

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +1	Equipped	1	0.02	2000.0
Cloak of Resistance +1	Equipped	1	1.0	1000.0
Traveler's Outfit	Equipped	1	5.0	1.0
Pouch (Belt) 0 lbs.	Equipped	1	0.5	1.0
Ring of Swimming	Equipped	1	0.0	2500.0
Spellbook (Kalinar) (Spellbook (Wizard's/Blank))	Handy Haversack	1	3.0	15.0
Arrow	Handy Haversack	40	0.15 (6.0)	0.05 (2.0)
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Dagger	Handy Haversack	1	1.0	2.0
Longbow 0 lbs.	Handy Haversack	1	3.0	75.0
Bedroll	Handy Haversack	1	5.0	0.1
Chalk (1 Piece)	Handy Haversack	1	0.0	0.01
Flask (Empty) 0 lbs.	Handy Haversack	2	1.5 (3.0)	0.03 (0.06)
Flint and Steel	Handy Haversack	1	0.0	1.0
Grappling Hook	Handy Haversack	1	4.0	1.0
Handy Haversack 43.61 lbs., 40 Arrow, 1 Longsword, 1 Scholar's Outfit, 2 Potion of Cure Light Wounds, 1 Potion of Mage Armor, 1 Rope (Silk/50 ft.), 1 Scroll (Charm Person), 2 Scroll (Comprehend Languages), 2 Scroll (Detect Secret Doors), 1 Scroll (Dispel Magic), 4 Scroll (Floating Disk), 1 Bedroll, 2 Scroll (Fly), 4 Scroll (Grease), 2 Scroll (Identify), 2 Scroll (Knock), 4 Scroll (Mage Hand), 1 Scroll (Tongues), 2 Scroll (Unseen Servant), 1 Spellbook (Kalinar), 1 Thunderstone, 2 Torch, 1 Chalk (1 Piece), 4 Trade Gem (10), 3 Trade Gem (100), 1 Trade Gem (50), 1 Vial of Rust Dust, 1 Wand of Hold Person, 7 Coin (Gold Piece), 1 Dagger, 2 Flask (Empty), 1 Flint and Steel, 1 Grappling Hook, 1 Longbow	Equipped	1	5.0	2000.0
Longsword	Handy Haversack	1	4.0	15.0
Scholar's Outfit	Handy Haversack	1	6.0	0.0
Potion of Cure Light Wounds Cures 1d8+1 points of damage	Handy Haversack	2	0.0 (0.0)	50.0 (100.0)
□□				
Potion of Mage Armor +4 armor bonus to AC for 1 hour	Handy Haversack	1	0.0	50.0
□				
Rope (Silk/50 ft.) 4 hp, DC 24 Strength check to burst	Handy Haversack	1	5.0	10.0
Scroll (Charm Person)	Handy Haversack	1	0.01	25.0
□				
Scroll (Comprehend Languages)	Handy Haversack	2	0.01 (0.02)	25.0 (50.0)
□□				
Scroll (Detect Secret Doors)	Handy Haversack	2	0.01 (0.02)	25.0 (50.0)
□□				
Scroll (Dispel Magic)	Handy Haversack	1	0.01	375.0
□				
Scroll (Floating Disk)	Handy Haversack	4	0.01 (0.04)	25.0 (100.0)
□□□□				
Scroll (Fly)	Handy Haversack	2	0.01 (0.02)	375.0 (750.0)
□□				
Scroll (Grease)	Handy Haversack	4	0.01 (0.04)	25.0 (100.0)
□□□□				
Scroll (Identify)	Handy Haversack	2	0.01 (0.02)	25.0 (50.0)
□□				
Scroll (Knock)	Handy Haversack	2	0.01 (0.02)	150.0 (300.0)
□□				
Scroll (Mage Hand)	Handy Haversack	4	0.01 (0.04)	12.5 (50.0)
□□□□				
Scroll (Tongues)	Handy Haversack	1	0.01	375.0
□				
TOTAL WEIGHT CARRIED/VALUE			6.52 lbs.	10628.19 gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Scroll (Unseen Servant)	Handy Haversack	2	0.01 (0.02)	25.0 (50.0)
□□				
Thunderstone	Handy Haversack	1	1.0	30.0
□				
Torch Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.	Handy Haversack	2	1.0 (2.0)	0.01 (0.02)
□□				
Vial of Rust Dust If sprinkled on a metal surface, it slowly rusts the object away. Causes 1d6 of damage per round to metal.	Handy Haversack	1	0.2	100.0
□				
Wand of Hold Person	Handy Haversack	1	0.0	450.0
□□□□□				
TOTAL WEIGHT CARRIED/VALUE			6.52 lbs.	10628.19 gp

