

Lenaras

Pre-Gen

Neutral Good

NAME: Wiz12 66000 Human Medium 5' 8" 190 lbs. ALIGNMENT: Neutral Good
 CLASS: EXPERIENCE RACE: SIZE HEIGHT WEIGHT VISION

12 78000 27 Male Brown Brown, Shoulder Length/Clean Shaven -1
 Character Level NEXT LEVEL AGE GENDER EYES HAIR POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	9	-1	9	-1	9	-1
DEX Dexterity	18	+4	18	+4	18	+4
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	19	+4	19	+4	19	+4
WIS Wisdom	11	+0	11	+0	11	+0
CHA Charisma	12	+1	12	+1	12	+1

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

AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
19	19	15	15	10	4	0	4	0	0	0	1	0	+0	0

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
+4	+4	+4	+0

BASE ATTACK	TOTAL
+6/+1	+6/+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+8	+4	+2	+2	+0	+0		
REFLEX (dexterity)	+10	+4	+4	+2	+0	+0		
WILL (wisdom)	+10	+8	+0	+2	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+5/+0	+5/+0	+6/+1	-1	+0	+0	+0	
RANGED	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+10/+5	+10/+5	+6/+1	+4	+0	+0	+0	
GRAPPLE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+5/+0	+5/+0	+6/+1	-1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5/+0	1d3-1	20/x2	5 ft.

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Bracers of Armor		+4		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5
			RANKS		MISC MODIFIER
✓ Appraise	INT	4	= 4	+	+
✓ Balance	DEX	4	= 4	+	+
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	-1	= -1	+	+
✓ Concentration	CON	17	= 2	+ 15.0	+
✓ Craft (Alchemy)	INT	9	= 4	+ 5.0	+
✓ Craft (Untrained)	INT	4	= 4	+	+
✓ Decipher Script	INT	14	= 4	+ 10.0	+
✓ Diplomacy	CHA	5	= 1	+ 2.0	+ 2
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	4	= 4	+	+
✓ Forgery	INT	4	= 4	+	+
✓ Gather Information	CHA	1	= 1	+	+
✓ Heal	WIS	0	= 0	+	+
✓ Hide	DEX	5	= 4	+ 1.0	+
✓ Intimidate	CHA	1	= 1	+	+
✓ Jump	STR	-1	= -1	+	+
✓ Knowledge (Arcana)	INT	19	= 4	+ 15.0	+
✓ Knowledge (Nobility and Royalty)	INT	11	= 4	+ 7.0	+
✓ Knowledge (Religion)	INT	11	= 4	+ 7.0	+
✓ Knowledge (The Planes)	INT	11	= 4	+ 7.0	+
✓ Listen	WIS	0	= 0	+	+
✓ Move Silently	DEX	4	= 4	+	+
✓ Ride	DEX	5	= 4	+ 1.0	+
✓ Search	INT	4	= 4	+	+
✓ Sense Motive	WIS	1	= 0	+ 1.0	+
✓ Spellcraft	INT	21	= 4	+ 15.0	+ 2
✓ Spot	WIS	1	= 0	+ 1.0	+
✓ Survival	WIS	1	= 0	+ 1.0	+
✓ Survival (The Planes)	WIS	3	= 0	+ 1.0	+ 2
✓ Swim	STR	3	= -1	+ 4.0	+
✓ Use Rope	DEX	5	= 4	+ 1.0	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bracers of Armor +4	Equipped	1	1.0	16000.0	
Ring of Spell Turning	Equipped	1	0.0	98280.0	
Scroll (Fireball)	Equipped	1	0.01	375.0	
<input type="checkbox"/>					
Scroll (Stoneskin)	Equipped	2	0.01	950.0	
<input type="checkbox"/>			(0.02)	(1900.0)	
<input type="checkbox"/>					
Staff (AC Bonus (Luck) (+1)/Save Bonus (Luck) (+2))	Equipped	1	0.0	12500.0	
Luck bonus to armor class of +1, Luck bonus to all saving throws of +2					
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TOTAL WEIGHT CARRIED/VALUE			1.03	129055.0	
			lbs.	gp	

WEIGHT ALLOWANCE					
Light	30	Medium	60	Heavy	90
Lift over head	90	Lift off ground	180	Push / Drag	450

MONEY	
Backpack	
Torches (5)	
Flint & Steel	
Belt	
Small Pouches (2 on Belt)	
Bedroll	
Cold Weather Clothes (2 sets)	
Cold Weather Blanket	
Dagger	
Flask of Oil (2)	
House Signet Ring	
Scroll Case	
Sheets of Parchment (6)	
Candle	
Piece of Chalk (3)	
Wooden Mallet	
Iron Spikes (5)	
Waterskin	
Trail Rations (2 weeks)	
Silk Rope (50 Feet)	
Pup Tent	
Travelling Spellbook	
Total = 0.0 gp	

SPECIAL ABILITIES	
Summon Familiar	

FEATS	
Empower Spell	All variable, numeric effects of an empowered spell are increased by one-half.
Enlarge Spell	You can alter a spell with a range of close, medium, or long to increase its range by 100%.
Extend Spell	An extended spell lasts twice as long as normal.
Greater Spell Focus (Evocation)	Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.
Improved Familiar	This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar.
Silent Spell	A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.
Spell Focus (Evocation)	Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.
Spell Penetration	You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.
Scribe Scroll	You can create a scroll of any spell that you know.

