

# Ember

Character Name  
**Conjurer 4**  
 CLASS  
 4 (4) 6000 / 10000  
 Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	EQUIPPED SCORE	ABILITY MODIFIER	DAMAGE	PENALTY
<b>STR</b> Strength	16	+3		
<b>DEX</b> Dexterity	16	+3		
<b>CON</b> Constitution	18	+4		
<b>INT</b> Intelligence	20	+5		
<b>WIS</b> Wisdom	12	+1		
<b>CHA</b> Charisma	16	+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+7	+1	+4	+2	+0	+0	
<b>REFLEX</b> (dexterity)	+6	+1	+3	+2	+0	+0	
<b>WILL</b> (wisdom)	+7	+4	+1	+2	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+5	+2	+3	+0	+0	0	
<b>RANGED</b> attack bonus	+5	+2	+3	+0	+0	0	
<b>GRAPPLE</b> attack bonus	+5	+2	+3	+0	+0	+0	

*Dagger +2 (Flaming/Returning)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit		Dam		
1H-P	+7	1d4+5	2W-P-(OH)	+1	1d4+5	
1H-O	+3	1d4+3	2W-P-(OL)	+3	1d4+5	
2H	+7	1d4+5	2W-OH	-1	1d4+3	
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+7	+5	+3	+1	-1	
Dam	1d4+5	1d4+5	1d4+5	1d4+5	1d4+5	

Special Properties: When thrown will return just before thrower's next turn, +1d6 Fire damage  
 \*: 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 +2		+2	+0	0	
*Ring of Protection +2		+2	+0	0	

# Zoey

Player Name  
**Dragonkin / Humanoid**  
 RACE  
 32 Female  
 AGE GENDER

HP	AC	INITIATIVE	ENCUMBRANCE
32 hit points	21 armor class	+7 modifier	Light

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 40 ft.

TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC
21	18	19	10	2	0	3	0	0	2	0	0	0	0	0	4

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+5	+2	+3	+0	+0	0	

TOTAL SKILLPOINTS: 49	SKILLS	MAX RANKS: 7/3.5
✓ Appraise	INT 8 = 5 + 3	
✓ Balance	DEX 3 = 3	
✓ Bluff	CHA 3 = 3	
✓ Climb	STR 3 = 3	
✓ Concentration	CON 11 = 4 + 7	
✓ Craft (Alchemy)	INT 12 = 5 + 7	
✓ Craft (Untrained)	INT 5 = 5	
✓ Decipher Script	INT 7 = 5 + 2	
✓ Diplomacy	CHA 3 = 3	
✓ Disguise	CHA 3 = 3	
✓ Escape Artist	DEX 3 = 3	
✓ Forgery	INT 5 = 5	
✓ Gather Information	CHA 3 = 3	
✓ Heal	WIS 1 = 1	
✓ Hide	DEX 3 = 3	
✓ Intimidate	CHA 3 = 3	
✓ Jump	STR 7 = 3 + 4	
Knowledge (Arcana)	INT 12 = 5 + 7	
Knowledge (Architecture and Engineering)	INT 6 = 5 + 1	
Knowledge (Dungeoneering)	INT 9 = 5 + 4	
Knowledge (Geography)	INT 6 = 5 + 1	
Knowledge (History)	INT 7 = 5 + 2	
Knowledge (Local)	INT 7 = 5 + 2	
Knowledge (Nature)	INT 7 = 5 + 2	
Knowledge (Nobility and Royalty)	INT 7 = 5 + 2	
Knowledge (Religion)	INT 7 = 5 + 2	
Knowledge (The Planes)	INT 8 = 5 + 3	
✓ Listen	WIS 3 = 1 + 2	
✓ Move Silently	DEX 3 = 3	
✓ Perform (Untrained)	CHA 3 = 3	
✓ Ride	DEX 3 = 3	
✓ Search	INT 5 = 5	
✓ Sense Motive	WIS 1 = 1	
Spellcraft	INT 14 = 5 + 7 + 2	
✓ Spot	WIS 3 = 1 + 2	
✓ Survival	WIS 1 = 1	
✓ Swim	STR 3 = 3	
✓ Use Rope	DEX 3 = 3	