WEIGHT ALLOWANCE			
Light	26	Medium	53
Lift over head	80	Lift off ground	160
		Heavy	80
		Push / Drag	400

MONEY	
Coin (Gold Piece):	7 [Handy Haversack]
3 x Trade Gem (100) (100)	[Handy Haversack]
1 x Trade Gem (50) (50)	[Handy Haversack]
4 x Trade Gem (10) (10)	[Handy Haversack]
Total = 397.0 gp	

LANGUAGES	
Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Orc, Sylvan, Terran, Undercommon	

Traits	
Focused Mind	[PFAPG, p.329]
Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand.	
Sacred Touch	[PFAPG, p.329]
You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer.	

Special Attacks	
Force Missile (Sp)	[PFCR, p.81]
As a standard action you can unleash a force missile that automatically strikes a foe, as Magic Missile. The force missile deals 1d4+3 points of damage. This is a force effect. You can use this ability 8 times per day.	
Intense Spells (Su)	[PFCR, p.81]
Whenever you cast an evocation spell that deals hit point damage, add +3 to the damage. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell.	

Special Qualities

Arcane Bond (Su)	[PFCR, p.78]
You have selected to establish a powerful arcane bond with a creature.	
Cantrips	[PFCR, p.79]
You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.	
Elven Immunities (Ex)	[PFCR, p.22]
Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
Elven Magic (Ex)	[PFCR, p.22]
Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.	
Evocation School	[PFCR, p.81]
You have chosen to specialize in evocation spells.	
Familiar	[PFCR, p.82]
A familiar grants special abilities to its master. These special abilities apply only when the master and familiar are within 1 mile of each other.	
Illusion Opposition School	[PFCR, p.78]
You have chosen illusion spells as an opposition school.	
Keen Senses (Ex)	[PFCR, p.22]
Elves receive a +2 bonus on Perception skill checks.	
Necromancy Opposition School	[PFCR, p.78]
You have chosen necromancy spells as an opposition school.	
Weapon Familiarity (Ex)	[PFCR, p.22]
Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.	

Feats

Brew Potion	[PFCR, p.119]
You can create magic potions.	
Combat Casting	[PFCR, p.119]
You are adept at spellcasting when threatened or distracted.	
Craft Wand	[PFCR, p.120]
You can create magic wands.	
Toughness	[PFCR, p.135]
You have enhanced physical stamina.	
Scribe Scroll	[PFCR, p.132]
You can create magic scrolls.	
Alertness (Granted)	[PFCR, p.117]
You often notice things that others might miss.	

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Longbow, Longsword, Quarterstaff, Rapier, Shortbow, Spells (Ray), Spells (Touch), Unarmed Strike

TEMPLATES

Familiar: Korko (Raven)

HP:	22	AC:	17	INIT:	+2
FORT:	+1	REF:	+4	WILL:	+7
*Bite (Natural/Primary)	+7	DAM:	1d3-4	CRIT:	20/x2
Special:					

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	3+1	5+1	4+1	3+1	—	—	—	—	—	—
Concentration	+13									

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Acid Splash <i>School:</i> Conjuration (Creation) [Acid] <i>Effect:</i> You fire a small orb of acid at the target dealing 1d3 points of acid damage.	SR: No	1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.239 Caster Level: 6 Concentration: +13
□□□□□ Arcane Mark <i>School:</i> Universal <i>Effect:</i> This spell allows you to inscribe your personal rune or mark.	SR: No	1 standard action	Permanent	Touch	V, S	PFCR: p.244 Caster Level: 6 Concentration: +13
□□□□□ Bleed <i>School:</i> Necromancy <i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.	DC: 15, Will negates SR: Yes	1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.249 Caster Level: 6 Concentration: +13
□□□□□ *Dancing Lights <i>School:</i> Evocation [Light] <i>Effect:</i> You create up to four lights that resemble lanterns or torches.	SR: No	1 standard action	1 minute [D]	Medium (160 ft.)	V, S	PFCR: p.263 Caster Level: 6 Concentration: +13
□□□□□ Daze <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions.	DC: 15, Will negates SR: Yes	1 standard action	1 round	Close (40 ft.)	V, S, M	PFCR: p.264 Caster Level: 6 Concentration: +13
□□□□□ Detect Magic <i>School:</i> Divination <i>Effect:</i> You detect magical auras.	SR: No	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	PFCR: p.267 Caster Level: 6 Concentration: +13
□□□□□ Detect Poison <i>School:</i> Divination <i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.	SR: No	1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.268 Caster Level: 6 Concentration: +13
□□□□□ Disrupt Undead <i>School:</i> Necromancy <i>Effect:</i> You direct a ray of positive energy dealing 1d6 points of damage to Undead.	SR: Yes	1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.273 Caster Level: 6 Concentration: +13
□□□□□ *Flare <i>School:</i> Evocation [Light] <i>Effect:</i> This cantrip creates a burst of light.	DC: 15, Fortitude negates SR: Yes	1 standard action	Instantaneous	Close (40 ft.)	V	PFCR: p.284 Caster Level: 6 Concentration: +13
□□□□□ Ghost Sound <i>School:</i> Illusion (Figment) <i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.	DC: 15, Will disbelief SR: No	1 standard action	6 rounds [D]	Close (40 ft.)	V, S, M	PFCR: p.289 Caster Level: 6 Concentration: +13
□□□□□ *Light <i>School:</i> Evocation [Light] <i>Effect:</i> This spell causes a touched object to glow like a torch.	SR: No	1 standard action	60 minutes	Touch	V, M/DF	PFCR: p.304 Caster Level: 6 Concentration: +13
□□□□□ Mage Hand <i>School:</i> Transmutation <i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.	SR: No	1 standard action	Concentration	Close (40 ft.)	V, S	PFCR: p.306 Caster Level: 6 Concentration: +13
□□□□□ Mending <i>School:</i> Transmutation <i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.	DC: 15, Will negates (harmless, object) SR: Yes (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	PFCR: p.312 Caster Level: 6 Concentration: +13
□□□□□ Message <i>School:</i> Transmutation [Language-Dependent] <i>Effect:</i> You can whisper messages and receive whispered replies.	SR: No	1 standard action	60 minutes	Medium (160 ft.)	V, S, F	PFCR: p.313 Caster Level: 6 Concentration: +13
□□□□□ Open/Close <i>School:</i> Transmutation <i>Effect:</i> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container.	DC: 15, Will negates (object) SR: Yes (object)	1 standard action	Instantaneous	Close (40 ft.)	V, S, F	PFCR: p.317 Caster Level: 6 Concentration: +13
□□□□□ Prestidigitation <i>School:</i> Universal <i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice.	DC: 15, See text SR: No	1 standard action	1 hour	10 ft.	V, S	PFCR: p.325 Caster Level: 6 Concentration: +13
□□□□□ *Ray of Frost <i>School:</i> Evocation [Cold] <i>Effect:</i> A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage.	SR: Yes	1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.330 Caster Level: 6 Concentration: +13
□□□□□ Read Magic <i>School:</i> Divination <i>Effect:</i> You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.	SR:	1 standard action	60 minutes	Personal	V, S, F	PFCR: p.330 Caster Level: 6 Concentration: +13
□□□□□ Resistance <i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	PFCR: p.334 Caster Level: 6 Concentration: +13
□□□□□ *Spark <i>School:</i> Evocation [Fire] <i>Effect:</i> Ignites flammable objects.	DC: 15, Fortitude negates (object) SR: Yes (object)	1 standard action	Instantaneous	Close (40 ft.)	V or S	PFAPG: p.246 Caster Level: 6 Concentration: +13
□□□□□ Touch of Fatigue <i>School:</i> Necromancy <i>Effect:</i> You channel negative energy through your touch, fatiguing the target.	DC: 15, Fortitude negates SR: Yes	1 standard action	6 rounds	Touch	V, S, M	PFCR: p.360 Caster Level: 6 Concentration: +13