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Quarterstaff, Spells(Ray), Unarmed Strike	

LANGUAGES	
Common	

Wizard Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	14	None	1 standard action	Instantaneous	Close (55 ft.)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf Caster Level: 12
□□□□ Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf Caster Level: 12
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	16	None	1 standard action	12 minute [D]	Medium (220 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	14	Will negates	1 standard action	1 round	Close (55 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (55 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	16	Fortitude negates	1 standard action	Instantaneous	Close (55 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf Caster Level: 12
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	12 rounds [D]	Close (55 ft.)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf Caster Level: 12
□□□□ Light <i>Effect:</i> Object shines like a torch.	16	None	1 standard action	120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf Caster Level: 12
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (55 ft.)	V, S	No	Transmutation	RSRD: SpellsM-O.rtf Caster Level: 12
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf Caster Level: 12
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	14	None	1 standard action	120 minutes	Medium (220 ft.)	V, S, F	No	Transmutation [Language-Dependent]	RSRD: SpellsM-O.rtf Caster Level: 12
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	Instantaneous	Close (55 ft.)	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf Caster Level: 12
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf Caster Level: 12
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	16	None	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes	Evocation [Cold]	RSRD: SpellsP-R.rtf Caster Level: 12
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf Caster Level: 12
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf Caster Level: 12
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	12 rounds	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf Caster Level: 12

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Burning Hands <i>Effect:</i> 5d4 fire damage	17	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsA-B.rtf Caster Level: 12
□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (55 ft.)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	RSRD: SpellsC.rtf Caster Level: 12
□□□□ Charm Person <i>Effect:</i> Makes one person your friend.	15	Will negates	1 standard action	12 hours	Close (55 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf Caster Level: 12
□□□□ Detect Secret Doors <i>Effect:</i> Reveals hidden doors within 60 ft.	15	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 12 rounds	Close (55 ft.)	V	Yes (object)	Transmutation	RSRD: SpellsF-G.rtf Caster Level: 12

* =Domain/Specialty Spell

Wizard Spells

□□□□ Hold Portal	15	None	1 standard action	12 minutes [D]	Medium (220 ft.)	V	No	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Holds door shut.									
□□□□ Identify	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> Determines properties of magic item.									
□□□□ Magic Missile	17	None	1 standard action	Instantaneous	Medium (220 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> 5 missiles that do 1d4+1 damage each.									
□□□□ Mount	15	None	1 round	24 hours [D]	Close (55 ft.)	V, S, M	No	Conjuration (Summoning)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Summons riding horse for 24 hours.									
□□□□ Protection from Evil	15	Will negates (harmless)	1 standard action	12 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□ Shield	15	None	1 standard action	12 minutes [D]	Personal	V, S	No	Abjuration [Force]	RSRD: SpellsS.rtf
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.									
□□□□ Sleep	15	Will negates	1 round	12 minutes	Medium (220 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Puts 4 HD of creatures into magical slumber.									

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Acid Arrow	16	None	1 standard action	5 rounds	Long (880 ft.)	V, S, M, F	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Ranged touch attack; 2d4 damage for 4 rounds.									
□□□□ Blur	16	Will negates (harmless)	1 standard action	12 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)	RSRD: SpellsA-B.rtf
<i>Effect:</i> Attacks miss subject 20% of the time.									
□□□□ Flaming Sphere	18	Reflex negates	1 standard action	12 rounds	Medium (220 ft.)	V, S, M/DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 12 rounds.									
□□□□ Invisibility	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	12 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject is invisible for 12 minutes or until it attacks.									
□□□□ Knock	16	None	1 standard action	Instantaneous; see text	Medium (220 ft.)	V	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Opens locked or magically sealed door.									
□□□□ Levitate	16	None	1 standard action	12 minutes [D]	Personal or close	V, S, F	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject moves up and down at your direction.									
□□□□ Mirror Image	16	None	1 standard action	12 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Creates decoy duplicates of you [1d4 +4, max 8].									
□□□□ See Invisibility	16	None	1 standard action	120 minutes [D]	Personal	V, S, M	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> Reveals invisible creatures or objects.									
□□□□ Spectral Hand	16	None	1 standard action	12 minutes [D]	Medium (220 ft.)	V, S	No	Necromancy	RSRD: SpellsS.rtf
<i>Effect:</i> Creates disembodied glowing hand to deliver touch attacks.									
□□□□ Web	16	Reflex negates; see text	1 standard action	120 minutes [D]	Medium (220 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.									