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
<b>Inherent ( AC Bonus (Luck) (+4)/ Save Bonus (Luck) (+2))</b> <small>Flight Speed 60, Luck bonus to armor class of +4, Luck bonus to all saving throws of +2</small>	Equipped	1	0 / 0
<b>Bracers of Armor +2</b>	Equipped	1	1 / 4,000
<b>Dagger +2 (Flaming/Returning)</b> <small>When thrown will return just before thrower's next turn, +1d6 Fire damage</small>	Equipped	1	1 / 32,302
<b>Ring of Protection +2</b>	Equipped	1	0 / 8,000
<b>Ring of Wizardry I</b>	Equipped	1	0 / 20,000
<b>Outfit (Scholar's)</b>	Equipped	1	6 / 0
<b>Handy Haversack</b> <small>4.04 lbs., 1 Potion of Owl's Wisdom, 1 Potion of Haste, 5 Potion of Cure Serious Wounds, 11 Potion of Cure Moderate Wounds, 1 Scroll with 5 3rd Level Arcane Spells, 1 Scroll (Knock), 1 Scroll (Identify), 1 Scroll (Arcane Lock), 1 Spellbook (Wizard's/Blank), 1 Scroll (Alarm), 1 Pink Poison, 1 Hat of Disguise, 1 Chime of Opening, 1 Black Poison</small>	Equipped	1	5 / 2,000
<b>Potion of Owl's Wisdom</b>	Handy	1	0 / 300
<b>Potion of Haste</b>	Haversack	1	0 / 750
<b>Potion of Cure Serious Wounds</b>	Handy	5	0 (0) / 750
□□□□□	Haversack		(3,750)
<b>Potion of Cure Moderate Wounds</b>	Handy	11	0 (0) / 300
□□□□□ □□□□□ □	Haversack		(3,300)
□□□□□ □□□□□ □			
<b>Scroll with 5 3rd Level Arcane Spells</b> <small>Contains 5 3rd level Arcane spells</small>	Handy	1	0 / 0
<b>Scroll (Knock)</b>	Handy	1	0 / 150
<b>Scroll (Identify)</b>	Handy	1	0 / 125
<b>Scroll (Arcane Lock)</b>	Handy	1	0 / 175
<b>Spellbook (Wizard's/Blank)</b>	Handy	1	3 / 15
<b>Scroll (Alarm)</b>	Handy	1	0 / 25
<b>Pink Poison</b> <small>Insinuating Poison, DC 20. Save negates, sleep for 3d6 hours</small>	Handy	1	0 / 0
<b>Hat of Disguise</b>	Handy	1	0 / 1,800
<b>Chime of Opening</b>	Handy	1	1 / 3,000
□□□□□ □□□□□	Haversack		
<b>Black Poison</b> <small>Insinuating Poison, DC 15, +3d6 damage, 5 applications</small>	Handy	1	0 / 0
<b>Privy Ring</b> <small>This is one of a set of 8 Privy Rings found in the Scratchy Chest</small>	Equipped	1	0 / 0
<b>Wand (Magic Missile/9th level caster)</b>	Carried	1	0.1 / 1,215
□□□□□ □□□□□			
<b>TOTAL WEIGHT CARRIED/VALUE</b>	7.06 lbs.		80,907gp

WEIGHT ALLOWANCE			
Light	76	Medium	153
Heavy	230		
Lift over head	230	Lift off ground	460
		Push / Drag	1150

MONEY	
Total=	0 gp [Unspent Funds = 648 gp]

MAGIC	
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Languages	
Common, Draconic	

Other Companions	
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Special Qualities	
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<b>Bonus Languages</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
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A wizard may substitute Draconic for one of the bonus languages available to the character because of her race.

<b>Familiar</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
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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.

<b>Scribe Scroll</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
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At 1st level, a wizard gains Scribe Scroll as a bonus feat.

<b>Spellbooks</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
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Reference Document, classesII]	
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.	
<b>Spells</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
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.	
<b>Weapon and Armor Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
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.	
<b>+2 bonus to Spellcraft when learning Conjuration</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII]

Feats	
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<b>Improved Initiative</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
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You get a +4 bonus on initiative checks.

<b>Quicken Spell</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
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Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. A spell whose casting time is more than 1 full round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity. Special: This feat can't be applied to any spell cast spontaneously (including sorcerer spells, bard spells, and cleric or druid spells cast spontaneously), since applying a metamagic feat to a spontaneously cast spell automatically increases the casting time to a full-round action.

<b>Scribe Scroll</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
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You can create a scroll of any spell that you know.

<b>Alertness (Granted)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
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You get a +2 bonus on all Listen checks and Spot checks.

Proficiencies	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff	

Templates	
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Base Race Type	
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Base Race Type – Humanoid	
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# Wizard Spells

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

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

Name	School	Time	Duration	Range	Source
□□□□□ <b>*Acid Splash</b> [V, S] TARGET: One missile of acid; <b>EFFECT:</b> Orb deals 1d3 acid damage. [SR:No]	Conjuration (Creation) [Acid]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsA-B
□□□□□ <b>Arcane Mark</b> [V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; <b>EFFECT:</b> Inscribes a personal rune [visible or invisible]. [SR:No]	Universal	1 standard action	Permanent	0 ft.	RSRD:SpellsA-B
□□□□□ <b>Dancing Lights</b> [V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; <b>EFFECT:</b> Creates torches or other lights. [SR:No]	Evocation [Light]	1 standard action	1 minute [D]	Medium (140 ft.)	RSRD:SpellsD-E
□□□□□ <b>Daze</b> [V, S, M] TARGET: One humanoid creature of 4 HD or less; <b>EFFECT:</b> Humanoid creature of 4 HD or less loses next action. [SR:Yes; DC:15, Will negates]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (35 ft.)	RSRD:SpellsD-E
□□□□□ <b>Detect Magic</b> [V, S] TARGET: Cone-shaped emanation; <b>EFFECT:</b> Detects spells and magic items within 60 ft. [SR:No]	Divination	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	RSRD:SpellsD-E
□□□□□ <b>Detect Poison</b> [V, S] TARGET: One creature, one object, or a 5-ft. cube; <b>EFFECT:</b> Detects poison in one creature or small object. [SR:No]	Divination	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsD-E
□□□□□ <b>Flare</b> [V] TARGET: Burst of light; <b>EFFECT:</b> Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:15, Fortitude negates]	Evocation [Light]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsF-G
□□□□□ <b>Light</b> [V, MDF] TARGET: Object touched; <b>EFFECT:</b> Object shines like a torch. [SR:No]	Evocation [Light]	1 standard action	40 minutes [D]	Touch	RSRD:SpellsH-L
□□□□□ <b>Mage Hand</b> [V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; <b>EFFECT:</b> 5-pound telekinesis. [SR:No]	Transmutation	1 standard action	Concentration	Close (35 ft.)	RSRD:SpellsM-O
□□□□□ <b>Mending</b> [V, S] TARGET: One object of up to 1 lb.; <b>EFFECT:</b> Makes minor repairs on an object. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]	Transmutation	1 standard action	Instantaneous	10 ft.	RSRD:SpellsM-O
□□□□□ <b>Message</b> [V, S, F] TARGET: 4 creatures; <b>EFFECT:</b> Whispered conversation at distance. [SR:No]	Transmutation [Language-Dependent]	1 standard action	40 minutes	Medium (140 ft.)	RSRD:SpellsM-O
□□□□□ <b>Open/Close</b> [V, S, F] TARGET: Object weighing up to 30 lb. or portal that can be opened or closed; <b>EFFECT:</b> Opens or closes small or light things. [SR:Yes (object); DC:15, Will negates (object)]	Transmutation	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsM-O
□□□□□ <b>Prestidigitation</b> [V, S] TARGET: See text; <b>EFFECT:</b> Performs minor tricks. [SR:No; DC:15, See text]	Universal	1 standard action	1 hour	10 ft.	RSRD:SpellsP-R
□□□□□ <b>Ray of Frost</b> [V, S] TARGET: Ray; <b>EFFECT:</b> Ray deals 1d3 cold damage. [SR:Yes]	Evocation [Cold]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsP-R
□□□□□ <b>Read Magic</b> [V, S, F] TARGET: You; <b>EFFECT:</b> Read scrolls and spellbooks. [SR:No]	Divination	1 standard action	40 minutes	Personal	RSRD:SpellsP-R
□□□□□ <b>Resistance</b> [V, S, MDF] TARGET: Creature touched; <b>EFFECT:</b> Subject gains +1 on saving throws. [SR:Yes (harmless); DC:15, Will negates (harmless)]	Abjuration	1 standard action	1 minute	Touch	RSRD:SpellsP-R

## LEVEL 1 / Per Day:8+1 / Caster Level:4

Name	School	Time	Duration	Range	Source
□□□□□ <b>Alarm</b> [V, S, F/DF] TARGET: 20-ft.-radius emanation centered on a point in space; <b>EFFECT:</b> Wards an area for 8 hours. [SR:No]	Abjuration	1 standard action	8 hours [D]	Close (35 ft.)	RSRD:SpellsA-B
□□□□□ <b>Animate Rope</b> [V, S] TARGET: One ropelike object, length up to 70 ft.; see text; <b>EFFECT:</b> Makes a rope move at your command. [SR:No]	Transmutation	1 standard action	4 rounds	Medium (140 ft.)	RSRD:SpellsA-B
□□□□□ <b>Burning Hands</b> [V, S] TARGET: Cone-shaped burst; <b>EFFECT:</b> 4d4 fire damage [SR:Yes; DC:16, Reflex half]	Evocation [Fire]	1 standard action	Instantaneous	15 ft.	RSRD:SpellsA-B
□□□□□ <b>Charm Person</b> [V, S] TARGET: One humanoid creature; <b>EFFECT:</b> Makes one person your friend. [SR:Yes; DC:16, Will negates]	Enchantment (Charm) [Mind-Affecting]	1 standard action	4 hours	Close (35 ft.)	RSRD:SpellsC
□□□□□ <b>Comprehend Languages</b> [V, S, MDF] TARGET: You; <b>EFFECT:</b> You understand all spoken and written languages. [SR:No]	Divination	1 standard action	40 minutes	Personal	RSRD:SpellsC
□□□□□ <b>Detect Secret Doors</b> [V, S] TARGET: Cone-shaped emanation; <b>EFFECT:</b> Reveals hidden doors within 60 ft. [SR:No]	Divination	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	RSRD:SpellsD-E
□□□□□ <b>Detect Undead</b> [V, S, MDF] TARGET: Cone-shaped emanation; <b>EFFECT:</b> Reveals undead within 60 ft. [SR:No]	Divination	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	RSRD:SpellsD-E
□□□□□ <b>Enlarge Person</b> [V, S, M] TARGET: One humanoid creature; <b>EFFECT:</b> Creatures size increases to next category [SR:Yes; DC:16, Fortitude negates]	Transmutation	1 round	4 minutes [D]	Close (35 ft.)	RSRD:SpellsD-E
□□□□□ <b>Erase</b> [V, S] TARGET: One scroll or two pages; <b>EFFECT:</b> Mundane or magical writing vanishes. [SR:No; DC:16, See text]	Transmutation	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsD-E
□□□□□ <b>Expeditious Retreat</b> [V, S] TARGET: You; <b>EFFECT:</b> Your speed increases by 30 ft. [SR:No]	Transmutation	1 standard action	4 minutes [D]	Personal	RSRD:SpellsD-E
□□□□□ <b>Feather Fall</b> [V] TARGET: 4 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart; <b>EFFECT:</b> Objects or creatures fall slowly. [SR:Yes (object); DC:16, Will negates (harmless) or Will negates (object)]	Transmutation	1 free action	Until landing or 4 rounds	Close (35 ft.)	RSRD:SpellsF-G