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Charm Person <i>School:</i> Enchantment (Charm) [Mind-Affecting] <i>Effect:</i> This charm makes a humanoid creature regard you as its trusted friend and ally.	DC: 16, Will negates SR: Yes	1 standard action	6 hours	Close (40 ft.)	V, S	PFCR: p.254 Caster Level: 6 Concentration: +13
□□□□□ Comprehend Languages <i>School:</i> Divination <i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.	SR:	1 standard action	60 minutes	Personal	V, S, M/DF	PFCR: p.258 Caster Level: 6 Concentration: +13
□□□□□ Detect Secret Doors <i>School:</i> Divination <i>Effect:</i> You can detect secret doors, compartments, caches, and so forth.	SR: No	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	PFCR: p.268 Caster Level: 6 Concentration: +13
□□□□□ Expeditious Retreat <i>School:</i> Transmutation <i>Effect:</i> This spell increases your base land speed by 30 feet.	SR:	1 standard action	6 minutes [D]	Personal	V, S	PFCR: p.279 Caster Level: 6 Concentration: +13
□□□□□ Feather Fall <i>School:</i> Transmutation	DC: 16, Will negates (harmless) or Will negates (object); SR: Yes (object)	1 immediate action	Until landing or 6 rounds	Close (40 ft.)	V	PFCR: p.281 Caster Level: 6 Concentration: +13

* =Domain/Specialty Spell

Wizard Spells

Effect: The affected creatures or objects fall slowly.

□□□□*Floating Disk		1 standard action	6 hours	Close (40 ft.)	V, S, M	PFCR: p.284
School: Evocation [Force]	SR: No	Target: 3-ft.-diameter disk of force		Caster Level: 6	Concentration: +13	
Effect: You create a slightly concave, circular plane of force that follows you about and carries loads for you.						
□□□□Grease	DC: 16, See text	1 standard action	6 minutes [D]	Close (40 ft.)	V, S, M	PFCR: p.291
School: Conjuration (Creation)	SR: No	Target: One object or 10-ft. square		Caster Level: 6	Concentration: +13	
Effect: A grease spell covers a solid surface with a layer of slippery grease.						
□□□□Identify		1 standard action	18 rounds [D]	60 ft.	V, S, M	PFCR: p.299
School: Divination	SR: No	Target: Cone-shaped emanation		Caster Level: 6	Concentration: +13	
Effect: This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession.						
□□□□Jump	DC: 16, Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M	PFCR: p.303
School: Transmutation	SR: Yes	Target: Creature touched		Caster Level: 6	Concentration: +13	
Effect: The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.						
□□□□Mage Armor	DC: 16, Will negates (harmless)	1 standard action	6 hours [D]	Touch	V, S, F	PFCR: p.306
School: Conjuration (Creation) [Force]	SR: No	Target: Creature touched		Caster Level: 6	Concentration: +13	
Effect: An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.						
□□□□*Magic Missile		1 standard action	Instantaneous	Medium (160 ft.)	V, S	PFCR: p.309
School: Evocation [Force]	SR: Yes	Target: Up to five creatures, no two of which can be more than 15 ft. apart		Caster Level: 6	Concentration: +13	
Effect: A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.						
□□□□Mount		1 round	12 hours [D]	Close (40 ft.)	V, S, M	PFCR: p.315
School: Conjuration (Summoning)	SR: No	Target: One mount		Caster Level: 6	Concentration: +13	
Effect: You summon a light horse or a pony [your choice] to serve you as a mount.						
□□□□Shield		1 standard action	6 minutes [D]	Personal	V, S	PFCR: p.342
School: Abjuration [Force]	SR:	Target: You		Caster Level: 6	Concentration: +13	
Effect: Shield creates an invisible shield of force that hovers in front of you.						
□□□□Sleep	DC: 16, Will negates	1 round	6 minutes	Medium (160 ft.)	V, S, M	PFCR: p.344
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One or more living creatures within a 10-ft.-radius burst		Caster Level: 6	Concentration: +13	
Effect: A sleep spell causes a magical slumber to come upon 4 HD of creatures.						
□□□□True Strike		1 standard action	See text	Personal	V, F	PFCR: p.363
School: Divination	SR:	Target: You		Caster Level: 6	Concentration: +13	
Effect: You gain temporary, intuitive insight into the immediate future during your next attack.						
□□□□Unseen Servant		1 standard action	6 hours	Close (40 ft.)	V, S, M	PFCR: p.364
School: Conjuration (Creation)	SR: No	Target: One invisible, mindless, shapeless servant		Caster Level: 6	Concentration: +13	
Effect: An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command.						
□□□□Vanish	DC: 16, Will negates (harmless)	1 standard action	6 rounds [up to 5 rounds] [D]	Touch	V, S	PFAPG: p.253
School: Illusion (Glamer)	SR: Yes (harmless)	Target: creature touched		Caster Level: 6	Concentration: +13	
Effect: This spell functions like invisibility. Like invisibility, the spell immediately ends if the subject attacks any creature.						