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Dispel Magic	17	None	1 standard action	Instantaneous	Medium (220 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Cancels magical spells and effects.									
□□□□ Fireball	19	Reflex half	1 standard action	Instantaneous	Long (880 ft.)	V, S, M	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> 10d6 fire damage, 20-ft. radius.									
□□□□ Flame Arrow	17	None	1 standard action	120 minutes	Close (55 ft.)	V, S, M	No	Transmutation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Arrows deal +1d6 fire damage.									
□□□□ Haste	17	Fortitude negates (harmless)	1 standard action	12 rounds	Close (55 ft.)	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> 12 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.									
□□□□ Hold Person	17	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one humanoid for 12 rounds.									
□□□□ Lightning Bolt	19	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Electricity deals 10d6 damage.									
□□□□ Magic Circle against Evil	17	Will negates (harmless)	1 standard action	120 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 120 minutes.									
□□□□ Slow	17	Will negates	1 standard action	12 rounds	Close (55 ft.)	V, S, M	Yes	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> 12 subjects take only one action/round, -1 to AC, -1 on attack rolls, -1 on Reflex saves.									
□□□□ Suggestion	17	Will negates	1 standard action	12 hours or until completed	Close (55 ft.)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Compels subject to follow stated course of action.									

* =Domain/Specialty Spell

Wizard Spells

□□□□□ Summon Monster III	17	None	1 round	12 rounds [D]	Close (55 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□ Tongues	17	Will negates (harmless)	1 standard action	120 minutes	Touch	V, M/DF	No	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 12

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Charm Monster	18	Will negates	1 standard action	12 days	Close (55 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes monster believe it is your ally.					<i>Target:</i> One living creature				
□□□□□ Detect Scrying	18	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Alerts you of magical eavesdropping.					<i>Target:</i> 40-ft.-radius emanation centered on you				
□□□□□ Dimensional Anchor	18	None	1 standard action	12 minutes	Medium (220 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray				
□□□□□ Dimension Door	18	None and Will negates (object)	1 standard action	Instantaneous	Long (880 ft.)	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Teleports you short distance.					<i>Target:</i> You and touched objects or other touched willing creatures				
□□□□□ Globe of Invulnerability (Lesser)	18	None	1 standard action	12 rounds [D]	10 ft.	V, S, M	No	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Stops 1st- through 3rd-level spell effects.					<i>Target:</i> 10-ft.-radius spherical emanation, centered on you				
□□□□□ Stoneskin	18	Will negates (harmless)	1 standard action	120 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Ignore 10 points of damage per attack.					<i>Target:</i> Creature touched				
□□□□□ Summon Monster IV	18	None	1 round	12 rounds [D]	Close (55 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□ Wall of Fire	20	None	1 standard action	Concentration + 12 rounds	Medium (220 ft.)	V, S, M/DF	Yes	Evocation [Fire]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+12 damage					<i>Target:</i> Opaque sheet of flame up to 240 ft. long or a ring of fire with a radius of up to 30 ft; either form 20 ft. high				
□□□□□ Wall of Ice	20	Reflex negates; see text	1 standard action	12 minutes	Medium (220 ft.)	V, S, M	Yes	Evocation [Cold]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Ice plane creates wall with 27 hp or hemisphere can trap creatures inside.					<i>Target:</i> Anchored plane of ice, up to 12 10-ft. squares, or hemisphere of ice with a radius of up to 15 ft				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Break Enchantment	19	See text	1 minute	Instantaneous	Close (55 ft.)	V, S	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.					<i>Target:</i> Up to 12 creatures, all within 30 ft. of each other				
□□□□□ Cone of Cold	21	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]	RSRD: SpellsC.rtf
<i>Effect:</i> 12d6 cold damage.					<i>Target:</i> Cone-shaped burst				
□□□□□ Feblemind	19	Will negates; see text	1 standard action	Instantaneous	Medium (220 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject's Int and Cha drop to 1.					<i>Target:</i> One creature				
□□□□□ Hold Monster	19	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 ft.)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> As hold person, but any creature.					<i>Target:</i> One living creature				
□□□□□ Teleport	19	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Instantly transports you as far as 1200 miles.					<i>Target:</i> You and touched objects or other touched willing creatures				
□□□□□ Wall of Force	21	None	1 standard action	12 rounds [D]	Close (55 ft.)	V, S, M	No	Evocation [Force]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Wall is immune to damage.					<i>Target:</i> Wall whose area is up to 12 10-ft. squares				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Chain Lightning	22	Reflex half	1 standard action	Instantaneous	Long (880 ft.)	V, S, F	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
<i>Effect:</i> 12d6 damage; 12 secondary bolts each deal half damage.					<i>Target:</i> One primary target, plus 12 secondary targets [each of which must be within 30 ft. of the primary target]				
□□□□□ Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (220 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□ Globe of Invulnerability	20	None	1 standard action	12 rounds [D]	10 ft.	V, S, M	No	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> As lesser globe of invulnerability, plus 4th-level spell effects.					<i>Target:</i> 10-ft.-radius spherical emanation, centered on you				
□□□□□ Summon Monster VI	20	None	1 round	12 rounds [D]	Close (55 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: