headband |

Alignment
Low-Light Vision
VISION

| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
|----------------------------|------------|----------|---------------|-------------|------------|----------|
| STR Strength | 11 | +0 | 11 | +0 | | |
| DEX Dexterity | 17 | +3 | 17 | +3 | | |
| CON Constitution | 12 | +1 | 12 | +1 | | |
| INT Intelligence | 22 | +6 | 24 | +7 | | |
| WIS Wisdom | 12 | +1 | 12 | +1 | | |
| CHA Charisma | 12 | +1 | 12 | +1 | | |

SAVING THROWS TOTAL BASE SAVE ABILITY MAGIC MISC EPIC TEMP

| | | | | | | |
|---|---------|----|----|----|----|--|
| FORTITUDE <small>(constitution)</small> | +4 = +3 | +1 | +0 | +0 | +0 | |
| REFLEX <small>(dexterity)</small> | +8 = +5 | +3 | +0 | +0 | +0 | |
| WILL <small>(wisdom)</small> | +8 = +7 | +1 | +0 | +0 | +0 | |

HP hit points 54 WOUNDS/CURRENT HP SUBDRAL DAMAGE DAMAGE REDUCTION SPEED Walk 30 ft.

AC armor class 21 FLAT 18 TOUCH 14 BASE 10 ARMOR BONUS 5 SHIELD BONUS 2 STAT 3 SIZE 0 NATURAL ARMOR 0 DEFLECTION 1 DODGE 0 Morale 0 Insight 0 Sacred 0 Profane 0 MISC 0

INITIATIVE modifier +3 DEX MODIFIER +3 MISC MODIFIER +0

Encumbrance Light

TOTAL SKILLPOINTS: 101 MAX RANKS: 14/7

| SKILL NAME | KEY ABILITY | 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 |

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

| | TOTAL | | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|--------------------------------|-------|---|-------------------|------|------|------|------|------|
| MELEE attack bonus | +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 | | | |

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

| TOTAL SKILLPOINTS: 101 | | SKILLS | | MAX RANKS: 147 | | |
|--|---|-------------|----------------|------------------|------------|---------------|
| 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 |
|-------------|-------|-----|-------------|------|--------|----------|-------|
| | | | Not Carried | BP | M | 20/x2 | 5 ft. |
| To Hit | | Dam | | | To Hit | Dam | |
| 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 | 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 |
| 000000 000000 000000 000000 | | | |
| 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) | | | |
| 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 | Equipped | 1 | 5 / 2,000 |
| 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) | | | |
| 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) |
| 00 | | | |
| 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) |
| 000000 000000 | | | |
| Fine Pouch (w/Silk Thread) | Handy Haversack | 1 | 0.5 / 2 |
| (Pouch (Belt/Silk))0.68 lbs., 3 Coin (Platinum), 25 Coin (Gold), 6 Coin (Copper) | | | |
| 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 |
| 000000 000000 000000 000000 000000 000000 000000 000000 000000 000000 | | | |
| Parchment (Sheet) | Handy Haversack | 9 | 0 (0) / 0.2 (1.8) |
| Torch | Handy Haversack | 2 | 1 (2) / 0 (0) |
| 00 | | | |
| 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. | | | |
| Pouch (Belt) | Handy Haversack | 1 | 0.5 / 1 |
| 0 lbs., 1 Potion of Cure Moderate Wounds | | | |
| 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 | Carried | 1 | 3 / 2,675 |
| (+1 Longbow) | | | |
| Morningstar | | 1 | 6 / 8 |
| TOTAL WEIGHT CARRIED/VALUE | | 37.29 lbs. | 135,358.7gp |
| WEIGHT ALLOWANCE | | | |
| Light | 38 | Medium | 76 |
| Heavy | 115 | Push / Drag | 575 |
| Lift over head | 115 | Lift off ground | 230 |
| 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 cowers 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 | | | |
| Featár, Male Companion (Hawk) From Lake Qualitian. 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 - - - Featar 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 |
| <div><div>❑Caltrops</div><div>❑Detect Magic</div><div>❑*Electric Jolt</div><div>❑Prestidigitation (DC:17)</div></div> | <div><div>❑Familiar Pocket</div><div>❑Feather Fall (DC:18)</div><div>❑❑*Magic Missile</div><div>❑Protection from Evil (DC:18)</div><div>❑Slide (DC:18)</div></div> | <div><div>❑Cat's Grace (DC:19)</div><div>❑❑❑*Scorching Ray</div><div>❑*Slapping Hand (DC:19)</div></div> | <div><div>❑Dispel Magic</div><div>❑*Fireball (DC:20)</div><div>❑Fly (DC:20)</div><div>❑Haste (DC:20)</div><div>❑Summon Monster III</div></div> | <div><div>❑*Fire Shield</div><div>❑❑*Ice Storm</div></div> |