□□□□□ <b>Floating Disk</b> [V, S, M] TARGET: 3-ft.-diameter disk of force; <b>EFFECT:</b> Creates 3-ft.-diameter horizontal disk that holds 400 lbs [SR:No]	Evocation [Force]	1 standard action	4 hours	Close (35 ft.)	RSRD:SpellsF-G
□□□□□ <b>*Grease</b> [V, S, M] TARGET: One object or a 10-ft. square; <b>EFFECT:</b> Makes 10-ft. square or one object slippery. [SR:No; DC:16, See text]	Conjuration (Creation)	1 standard action	4 rounds [D]	Close (35 ft.)	RSRD:SpellsF-G
□□□□□ <b>Hold Portal</b> [V] TARGET: One portal, up to 80 sq. ft; <b>EFFECT:</b> Holds door shut. [SR:No]	Abjuration	1 standard action	4 minutes [D]	Medium (140 ft.)	RSRD:SpellsH-L
□□□□□ <b>Hypnotism</b> [V, S] TARGET: Several living creatures, no two of which may be more than 30 ft. apart; <b>EFFECT:</b> Fascinates 2d4 HD of creatures. [SR:Yes; DC:16, Will negates]	Enchantment (Compulsion) [Mind-Affecting]	1 round	2d4 rounds [D]	Close (35 ft.)	RSRD:SpellsH-L
□□□□□ <b>Identify</b> [V, S, MDF] TARGET: One touched object; <b>EFFECT:</b> Determines properties of magic item. [SR:No]	Divination	1 hour	Instantaneous	Touch	RSRD:SpellsH-L
□□□□□ <b>Jump</b> [V, S, M] TARGET: Creature touched; <b>EFFECT:</b> Subject gets +10 enhancement bonus on Jump checks. [SR:Yes; DC:16, Will negates (harmless)]	Transmutation	1 standard action	4 minutes [D]	Touch	RSRD:SpellsH-L
□□□□□ <b>*Mage Armor</b> [V, S, F] TARGET: Creature touched; <b>EFFECT:</b> Gives subject +4 armor bonus. [SR:No; DC:16, Will negates (harmless)]	Conjuration (Creation) [Force]	1 standard action	4 hours [D]	Touch	RSRD:SpellsM-O
□□□□□ <b>Magic Missile</b> [V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; <b>EFFECT:</b> 2 missiles that do 1d4+1 damage each. [SR:Yes]	Evocation [Force]	1 standard action	Instantaneous	Medium (140 ft.)	RSRD:SpellsM-O
□□□□□ <b>Magic Weapon</b> [V, S, DF] TARGET: Weapon touched; <b>EFFECT:</b> Weapon gains +1 bonus. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]	Transmutation	1 standard action	4 minutes	Touch	RSRD:SpellsM-O
□□□□□ <b>*Mount</b> [V, S, M] TARGET: One mount; <b>EFFECT:</b> Summons riding horse for 8 hours. [SR:No]	Conjuration (Summoning)	1 round	8 hours [D]	Close (35 ft.)	RSRD:SpellsM-O
□□□□□ <b>*Obscuring Mist</b> [V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; <b>EFFECT:</b> Fog surrounds you. [SR:No]	Conjuration (Creation)	1 standard action	4 minutes	20 ft.	RSRD:SpellsM-O
□□□□□ <b>Protection from Chaos</b> [V, S, MDF] TARGET: Creature touched; <b>EFFECT:</b> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:16, Will negates (harmless)]	Abjuration [Lawful]	1 standard action	4 minutes [D]	Touch	RSRD:SpellsP-R

\* =Domain/Specialty Spell

# Wizard Spells

□□□□□	<b>Protection from Evil</b>	Abjuration [Good]	1 standard action	4 minutes [D]	Touch	RSRD:SpellsP-R
[V, S, MDF]	TARGET: Creature touched; <b>EFFECT:</b> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:16, Will negates (harmless)]					
□□□□□	<b>Protection from Law</b>	Abjuration [Chaotic]	1 standard action	4 minutes [D]	Touch	RSRD:SpellsP-R
[V, S, MDF]	TARGET: Creature touched; <b>EFFECT:</b> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:16, Will negates (harmless)]					
□□□□□	<b>Reduce Person</b>	Transmutation	1 round	4 minutes [D]	Close (35 ft.)	RSRD:SpellsP-R
[V, S, M]	TARGET: One humanoid creature; <b>EFFECT:</b> Humanoid creature halves in size. [SR:Yes; DC:16, Fortitude negates]					
□□□□□	<b>Shield</b>	Abjuration [Force]	1 standard action	4 minutes [D]	Personal	RSRD:SpellsS
[V, S]	TARGET: You; <b>EFFECT:</b> Invisible disc gives +4 to AC, blocks magic missiles. [SR:No]					
□□□□□	<b>Shocking Grasp</b>	Evocation [Electricity]	1 standard action	Instantaneous	Touch	RSRD:SpellsS
[V, S]	TARGET: Creature or object touched; <b>EFFECT:</b> Touch delivers 4d6 electricity damage. [SR:Yes]					
□□□□□	<b>Sleep</b>	Enchantment (Compulsion) [Mind-Affecting]	1 round	4 minutes	Medium (140 ft.)	RSRD:SpellsS
[V, S, M]	TARGET: One or more living creatures within a 10-ft.-radius burst; <b>EFFECT:</b> Puts 4 HD of creatures into magical slumber. [SR:Yes; DC:16, Will negates]					
□□□□□	<b>*Summon Monster I</b>	Conjuration (Summoning)	1 round	4 rounds [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, F/DF]	TARGET: One summoned creature; <b>EFFECT:</b> Calls extraplanar creature to fight for you. [SR:No]					
□□□□□	<b>True Strike</b>	Divination	1 standard action	See text	Personal	RSRD:SpellsT-Z
[V, F]	TARGET: You; <b>EFFECT:</b> +20 on your next attack roll. [SR:No]					
□□□□□	<b>*Unseen Servant</b>	Conjuration (Creation)	1 standard action	4 hours	Close (35 ft.)	RSRD:SpellsT-Z
[V, S, M]	TARGET: One invisible, mindless, shapeless servant; <b>EFFECT:</b> Invisible force obeys your commands. [SR:No]					

