

Calador Suni

CHARACTER NAME
Wizard/Pale Master
 CLASS
5/10 Medium
 LEVEL SIZE

RACE
Elf(High)
 RACE
Humanoid (Elf)
 TYPE

Chuck

PLAYER
Male
 GENDER
Neutral
 ALIGNMENT
143
 AGE
5'4"
 HEIGHT
107
 WEIGHT
 DEITY
Green
 EYES
Brown
 HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	14	+2		
DEX DEXTERITY	16	+3		
CON CONSTITUTION	14	+2		
INT INTELLIGENCE	23	+6		
WIS WISDOM	16	+3		
CHA CHARISMA	10	+0		

TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
HP HIT POINTS 91			30 ft/x4
AC ARMOR CLASS 21	10	+4	+0
TOUCH ARMOR CLASS 15	FLAT-FOOTED ARMOR CLASS 18	+0	+3
	+0	+2	+2
	+0	+2	+0

INITIATIVE	MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER
+3	+3			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+12	+4	+2	+6	+0		
REFLEX (DEXTERITY)	+9	+4	+3	+2	+0		
WILL (WISDOM)	+16	+11	+3	+2	+0		

BASE ATTACK BONUS	TEMP. MODIFIER	SPELL RESISTANCE	ARCANE SPELL FAILURE
+7/+2			
GRAPPLE MODIFIER +9	+7	+2	+0
	+0	+0	

MELEE	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
+9/+4	+7/+2	+2	+0	+0		
RANGED	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMP. MODIFIER
+10/+5	+7/+2	+3	+0	+0		

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Longsword	+11/+6	1d8+4	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
	4 lb	S	Medium
SPECIAL PROPERTIES One-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Cold Iron longsword	+10/+5	1d8+3	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
	4 lb	S	Medium
SPECIAL PROPERTIES One-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2 Composite Shortbow (+2 Str)	+12/+7	1d6+4	20/x3
RANGE	WEIGHT	TYPE	SIZE
70 ft	2 lb	P	Medium
SPECIAL PROPERTIES Two-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Cold Iron dagger	+10/+5	1d4+3	19-20/x2
RANGE	WEIGHT	TYPE	SIZE
10 ft	1 lb	P/S	Medium
SPECIAL PROPERTIES One-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Ray	+10/+5	*	20/x2
RANGE	WEIGHT	TYPE	SIZE
		*	Medium
SPECIAL PROPERTIES Two-handed			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input checked="" type="checkbox"/> Appraise ¹	INT	+13	6	3	4
<input checked="" type="checkbox"/> Autohypnosis	WIS	+5	3		2
<input checked="" type="checkbox"/> Balance ¹	DEX*	+3	3		
<input checked="" type="checkbox"/> Bluff ¹	CHA	+0			
<input checked="" type="checkbox"/> Climb ¹	STR*	+2	2		
<input type="checkbox"/> Concentration ¹	CON	+20	2	18	
<input type="checkbox"/> Craft skills... ¹	INT	+6	6		
<input type="checkbox"/> Craft (Alchemy) ¹	INT	+7	6		1
<input type="checkbox"/> Decipher Script	INT	+25	6	18	1
<input type="checkbox"/> Diplomacy ¹	CHA	+3		3	
<input type="checkbox"/> Disable Device	INT	+6	6		
<input checked="" type="checkbox"/> Disguise ¹	CHA	+0			
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+3	3		
<input checked="" type="checkbox"/> Forgery ¹	INT	+10	6	3	1
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+0			
<input checked="" type="checkbox"/> Handle Animal	CHA	+0			
<input checked="" type="checkbox"/> Heal ¹	WIS	+3	3		
<input type="checkbox"/> Hide ¹	DEX*	+8	3	5	
<input checked="" type="checkbox"/> Intimidate ¹	CHA	+0			
<input checked="" type="checkbox"/> Jump ¹	STR*	+2	2		
<input type="checkbox"/> Knowledge (arcana)	INT	+16	6	9	1
<input type="checkbox"/> Knowledge (arch & eng)	INT	+7	6	1	
<input type="checkbox"/> Knowledge (dungeoneering)	INT	+7	6	1	
<input type="checkbox"/> Knowledge (geography)	INT	+6	6		
<input type="checkbox"/> Knowledge (history)	INT	+6	6		
<input type="checkbox"/> Knowledge (local)	INT	+7	6	1	
<input type="checkbox"/> Knowledge (nature)	INT	+7	6	1	
<input type="checkbox"/> Knowledge (nobility)	INT	+6	6		
<input type="checkbox"/> Knowledge (psionics)	INT	+6	6		
<input type="checkbox"/> Knowledge (religion)	INT	+18	6	8	4
<input type="checkbox"/> Knowledge (the planes)	INT	+8	6	2	
<input type="checkbox"/> Listen ¹	WIS	+12	3	5	4
<input type="checkbox"/> Move Silently ¹	DEX*	+13	3	10	
<input checked="" type="checkbox"/> Open Lock	DEX	+3	3		
<input checked="" type="checkbox"/> Perform skills ... ¹	CHA	+0			
<input checked="" type="checkbox"/> Psicraft	INT	+6	6		
<input checked="" type="checkbox"/> Ride ¹	DEX	+3	3		
<input checked="" type="checkbox"/> Search ¹	INT	+11	6	2	3
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+3	3		
<input checked="" type="checkbox"/> Sleight of Hand	DEX*	+3	3		
<input type="checkbox"/> Speak Language	INT				
<input type="checkbox"/> Spellcraft	INT	+27	6	18	3
<input checked="" type="checkbox"/> Spot ¹	WIS	+13	3		10
<input checked="" type="checkbox"/> Survival ¹	WIS	+3	3		
<input checked="" type="checkbox"/> Swim ¹	STR**	+2	2		
<input checked="" type="checkbox"/> Tumble	DEX*	+3	3		
<input checked="" type="checkbox"/> Use Magic Device	CHA	+0			
<input checked="" type="checkbox"/> Use Psionic Device	CHA	+0			
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+3	3		

Skills marked with¹ can be used normally even if the character has zero (0) skill ranks. Skills marked with☒ are cross-class skills. * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

SPECIAL ABILITIES/FEATS

Blank area for special abilities/feats.

ADDITIONAL NOTES

Lined area for additional notes.

CASTER LEVEL
15

LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
SAVE DC	16	17	18	19	20	21	22	23	24	25
PICK	4	13	13	12	12	12	11	9	8	---
CAST	4	6+1N	6+1N	5+1N	5+1N	5+1N	4+1N	2+1N	1+1N	-



SPELL LIST

Spell Name	Description	Duration	Range	Cast Time	Comp	Save	SR	Book
— 0 Level Cantrips —								
<input type="checkbox"/> Acid Splash	Acid missile causes 1d3 damage	instant	C (60 ft)	1 action	vs	-	no	phb:196
<input type="checkbox"/> Amanuensis	Copies 250 nonmagical words per minute, makes perfect replica of text or symbols	150 minutes	C (60 ft)	1 action	vs	will negates	yes	spc:9
<input type="checkbox"/> Arcane Mark	Inscribes a personal rune	permanent	touch	1 action	vs	none	no	phb:201
<input type="checkbox"/> Dancing Lights	Four lantern/torch-like lights, four will-o-wisps or vaguely human shape (move 100 ft)	1 minute	M (250 ft)	1 action	vs	none	no	phb:217
<input type="checkbox"/> Detect Magic	Detect magic auras (faint - overwhelming) 1 presence, 2 number/strongest, 3 loc/strength all	15 minutes(co	60 feet	1 action	vs	none	no	phb:219
<input type="checkbox"/> Detect Poison	Determine if a creature has been poisoned, DC 20 to detrmine exact type	instant	C (60 ft)	1 action	vs	none	no	phb:219
<input type="checkbox"/> Disrupt Undead	Deals 1d6 damage to one undead creature	instant	C (60 ft)	1 action	vs	none	yes	phb:223
<input type="checkbox"/> Flare	Dazzles one creature causing a -1 penalty to its attack roles	1 minute	C (60 ft)	1 action	v	fort negates	yes	phb:232
<input type="checkbox"/> Light	Object sheds bright light in 20 ft radius, dim 40 ft, can cast to dispel darkness (not existing)	150 minutes	touch	1 action	vsf	none	no	phb:248
<input type="checkbox"/> Mage Hand	Lift and move non-magical unattended objects (5 lbs) up to 15 ft / round as move action	conc	C (60 ft)	1 action	vs	none	no	phb:249
<input type="checkbox"/> Mending	Makes minor repairs of an item	instant	10 feet	1 action	vs	will negates	yes	phb:252
<input type="checkbox"/> Message	Can whisper and hear response to/from many friends (can go around corners, etc.)	150 minutes	M (250 ft)	1 action	vsf	none	no	phb:253
<input type="checkbox"/> Open/Close	Open or close a chest, door, box, etc up to 30 lbs.	instant	C (60 ft)	1 action	vsf	will negates	yes	phb:258
<input type="checkbox"/> Prestidigitation	Performs minor tricks	1 hour	10 feet	1 action	vs	none	no	phb:264
<input type="checkbox"/> Ray of Frost	1d3 cold damage	instant	C (60 ft)	1 action	vs	none	yes	phb:269
<input type="checkbox"/> Read Magic	Read scrolls and spell books (250 words per minute)	150 minutes	self	1 action	vsf	none	no	phb:269
<input type="checkbox"/> Resistance	Target gains +1 to saves	1 minute	touch	1 action	vsm/df	will negates	yes	phb:272
<input type="checkbox"/> Stick	Affixes up to 5lb object to another object, can be moved by mage hand, 10 mph wind, etc.	instant	touch	1 action	vsm	will negates	yes	spc:206
<input type="checkbox"/> Touch of Fatigue (N)	Target becomes fatigued	15 rounds	touch	1 action	vsm/df	fort negates	yes	phb:294
— 1st-Level Spells —								
<input type="checkbox"/> Alarm	Audible or mental alarm each time a creature enters a warded area 60 ft-180 ft/1 mile	30 hours	C (60 ft)	1 action	vsf/df	none	no	phb:197
<input type="checkbox"/> Animate Rope	1 inch rope 125 ft. in length, ranged touch attack to hit a target with rope, see text	15 rounds	M (250 ft)	1 action	vs	none	no	phb:199
<input type="checkbox"/> Burning Hands	5d4 fire damage from a 15 foot cone emitting from fingertips	instant	15 feet	1 action	vs	reflex half	yes	phb:207
<input type="checkbox"/> Cause Fear (N)	One creature becomes frightend if less than 6 HD, save = 1 round instead of 1d4 rounds	1d4 rounds	C (60 ft)	1 action	vs	will partial	yes	phb:208
<input type="checkbox"/> Chill Touch (N)	1 touch/lvl deals 1d6 dmg, -1 strength on failed save/Undead no dmg. But flee for 1d4+15 rnds	instant	touch	1 action	vs	fort part/will neg	yes	phb:209
<input type="checkbox"/> Comprehend Languages	Understand spoken or written words	150 minutes	personal	1 action	vsm/df	none	no	phb:212
<input type="checkbox"/> Deep Breath	Fills lungs with air for duration of spell, then can hold breath	15 rounds	personal	1 action	v	none	no	spc:61
<input type="checkbox"/> Detect Undead	Reveals undead within 60 ft. cone (1st-presence, 2nd-#auras, 3rd-str&location), see phb	15 min (D)	60 feet	1 action	vsm/df	none	no	phb:220
<input type="checkbox"/> Endure Elements	Exist in -50 to 140 temps without fort save, equip protected as well	24 hours	touch	1 action	vs	will negates	yes	phb:226
<input type="checkbox"/> Familiar Pocket	Safe extradimensional space my familiar can hide in (cloak, bag, etc.)	15 hours	garment	1 action	vsm	none	no	spc:88
<input type="checkbox"/> Feather Fall	Fall at 60 ft./round, cast as free action, 1 medium or smaller creature	15 rounds	C (60 ft)	1 action	v	will negates	yes	phb:229
<input type="checkbox"/> Grease	Item or 10ft. Square slippery, reflex or fall, balance DC10 to move through at half speed, see phb	15 rounds	C (60 ft)	1 action	vsm	reflex	no	phb:237
<input type="checkbox"/> Hold Portal	Held as if locked +5DC to bash, knock or dispel magic to negate	15 minutes	M (250 ft)	1 action	v	none	no	phb:241
<input type="checkbox"/> Identify	Determines all features of a single item, how to activate functions and # charges (not artifacts)	instant	touch	1 hour	vsm/df	none	no	phb:243
<input type="checkbox"/> Ironguts	+5 alchemical bonus to fort save, nauseated for 1 round at end of spell	150 minutes	touch	1 action	vsm	will negates	yes	spc:126
<input type="checkbox"/> Jump	+30 to jump checks	15 minutes	touch	1 action	vsm	will negates	yes	phb:246
<input type="checkbox"/> Mage Armor	+4 bonus to AC, incorporeal creatures cannot pass through the field	15 hours	touch	1 action	vsf	will negates	no	phb:249
<input type="checkbox"/> Magic Missile	Single or separate targets take 1d4+1 dmg, 5 missiles, do not miss, force effects ethereal	instant	M (250 ft)	1 action	vs	none	yes	phb:251
<input type="checkbox"/> Mount	Summons light horse or pony with bit, bridle and saddle	24 hours	C (60 ft)	1 round	vsm	none	no	phb:256
<input type="checkbox"/> NegativeEnergy Ray(N)	5d6 damage with ranged touch attack, heals undead	instant	C (60 ft)	1 action	vsm	will half	yes	tmb:93

