

## Chaotic Good

ALIGNMENT
Normal
VISION
0
POINTS

SKILLS					FAILURE	PENALTY
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		17/8.5
				RANKS	MISC MODIFIER	
Craft (Pottery)	INT	18	= 5	+ 13.0	+	
Craft (Trapmaking)	INT	19	= 5	+ 14.0	+	
Knowledge (Arcana)	INT	19	= 5	+ 14.0	+	
Knowledge (Dungeoneering)	INT	18	= 5	+ 13.0	+	
Knowledge (Local)	INT	22	= 5	+ 17.0	+	
Knowledge (Nature)	INT	21	= 5	+ 16.0	+	
Knowledge (Religion)	INT	14	= 5	+ 9.0	+	
Knowledge (The Planes)	INT	19	= 5	+ 14.0	+	

\_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
Summon Familiar	

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff
LANGUAGES
Common, Dwarven, Gnome, Goblin, Halfling, Orc

# Wizard Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Acid Splash</b> <i>Effect:</i> Orb deals 1d3 acid damage.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Conjuration (Creation) [Acid]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Arcane Mark</b> <i>Effect:</i> Inscribe a personal rune [visible or invisible].	15	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.	15	None	1 standard action	14 minute [D]	Medium (240 Feet)	V, S	No	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Daze</b> <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	1 standard action	14 round	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Necromancy
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	15	Will disbelief (if interacted with)	1 standard action	14 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Light</b> <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.	15	None	1 standard action	Concentration	Close (60 Feet)	V, S	No	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Message</b> <i>Effect:</i> Whispered conversation at distance.	15	None	1 standard action	140 minutes	Medium (240 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes (object)	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	15	See text	1 standard action	14 hour	10 ft.	V, S	No	Universal
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.	15	None	1 standard action	Instantaneous	Close (60 Feet)	V, S	Yes	Evocation [Cold]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	140 minutes	Personal	V, S, F	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	14 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Touch of Fatigue</b> <i>Effect:</i> Touch attack fatigues target.	15	Fortitude negates	1 standard action	14 rounds	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Comprehend Languages</b> <i>Effect:</i> You understand all spoken and written languages.	16	None	1 standard action	140 minutes	Personal	V, S, M/DF	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Undead</b> <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 standard action	14 minutes [D]	60 ft.	V, S, M/DF	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Erase</b> <i>Effect:</i> Mundane or magical writing vanishes.	16	See text	1 standard action	Instantaneous	Close (60 Feet)	V, S	No	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Floating Disk</b> <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1400 lbs	16	None	1 standard action	14 hours	Close (60 Feet)	V, S, M	No	Evocation [Force]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Protection from Evil</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Protection from Law</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	16	Will negates (harmless)	1 standard action	14 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Reduce Person</b> <i>Effect:</i> Humanoid creature halves in size.	16	Fortitude negates	1 round	14 minutes [D]	Close (60 Feet)	V, S, M	Yes	Transmutation
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Sleep</b> <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	16	Will negates	1 round	14 minutes	Medium (240 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>True Strike</b> <i>Effect:</i> +20 on your next attack roll.	16	None	1 standard action	See text	Personal	V, F	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Ventriloquism</b> <i>Effect:</i> Throws voice for 14 minutes.	16	Will disbelief (if interacted with)	1 standard action	14 minutes [D]	Close (60 Feet)	V, F	No	Illusion (Figment)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Glitterdust</b> <i>Effect:</i> Blinds creatures, outlines invisible creatures.	17	Will negates (blinding only)	1 standard action	14 rounds	Medium (240 Feet)	V, S, M	No	Conjuration (Creation)
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Hideous Laughter</b> <i>Effect:</i> Subject loses actions for 14 rounds.	17	Will negates	1 standard action	14 rounds	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>See Invisibility</b> <i>Effect:</i> Reveals invisible creatures or objects.	17	None	1 standard action	140 minutes [D]	Personal	V, S, M	No	Divination
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Spectral Hand</b> <i>Effect:</i> Creates disembodied glowing hand to deliver touch attacks.	17	None	1 standard action	14 minutes [D]	Medium (240 Feet)	V, S	No	Necromancy
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Summon Swarm</b> <i>Effect:</i> Summons swarm of bats, rats, or spiders.	17	None	1 round	Concentration + 2 rounds	Close (60 Feet)	V, S, M/DF	No	Conjuration (Summoning)

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<div> <div></div> <div></div> <div></div> <div></div> </div> <b>Heroism</b> <i>Effect:</i> Gives +2 bonus on attack rolls, saves, skill checks.	18	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]

\* =Domain/Specialty Spell

## Wizard Spells

☐☐☐☐☐	<b>Magic Circle against Chaos</b>	18	Will negates (harmless)	1 standard action	140 minutes	Touch	V, S, M/DF No; see text	Abjuration [Lawful]
	<i>Effect:</i> As protection spells, but 10-ft. radius and 140 minutes.							
☐☐☐☐☐	<b>Slow</b>	18	Will negates	1 standard action	14 rounds	Close (60 Feet)	V, S, M Yes	Transmutation
	<i>Effect:</i> 14 subjects takes only one action/round, -2 to AC, -2 on attack rolls.							
☐☐☐☐☐	<b>Tiny Hut</b>	18	None	1 standard action	28 hours [D]	20 ft.	V, S, M No	Evocation [Force]
	<i>Effect:</i> Creates shelter for ten creatures.							
☐☐☐☐☐	<b>Tongues</b>	18	Will negates (harmless)	1 standard action	140 minutes	Touch	V, M/DF No	Divination
	<i>Effect:</i> Speak any language.							
☐☐☐☐☐	<b>Wind Wall</b>	18	None; see text	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF Yes	Evocation [Air]
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.							

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Black Tentacles</b>	19	None	1 standard action	14 rounds [D]	Medium (240 Feet)	V, S, M No	Conjuration (Creation)
	<i>Effect:</i> Tentacles grapple all within 15 ft. spread.							
☐☐☐☐☐	<b>Confusion</b>	19	Will negates	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Subjects behave oddly for 14 rounds.							
☐☐☐☐☐	<b>Polymorph</b>	19	None	1 standard action	14 minutes [D]	Touch	V, S, M No	Transmutation
	<i>Effect:</i> Gives one willing subject a new form.							
☐☐☐☐☐	<b>Reduce Person, Mass</b>	19	Fortitude negates	1 round	14 minutes [D]	Close (60 Feet)	V, S, M Yes	Transmutation
	<i>Effect:</i> Reduces several creatures.							
☐☐☐☐☐	<b>Scrying</b>	19	Will negates	1 hour	14 minutes	See text	V, S, M/DF, F Yes	Divination (Scrying)
	<i>Effect:</i> Spies on subject from a distance.							
☐☐☐☐☐	<b>Stoneskin</b>	19	Will negates (harmless)	1 standard action	140 minutes or until discharged	Touch	V, S, M Yes (harmless)	Abjuration
	<i>Effect:</i> Ignore 10 points of damage per attack.							

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Break Enchantment</b>	20	See text	1 minute	Instantaneous	Close (60 Feet)	V, S No	Abjuration
	<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.							
☐☐☐☐☐	<b>Dream</b>	20	None	1 minute	See text	Unlimited	V, S Yes	Illusion (Phantasm) [Mind-Affecting]
	<i>Effect:</i> Sends message to anyone sleeping.							
☐☐☐☐☐	<b>Hold Monster</b>	20	Will negates; see text	1 standard action	14 rounds [D]; see text	Medium (240 Feet)	V, S, M/DF Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> As hold person, but any creature.							
☐☐☐☐☐	<b>Magic Jar</b>	20	Will negates; see text	1 standard action	14 hours or until you return to your body	Medium (240 Feet)	V, S, F Yes	Necromancy
	<i>Effect:</i> Enables possession of another creature.							
☐☐☐☐☐	<b>Shadow Evocation</b>	20	Will disbelief (if interacted with)	1 standard action	See text	See text	V, S Yes	Illusion (Shadow)
	<i>Effect:</i> Mimics evocation below 5th level, but only 20% real.							
☐☐☐☐☐	<b>Symbol of Sleep</b>	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M Yes	Enchantment (Compulsion) [Mind-Affecting]
	<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.							
☐☐☐☐☐	<b>Telepathic Bond</b>	20	None	1 standard action	140 minutes [D]	Close (60 Feet)	V, S, M No	Divination
	<i>Effect:</i> Link lets allies communicate.							
☐☐☐☐☐	<b>Teleport</b>	20	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V No and Yes (object)	Conjuration (Teleportation)
	<i>Effect:</i> Instantly transports you as far as 1400 miles.							

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Freezing Sphere</b>	21	Reflex half; see text	1 standard action	Instantaneous or 14 rounds; see text	Long (960 Feet)	V, S, F Yes	Evocation [Cold]
	<i>Effect:</i> Freezes water or deals cold damage.							
☐☐☐☐☐	<b>Heroism, Greater</b>	21	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S Yes (harmless)	Enchantment (Compulsion)
	<i>Effect:</i> Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.							
☐☐☐☐☐	<b>Permanent Image</b>	21	Will disbelief (if interacted with)	1 standard action	Permanent [D]	Long (960 Feet)	V, S, F No	Illusion (Figment)
	<i>Effect:</i> Includes sight, sound, and smell.							
☐☐☐☐☐	<b>Repulsion</b>	21	Will negates	1 standard action	14 rounds [D]	Up to 10 ft./level	V, S, F/DF Yes	Abjuration
	<i>Effect:</i> Creatures can't approach you.							
☐☐☐☐☐	<b>Transformation</b>	21	None	1 standard action	14 rounds	Personal	V, S, M No	Transmutation
	<i>Effect:</i> You gain combat bonuses.							
☐☐☐☐☐	<b>Wall of Iron</b>	21	See text	1 standard action	Instantaneous	Medium (240 Feet)	V, S, M No	Conjuration (Creation)
	<i>Effect:</i> 30 hp/four levels; can topple onto foes.							

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	<b>Banishment</b>	22	Will negates	1 standard action	Instantaneous	Close (60 Feet)	V, S, F Yes	Abjuration
	<i>Effect:</i> Banishes 28 HD of extraplanar creatures.							
☐☐☐☐☐	<b>Control Undead</b>	22	Will negates	1 standard action	14 minutes	Close (60 Feet)	V, S, M Yes	Necromancy
	<i>Effect:</i> Undead don't attack you while under your command.							
☐☐☐☐☐	<b>Hold Person, Mass</b>	22	Will negates; see text	1 standard action	14 rounds [D]; see text	Medium (240 Feet)	V, S, F/DF Yes	Enchantment (Compulsion)
	<i>Effect:</i> As hold person, but all within 30 ft.							
☐☐☐☐☐	<b>Mage's Magnificent Mansion</b>	22	None	1 standard action	28 hours [D]	Close (60 Feet)	V, S, F No	Conjuration (Creation)
	<i>Effect:</i> Door leads to extradimensional mansion.							
☐☐☐☐☐	<b>Simulacrum</b>	22	None	12 hours	Instantaneous	0 ft.	V, S, M, XP No	Illusion (Shadow)
	<i>Effect:</i> Creates partially real double of a creature.							

\* =Domain/Specialty Spell