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

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 |
| ❑❑❑❑❑Acid Splash | Conjuration (Creation) [Acid] | 1 standard action | Instantaneous | Close (50 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 (50 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 (50 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 (50 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] | | | | | |
| ❑❑❑❑❑Bullet | Conjuration (Creation) [Earth] | 1 standard action | 10 minutes | Touch | PlanarMa:p.23 |
| [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. | | | | | |
| ❑❑❑❑❑Caltrops | Conjuration (Creation) | 1 standard action | 1 round/level | Close (50 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 (50 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)] | | | | | |
| ❑❑❑❑❑Cipher | Divination | 1 standard action | 10 minutes | Personal | PlanarMa:p.24 |
| [V, S] TARGET: One page?s worth of writing; EFFECT: Transforms your writing into apparent gibberish that you or chosen recipient can read. | | | | | |
| ❑❑❑❑❑Clean | Transmutation | 1 action | Instantaneous | Touch | worldofk:p.58-59 |
| [V, S, M] 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 | 10 hours [D] | Touch | BoEMC:p.115 |
| [V, S, M] TARGET: A trail up to 10 miles long; EFFECT: You create a magical trail only your friends can see [SR:Yes] | | | | | |
| ❑❑❑❑❑Conjurer's Toolbelt | Conjuration (Creation) | 1 action | 10 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 (50 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 (200 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 (50 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] | | | | | |
| ❑❑❑❑❑Decode | Divination | 1 standard action | 100 minutes | Personal | PlanarMa:p.26 |
| [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. | | | | | |
| ❑❑❑❑❑Detect Disease | Divination | Standard action | Concentration, up to 10 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 10 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 (50 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] | | | | | |
| * =Domain/Speciality 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; <i>EFFECT</i> : See text [SR:No] | | | | | |
| Detect Self | Divination | 1 action | 1 round/level | Self | 7Div:p.2 |
| [V, S, M] TARGET: See text; <i>EFFECT</i> : 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, bullet, or sling stone; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <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] | | | | | |
| Dowsing | Divination | 1 full round | Concentration | Personal | worldofk:p.69 |
| [S, M] TARGET: See text; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : Improves the taste of food [SR:No] | | | | | |
| Enumerate | Divination | 1 action | Instantaneous | Close (50 ft.) | worldofk:p.72 |
| [S] TARGET: 10 ft. radius; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <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] | | | | | |
| Keep Dry | Abjuration | Standard action | 8 hours [D] | Touch | BoEMC:p.133 |
| [V, S, M] TARGET: One object; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <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] | | | | | |
| Long Flame | Transmutation | Standard action | See text | Touch | BoEMC:p.136 |
| [V, S] TARGET: One candle, lantern, or torch; <i>EFFECT</i> : 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.; <i>EFFECT</i> : 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.; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : Creates a tiny gust. [SR:No] | | | | | |
| *Push | Evocation (Force) | 1 action | Instantaneous | Close (50 ft.) | Evoc:p.44 |
| [V, S] TARGET: One creature; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : See text [SR:No] | | | | | |
| *Ray of Frost | Evocation [Cold] | 1 standard action | Instantaneous | Close (50 ft.) | RSRD:SpellsP-R |
| [V, S] TARGET: Ray; <i>EFFECT</i> : Ray deals 1d3 cold damage. [SR:Yes] | | | | | |
| Read Magic | Divination | 1 standard action | 100 minutes | Personal | RSRD:SpellsP-R |
| [V, S, F] TARGET: You; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : Subject gains +1 on saving throws. [SR:Yes (harmless); DC:17, Will negates (harmless)] | | | | | |
| * =Domain/Specialty Spell | | | | | |

Wizard Spells

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|---|--|-------------------|------------------------------|-----------------------|----------------|
| ☐☐☐☐ 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 | SFH8: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 plan | 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 sam | 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 sam | 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 sam | 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 |

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 |
|--|---------------|-------------------|------------|-------|----------------|
| <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Bull's Strength </div> </div> | 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)] | | | | | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> Cat's Grace </div> </div> | 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/Speciality 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 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: