

EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS
☒ Coin: gp (280)	280 s	1	(5.6)
♯ Sword, short, Masterwork	310 s	2	(4)

EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS

CARRIED WEIGHT	1-43	44-86	87-130	130	260	650
0.0 lbs	LIGHT	MEDIUM	HEAVY	OVER HEAD	OFF GRND	PUSH DRAG

◆ Armor	✧ Gem Art	☒ Goods	⌘ Potion	○ Ring	⚓ Rod
☞ Scroll	✦ Shield	⚔ Staff	🖋 Wand	♯ Weapon	★ Wondrous

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	—	—	—	—	—	—

Scribe Scroll — You can create scrolls, from which you can cast the scribed spells. (PH99).
Spell Mastery (4) — Choose a number of spells equal to your Int mod. You can prepare these without a spellbook (PH100).

CLASS FEATURES

WIZARD
 Proficiency: Wizard Weapons – Scribe Scroll – Spellbooks – Spells – Summon Familiar

SPECIAL QUALITIES
 +2 Saves vs. Enchantment Spells and Effects
 Immunity: Sleep Effects (Ex)
 Low-light Vision (Ex)

LANGUAGES

Common, Draconic, Elven, Gnome, Halfling, Sylvan

COINS

	NEW COINS GAINED IN PLAY
	0 cp
	0 sp
	280 gp
	0 pp
	0 np
	0 ep
	0 cop
	0 mp
	0 CTB
	0 NTB
	0 STB
	0 ETB
	0 GTB
	0 COTB
	0 PTB
	0 Cr.
	0 bp
	0 ip
	0 stl
	0 tp
	0 ap
	0 BTB
	0 ITB
	0 StTB
	0 TTB
	0 ATB
	<i>Total gp equivalent (approximate)</i>
	280 gp

WIZARD SPELLS

LEVELS	0	1	2	3	4	5	6	7	8	9
Known:	0	9	—	—	—	—	—	—	—	—
Per Day:	4	3	—	—	—	—	—	—	—	—

0 LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Acid Splash School of Conjuration / You fire a small orb of acid at a target dealing 1d3 points of damage (PH196)	V,S	14	No	1 Action	25 ft.+5 ft./2 levels	Instantaneous	None
	Arcane Mark School of Universal / Visibly or invisibly inscribes your personal rune or mark, consisting of no more than 6 symbols, on any surface (PH201)	V,S	14	No	1 Action	0 ft.	Permanent	None
	Dancing Lights School of Evocation / Create up to four lights that resemble torches or glowing spheres of light, or one faintly glowing humanoid shape (PH216)	V,S	14	No	1 Action	100 ft.+10 ft./level	1 minute (D)	None
	Daze School of Enchantment / This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions (PH217)	V,S,M	14	Yes	1 Action	25 ft.+5 ft./2 levels	1 round	Will Negates
	Depilatory School of Transmutation / This spell enables you to selectively shave hair and prevent its regrowth for 24 hours.	V,S	14	Harmless	1 Action	Touch	Instantaneous and up to 1 day; see text	Will Negates (Harmless)
	Detect Ghost School of Divination / Reveals ghosts within 60 ft. (GW51)	V,S	14	No	1 Action	60 ft.	Concentration, up to 1 minute/level	None
1	Detect Magic School of Divination / Detects spells and magic items within 60 ft (PH219)	V,S	14	No	1 Action	60 ft.	Concentration, up to 1 minute/level (D)	None

	Detect Poison	V,S	14	No	1 Action	25 ft.+5 ft./2 levels	Instantaneous	None
	School of Divination / <i>You determine whether a creature, object, or area has been poisoned or is poisonous (PH219)</i>							
	Disrupt Ectoplasm	V,S	14	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Reflex Half
	School of Necromancy / <i>Deals 1d6 damage to ectoplasm. (GW52)</i>							
	Disrupt Undead	V,S	14	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	None
	School of Necromancy / <i>You direct a ray of positive energy and if the ray hits an undead creature, it deals 1d6 points of damage to it (PH223)</i>							
	Electric Jolt	V,S	14	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	None
	School of Evocation / <i>Ranged touch attack deals 1d3 electricity damage.(MagFR91)</i>							
	Flare	V	14	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Fort Negates
	School of Evocation / <i>Creates a burst of light, that can dazzle one creature for 1 minute unless it makes a successful Fortitude save (PH232)</i>							
	Ghost Sound	V,S,M	14	No	1 Action	25 ft.+5 ft./2 levels	1 round/level (D)	Will Disbelief (if interacted with)
	School of Illusion / <i>Allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place (PH235)</i>							
	Grope	V,S	14	Yes	1 Action	25 ft.+5 ft./2 levels	Concentration	Fort Negates (Harmless)
	School of Transmutation / <i>Variation of Mage Hand, lets you `feel` a creature from a distance as if you were actually touching it (BoEF106)</i>							
	Horizikaul`s Cough	V,S	14	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Will Partial
	School of Evocation / <i>Target takes 1 point of sonic damage and is deafened 1 round.(MagFR101)</i>							
	Launch Bolt	V,S	14	No	1 Action	100 ft.+10 ft./level	Instantaneous	None
	School of Transmutation / <i>Launches a crossbow bolt up to medium range(MagFR105)</i>							
1	Light	V,M,DF	14	No	1 Action	Touch	10 minutes/level (D)	None
	School of Evocation / <i>Object shines like a torch (PH248).</i>							
	Mage Hand	V,S	14	No	1 Action	25 ft.+5 ft./2 levels	Concentration	None
	School of Transmutation / <i>5-pound telekinesis (PH249).</i>							
1	Mending	V,S	14	Yes (Harmless, Object)	1 Action	10 ft.	Instantaneous	Will Negates (Harmless, Object)
	School of Transmutation / <i>Makes minor repairs on an object (PH253).</i>							
	Message	V,S,F	14	No	1 Action	100 ft.+10 ft./level	10 minutes/level	None
	School of Transmutation / <i>Whispered conversation at distance (PH253).</i>							
	No Light	V,S	14	No	1 Action	25 ft.+5 ft./2 levels	1 minute/level	None
	School of Transmutation / <i>The caster creates an area of darkness. (BoVD100)</i>							
	Open/Close	V,S,F	14	Yes (object)	1 Action	25 ft.+5 ft./2 levels	Instantaneous	Will Negates (Object)
	School of Transmutation / <i>Opens or closes small or light things (PH258).</i>							
	Preserve Ectoplasm	V,S,M	14	Yes	1 Action	10 ft.	Instantaneous	Will Negates
	School of Transmutation / <i>Prevents ectoplasm from fading away. (GW56)</i>							
	Preserve Organ	V,S,DF	14	Yes	10 Minutes	Touch	24 hours	Fort Negates
	School of Necromancy / <i>The caster preserves a single severed organ from a living creature so that it does not decay or rot. (BoVD101)</i>							
	Prestidigitation	V,S	14	No	1 Action	10 ft.	1 Hour	Special; See Text
	School of Universal / <i>Performs minor tricks (PH264).</i>							
	Ray of Frost	V,S	14	Yes	1 Action	25 ft.+5 ft./2 levels	Instantaneous	None
	School of Evocation / <i>Ray deals 1d3 cold damage (PH269).</i>							
1	Read Magic	V,S,F	14	-	1 Action	Personal	10 minutes/level	
	School of Divination / <i>Read scrolls and spellbooks (PH269).</i>							
	Repair Minor Damage	V,S	14	No	1 Action	Touch	Instantaneous	None
	School of Transmutation / <i>Repairs 1 point of damage to any construct. (CA120)</i>							
	Resistance	V,S,M,DF	14	Hamles	1 Action	Touch	1 minute	Will Negates (Harmless)
	School of Abjuration / <i>Subject gains +1 on saving throws (PH272).</i>							
	Silent Portal	S	14	Yes	1 Action	25 ft.+5 ft./2 levels	1 hour/level	Will Negates
	School of Illusion / <i>Negates sound from door or window.(MagFR117)</i>							
	Slash Tongue	V,S	14	Yes	1 Action	25 ft.+5 ft./2 levels	1 round	Fort Negates
	School of Transmutation / <i>The subject`s tongue gets a thin cut causing damage and roll penalty`s. (BoVD103)</i>							
	Stick	V,S,M	14	Spec	1 Action	Touch	Instantaneous	Will Negates
	School of Transmutation / <i>Stick affixes one object to a heavier object (Udrk 61)</i>							
	Touch of Fatigue	V,S,M	14	Yes	1 Action	Touch	1 round/level	Fort Negates
	School of Necromancy / <i>You channel negative energy through your touch, fatiguing your target (PH294)</i>							
	Unnerving Gaze	V,S	14	Yes	1 Action	25 ft.+5 ft./2 levels	1 round/level	Will Negates
	School of Illusion / <i>The caster makes his face resemble one of the opponent`s departed loved ones or bitter enemies. (BoVD108)</i>							

1st LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
	Alarm	V,S,F,DF	15	No	1 Action	25 ft.+5 ft./2 levels	2 hours/level (D)	None
	School of Abjuration / <i>Sounds a mental or audible alarm (or both) each time a creature (without the password) enters the emanation (PH197)</i>							
	Charm Person	V,S	15	Yes	1 Action	25 ft.+5 ft./2 levels	1 hour/level	Will Negates
	School of Enchantment / <i>This charm makes a humanoid creature regard you as its trusted friend and ally (PH209).</i>							
	Expeditious Retreat	V,S	15	-	1 Action	Personal	1 minute/level (D)	None
	School of Transmutation / <i>This spell increases your base land speed by 30 feet, and increases your jumping distance (PH228)</i>							
	Feather Fall	V	15	Hamles	0 Action	25 ft.+5 ft./2 levels	1 round/level	Will Negates
	School of Transmutation / <i>The affected creatures or objects fall slowly, though faster than feathers typically do (PH229)</i>							
	Mage Armor	V,S,F	15	No	1 Action	Touch	1 hour/level (D)	Will Negates (Harmless)
	School of Conjuration / <i>Gives subject +4 armor bonus (PH249).</i>							
1	Magic Missile	V,S	15	Yes	1 Action	100 ft.+10 ft./level	Instantaneous	None
	School of Evocation / <i>1d4+1 damage; +1 missile/two levels above 1st (max +5) (PH251).</i>							
	Ray of Enfeeblement	V,S	15	Yes	1 Action	25 ft.+5 ft./2 levels	1 minute/level	None
	School of Necromancy / <i>Ray reduces Str by 1d6 points +1 point/two levels (PH269).</i>							
1	Repair Light Damage	V,S	15	No	1 Action	Touch	Instantaneous	None
	School of Transmutation / <i>Repairs 1d8 +1/level damage (max +5) to any construct. (CA120)</i>							
1	Unseen Servant	V,S,M	15	No	1 Action	25 ft.+5 ft./2 levels	1 hour/level	None
	School of Conjuration / <i>Invisible force obeys your commands (PH297).</i>							