— 1st-Level Spells (cont.) —

<input type="checkbox"/>	Obscuring Mist	Stationary 20 ft. dia. Cloud surrounds caster, visibility 5 ft., miss 20%, miss 50% >5 ft.	15 minutes	20 feet	1 action	vs	none	no	phb:258
<input type="checkbox"/>	Orb of Electricity, Lesser	Orb 2" deals 5d8 electricity dmg. On a successful ranged touch attack	instant	C (60 ft)	1 action	vs	none	no	spc:151
<input type="checkbox"/>	Protection From Good	+2 deflection AC bonus, +2 resistance, no possession, summoned creatures cannot penetrate	15 minutes	touch	1 action	vsm/df	will negates	no	phb:266
<input type="checkbox"/>	Protection From Law	+2 deflection AC bonus, +2 resistance, no possession, summoned creatures cannot penetrate	15 minutes	touch	1 action	vsm/df	will negates	no	phb:266
<input type="checkbox"/>	Protection From Evil	+2 deflection AC bonus, +2 resistance, no possession, summoned creatures cannot penetrate	15 minutes	touch	1 action	vsm/df	will negates	no	phb:266
<input type="checkbox"/>	Protection From Chaos	+2 deflection AC bonus, +2 resistance, no possession, summoned creatures cannot penetrate	15 minutes	touch	1 action	vsm/df	will negates	no	phb:266
<input type="checkbox"/>	Ray of Enfeeblement (N)	1d6+5 strength dmg from ranged touch attack	15 minutes	C (60 ft)	1 action	vsm/df	none	yes	phb:269
<input type="checkbox"/>	Reduce Person	-2 Str., +2 Dex, +1 Attack, +1 AC, half height and width, weight/8	15 minutes	C (60 ft)	1 round	vsm/df	fort negates	yes	phb:269
<input type="checkbox"/>	Resist Planar Alignment	No minor alignment penalties to cha checks, Major penalties halved	150 minutes	touch	1 action	vs/df	fort negates	yes	phl:104
<input type="checkbox"/>	Shield	Negates magic missiles, +4 shield bonus to AC, no corporeal attacks	15 minutes	personal	1 action	vs	none	no	phb:278
<input type="checkbox"/>	Shocking Grasp	5d6 electrical damage	instant	touch	1 action	vs	none	yes	phb:279
<input type="checkbox"/>	Spirit Worm (N)	Lose 1 point of Con/rnd up to 5 rnds, Fort to negate	5 rounds	touch	1 action	vsm	fort negates	yes	spc:202
<input type="checkbox"/>	Summon Monster I	Summon creature to aid you, appears where you desire, attacks immediately	15 rounds	C (60 ft)	1 round	vsf/df	none	no	phb:285
<input type="checkbox"/>	Tensor's Floating Disk	3 ft. dia. 1 inch deep disk hovers 3 ft. above the ground, holds 1,500 lbs., direct within range	15 hours	C (60 ft)	1 action	vsm	none	no	phb:294
<input type="checkbox"/>	True Strike	Next attack gains +20 insight bonus, no concealment modifier,	special	personal	1 action	vf	none	no	phb:296
<input type="checkbox"/>	Unseen Servant	Mindless invisible force can exert 20 lbs, trigger traps, No task greater than DC 10	15 hours	C (60 ft)	1 action	vsm	none	no	phb:297

— 2nd-Level Spells —

<input type="checkbox"/>	Alter Self	Acquire a new form (S-L) and its mundane movement abilities such as flight, 5HD, see phb	150 minutes	personal	1 action	vs	none	no	phb:197
<input type="checkbox"/>	Arcane Lock	Lock up to 450 sq. feet portal or chest, +10 to DC for forcing open	permanent	touch	1 action	vsm	none	no	phb:200
<input type="checkbox"/>	Bear's Endurance	+4 constitution bonus	150 minutes	touch	1 action	vsdf	will negates	yes	phb:203
<input type="checkbox"/>	Blindness/Deafness (N)	Render subject blind or deaf	permanent(D)	M (250 ft)	1 action	v	fort negates	yes	phb:206
<input type="checkbox"/>	Body of the Sun	5d4 points fire damage for all within 5 feet	15 rounds	5 feet	1 action	vsf/df	reflex half	yes	spc:35
<input type="checkbox"/>	Chain of Eyes	can see through creatures eyes, can transfer between creatures, saves apply	15 rounds	touch	1 action	vs	will negates	yes	spc:45
<input type="checkbox"/>	Combust	10d8 fire damage (no save), DC 15 reflex or catch fire (see DMG)	instant	touch	1 action	vsm	reflex partial	yes	spc:50
<input type="checkbox"/>	Command Undead (N)	Command one intelligent undead w/opposed charisma check, otherwise no save, see phb	15 days	C (60 ft)	1 action	vsm	will negates	yes	phb:211
<input type="checkbox"/>	Death Armor (N)	Inflict 1d4+7 dmg when hit	15 rounds	personal	1 action	vsmf	none	yes	spc:60
<input type="checkbox"/>	Eagle's Splendor	Enchantment bonus of +4 to Charisma	15 minutes	touch	1 action	vsm/df	will negates	yes	phb:225
<input type="checkbox"/>	False Life (N)	Gain 1d10+10 temporary hit points	15 hours	personal	1 action	vsm	none	no	phb:229
<input type="checkbox"/>	Fog Cloud	A cloud of fog appears from a point you designate, 20ft. Dia./20 ft. high	150 minutes	M (250 ft)	1 action	vsm	none	no	phb:232
<input type="checkbox"/>	Ghoul Touch (N)	Paralyzes one target that exudes a sickening stench within 10 ft. (Fort negates)	1d6+2 rounds	touch	1 action	vsm	fort negates	yes	phb:235
<input type="checkbox"/>	Ghost Touch Armor (N)	Armor touched gains ghost touch ability (DMG 219)	15 minutes	touch	1 action	vsm	will negates	yes	spc:102
<input type="checkbox"/>	Glitterdust	All creatures within 10 ft radius -40 hide check, blinded, invisible creatures and items revealed	15 rounds	M (250 ft)	1 action	vsm	will negates	no	phb:236
<input type="checkbox"/>	Gust of wind	50 mph gust from caster, see description	1 round	60 feet	1 action	vs	fort negates	yes	phb:238
<input type="checkbox"/>	Knock	Open one locked door, chest, or box with an area up to 150 square feet	instant	M (250 ft)	1 action	v	none	no	phb:246
<input type="checkbox"/>	Levitate	Move person/object up or down 20 feet/round (up to 1,500 lbs)[attack penalties -1 to -5 per round]	15 minutes	C (60 ft)	1 action	vsf	none	no	phb:248
<input type="checkbox"/>	Locate Object	Sense direction of well known item or closest general item of a type (stairs, sword, etc.)	15 minutes	1,000 ft rad	1 action	vsf/df	none	no	phb:248
<input type="checkbox"/>	Protection from Arrows	Damage reduction 10/magic against ranged weapons up to 100 hp	15 hours	touch	1 action	vsf	will negates	yes	phb:266
<input type="checkbox"/>	Resist Energy (elec.)	Resist 30 points of electricity damage per attack	150 minutes	touch	1 action	vs/df	fort negates	yes	phb:272
<input type="checkbox"/>	Resist Energy	Resist 30 points of energy damage per attack	150 minutes	touch	1 action	vs/df	fort negates	yes	phb:272
<input type="checkbox"/>	Rope Trick	Create an extra-dimensional space (up to 8 creatures) invisible window	15 hours	touch	1 action	vsm	none	no	phb:273
<input type="checkbox"/>	Scare (N)	Five creatures less than 30 ft. apart, see text for cause fear	special	M (250 ft)	1 action	vsm	will partial	yes	phb:274
<input type="checkbox"/>	Scorching Ray	Three bolts of energy do 4d6 fire damage each, (ranged touch attack), limit targets < 30ft apart	Instant	C (60 ft)	1 action	vs	none	yes	phb:274
<input type="checkbox"/>	See Invisibility	See invisible or ethereal creatures	150 minutes	personal	1 action	vsm	none	no	phb:275
<input type="checkbox"/>	Spectral Hand (N)	Can deliver w/+2 4th level or lower touch attacks (lose 1d4 hp for hand), not hit by norm. weap.	15 minutes	M (250 ft)	1 action	vs	none	no	phb:282
<input type="checkbox"/>	Spider Climb	Climb walls or ceiling as a spider (speed =20), retain dex bonus to AC	150 minutes	touch	1 action	vsm	will negates	yes	phb:283
<input type="checkbox"/>	Summon Monster II	Summon creature to aid you, appears where you desire, attacks immediately	15 rounds	C (60 ft)	1 round	vsf/df	none	no	phb:286
<input type="checkbox"/>	Summon Swarm	Swarm of bats, rats, or spiders attacking all other creatures - requires concentration	17 rounds	C (60 ft)	1 round	vsm/df	none	no	phb:289
<input type="checkbox"/>	Web	20 ft. radius web entangles victims, see phb for details	150 minutes	M (250 ft)	1 action	vsm	*ref negates	no	phb:301
<input type="checkbox"/>	Whispering Wind	Deliver 25 word message or sound as a whisper at a location you designate, see phb	15 hours	15 miles	1 action	vs	none	no	phb:301

— 3rd-Level Spells —							□	□	□	□	□	☠
□ Analyze Portal	Determine if an area contains a portal, size and location if study for 1 round, see spc	15 rounds	60 feet	1 minute	vsm	special	no	spc:10				
□ Avoid Planar Effects	Gain temporary respite from harmful planar effects	15 minutes	20 feet	1 action	v	none	yes	spc:19				
□ Blink	50% chance of missing, half damage from area effect spells, see phb	15 rounds	personal	1 action	vs	none	no	phb:206				
□ Corpse Candle	A hand and candle illuminate invisible, ethereal, and immaterial objects, see car	15 minutes	C (60 ft)	1 action	sm	none	no	spc:53				
□ Clairaudience/Clairvoyanc	creates magical sensor that allows you to see and hear as if you were there	15 minutes	L (1,000 ft)	1 action	vsf/df	none	no	phb:209				
□ Daylight	Object sheds light as bright as day 60 ft. radius, dim light for 60 ft., negates darkness spell	150 minutes	touch	1 action	vs	none	no	phb:216				
□ Dispel Magic	Can cast targeted, area dispel or counterspell d20+10 vs. DC 11 + caster level	Instant	M (240 ft)	1 action	vs	none	no	phb:223				
□ Feign Death (N)	Put into deathlike state	15 hours (D)	touch	1 action	vs	none	yes	tmb:89				
□ Fireball	20-ft radius explosion does 10d6 fire damage	Instant	L (1,000 ft)	1 action	vsm	reflex half	yes	phb:231				
□ Fly	Fly at a speed of 60, can cast and concentrate normally, ends slowly if duration expires	15 minutes	touch	1 action	vsf/df	will negates	yes	phb:232				
□ Gaseous Form	Become gaseous - can fly at 10 feet (pass through cracks) Gain DR 10/magic	30 minutes	touch	1 action	smd/f	none	no	phb:234				
□ Gentle Repose (N)	One creature or body parts preserved so a raise dead spell can be cast later	15 days	touch	1 action	sm/df	will negates	yes	phb:235				
□ Greater Magic Weapon	Creates a +3 weapon or 50 arrows/bolts	15 hours	C (60 ft)	1 action	vsm/df	will negates	yes	phb:251				
□ Halt Undead (N)	Makes up to 3 undead immobile (30 ft. apart). Intelligent undead will save.	15 rounds	M (250 ft)	1 action	vsm	will negates	yes	phb:238				
□ Haste	+1 attack bonus, +1 dodge bonus to AC and Reflex Saves, 1 extra attack per round, +30 ft	15 rounds	C (60 ft)	1 action	vsm	fort negates	yes	phb:239				
□ Lightning Bolt	150-ft long bolt does 10d6 electrical damage	Instant	L (1,000 ft)	1 action	vsm	reflex half	yes	phb:231				
□ Mage Armor, Greater	Like mage armor except +6 armor bonus	15 hours	touch	1 action	vsm	will negates	no	car:114				
□ Magic Circle Against Evil	Protects all within from evil as per spell, or binds evil summoned creatures	150 minutes	touch	1 action	vsm/df	will negates	no	phb:249				
□ Mass Mage Armor	Like Mage Armor except it effects 14 creatures no further than 30 feet apart	15 hours	C (60 ft)	1 action	vsf	will negates	no	spc:136				
□ Negative Energy Burst	20 ft. radius burst causes 1d8+10 damage, heals undead	instant	C (60 ft)	1 action	vs	will half	yes	tmb:93				
□ Phantom Steed	Steed only you can ride, AC 18, 22 hp, 240ft/rnd, over soft, water walk, air walk, fly (+150lb)	15 hours	personal	10 minutes	vs	none	no	phb:260				
□ Protection from Electricity	Immunity to electricity damage up to 150 hp	150 minutes	touch	1 action	vsd/f	fort negates	yes	phb:266				
□ Protection from Energy	Immunity to energy damage up to 150 hp for type specified when cast	150 minutes	touch	1 action	vsd/f	fort negates	yes	phb:266				
□ Ray of Exhaustion (N)	Creature is exhausted for duration or fatigued if save	15 minutes	C (60 ft)	1 action	vsm	fort partial	yes	phb:269				
□ Secret Page	Make page of text appear as something different up to 3 sq. feet	permanent	touch	10 minutes	vsm	none	no	phb:275				
□ Sepia Snake Sigil	Snake strikes reader and immobilizes for 1d4+15 days	special	touch	10 minutes	vsm	reflex negates	no	phb:276				
□ Summon Monster III	Summon creature to aid you, appears where you desire, attacks immediately	15 rounds	C (60 ft)	1 round	vsf/df	none	no	phb:286				
□ Tongues	Speak and understand any language	150 minutes	touch	1 action	vm/df	will negates	no	phb:294				
□ Undead Torch (N)	Subject creature deals an extra 2d6 damage, stays after killed for duration, check MR once	15 rounds	C (60 ft)	1 action	vsm	will negates	yes	spc:226				
□ Vampiric Touch (N)	Steal 7d6 temporary hit points which disappear 1 hour later, can't steal more than hp+10	instant	touch	1 action	vs	none	yes	phb:298				
— 4th-Level Spells —							□	□	□	□	□	☠
□ Animate Dead (N)	Create up to 30 HD of zombies or skeletons, control 60 HD, see feat, see phb	instant	touch	1 action	vsm	none	no	phb:198				
□ Assay Spell Resistance	+10 to caster level checks to overcome spell resistance	15 rounds	personal	1 swift action	vs	none	no	spc:17				
□ Attune Form	Creatures gain benefits of avoid planar effects spell	24 hours	touch	1 action	vsm/df	none	no	spc:17				
□ Blistering Radiance	All creatures dazzled (no save) and 2d6 fire dmg/round within 50ft radius (see text)	15 rounds	L (1,000 ft)	1 action	vsm	fort half	yes	spc:33				
□ Burning Blood (N)	1d8 acid dmg + 1d8 fire dmg per round, fort save ea. round to negate, limits to single move	15 rounds	M (250 ft)	1 action	vsm	fort partial	yes	spc:41				
□ Contagion (N)	Subject contracts a disease which takes effect immediately (see table)	Instant	touch	1 action	vs	fort negates	yes	phb:213				
□ Detect Scrying	Immediately become aware of spying via spell, see text	24 hours	40 feet	1 action	vsm	none	no	phb:219				
□ Dimensional Anchor	Ranged touch completely blocks extradimensional travel	15 minutes	M (250 ft)	1 action	vs	none	yes	phb:221				
□ Dimension Door	Move you, max load, and three medium creatures within range	instant	L (1,000 ft)	1 action	v	will negates	yes	phb:221				
□ Enervation (N)	Successful ranged touch attack deals 1d4 negative levels or gives undead 1d4X5 temp hp	15 minutes	C (60 ft)	1 action	vs	none	yes	phb:226				
□ Fire Shield	Shield causes 1d6+15 damage to melee attackers, 1/2 dmg from cold or fire attacks (see text)	15 rounds	personal	1 action	vsm/df	none	no	phb:230				
□ Gl. Of Invuln., Lesser	Level 1-3 spells do not pass through	15 rounds	touch	1 action	vsm	none	no	phb:236				
□ Ice Storm	3d6 bludgeining dmg & 2d6 cold dmg. 20 ft radius for 1 round, -4 listen, move half speed	1 round	L (1,000 ft)	1 action	vsm/df	none	yes	phb:243				
□ Leomund's Secure Shelt.	Creates a 20 sq. foot sturdy cottage strong as stone, see phb	30 hours	C (60 ft)	10 minutes	vsmf	none	no	phb:247				
□ Mass Darkvision	All creatures within 10 ft. radius sphere as per spell darkvision	15 hours	10 ft sph.	1 action	vs	none	yes	spc:59				
□ NegativeEnergyWave(N)	15d6 undead creatures in awe or bolstered for 10 rounds, turn resistance 1d4+1	instant	50 feet	1 action	vs	will negates	yes	tmb:94				
□ Orb of Force	Ranged touch attack for a 3 inch diameter globe of force, 10d6 dmg.	instant	M (250 ft)	1 action	vs	none	no	car:116				
□ Remove Curse	Removes all curses on a creature or object	instant	touch	1 action	vs	will negates	yes	phb:270				
□ Scrying	See text	15 minutes	special	1 hour	vsm/df	will negates	yes	phb:274				
□ Stoneshape	Shape 25 cubic feet of stone into any shape, 30% chance that shape doesn't work	instant	touch	1 action	vsm/df	none	no	phb:284				

☐ Stoneskin

Gain damage reduction 10/admantine up to 150 hp

150 minutes

touch

1 action

vsm

will negate

yes

phb:284

— 4th-Level Spells (cont.) —									
☐ Summon Monster IV	Summon creature to aid you, appears where you desire, attacks immediately	15 rounds	C (60 ft)	1 round	vsf/df	none	no	phb:286	
☐ Wall of Fire	2d4 within 10 ft, 1d4 within 20 ft, 2d6+10 fire damage for passing through it, see text	15 rounds	M (250 ft)	1 action	vsm/df	none	no	phb:298	
— 5th-Level Spells —									
☐ Baleful Polymorph	Change creature into 1 or less HD creature, see text	permanent	C (60 ft)	1 action	vs	fort negates/will	yes	phb:202	
☐ Cloudkill	See text, slays 3 HD creatures, saves for higher HD creatures	150 minutes	M (250 ft)	1 action	vs	fort partial	no	phb:210	
☐ Cone of Cold	15d6 cold damage from cone shaped burst	instant	60 feet	1 action	vsm/df	reflex half	yes	phb:212	
☐ Dismissal	Forces creature back to its plane if fails DC 36-creature HD	instant	C (60 ft)	1 action	vsfdf	will negates	yes	phb:222	
☐ Fireburst, Greater	Burst of fire 15 ft. radius, 15d10 dmage to all creatures within area of effect	instant	15 feet	1 action	vsm	reflex half	yes	spc:94	
☐ Fleshiver (N)	Stuns <15hd creature auto. Save negates stun for >15hd, 15d6 dmg., Naus. for 1d4+2 rnds	instant	C (60 ft)	1 action	vsm	fort partial	yes	spc:95	
☐ Iron Guard	magical/nonmagical metal passes through you without harm, if spell stops 1d6 and shunted	15 rounds	touch	1 action	vsfm	will negates	yes	spc:125	
☐ Lesser Planar Binding	See text	instant	C (60 ft)	10 minutes	vs	will negates	no/ye	phb:261	
☐ Magic Jar (N)	See text	15 hours	M (250 ft)	1 action	vsf	will negates	yes	phb:250	
☐ Permanancy	Makes certain other spells permanent, see text	permanent	see text	2 rounds	vsxp	none	no	phb:259	
☐ Prying Eyes	Can create up to 1d4+15 eyes (AC 18, 1hp, hide+16, spot+15, move 30 ft perfect)	15 hours	1 mile	1 minute	vsm	none	no	phb:266	
☐ Reciprocal Gyre	Turn spells one creature 1d12 per spell level for each spell up to 25d12, save or dazed 1d6 rnds	instant	M (250 ft)	1 action	vsm	will 1/2, fort neg	no	spc:170	
☐ Symbol of Pain (N)	-4 penalty to attack roles, skill checks and ability checks to all within 60 ft., lasts 10 hours	15 minutes	60 ft radius	10 minutes	vsm	fort negates	yes	phb:290	
☐ Secret Chest	Hide a chest on Ethereal Plane up to sixty days and can retrieve it at will (15 cubic feet capacity)	60 days	special	10 minutes	vsf	none	no	phb:247	
☐ Summon Undead V	Summon undead creature to aid you, appears where you desire, attacks immediately	15 rounds	C (60 ft)	1 round	vsf/df	none	no	spc:215	
☐ Telekinesis	Move 375 lbs up to 20 feet per round, see text for special attacks	15 rounds	L (1,000 ft)	1 action	vs	will negates	yes	phb:293	
☐ Teleport	Transport you and up to 5 additional medium up to 1, 500 miles, see text for error chance	instant	touch	1 action	v	will negates	yes	phb:292	
☐ Vitriolic Sphere	6d6 acid damage, reflex for half, if fail then 6d6 in next two rounds also	Instant	L (1,000 ft)	1 action	vsm	reflex partial	no	spc:231	
☐ Wall of Force	Wall of energy (150 sq. ft.) immune to all attacks except disintegrate (see text)	15 rounds	C (60 ft)	1 action	vsm	none	no	phb:298	
☐ Waves of Fatigue (N)	Waves of energy render all creatures fatigued	instant	30 feet	1 action	vs	none	yes	phb:300	
— 6th-Level Spells —									
☐ Antimagic Field	10 foot radius field surrounding the caster, negates magical affects	150 minutes	10 feet	1 action	vsmdf	none	spcl.	car:97	
☐ Chain Lightning	First arc 15d6, 15 additional for 7d6, all targets must be within 30 ft. of primary target	instant	L (1,000 ft)	1 action	vsf	reflex half	yes	phb:208	
☐ Circle of Death (N)	Slays 15d4 HD creatures (no creature greater than 9 HD), see text	instant	M (250 ft)	1 action	vsm	fort negates	yes	phb:209	
☐ Disintegrate	Ranged touch attack deals 30d6 damage/save = 5d6, disintegrates 10 cubic feet of material	instant	M (250 ft)	1 action	vsm/df	fort partial	yes	phb:222	
☐ Globe of Invulnerability	Level 1-4 spells do not pass through	15 rounds	touch	1 action	vsm	none	no	phb:236	
☐ Greater Dispel	Can cast targeted, area dispel or counterspell d20+15 vs. DC 11 + caster level	Instant	M (250 ft)	1 action	vs	none	no	phb:223	
☐ Guards and Wards	See text, used to defend stronghold	30 hours	special	30 minutes	vsmf	see text	spcl.	phb:237	
☐ Imbue Familiar with spells	Give up to four 4th level prepared spells to familiar to cast, caster lose ability to cast them	15 hours	touch	1 action	vs	will negates	yes	spc:120	
☐ Legend Lore	See text	special	personal	special	vsmf	none	no	phb:246	
☐ Make Manifest	Cause creature to appear on plane, see text	15 rounds	C (60 ft)	1 action	vs	will negates	yes	spc:137	
☐ Planar Binding	Functions like lesser spell with up to 12 HD, or 3 creatures of same type totaling 12 HD	instant	C (60 ft)	10 minutes	vs	will negates	yes	phb:222	
☐ Repulsion	Creatures who fail a save cannot approach the caster, they are not forced back	15 rounds	150 ft. rad.	1 action	vsfdf	will negates	yes	phb:271	
☐ Revive Undead	Restore killed undead (see text)	Instant	touch	1 minute	vsm	none	n	spc:175	
☐ Stone to Flesh	Restores one creature (fort DC 15), or stone 1 to3 ft. dia, 10ft. Long	instant	M (250 ft)	1 action	vsm	Fort negates	yes	phb:285	
☐ True Seeing	See magical, hidden, magical darkness, illusions, invisibility, etc. see text	15 minutes	touch	1 action	vsm	will negates	yes	phb:296	
☐ Wall of Iron	Four inch thick wall, 75 sq. ft area, see text for special	instant	M (250 ft)	1 action	vsm	see text	no	phb:299	
— 7th-Level Spells —									
☐ Arrow of Bone (N)	One projectile or thrown weapon, +4 attack and dmg, save 3d6+15 dmg. or slain	15 hours	touch	10 minutes	vsm	fort partial	yes	spc:16	
☐ Awaken Undead (N)	Undead gains intelligence 1d6+4, +2 will and turn resistance, gain abilities back	instant	C (60 ft)	1 action	vsmxp	none	yes	spc:21	
☐ Energy Ebb (N)	Ranged touch bestows 1 negative level per round, DC 23 Heal check to stop, +4d4X5 to undead	15 rounds	C (60 ft)	1 action	vs	fort partial	yes	spc:80	
☐ Finger of Death (N)	Slay one creature, fort save for 3d6+15 damage	Instant	C (60 ft)	1 action	vs	fort partial	yes	phb:230	
☐ Teleport. Greater	Same as teleport but no limit to distance or off target chance	instant	touch	1 action	v	will negates	no/ye	phb:293	
☐ Kiss of the Vampire (N)	Enervation, Vampiric Touch, Charm Person, Gaseous Form, DR 10/magic, see text	15 rounds	personal	1 action	vsm	none	no	spc:128	
☐ Limited Wish	See text	see text	see text	1 action	vsxp	none	yes	phb:248	
☐ Plane Shift	shift up to 8 creatures to another plane, arrive 5d% miles from destination	Instant	touch	1 action	vsf	will negates	yes	phb:262	
☐ Spell Turning	Turns 1d6+1 levels of spells targeting you back at the caster	15 minutes	personal	1 action	vsmdf	will negates	no	phb:282	

