

Kalinar Mordulin

NAME: Evo5
 CLASS: 13539
 EXPERIENCE: 15000
 CHARACTER LEVEL: 5
 NEXT LEVEL: 15000

Irwin

PLAYERNAME: Elf
 RACE: Elf
 AGE: 153
 GENDER: Male

DEITY: Medium
 SIZE: 6' 1"
 HEIGHT: 127 lbs.
 WEIGHT: 1
 HAIR: 0

Chaotic Good

ALIGNMENT: Low-light
 VISION: 0
 POINTS: 0

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1	8	-1
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	20	+5	20	+5	20	+5
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	13	+1	13	+1	13	+1

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
36 hit points				Walk 30 ft.
AC armor class	14	11	13	10
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL ARMOR
				DEFLEC-TION
				MISC
				MISC CHANCE
				ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY
				SPELL RESIST

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

BASE ATTACK bonus	+2
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+2	+1	+0	+1	+0	+0		
REFLEX (dexterity)	+5	+1	+3	+1	+0	+0		
WILL (wisdom)	+6	+4	+1	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+1	+2	-1	+0	+0	+0	
RANGED attack bonus	+5	+2	+3	+0	+0	+0	
CMB attack bonus	+1	+2	-1	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
Offense	+1	+1	+1	+1	+1	+1
Defense	14	14	14	14	14	14

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

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

Longbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
TH	30 ft. +5	100 ft. +5	200 ft. +3	300 ft. +1	400 ft. -1	
Dam	1d8-1	1d8-1	1d8-1	1d8-1	1d8-1	
Special Properties						

Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Not Carried	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+1	1d8-1	2W-P-(OH)	-5	1d8-1	
1H-O	-3	1d8-1	2W-P-(OL)	-3	1d8-1	
2H	+1	1d8-1	2W-OH	-9	1d8-1	
Special Properties						