## LEVEL 2 / Per Day:3+1 / Caster Level:4

Name	School	Time	Duration	Range	Source	
□□□□□	<b>*Acid Arrow</b>	Conjuration (Creation) [Acid]	1 standard action	2 rounds	Long (560 ft.)	RSRD:SpellsA-B
[V, S, M, F]	TARGET: One arrow of acid; <b>EFFECT:</b> Ranged touch attack; 2d4 damage for 2 rounds. [SR:No]					
□□□□□	<b>Alter Self</b>	Transmutation	1 standard action	40 minutes [D]	Personal	RSRD:SpellsA-B
[V, S]	TARGET: You; <b>EFFECT:</b> Assume form of a similar creature. [SR:No]					
□□□□□	<b>Arcane Lock</b>	Abjuration	1 standard action	Permanent	Touch	RSRD:SpellsA-B
[V, S, M]	TARGET: The door, chest, or portal touched, up to 120 sq. ft. in size; <b>EFFECT:</b> Magically locks a portal or chest. [SR:No]					
□□□□□	<b>Bear's Endurance</b>	Transmutation	1 standard action	4 minutes	Touch	RSRD:SpellsA-B
[V, S, DF]	TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 to Con for 4 minutes. [SR:Yes; DC:17, Will negates (harmless)]					
□□□□□	<b>Bull's Strength</b>	Transmutation	1 standard action	4 minutes	Touch	RSRD:SpellsA-B
[V, S, MDF]	TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 to Str for 4 minutes. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□□	<b>Cat's Grace</b>	Transmutation	1 standard action	4 minutes	Touch	RSRD:SpellsC
[V, S, M]	TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 to Dex for 4 minutes. [SR:Yes; DC:17, Will negates (harmless)]					
□□□□□	<b>Continual Flame</b>	Evocation [Light]	1 standard action	Permanent	Touch	RSRD:SpellsC
[V, S, M]	TARGET: Object touched Magical, heatless flame; <b>EFFECT:</b> Makes a permanent, heatless torch. [SR:No]					
□□□□□	<b>Darkness</b>	Evocation [Darkness]	1 standard action	40 minutes [D]	Touch	RSRD:SpellsD-E
[V, MDF]	TARGET: Object touched; <b>EFFECT:</b> 20-ft. radius of supernatural shadow. [SR:No]					
□□□□□	<b>Darkvision</b>	Transmutation	1 standard action	4 hours	Touch	RSRD:SpellsD-E
[V, S, M]	TARGET: Creature touched; <b>EFFECT:</b> See 60 ft. in total darkness. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□□	<b>Detect Thoughts</b>	Divination [Mind-Affecting]	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S, F/DF]	TARGET: Cone-shaped emanation; <b>EFFECT:</b> Allows 'listening' to surface thoughts. [SR:No; DC:17, Will negates; see text]					
□□□□□	<b>Eagle's Splendor</b>	Transmutation	1 standard action	4 minutes	Touch	RSRD:SpellsD-E
[V, S, MDF]	TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 to Cha for 4 minutes. [SR:Yes; DC:17, Will negates (harmless)]					
□□□□□	<b>Flaming Sphere</b>	Evocation [Fire]	1 standard action	4 rounds	Medium (140 ft.)	RSRD:SpellsF-G
[V, S, MDF]	TARGET: 5-ft.-diameter sphere; <b>EFFECT:</b> Creates rolling ball of fire, 2d6 damage, lasts 4 rounds. [SR:Yes; DC:17, Reflex negates]					
□□□□□	<b>*Fog Cloud</b>	Conjuration (Creation)	1 standard action	40 minutes	Medium (140 ft.)	RSRD:SpellsF-G
[V, S]	TARGET: Fog spreads in 20-ft. radius, 20 ft. high; <b>EFFECT:</b> Fog obscures vision. [SR:No]					
□□□□□	<b>Fox's Cunning</b>	Transmutation	1 standard action	4 minutes	Touch	RSRD:SpellsF-G
[V, S, MDF]	TARGET: Creature touched; <b>EFFECT:</b> Subject gains +4 Int for 4 minutes. [SR:Yes; DC:17, Will negates (harmless)]					
□□□□□	<b>Gust of Wind</b>	Evocation [Air]	1 standard action	1 round	60 ft.	RSRD:SpellsF-G
[V, S]	TARGET: Line-shaped gust of severe wind emanating out from you to the extreme of the range; <b>EFFECT:</b> Blows away or knocks down smaller creatures. [SR:Yes; DC:17, Fortitude negates]					
□□□□□	<b>Hideous Laughter</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	4 rounds	Close (35 ft.)	RSRD:SpellsH-L
[V, S, M]	TARGET: One creature; see text; <b>EFFECT:</b> Subject loses actions for 4 rounds. [SR:Yes; DC:17, Will negates]					
□□□□□	<b>Knock</b>	Transmutation	1 standard action	Instantaneous; see text	Medium (140 ft.)	RSRD:SpellsH-L
[V]	TARGET: One door, box, or chest with an area of up to 10 sq. ft./level; <b>EFFECT:</b> Opens locked or magically sealed door. [SR:No]					
□□□□□	<b>Levitate</b>	Transmutation	1 standard action	4 minutes [D]	Personal or close	RSRD:SpellsH-L