— 8th-Level Spells —



<input type="checkbox"/>	Horrid Wilting (N)	Evaporates water for 15d6 (15d8 for water and plants), all creatures closer than 60 ft. apart	Instant	L (1,000 ft)	1 action	vsmdf	fort half	yes	phb:242
<input type="checkbox"/>	Ghostform	See text, traits similar to a ghost	15 rounds	personal	1 action	vs	none	no	spc:103

Elanor Drake

CHARACTER NAME: Elanor Drake
CLASS: Cleric
LEVEL: 6
SIZE: Medium
RACE: Human
Type: Undead (augmented humanoid, human)

Chuck

PLAYER: Chuck
GENDER: Female
ALIGNMENT: Neutral
HEIGHT: 5'4"
WEIGHT: 91
REGION: Evening Glory
DEITY:



Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temp. Score, and Temp. Modifier. Rows include STR (14, +2), DEX (12, +1), CON (1, +0), INT (10, +0), WIS (16, +3), and CHA (19, +4).

HP and AC table. HP: 37. AC: 15 = 10 + 0 + 2 + 1 + 0 + 0 + 2 + 0. Includes armor bonus, shield bonus, dex modifier, size modifier, natural armor, deflect mod, and misc mod.

30 ft/x4; Fly 30 ft.(perfect)

TOUCH ARMOR CLASS: 13. FLAT-FOOTED ARMOR CLASS: 14. INITIATIVE MODIFIER: +1 = +1 + 0.

Saving Throws table: FORTITUDE (+5), REFLEX (+3), WILL (+8). Includes Base Save, Ability Modifier, Magic Modifier, Misc. Modifier, and Temp. Modifier.

BASE ATTACK BONUS: +4. GRAPPLE MODIFIER: +6 = +4 + 2 + 0 + 0. Includes Base Attack, Str, Size, and Misc. Modifiers.

MELEE ATTACK BONUS: +6 = +4 + 2 + 0 + 0. RANGED ATTACK BONUS: +5 = +4 + 1 + 0 + 0. Includes Base Attack, Dex, Size, and Misc. Modifiers.

WEAPON: +1 Longsword. TOTAL ATTACK BONUS: +3. DAMAGE: 1d8+3. CRITICAL: 19-20/x2. Range: 4 lb, Type: S, Size: Medium, Special Properties: One-handed.

WEAPON: Masterwork shortbow. TOTAL ATTACK BONUS: +6. DAMAGE: 1d6. CRITICAL: 20/x3. Range: 60 ft, Weight: 2 lb, Type: P, Size: Medium, Special Properties: Two-handed.

WEAPON table with columns for Range, Weight, Type, Size, and Special Properties.

WEAPON table with columns for Range, Weight, Type, Size, and Special Properties.

WEAPON table with columns for Range, Weight, Type, Size, and Special Properties.

WEAPON table with columns for Range, Weight, Type, Size, and Special Properties.

AMMUNITION

SKILLS table with columns: Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, Misc. Modifier. Lists skills like Appraise, Autohypnosis, Balance, Bluff, Climb, Concentration, Craft skills, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge (arcana), Knowledge (arch & eng), Knowledge (dungeoneering), Knowledge (geography), Knowledge (history), Knowledge (local), Knowledge (nature), Knowledge (nobility), Knowledge (psionics), Knowledge (religion), Knowledge (the planes), Listen, Move Silently, Open Lock, Perform skills, Psicraft, Ride, Search, Sense Motive, Sleight of Hand, Speak Language, Spellcraft, Spot, Survival, Swim, Tumble, Use Magic Device, Use Psionic Device, Use Rope.

Skills marked with 1 can be used normally even if the character has zero (0) skill ranks. Skills marked with a square symbol are cross-class skills. * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

SPECIAL ABILITIES/FEATS

Blank area for special abilities/feats.

ADDITIONAL NOTES

Lined area for additional notes.