*: 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
*Amulet of Natural Armor +1		+1		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/5
✓ Acrobatics	DEX	3	= 3	+	+
✓ Appraise	INT	8	= 5	+	+ 3
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	-1	= -1	+	+
✓ Craft (Untrained)	INT	5	= 5	+	+
✓ Diplomacy	CHA	1	= 1	+	+
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	3	= 3	+	+
✓ Fly	DEX	3	= 3	+	+
✓ Heal	WIS	1	= 1	+	+
✓ Intimidate	CHA	1	= 1	+	+
Knowledge (Arcana)	INT	13	= 5	+ 5.0	+ 3
Knowledge (Dungeoneering)	INT	10	= 5	+ 2.0	+ 3
Knowledge (Engineering)	INT	13	= 5	+ 5.0	+ 3
Knowledge (History)	INT	10	= 5	+ 2.0	+ 3
Knowledge (Nature)	INT	12	= 5	+ 4.0	+ 3
Knowledge (Nobility)	INT	10	= 5	+ 2.0	+ 3
Linguistics (Giant, Dwarven, Undercommon, Terran)	INT	12	= 5	+ 4.0	+ 3
✓ Perception	WIS	10	= 1	+ 5.0	+ 4
✓ Perform (Keyboard Instruments)	CHA	2	= 1	+ 1.0	+
✓ Perform (Untrained)	CHA	1	= 1	+	+
✓ Ride	DEX	3	= 3	+	+
✓ Sense Motive	WIS	3	= 1	+	+ 2
Spellcraft	INT	13	= 5	+ 5.0	+ 3
Spellcraft (Identify magic item)	INT	15	= 5	+ 5.0	+ 5
✓ Stealth	DEX	3	= 3	+	+
✓ Survival	WIS	1	= 1	+	+
✓ Swim	STR	4	= -1	+	+ 5
			=	+	+
			=	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 5.59 lbs., 1 Bedroll, 1 Scroll (Charm Person), 2 Scroll (Comprehend Languages), 2 Scroll (Detect Secret Doors), 4 Scroll (Floating Disk), 4 Scroll (Grease), 2 Scroll (Identify), 4 Scroll (Mage Hand), 2 Scroll (Unseen Servant), 1 Potion of Mage Armor, 1 Chalk (1 Piece), 2 Potion of Cure Light Wounds, 1 Vial of Rust Dust, 8 Coin (Gold Piece), 1 Scroll (Dispel Magic), 1 Scroll (Fly)	Equipped	1	2.0	2.0	
Cloak of Resistance +1	Equipped	1	1.0	1000.0	
Traveler's Outfit	Equipped	1	5.0	1.0	
Pouch (Belt) 2.68 lbs., 1 Wand of Hold Person, 3 Coin (Copper Piece), 6 Coin (Silver Piece), 1 Thunderstone, 1 Flask (Empty), 1 Flint and Steel, 2 Trade Gem (10), 1 Trade Gem (100)	Equipped	1	0.5	1.0	
Ring of Swimming	Equipped	1	0.0	2500.0	
Spellbook (Kalinar) (Spellbook (Wizard's/Blank))	Equipped	1	3.0	15.0	
Arrow □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Carried	40	0.15 (6.0)	0.05 (2.0)	
Dagger	Carried	1	1.0	2.0	
Longbow 0 lbs.	Carried	1	3.0	75.0	
Amulet of Natural Armor +1	Equipped	1	0.02	2000.0	
Bedroll	Backpack	1	5.0	0.1	
Chalk (1 Piece)	Backpack	1	0.0	0.01	
Flask (Empty) 0 lbs.		2	1.5 (3.0)	0.03 (0.06)	
Flask (Empty) 0 lbs.	Pouch (Belt)	1	1.5	0.03	
Flint and Steel	Pouch (Belt)	1	0.0	1.0	
Grappling Hook		1	4.0	1.0	
Longsword		1	4.0	15.0	
Scholar's Outfit		1	6.0	0.0	
Potion of Cure Light Wounds Cures 1d8+1 points of damage □□	Backpack	2	0.0 (0.0)	50.0 (100.0)	
Potion of Mage Armor +4 armor bonus to AC for 1 hour □	Backpack	1	0.0	50.0	
Rope (Silk/50 ft.) 4 hp, DC 24 Strength check to burst		1	5.0	10.0	
Scroll (Charm Person) □	Backpack	1	0.01	25.0	
Scroll (Comprehend Languages) □□	Backpack	2	0.01 (0.02)	25.0 (50.0)	
Scroll (Detect Secret Doors) □□	Backpack	2	0.01 (0.02)	25.0 (50.0)	
Scroll (Dispel Magic) □	Backpack	1	0.01	375.0	
Scroll (Floating Disk) □□□□	Backpack	4	0.01 (0.04)	25.0 (100.0)	
Scroll (Fly) □	Backpack	1	0.01	375.0	
Scroll (Grease) □□□□	Backpack	4	0.01 (0.04)	25.0 (100.0)	
Scroll (Identify) □□	Backpack	2	0.01 (0.02)	25.0 (50.0)	
Scroll (Mage Hand) □□□□	Backpack	4	0.01 (0.04)	12.5 (50.0)	
Scroll (Unseen Servant) □□	Backpack	2	0.01 (0.02)	25.0 (50.0)	
Thunderstone □	Pouch (Belt)	1	1.0	30.0	
Torch □□		2	1.0 (2.0)	0.01 (0.02)	
TOTAL WEIGHT CARRIED/VALUE			24.79 lbs.	7580.22 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Vial of Rust Dust If sprinkled on a metal surface, it slowly rusts the object away. Causes 1d6 of damage per round to metal. □	Backpack	1	0.2	100.0	
Wand of Hold Person □□□□□	Pouch (Belt)	1	0.0	450.0	
TOTAL WEIGHT CARRIED/VALUE			24.79 lbs.	7580.22 gp	

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

MONEY	
Coin (Gold Piece): 8[Backpack]	
Coin (Silver Piece): 6[Pouch (Belt)]	
Coin (Copper Piece): 3[Pouch (Belt)]	
1 x Trade Gem (100) (100) [Pouch (Belt)]	
2 x Trade Gem (10) (10) [Pouch (Belt)]	
Total = 128.63 gp	

Traits	
Focused Mind [PFCT, p.5] 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 [PFCT, p.5] 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+2 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 hot point deals damage, add +2 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. Preparing an illusion spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an illusion spell as a prerequisite.	
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. Preparing an necromancy spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an necromancy spell as a prerequisite.	
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 a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Combat Casting [PFCR, p.119]

You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Craft Wand [PFCR, p.120]

You can create a wand of any 4th-level or lower spell that you know. Crafting a wand takes 1 day for each 1,000 gp in its base price. To craft a wand, you must use up raw materials costing half of this base price. A newly created wand has 50 charges. See the magic item creation rules in Chapter 15 for more information.

Toughness [PFCR, p.135]

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Scribe Scroll [PFCR, p.132]

You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Alertness (Granted) [PFCR, p.117]

You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

PROFICIENCIES

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

LANGUAGES

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

TEMPLATES

Familiar: Korko (Raven)

HP:	18	AC:	17	INIT:	+2
FORT:	+1	REF:	+4	WILL:	+6
*Bite (Natural/Primary)	+6	DAM:	1d3-4	CRIT:	20/x2
Special:					

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+1	5+1	3+1	2+1	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Acid Splash		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	No	Conjuration (Creation) [Acid]	PFCR: p.239
<i>Effect:</i> You fire a small orb of acid at the target dealing 1d3 points of acid damage.					<i>Target:</i> One missile of acid				
□□□□ Arcane Mark		None	1 standard	Permanent action	Touch	V, S	No	Universal	PFCR: p.244
<i>Effect:</i> This spell allows you to inscribe your personal rune or mark.					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.				
□□□□ Bleed	15	Will negates	1 standard	Instantaneous action	Close (35 ft.)	V, S	Yes	Necromancy	PFCR: p.249
<i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.					<i>Target:</i> One living creature				
□□□□ *Dancing Lights		None	1 standard	1 minute [D] action	Medium (150 ft.)	V, S	No	Evocation [Light]	PFCR: p.263
<i>Effect:</i> You create up to four lights that resemble lanterns or torches.					<i>Target:</i> Up to four lights, all within a 10-ft.-radius area				
□□□□ Daze	15	Will negates	1 standard	1 round action	Close (35 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.264
<i>Effect:</i> This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions.					<i>Target:</i> One humanoid creature of 4 HD or less				
□□□□ Detect Magic		None	1 standard	Concentration, up to 5 minutes [D] action	60 ft.	V, S	No	Divination	PFCR: p.267
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation				
□□□□ Detect Poison		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	No	Divination	PFCR: p.268
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> Or Area one creature, one object, or a 5-ft. cube				
□□□□ Disrupt Undead		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	Yes	Necromancy	PFCR: p.273
<i>Effect:</i> You direct a ray of positive energy dealing 1d6 points of damage to Undead.					<i>Target:</i> Ray				
□□□□ *Flare	15	Fortitude negates	1 standard	Instantaneous action	Close (35 ft.)	V	Yes	Evocation [Light]	PFCR: p.284
<i>Effect:</i> This cantrip creates a burst of light.					<i>Target:</i> Burst of light				
□□□□ Ghost Sound	15	Will disbelief	1 standard	5 rounds [D] action	Close (35 ft.)	V, S, M	No	Illusion (Figment)	PFCR: p.289
<i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.					<i>Target:</i> Illusory sounds				
□□□□ *Light		None	1 standard	50 minutes action	Touch	V, M/DF	No	Evocation [Light]	PFCR: p.304
<i>Effect:</i> This spell causes a touched object to glow like a torch.					<i>Target:</i> Object touched				
□□□□ Mage Hand		None	1 standard	Concentration action	Close (35 ft.)	V, S	No	Transmutation	PFCR: p.306
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lbs.				
□□□□ Mending	15	Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	PFCR: p.312
<i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.					<i>Target:</i> One object of up to 5 lb.				
□□□□ Message		None	1 standard	50 minutes action	Medium (150 ft.)	V, S, F	No	Transmutation [Language-Dependent]	PFCR: p.313
<i>Effect:</i> You can whisper messages and receive whispered replies.					<i>Target:</i> 5 creatures				
□□□□ Open/Close	15	Will negates (object)	1 standard	Instantaneous action	Close (35 ft.)	V, S, F	Yes (object)	Transmutation	PFCR: p.317
<i>Effect:</i> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container.					<i>Target:</i> Object weighing up to 30 lbs. or portal that can be opened or closed				
□□□□ Prestidigitation	15	See text	1 standard	1 hour action	10 ft.	V, S	No	Universal	PFCR: p.325
<i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice.					<i>Target:</i> See text				
□□□□ *Ray of Frost		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	Yes	Evocation [Cold]	PFCR: p.330
<i>Effect:</i> A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage.					<i>Target:</i> Ray				
□□□□ Read Magic			1 standard	50 minutes action	Personal	V, S, F		Divination	PFCR: p.330
<i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					<i>Target:</i> You				
□□□□ Resistance	15	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched				
□□□□ Touch of Fatigue	15	Fortitude negates	1 standard	5 rounds action	Touch	V, S, M	Yes	Necromancy	PFCR: p.360
<i>Effect:</i> You channel negative energy through your touch, fatiguing the target.					<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Charm Person	16	Will negates	1 standard	5 hours action	Close (35 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	PFCR: p.254
<i>Effect:</i> This charm makes a humanoid creature regard you as its trusted friend and ally.					<i>Target:</i> One humanoid creature				
□□□□ Comprehend Languages			1 standard	50 minutes action	Personal	V, S, M/DF		Divination	PFCR: p.258
<i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					<i>Target:</i> You				
□□□□ Detect Secret Doors		None	1 standard	Concentration, up to 5 minutes [D] action	60 ft.	V, S	No	Divination	PFCR: p.268
<i>Effect:</i> You can detect secret doors, compartments, caches, and so forth.					<i>Target:</i> Cone-shaped emanation				

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Expeditious Retreat			1 standard 5 minutes [D] action	Personal	V, S		Transmutation	PFCR: p.279	
<i>Effect:</i> This spell increases your base land speed by 30 feet.										
□□□□□	Feather Fall	16	Will negates (harmless) or Will negates (object);	1 immediate action	Until landing or 5 rounds	Close (35 ft.)	V	Yes (object)	Transmutation	PFCR: p.281
<i>Effect:</i> The affected creatures or objects fall slowly.										
□□□□□	*Floating Disk			1 standard 5 hours action		Close (35 ft.)	V, S, M	No	Evocation [Force]	PFCR: p.284
<i>Effect:</i> You create a slightly concave, circular plane of force that follows you about and carries loads for you.										
□□□□□	Grease	16	See text	1 standard 5 minutes [D] action		Close (35 ft.)	V, S, M	No	Conjuration (Creation)	PFCR: p.291
<i>Effect:</i> A grease spell covers a solid surface with a layer of slippery grease.										
□□□□□	Identify			1 standard 15 rounds [D] action		60 ft.	V, S, M	No	Divination	PFCR: p.299
<i>Effect:</i> 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	16	Will negates (harmless)	1 standard 5 minutes [D] action		Touch	V, S, M	Yes	Transmutation	PFCR: p.303
<i>Effect:</i> The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.										
□□□□□	Mage Armor	16	Will negates (harmless)	1 standard 5 hours [D] action		Touch	V, S, F	No	Conjuration (Creation) [Force]	PFCR: p.306
<i>Effect:</i> 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 Instantaneous action		Medium (150 ft.)	V, S	Yes	Evocation [Force]	PFCR: p.309
<i>Effect:</i> A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.										
□□□□□	Mount			1 round 10 hours [D]		Close (35 ft.)	V, S, M	No	Conjuration (Summoning)	PFCR: p.315
<i>Effect:</i> You summon a light horse or a pony [your choice] to serve you as a mount.										
□□□□□	Shield			1 standard 5 minutes [D] action		Personal	V, S		Abjuration [Force]	PFCR: p.342
<i>Effect:</i> Shield creates an invisible shield of force that hovers in front of you.										
□□□□□	Sleep	16	Will negates	1 round 5 minutes		Medium (150 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.344
<i>Effect:</i> A sleep spell causes a magical slumber to come upon 4 HD of creatures.										
□□□□□	True Strike			1 standard See text action		Personal	V, F		Divination	PFCR: p.363
<i>Effect:</i> You gain temporary, intuitive insight into the immediate future during your next attack.										
□□□□□	Unseen Servant			1 standard 5 hours action		Close (35 ft.)	V, S, M	No	Conjuration (Creation)	PFCR: p.364
<i>Effect:</i> An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command.										

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□				1 standard 5 minutes [D] action	Personal	V, S, M		Transmutation (Polymorph)	PFCR: p.240
<i>Effect:</i> You can assume the form of any Small or Medium creature of the humanoid type.									
□□□□□	17	Will negates (harmless)		1 standard 5 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	PFCR: p.251
<i>Effect:</i> The subject becomes stronger granting a +4 enhancement bonus to Strength.									
□□□□□	17	Will negates (harmless)		1 standard 5 minutes action	Touch	V, S, M	Yes	Transmutation	PFCR: p.252
<i>Effect:</i> The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus to Dexterity.									
□□□□□				1 standard Permanent action	Touch	V, S, M	No	Evocation [Light]	PFCR: p.260
<i>Effect:</i> A flame, equivalent in brightness to a torch, springs forth from an object that you touch.									
□□□□□	17	Reflex negates		1 standard 5 rounds action	Medium (150 ft.)	V, S, M/DF	Yes	Evocation [Fire]	PFCR: p.283
<i>Effect:</i> A burning globe of fire rolls in whichever direction you point and burns those it strikes.									
□□□□□				1 standard Instantaneous; see text action	Medium (150 ft.)	V	No	Transmutation	PFCR: p.303
<i>Effect:</i> Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock.									
□□□□□				1 standard 5 minutes [D] action	Personal or Close	V, S, F	No	Transmutation	PFCR: p.304
<i>Effect:</i> Levitate allows you to move yourself, another creature, or an object up and down as you wish.									
□□□□□	17	Will negates (harmless, object)		10 minutes Instantaneous	Close (35 ft.)	V, S	Yes (harmless, object)	Transmutation	PFCR: p.311
<i>Effect:</i> This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature.									
□□□□□	17	Will negates (harmless)		1 standard 5 hours or until discharged action	Touch	V, S, F	Yes (harmless)	Abjuration	PFCR: p.327
<i>Effect:</i> The warded creature gains resistance to ranged weapons.									
□□□□□				1 standard 5 hours [D] action	Touch	V, S, M	No	Transmutation	PFCR: p.335
<i>Effect:</i> 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.									
□□□□□				1 standard Instantaneous action	Close (35 ft.)	V, S	Yes	Evocation [Fire]	PFCR: p.337
<i>Effect:</i> You blast your enemies with up to 2 searing beams of fire dealing 4d6 points of fire damage.									
□□□□□	17	Will negates (harmless)		1 standard 50 minutes action	Touch	V, S, M	Yes (harmless)	Transmutation	PFCR: p.347
<i>Effect:</i> The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.									

* =Domain/Specialty Spell

Wizard Spells

□□□□□Web

17 Reflex negates; see text 1 standard 50 minutes [D] action

Medium (150 ft.) V, S, M No

Conjuration (Creation) PFCR: p.368

Effect:
Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them.

Target: Webs in a 20-ft.-radius spread

Caster Level: 5

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Dispel Magic		None	1 standard action	Instantaneous	Medium (150 ft.)	V, S	No	Abjuration	PFCR: p.272
<i>Effect:</i> 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.					<i>Target:</i> One spellcaster, creature, or object			<i>Caster Level:</i> 5	
□□□□□*Fireball	18	Reflex half	1 standard action	Instantaneous	Long (600 ft.)	V, S, M	Yes	Evocation [Fire]	PFCR: p.283
<i>Effect:</i> A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 5d6 points of fire damage to every creature within the area.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 5	
□□□□□Fly	18	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, F	Yes (harmless)	Transmutation	PFCR: p.284
<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].					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□Haste	18	Fortitude negates (harmless)	1 standard action	5 rounds	Close (35 ft.)	V, S, M	Yes (harmless)	Transmutation	PFCR: p.293
<i>Effect:</i> The transmuted creatures move and act more quickly than normal.					<i>Target:</i> 5 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 5	
□□□□□*Lightning Bolt	18	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	PFCR: p.304
<i>Effect:</i> You release a powerful stroke of electrical energy that deals 5d6 points of electricity damage to each creature within its area.					<i>Target:</i> 120-ft. line			<i>Caster Level:</i> 5	

* =Domain/Speciality Spell

Notes:

Character Sheet Notes:

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#Character Sheet Plugin Properties

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