[V, S, F]	TARGET: You or one willing creature or one object, total weight up to 400 lbs; <b>EFFECT:</b> Subject moves up and down at your direction. [SR:No]					
□□□□□	<b>Locate Object</b>	Divination	1 standard action	4 minutes	Long (560 ft.)	RSRD:SpellsH-L
[V, S, F/DF]	TARGET: Circle, centered on you, with a radius of 560 ft.; <b>EFFECT:</b> Senses direction toward object [specific or type]. [SR:No]					
□□□□□	<b>Obscure Object</b>	Abjuration	1 standard action	8 hours [D]	Touch	RSRD:SpellsM-O
[V, S, MDF]	TARGET: One object touched of up to 400 lbs; <b>EFFECT:</b> Masks object against scrying. [SR:Yes (object); DC:17, Will negates (object)]					
□□□□□	<b>Protection from Arrows</b>	Abjuration	1 standard action	4 hours or until discharged	Touch	RSRD:SpellsP-R
[V, S, F]	TARGET: Creature touched; <b>EFFECT:</b> Subject immune to most ranged attacks. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□□	<b>Pyrotechnics</b>	Transmutation	1 standard action	1d4+1 rounds, or 1d4+1 rounds after creatu	Long (560 ft.)	RSRD:SpellsP-R
[V, S, M]	TARGET: One fire source, up to a 20-ft. cube; <b>EFFECT:</b> Turns fire into blinding light or choking smoke. [SR:Yes or No; see text; DC:17, Will negates or Fortitude negates; see text]					
□□□□□	<b>Resist Energy</b>	Abjuration	1 standard action	40 minutes	Touch	RSRD:SpellsP-R
[V, S, DF]	TARGET: Creature touched; <b>EFFECT:</b> Ignores first 10 points of damage/attack from specified energy type. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
□□□□□	<b>Rope Trick</b>	Transmutation	1 standard action	4 hours [D]	Touch	RSRD:SpellsP-R
[V, S, M]	TARGET: One touched piece of rope from 5 ft. to 30 ft. long; <b>EFFECT:</b> As many as eight creatures hide in extradimensional space. [SR:No]					
□□□□□	<b>Scorching Ray</b>	Evocation [Fire]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsS
[V, S]	TARGET: 1 rays; <b>EFFECT:</b> 1 rays, ranged touch attack deals 4d6 fire damage. [SR:Yes]					
□□□□□	<b>See Invisibility</b>	Divination	1 standard action	40 minutes [D]	Personal	RSRD:SpellsS
[V, S, M]	TARGET: You; <b>EFFECT:</b> Reveals invisible creatures or objects. [SR:No]					
□□□□□	<b>Shatter</b>	Evocation [Sonic]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsS
[V, S, MDF]	TARGET: 5-ft.-radius spread; or one solid object or one crystalline creature; <b>EFFECT:</b> Sonic vibration damages objects or crystalline creatures. [SR:Yes (object); DC:17, Will negates (object); Will negates (object) or Fortitude half; see text]					
□□□□□	<b>Spider Climb</b>	Transmutation	1 standard action	40 minutes	Touch	RSRD:SpellsS
[V, S, M]	TARGET: Creature touched; <b>EFFECT:</b> Grants ability to walk on walls and ceilings. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
□□□□□	<b>*Summon Monster II</b>	Conjuration (Summoning)	1 round	4 rounds [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, F/DF]	TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Calls extraplanar creature to fight for you. [SR:No]					
□□□□□	<b>*Summon Swarm</b>	Conjuration (Summoning)	1 round	Concentration + 2 rounds	Close (35 ft.)	RSRD:SpellsS
[V, S, MDF]	TARGET: One swarm of bats, rats, or spiders; <b>EFFECT:</b> Summons swarm of bats, rats, or spiders. [SR:No]					
□□□□□	<b>Touch of Idiocy</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	40 minutes	Touch	RSRD:SpellsT-Z
[V, S]	TARGET: Living creature touched; <b>EFFECT:</b> Subject takes 1d6 points of Int, Wis, and Cha damage. [SR:Yes]					
□□□□□	<b>*Web</b>	Conjuration (Creation)	1 standard action	40 minutes [D]	Medium (140 ft.)	RSRD:SpellsT-Z
[V, S, M]	TARGET: Webs in a 20-ft.-radius spread; <b>EFFECT:</b> Fills 20-ft.-radius spread with sticky spiderwebs. [SR:No; DC:17, Reflex negates; see text]					
□□□□□	<b>Whispering Wind</b>	Transmutation [Air]	1 standard action	No more than 4 hours or until discharged	[d4 miles]	RSRD:SpellsT-Z
[V, S]	TARGET: 10-ft.-radius spread; <b>EFFECT:</b> Sends a short message 4 miles. [SR:No]					

\* =Domain/Specialty Spell

# Wizard Spells

\* =Domain/Speciality Spell

# Ember

Dragonkin

RACE

32

AGE

Female

GENDER

VISION

Chaotic Neutral

ALIGNMENT

Ambidextrous

DOMINANT HAND

6' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**