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□Alter Self		1 standard action	6 minutes [D]	Personal	V, S, M	PFCR: p.240
School: Transmutation (Polymorph)	SR:	Target: You		Caster Level: 6	Concentration: +13	
Effect: You can assume the form of any Small or Medium creature of the humanoid type.						
□□□□Bull's Strength	DC: 17, Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, MDF	PFCR: p.251
School: Transmutation	SR: Yes (harmless)	Target: Creature touched		Caster Level: 6	Concentration: +13	
Effect: The subject becomes stronger granting a +4 enhancement bonus to Strength.						
□□□□Cat's Grace	DC: 17, Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M	PFCR: p.252
School: Transmutation	SR: Yes	Target: Creature touched		Caster Level: 6	Concentration: +13	
Effect: The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus to Dexterity.						
□□□□*Continual Flame		1 standard action	Permanent	Touch	V, S, M	PFCR: p.260
School: Evocation [Light]	SR: No	Target: Object touched		Caster Level: 6	Concentration: +13	
Effect: A flame, equivalent in brightness to a torch, springs forth from an object that you touch.						
□□□□*Fire Breath	DC: 17, Reflex half; see text	1 standard action	6 rounds or until discharged; see text	15 ft.	V, S, M (a chili pepper)	PFAPG: p.221
School: Evocation [Fire]	SR: Yes	Target: cone-shaped burst		Caster Level: 6	Concentration: +13	
Effect: Exhale a cone of flame at will.						
□□□□*Flaming Sphere	DC: 17, Reflex negates	1 standard action	6 rounds	Medium (160 ft.)	V, S, MDF	PFCR: p.283
School: Evocation [Fire]	SR: Yes	Target: 5-ft.-diameter sphere		Caster Level: 6	Concentration: +13	
Effect: A burning globe of fire rolls in whichever direction you point and burns those it strikes.						
□□□□Knock		1 standard action	Instantaneous; see text	Medium (160 ft.)	V	PFCR: p.303
School: Transmutation	SR: No	Target: One door, box, or chest with an area of up to 60 sq. ft.		Caster Level: 6	Concentration: +13	
Effect: Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock.						
□□□□Levitate		1 standard action	6 minutes [D]	Personal or Close	V, S, F	PFCR: p.304
School: Transmutation	SR: No	Target: You or one willing creature or one object [total weight up to 600 lbs.]		Caster Level: 6	Concentration: +13	
Effect: Levitate allows you to move yourself, another creature, or an object up and down as you wish.						
□□□□Make Whole	DC: 17, Will negates (harmless, object)	10 minutes	Instantaneous	Close (40 ft.)	V, S	PFCR: p.311
School: Transmutation	SR: Yes (harmless, object)	Target: One object of up to 60 cu. ft. or one construct creature of any size		Caster Level: 6	Concentration: +13	
Effect: This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature.						
□□□□Protection from Arrows	DC: 17, Will negates (harmless)	1 standard action	6 hours or until discharged	Touch	V, S, F	PFCR: p.327
School: Abjuration	SR: Yes (harmless)	Target: Creature touched		Caster Level: 6	Concentration: +13	
Effect: The warded creature gains resistance to ranged weapons.						
□□□□Rope Trick		1 standard action	6 hours [D]	Touch	V, S, M	PFCR: p.335
School: Transmutation	SR: No	Target: One touched piece of rope from 5 ft. to 30 ft. long		Caster Level: 6	Concentration: +13	
Effect: When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end.						
□□□□*Scorching Ray		1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.337
School: Evocation [Fire]	SR: Yes	Target: One or more rays		Caster Level: 6	Concentration: +13	
Effect: You blast your enemies with up to 2 searing beams of fire dealing 4d6 points of fire damage.						
□□□□Spider Climb	DC: 17, Will negates (harmless)	1 standard action	60 minutes	Touch	V, S, M	PFCR: p.347
School: Transmutation	SR: Yes (harmless)	Target: Creature touched		Caster Level: 6	Concentration: +13	
Effect: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.						
□□□□Web	DC: 17, Reflex negates; see text	1 standard action	60 minutes [D]	Medium (160 ft.)	V, S, M	PFCR: p.368
School: Conjuration (Creation)	SR: No	Target: Webs in a 20-ft.-radius spread		Caster Level: 6	Concentration: +13	
Effect: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them.						

