

The Gnome of Illusion

Arthur

None

Chaotic Neutral



Character Name
Illusionist 4, Rogue 3, Sorcerer 13
CLASS
20 (20) 191600 / 210000
Character Level (CR) EXP/NEXT LEVEL

Player Name
Gnome (Rock) / Humanoid
RACE
120 Unknown
AGE GENDER

Deity
Small / 5 ft.
SIZE / FACE
3' 3" / 43 lbs.
HEIGHT / WEIGHT
EYES HAIR

Alignment
Low-Light
VISION
Points

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	11		+0		
DEX Dexterity	11		+0		
CON Constitution	25		+7		
INT Intelligence	16		+3		
WIS Wisdom	14		+2		
CHA Charisma	19		+4		

WOUNDS/CURRENT HP: 217

SUBDUAL DAMAGE: 0

DAMAGE REDUCTION: 0

SPEED: Walk 20 ft.

HP: 217 (hit points)

AC: 20 (armor class)

INITIATIVE: +4 (modifier)

Encumbrance: Light

AC Breakdown: 20 (Total) = 10 (Base) + 9 (Armor Bonus) + 0 (Shield Bonus) + 0 (Stat) + 1 (Size) + 0 (Natural Armor) + 0 (Deflection) + 0 (Dodge) + 0 (Morale) + 0 (Insight) + 0 (Sacred) + 0 (Profane) + 0 (Misc)

Initiative Breakdown: +4 (Total) = +0 (DEX Modifier) + +4 (Misc Modifier)

Skills Breakdown: 10 (Miss Chance) + 0 (Arcane Spell Failure) + 0 (Armor Check Penalty) + 0 (Spell Resist)

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+13	+6	+7	+0	+0	+0	
REFLEX (dexterity)	+8	+8	+0	+0	+0	+0	
WILL (wisdom)	+15	+13	+2	+0	+0	+0	

Conditional Save Modifiers:
 +2 racial bonus on saving throws against illusions
 +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+11/+6	+10/+5	+0	+1	+0	0	
RANGED attack bonus	+11/+6	+10/+5	+0	+1	+0	0	
GRAPPLE attack bonus	+6/+1	+10/+5	+0	-4	+0	+0	

*Quarterstaff (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	B/B	S	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+11/+6		1d4				

Club (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	S	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+11/+6		1d4				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2	
Dam	1d4	1d4	1d4	1d4	1d4	

Dagger (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	S	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+11/+6		1d3				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2	
Dam	1d3	1d3	1d3	1d3	1d3	

*: 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
*Leather +1 (Small)	Light	+3	+6	+0	10
*Bracers of Armor +8		+8		+0	0

TOTAL SKILLPOINTS: 130		SKILLS		MAX RANKS: 23/11.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	5	=	3 + 2	
✓ Balance	DEX	5	=	0 + 3 + 2	
✓ Bluff	CHA	7	=	4 + 3	
✓ Climb	STR	0	=	0	
✓ Concentration	CON	16	=	7 + 9	
✓ Concentration (Cast defensively)	CON	20	=	7 + 9 + 4	
✓ Craft (Alchemy)	INT	5	=	3 + 2	
✓ Craft (Untrained)	INT	3	=	3	
✓ Diplomacy	CHA	4	=	4	
✓ Disguise	CHA	4	=	4	
✓ Escape Artist	DEX	0	=	0	
✓ Forgery	INT	5	=	3 + 2	
✓ Gather Information	CHA	4	=	4	
✓ Heal	WIS	2	=	2	
✓ Hide	DEX	5	=	0 + 1 + 4	
✓ Intimidate	CHA	4	=	4	
✓ Jump	STR	-4	=	0 + -4	
Knowledge (Arcana)	INT	14	=	3 + 11	
✓ Listen	WIS	7	=	2 + 3 + 2	
✓ Move Silently	DEX	9	=	0 + 9	
✓ Perform (Untrained)	CHA	4	=	4	
✓ Ride	DEX	1	=	0 + 1	
✓ Search	INT	8	=	3 + 5	
✓ Sense Motive	WIS	5	=	2 + 3	
✓ Sleight of Hand	DEX	9	=	0 + 9	
✓ Spellcraft	INT	17	=	3 + 12 + 2	
✓ Spot	WIS	14	=	2 + 12	
✓ Survival	WIS	2	=	2	
✓ Survival (Find or follow tracks)	WIS	4	=	2 + 2	
✓ Swim	STR	0	=	0	
✓ Tumble	DEX	12	=	0 + 12.5	
✓ Use Rope	DEX	0	=	0	
			=	+ +	
			=	+ +	

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

Crossbow (Heavy) (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	S	19-20/x2	5 ft.
Range: 30 ft.	To Hit: +11/+6	Damage: 1d8				
120 ft.	240 ft.	360 ft.	480 ft.	600 ft.		
TH +11/+6	+9/+4	+7/+2	+5/+0	+3/-2		
Dam 1d8	1d8	1d8	1d8	1d8		
720 ft.	840 ft.	960 ft.	1080 ft.	1200 ft.		
TH +1/-4	-1/-6	-3/-8	-5/-10	-7/-12		
Dam 1d8	1d8	1d8	1d8	1d8		

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Eyepatch of the Corsair	Equipped	1	0 / 0	
<small>3/day either See Invisible 1rd or Blindfight 10rds</small>				
Medallion of Thoughts	Equipped	1	0 / 0	
<small>Detect Thoughts 3/day</small>				
Quarterstaff (Small)	Equipped	1	2 / 0	
Ring (Wall of Force/Wizard/13th)	Equipped	1	0 / 130,000	
Bracers of Armor +8	Equipped	1	1 / 64,000	
Outfit (Explorer's/Small)	Equipped	1	2 / 0	
Leather +1 (Small)	Equipped	1	7.5 / 1,160	
Cloak of the Salamander	Equipped	1	0 / 0	
<small>3/day immediate ignite foes 1d6+7</small>				
Leopuld the Keen Edge Turnip	Equipped	1	0.1 / 0.1	
<small>Keen. Has a face drawn on him</small>				
Musical Instrument (Guitar)	Equipped	1	0.8 / 5	
<small>Hammond's. Flying V</small>				
Rod of Fumbling	Equipped	1	0 / 0	
<small>(Rod)</small>				
Club (Small)	Carried	1	1.5 / 0	
Dagger (Small)	Carried	1	0.5 / 2	
Crossbow (Heavy) (Small)	Carried	1	4 / 50	
Spellbook (Wizard's/Blank)	Carried	1	3 / 15	
Periapt of Health	Carried	1	0 / 7,500	
Cloak of Charisma +2	Carried	1	2 / 4,000	
TOTAL WEIGHT CARRIED/VALUE		22.38 lbs.	206,732.1gp	

WEIGHT ALLOWANCE			
Light	28	Medium	57
Lift over head	86	Lift off ground	172
		Heavy	86
		Push / Drag	431

MONEY	
1,000gp	Total= 0 gp

MAGIC	
Languages	
Common, Draconic, Elven, Gnome, Orc	

Other Companions	

Special Attacks	
Sneak Attack +2d6	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<p>Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 2d6. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You can sneak attack only living creatures with discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.</p>	

Special Qualities	
Attack Bonus	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<p>+1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears): Gnomes battle these creatures frequently and practice special techniques for fighting them.</p>	
Weapon and Armor Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
<p>Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.</p>	
Trapfinding	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

Reference Document, classesII]

Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Familiar **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

A sorcerer can obtain a familiar (see below). Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant. The sorcerer chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power. If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs. A character with more than one class that grants a familiar may have only one familiar at a time.

Spells **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below). To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier. Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score. A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study. The sorcerer can't use this method of spell acquisition to learn spells at a faster rate, however. Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level. Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

Weapon and Armor Proficiency **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's gestures, which can cause his spells with somatic components to fail.

Bonus Languages **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

A wizard may substitute Draconic for one of the bonus languages available to the character because of her race.

Familiar **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

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.

Scribe Scroll **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

<p>At 1st level, a wizard gains Scribe Scroll as a bonus feat.</p>	<p>Reference Document, classesII]</p>	<p>with low-light vision can see outdoors on a moonlit night as well as they can during the day.</p>
<p>Spellbooks</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</p>	<p>Saving Throw Bonus [Wizards of the Coast - Revised (v.3.5) System Reference Document]</p> <p>+2 racial bonus on saving throws against illusions: Gnomes are innately familiar with illusions of all kinds.</p>
<p>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.</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</p>	<p>Spell-Like Abilities [Wizards of the Coast - Revised (v.3.5) System Reference Document]</p> <p>1/day-speak with animals (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day-dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level. See the spell descriptions.</p>
<p>Spells</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</p>	<p>Trap Sense +1 (Ex) [Wizards of the Coast - Revised (v.3.5) System Reference Document]</p> <p>You gain an intuitive sense that alerts you to danger from traps, giving you a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.</p>
<p>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.</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</p>	<p>Weapon Familiarity [Wizards of the Coast - Revised (v.3.5) System Reference Document]</p> <p>Gnomes may treat gnome hooked hammers (see page 118) as martial weapons rather than exotic weapons.</p>
<p>Weapon and Armor Proficiency</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</p>	<p>Feats</p>
<p>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.</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</p>	<p>Combat Casting [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</p> <p>You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.</p>
<p>Gnome Racial Traits (Ex)</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</p>	<p>Improved Familiar [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</p> <p>This feat allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar.</p>
<p>Low-light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</p>	<p>Improved Initiative [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</p> <p>You get a +4 bonus on initiative checks.</p>
<p>Weapon Familiarity: Gnomes may treat gnome hooked hammers (see page 118) as martial weapons rather than exotic weapons.</p> <p>+2 racial bonus on saving throws against illusions: Gnomes are innately familiar with illusions of all kinds.</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</p>	<p>Jack of All Trades [Wizards of the Coast - Revised (v.3.5) System Reference Document, DivineAbilitiesandFeats]</p> <p>You can use any skill untrained, even those that normally require training.</p>
<p>Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. Their innate familiarity with these effects make their illusions more difficult to see through. This adjustment stacks with those from similar effects, such as the Spell Focus feat.</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</p>	<p>Maximize Spell [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</p> <p>All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.</p>
<p>+1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears): Gnomes battle these creatures frequently and practice special techniques for fighting them.</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</p>	<p>Reach Spell [Wizards of the Coast - Revised (v.3.5) System Reference Document, DivineAbilitiesandFeats]</p> <p>You may cast a spell that normally has a range of touch at any distance up to 30 feet.</p>
<p>+4 dodge bonus to Armor Class against monsters of the giant type (such as ogres, trolls, and hill giants): This bonus represents special training that gnomes undergo, during which they learn tricks that previous generations developed in their battles with giants. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too. The Monster Manual has information on which creatures are of the giant type.</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</p>	<p>Run [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</p> <p>When running, you move five times your normal speed or four times your speed (if wearing medium or heavy armor or carrying a medium or heavy load). If you make a jump after a running start, you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.</p>
<p>+2 racial bonus on Listen checks: Gnomes have keen ears.</p> <p>+2 racial bonus on Craft (alchemy) checks: A gnome's sensitive nose allows him to monitor alchemical processes by smell.</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII]</p>	<p>Scribe Scroll [Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]</p> <p>You can create a scroll of any spell that you know.</p>
<p>Spell-Like Abilities: 1/day-speak with animals (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day-dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level. See the spell descriptions on pages 216, 235, and 264, respectively.</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</p>	<p>Proficiencies</p> <p>Boulder, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar,</p>
<p>In addition, a gnome can use speak with a burrowing mammal (a badger, fox, rabbit, or the like, see below). This ability is innate to gnomes. See the speak with animals spell description.</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</p>	
<p>+2 bonus to Spellcraft when learning Illusion</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII]</p>	
<p>Low-Light Vision (Ex)</p>	<p>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</p>	
<p>You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters</p>		

Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling,
Spear, Spells (Ray), Spells (Touch), Sword (Short), Unarmed Strike

Templates

Base Race Type

Base Race Type ~ Humanoid

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (110 ft.)	RSRD:SpellsD-E
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: Depending on the version selected, you create up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o'-wisps], or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire [no concentration required]: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. Dancing lights can be made permanent with a permanency spell. [SR:No]					
<input type="checkbox"/> Ghost Sound	Illusion (Figment)	1 standard action	1 rounds [D]	Close (25 ft.)	RSRD:SpellsF-G
[V, S, M] TARGET: Illusory sounds; EFFECT: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level [maximum twenty humans]. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell. Material Component: A bit of wool or a small lump of wax. [SR:No; DC:14, Will disbelief (if interacted with)]					
<input type="checkbox"/> Prestidigitation	Universals	1 standard action	1 hour	10 ft.	RSRD:SpellsP-R
[V, S] TARGET: See text; EFFECT: Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object [beyond just moving, cleaning, or soiling it] persists only 1 hour. [SR:No; DC:14, See text]					

* =Domain/Specialty Spell

Wizard Spells

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

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

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Acid Splash	Conjuration (Creation) [Acid]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsA-B
[V, S] TARGET: One missile of acid; EFFECT: You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. [SR:No]					
<input type="checkbox"/> Arcane Mark	Universal	1 standard action	Permanent	0 ft.	RSRD:SpellsA-B
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable. See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell. If an arcane mark is placed on a living being, normal wear gradually causes the effect to fade in about a month. Arcane mark must be cast on an object prior to casting instant summons on the same object [see that spell description for details]. [SR:No]					
<input type="checkbox"/> Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (140 ft.)	RSRD:SpellsD-E
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: Depending on the version selected, you create up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o'-wisps], or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire [no concentration required]: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. Dancing lights can be made permanent with a permanency spell. [SR:No]					
<input type="checkbox"/> Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (35 ft.)	RSRD:SpellsD-E
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. Material Component: A pinch of wool or similar substance. [SR:Yes; DC:13, Will negates]					
<input type="checkbox"/> Detect Magic	Divination	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. [Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.] Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two. ----- Aura Power ----- Spell or Object [Faint Moderate Strong Overwhelming Functioning spell [spell level] 3rd or lower 4th-6th 7th-9th 10th+ [deity-level] Magic item [caster level] 5th or lower 6th-11th 12th-20th 21st+ [artifact] Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength Duration of Lingering Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6x10 minutes Overwhelming 1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]					
<input type="checkbox"/> Detect Poison	Divination	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsD-E
[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check if the Wisdom check fails, or may try the Craft [alchemy] check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
<input type="checkbox"/> Flare	Evocation [Light]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsF-G
[V] TARGET: Burst of light; EFFECT: This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare. [SR:Yes; DC:13, Fortitude negates]					
<input type="checkbox"/> *Ghost Sound	Illusion (Figment)	1 standard action	4 rounds [D]	Close (35 ft.)	RSRD:SpellsF-G
[V, S, M] TARGET: Illusory sounds; EFFECT: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level [maximum twenty humans]. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell. Material Component: A bit of wool or a small lump of wax. [SR:No; DC:14, Will disbelief (if interacted with)]					
<input type="checkbox"/> Light	Evocation [Light]	1 standard action	40 minutes [D]	Touch	RSRD:SpellsH-L
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius [and dim light for an additional 20 feet] from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function. A light spell [one with the light descriptor] counters and dispels a darkness spell [one with the darkness descriptor] of an equal or lower level. Arcane Material Component: A firefly or a piece of phosphorescent moss. [SR:No]					
<input type="checkbox"/> Mage Hand	Transmutation	1 standard action	Concentration	Close (35 ft.)	RSRD:SpellsM-O
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; EFFECT: You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. [SR:No]					
<input type="checkbox"/> Mending	Transmutation	1 standard action	Instantaneous	10 ft.	RSRD:SpellsM-O
[V, S] TARGET: One object of up to 1 lb.; EFFECT: Mending repairs small breaks or tears in objects [but not warps, such as might be caused by a warp wood spell]. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined					

* =Domain/Specialty Spell

Wizard Spells

to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures [including constructs]. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]

Message Transmutation [Language-Dependent] 1 standard action 40 minutes Medium (140 ft.) RSRD:SpellsM-O

[V, S, F] **TARGET:** 4 creatures; **EFFECT:** You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal [or a thin sheet of lead], or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers. Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips. Focus: A short piece of copper wire. [SR:No]

Open/Close Transmutation 1 standard action Instantaneous Close (35 ft.) RSRD:SpellsM-O

[V, S, F] **TARGET:** Object weighing up to 30 lb. or portal that can be opened or closed; **EFFECT:** You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity [such as a bar on a door or a lock on a chest], the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect. Focus: A brass key. [SR:Yes (object); DC:13, Will negates (object)]

Prestidigitation Universal 1 standard action 1 hour 10 ft. RSRD:SpellsP-R

[V, S] **TARGET:** See text; **EFFECT:** Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object [beyond just moving, cleaning, or soiling it] persists only 1 hour. [SR:No; DC:13, See text]

Ray of Frost Evocation [Cold] 1 standard action Instantaneous Close (35 ft.) RSRD:SpellsP-R

[V, S] **TARGET:** Ray; **EFFECT:** A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage. [SR:Yes]

Read Magic Divination 1 standard action 40 minutes Personal RSRD:SpellsP-R

[V, S, F] **TARGET:** You; **EFFECT:** By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell. Focus: A clear crystal or mineral prism. [SR:No]

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

Magic Missile Evocation [Force] 1 standard action Instantaneous Medium (140 ft.) RSRD:SpellsM-O

[V, S] **TARGET:** Up to five creatures, no two of which can be more than 15 ft. apart; **EFFECT:** A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile-two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage. [SR:Yes]

Mount Conjuration (Summoning) 1 round 8 hours [D] Close (35 ft.) RSRD:SpellsM-O

[V, S, M] **TARGET:** One mount; **EFFECT:** You summon a light horse or a pony [your choice] to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle. Material Component: A bit of horse hair. [SR:No]

***Silent Image** Illusion (Figment) 1 standard action Concentration Long (560 ft.) RSRD:SpellsS

[V, S, F] **TARGET:** Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]; **EFFECT:** This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect. Focus: A bit of fleece. [SR:No; DC:15, Will disbelief (if interacted with)]

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

Blur Illusion (Glamer) 1 standard action 4 minutes [D] Touch RSRD:SpellsA-B

[V] **TARGET:** Creature touched; **EFFECT:** The subject's outline appears blurred, shifting and wavering. This distortion grants the subject concealment [20% miss chance]. A see invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect [though fighting an unseen opponent carries penalties of its own]. [SR:Yes (harmless); DC:16, Will negates (harmless)]

***Mirror Image** Illusion (Figment) 1 standard action 4 minutes [D] Personal; see text RSRD:SpellsM-O

[V, S] **TARGET:** You; **EFFECT:** Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck. Mirror image creates 1d4 images plus one image per three caster levels [maximum eight images total]. These figments separate from you and remain in a cluster, each within 5 feet of at least one other figment or you. You can move into and through a mirror image. When you and the mirror image separate, observers can't use vision or hearing to tell which one is you and which the image. The figments may also move through each other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on. Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells [such as looking like they're burned or dead after being hit by a fireball]. While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded. An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. [Being unable to see carries the same penalties as being blinded.] [SR:No]

* =Domain/Specialty Spell

Sorcerer Spells

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

LEVEL 0 / Per Day:6 / Caster Level:13

Arcane Mark Universal 1 standard action Permanent 0 ft. RSRD:SpellsA-B

[V, S] **TARGET:** One personal rune or mark, all of which must fit within 1 sq. ft.; **EFFECT:** This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable. See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell. If an arcane mark is placed on a living being, normal wear gradually causes the effect to fade in about a month. Arcane mark must be cast on an object prior to casting instant summons on the same object [see that spell description for details]. [SR:No]

Dancing Lights Evocation [Light] 1 standard action 1 minute [D] Medium (230 ft.) RSRD:SpellsD-E

[V, S] **TARGET:** Up to four lights, all within a 10-ft.-radius area; **EFFECT:** Depending on the version selected, you create up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o'-wisps], or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire [no concentration required]: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. Dancing lights can be made permanent with a permanency spell. [SR:No]

* =Domain/Specialty Spell

Sorcerer Spells

☐☐☐☐	Detect Poison	Divination	1 standard action	Instantaneous	Close (55 ft.)	RSRD:SpellsD-E
[V, S] TARGET:	One creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check if the Wisdom check fails, or may try the Craft [alchemy] check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
☐☐☐☐	Disrupt Undead	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	RSRD:SpellsD-E
[V, S] TARGET:	Ray; EFFECT: You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it. [SR:Yes]					
☐☐☐☐	Mage Hand	Transmutation	1 standard action	Concentration	Close (55 ft.)	RSRD:SpellsM-O
[V, S] TARGET:	One nonmagical, unattended object weighing up to 5 lb.; EFFECT: You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. [SR:No]					
☐☐☐☐	Mending	Transmutation	1 standard action	Instantaneous	10 ft.	RSRD:SpellsM-O
[V, S] TARGET:	One object of up to 1 lb.; EFFECT: Mending repairs small breaks or tears in objects [but not wares, such as might be caused by a warp wood spell]. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures [including constructs]. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
☐☐☐☐	Message	Transmutation [Language-Dependent]	1 standard action	130 minutes	Medium (230 ft.)	RSRD:SpellsM-O
[V, S, F] TARGET:	13 creatures; EFFECT: You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal [or a thin sheet of lead], or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers. Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips. Focus: A short piece of copper wire. [SR:No]					
☐☐☐☐	Resistance	Abjuration	1 standard action	1 minute	Touch	RSRD:SpellsP-R
[V, S, M/DF] TARGET:	Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. Arcane Material Component: A miniature cloak. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐	Touch of Fatigue	Necromancy	1 standard action	13 rounds	Touch	RSRD:SpellsT-Z
[V, S, M] TARGET:	Creature touched; EFFECT: You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration. This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires. Material Component: A drop of sweat. [SR:Yes; DC:14, Fortitude negates]					

LEVEL 1 / Per Day:7 / Caster Level:13

Name	School	Time	Duration	Range	Source	
☐☐☐☐	Alarm	Abjuration	1 standard action	26 hours [D]	Close (55 ft.)	RSRD:SpellsA-B
[V, S, F/DF] TARGET:	20-ft.-radius emanation centered on a point in space; EFFECT: Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password [determined by you at the time of casting] does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible. Mental Alarm: A mental alarm alerts you [and only you] so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm. Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm. Alarm can be made permanent with a permanency spell. Arcane Focus: A tiny bell and a piece of very fine silver wire [SR:No]					
☐☐☐☐	Mage Armor	Conjuration (Creation) [Force]	1 standard action	13 hours [D]	Touch	RSRD:SpellsM-O
[V, S, F] TARGET:	Creature touched; EFFECT: An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. Focus: A piece of cured leather. [SR:No; DC:15, Will negates (harmless)]					
☐☐☐☐	Ray of Enfeeblement	Necromancy	1 standard action	13 minutes	Close (55 ft.)	RSRD:SpellsP-R
[V, S] TARGET:	Ray; EFFECT: A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels [maximum 1d6+5]. The subject's Strength score cannot drop below 1. [SR:Yes]					
☐☐☐☐	Summon Monster I	Conjuration (Summoning)	1 round	13 rounds [D]	Close (55 ft.)	RSRD:SpellsS
[V, S, F/DF] TARGET:	One summoned creature; EFFECT: This spell summons an extraplanar creature [typically an outsider, elemental, or magical beast native to another plane]. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. Arcane Focus: A tiny bag and a small [not necessarily lit] candle. [SR:No]					
☐☐☐☐	Ventriloquism	Illusion (Figment)	1 standard action	13 minutes [D]	Close (55 ft.)	RSRD:SpellsT-Z
[V, F] TARGET:	Intelligible sound, usually speech; EFFECT: You can make your voice [or any sound that you can normally make vocally] seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory [but still hears it]. Focus: A parchment rolled up into a small cone. [SR:No; DC:16, Will disbelief (if interacted with)]					

LEVEL 2 / Per Day:7 / Caster Level:13

Name	School	Time	Duration	Range	Source	
☐☐☐☐	Darkness	Evocation [Darkness]	1 standard action	130 minutes [D]	Touch	RSRD:SpellsD-E
[V, M/DF] TARGET:	Object touched; EFFECT: This spell causes an object to radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment [20% miss chance]. Even creatures that can normally see in such conditions [such as with darkvision or low-light vision] have the miss chance in an area shrouded in magical darkness. Normal lights [torches, candles, lanterns, and so forth] are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. Darkness counters or dispels any light spell of equal or lower spell level. Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal. [SR:No]					
☐☐☐☐	Hideous Laughter	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 rounds	Close (55 ft.)	RSRD:SpellsH-L
[V, S, M] TARGET:	One creature; see text; EFFECT: This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well. Material Component: Tiny tarts that are thrown at the target and a feather that is waved in the air. [SR:Yes; DC:16, Will negates]					
☐☐☐☐	Scorching Ray	Evocation [Fire]	1 standard action	Instantaneous	Close (55 ft.)	RSRD:SpellsS
[V, S] TARGET:	3 rays; EFFECT: You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd [to a maximum of three rays at 11th level]. Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously. [SR:Yes]					
☐☐☐☐	Spectral Hand	Necromancy	1 standard action	13 minutes [D]	Medium (230 ft.)	RSRD:SpellsS
[V, S] TARGET:	One spectral hand; EFFECT: A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends [even if it is dispelled], but not if the hand is destroyed. [The hit points can be healed as normal.] For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if the hand goes beyond the spell range, goes out of your sight, the hand returns to you and hovers. The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion [half damage on a failed Reflex save and no damage on a successful save], your save bonuses, and an AC of at least 22. Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it. [SR:No]					

* =Domain/Specialty Spell

Sorcerer Spells

☐☐☐☐ **Touch of Idiocy** Enchantment (Compulsion) (Mind-Affecting) 1 standard action 130 minutes Touch RSRD:SpellsT-Z
[V, S] TARGET: Living creature touched; **EFFECT:** With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1. This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level. **[SR:Yes]**

LEVEL 3 / Per Day:7 / Caster Level:13

Name	School	Time	Duration	Range	Source
☐☐☐☐ Displacement	Illusion (Glamer)	1 standard action	13 rounds [D]	Touch	RSRD:SpellsD-E

[V, M] TARGET: Creature touched; **EFFECT:** The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally. True seeing reveals its true location.

Material Component: A small strip of leather twisted into a loop. **[SR:Yes (harmless); DC:18, Will negates (harmless)]**

Name	School	Time	Duration	Range	Source
☐☐☐☐ Explosive Runes	Abjuration (Force)	1 standard action	Permanent until discharged [D]	Touch	RSRD:SpellsD-E

[V, S] TARGET: One touched object weighing no more than 10 lb.; **EFFECT:** You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d6 points of force damage. Anyone next to the runes [close enough to read them] takes the full damage with no saving throw; any other creature within 10 feet of the runes is entitled to a Reflex save for half damage. The object on which the runes were written also takes full damage [no saving throw]. You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful dispel magic or erase spell, but attempting to dispel or erase the runes and failing to do so triggers the explosion. Note: Magic traps such as explosive runes are hard to detect and disable. A rogue [only] can use the Search skill to find the runes and Disable Device to thwart them. The DC in each case is 25 + spell level, or 28 for explosive runes. **[SR:Yes; DC:17, See text]**

Name	School	Time	Duration	Range	Source
☐☐☐☐ Invisibility Sphere	Illusion (Glamer)	1 standard action	13 minutes [D]	Personal or touch	RSRD:SpellsH-L

[V, S, M] TARGET: 10-ft.-radius emanation around the creature or object touched; **EFFECT:** This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient. Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures [other than the recipient] who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends. **[SR:Yes (harmless) or Yes (harmless, object); DC:18, Will negates (harmless) or Will negates (harmless, object)]**

Name	School	Time	Duration	Range	Source
☐☐☐☐ Vampiric Touch	Necromancy	1 standard action	Instantaneous/1 hour; see text	Touch	RSRD:SpellsT-Z

[V, S] TARGET: Living creature touched; **EFFECT:** You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels [maximum 10d6]. You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later. **[SR:Yes]**

LEVEL 4 / Per Day:7 / Caster Level:13

Name	School	Time	Duration	Range	Source
☐☐☐☐ Animate Dead	Necromancy (Evil)	1 standard action	Instantaneous	Touch	RSRD:SpellsA-B

[V, S, M] TARGET: One or more corpses touched; **EFFECT:** This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands. The undead can follow you, or they can remain in an area and attack any creature [or just a specific kind of creature] entering the place. They remain animated until they are destroyed. [A destroyed skeleton or zombie can't be animated again.] Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. [The desecrate spell doubles this limit] The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. [You choose which creatures are released.] If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit. Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones. Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy. **Material Component:** You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells. **[SR:No]**

Name	School	Time	Duration	Range	Source
☐☐☐☐ Invisibility, Greater	Illusion (Glamer)	1 standard action	13 rounds [D]	Personal or touch	RSRD:SpellsH-L

[V, S] TARGET: You or creature touched; **EFFECT:** This spell functions like invisibility, except that it doesn't end if the subject attacks. **[SR:Yes (harmless) or Yes (harmless, object); DC:19, Will negates (harmless)]**

Name	School	Time	Duration	Range	Source
☐☐☐☐ Phantasmal Killer	Illusion (Phantasm) (Fear, Mind-Affecting)	1 standard action	Instantaneous	Medium (230 ft.)	RSRD:SpellsP-R

[V, S] TARGET: One living creature; **EFFECT:** You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasmal killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage. If the subject of a phantasmal killer attack succeeds in disbelieving and is wearing a helm of telepathy, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack. **[SR:Yes; DC:19, Will disbelief (if interacted with), then Fortitude partial; see text]**

Name	School	Time	Duration	Range	Source
☐☐☐☐ Resilient Sphere	Evocation (Force)	1 standard action	13 minutes [D]	Close (55 ft.)	RSRD:SpellsP-R

[V, S, M] TARGET: 13 ft. diameter sphere, centered around a creature; **EFFECT:** A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a rod of cancellation, a rod of negation, a disintegrate spell, or a targeted dispel magic spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within. **Material Component:** A hemispherical piece of clear crystal and a matching hemispherical piece of gum arabic. **[SR:Yes; DC:18, Reflex negates]**

LEVEL 5 / Per Day:6 / Caster Level:13

Name	School	Time	Duration	Range	Source
☐☐☐☐ Cone of Cold	Evocation (Cold)	1 standard action	Instantaneous	60 ft.	RSRD:SpellsC

[V, S, M/DF] TARGET: Cone-shaped burst; **EFFECT:** Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level [maximum 15d6]. Arcane **Material Component:** A very small crystal or glass cone. **[SR:Yes; DC:19, Reflex half]**

Name	School	Time	Duration	Range	Source
☐☐☐☐ Feeblemind	Enchantment (Compulsion) (Mind-Affecting)	1 standard action	Instantaneous	Medium (230 ft.)	RSRD:SpellsF-G

[V, S, M] TARGET: One creature; **EFFECT:** If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw. **Material Component:** A handful of clay, crystal, glass, or mineral spheres. **[SR:Yes; DC:19, Will negates; see text]**

Name	School	Time	Duration	Range	Source
☐☐☐☐ Telekinesis	Transmutation	1 standard action	Concentration of up to 13 rounds or instant	Long (920 ft.)	RSRD:SpellsT-Z

[V, S] TARGET: See text; **EFFECT:** You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust. Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level [maximum 375 pounds at 15th level] up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance. This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops. An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require Intelligence checks. Combat Maneuver: Alternatively, once per round, you can use telekinesis to perform a bull rush, disarm, grapple [including pin], or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your base attack bonus [for disarm and grapple], you use your Intelligence modifier [if a wizard] or Charisma modifier [if a sorcerer] in place of your Strength or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target [such as for disarm or trip]. No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration. Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level [maximum 15] that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level [maximum 375 pounds at 15th level]. You must succeed on attack rolls [one per creature or object thrown] to hit the target with the items, using your base attack bonus + your Intelligence modifier [if a wizard] or Charisma modifier [if a sorcerer]. Weapons cause standard damage [with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner]. Other objects cause damage ranging from 1 point per 25 pounds [for less dangerous objects] to 1d6 points of damage per 25 pounds [for hard, dense objects]. Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves [and spell resistance] to negate the effect, as are those whose held

* =Domain/Specialty Spell

Sorcerer Spells

possessions are targeted by the spell. If a telekinised creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet [1d6 points]. [SR:Yes (object); see text; DC:19, Will negates (object) or None; see text]

LEVEL 6 / Per Day:4 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Contingency	Evocation		At least 10 minutes; se 13 days [D] or until discharged	Personal	RSRD:SpellsC

[V, S, M, F] **TARGET:** You; **EFFECT:** You can place another spell upon your person so that it comes into effect under some condition you dictate when casting contingency. The contingency spell and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both castings; if the companion spell has a casting time longer than 10 minutes, use that instead. The spell to be brought into effect by the contingency must be one that affects your person and be of a spell level no higher than one-third your caster level [rounded down, maximum 6th level]. The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the contingency immediately brings into effect the companion spell, the latter being "cast" instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination [contingency and the companion magic] may fail when called on. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to. You can use only one contingency spell at a time; if a second is cast, the first one [if still active] is dispelled. Material Component: That of the companion spell, plus quicksilver and an eyelash of an ogre mage, rakshasa, or similar spell-using creature. Focus: A statuette of you carved from elephant ivory and decorated with gems [worth at least 1,500 gp]. You must carry the focus for the contingency to work. [SR:No]

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shadow Walk	Illusion (Shadow)	1 standard action	13 hours [D]	Touch	RSRD:SpellsS
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[V, S] **TARGET:** Up to 13 touched creatures; **EFFECT:** To use the shadow walk spell, you must be in an area of shadowy illumination. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you [subject to your level limit], but all must be touching each other. In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane. Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10x100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10x1,000 feet in the same direction. If this would still place you within a solid object, you [and any creatures with you] are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued [no save]. Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours. Any creatures touched by you when shadow walk is cast also make the transition to the borders of the Plane of Shadow. They may opt to follow you, wander off through the plane, or stumble back into the Material Plane [50% chance for either of the latter results if they are lost or abandoned by you]. Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful. [SR:Yes; DC:21, Will negates]

* =Domain/Speciality Spell

Innate

- Dancing Lights
- Ghost Sound (DC:14)
- Prestidigitation (DC:14)

Spellbook: Prepared Spells

Wizard

Level 0

- Detect Magic
- *Ghost Sound (DC:14)
- Light
- Mage Hand

The Gnome of Illusion

Gnome (Rock)

RACE

120

AGE

Unknown

GENDER

Low-Light

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

3' 3"

HEIGHT

43 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