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□Dispel Magic		1 standard action	Instantaneous	Medium (160 ft.)	V, S	PFCR: p.272
School: Abjuration	SR: No	Target: One spellcaster, creature, or object		Caster Level: 6	Concentration: +13	
Effect: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell.						
□□□□*Fireball	DC: 18, Reflex half	1 standard action	Instantaneous	Long (640 ft.)	V, S, M	PFCR: p.283
School: Evocation [Fire]	SR: Yes	Target: 20-ft.-radius spread		Caster Level: 6	Concentration: +13	

* = Domain/Specialty Spell

Wizard Spells

<i>Effect:</i> A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 6d6 points of fire damage to every creature within the area.							
□□□□□ Fly	DC: 18, Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, F	PF CR: p.284	
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	<i>Concentration:</i> +13	
<i>Effect:</i> The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load].							
□□□□□ Haste	DC: 18, Fortitude negates (harmless)	1 standard action	6 rounds	Close (40 ft.)	V, S, M	PF CR: p.293	
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> 6 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 6	<i>Concentration:</i> +13	
<i>Effect:</i> The transmuted creatures move and act more quickly than normal.							
□□□□□ *Lightning Bolt	DC: 18, Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	PF CR: p.304	
<i>School:</i> Evocation [Electricity]	<i>SR:</i> Yes	<i>Target:</i> 120-ft. line			<i>Caster Level:</i> 6	<i>Concentration:</i> +13	
<i>Effect:</i> You release a powerful stroke of electrical energy that deals 6d6 points of electricity damage to each creature within its area.							
□□□□□ Shrink Item	DC: 18, Will negates (object)	1 standard action	6 days; see text	Touch	V, S	PF CR: p.342	
<i>School:</i> Transmutation	<i>SR:</i> Yes (object)	<i>Target:</i> One touched object of up to 12 cu. ft.			<i>Caster Level:</i> 6	<i>Concentration:</i> +13	
<i>Effect:</i> You are able to shrink one nonmagical item to 1/16 of its normal size in each dimension.							
□□□□□ Tongues	DC: 18, Will negates (harmless)	1 standard action	60 minutes	Touch	V, M/DF	PF CR: p.360	
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	<i>Concentration:</i> +13	
<i>Effect:</i> This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect.							

* =Domain/Specialty Spell

Notes:

Character Sheet Notes:

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#Character Sheet Plugin Properties

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