





**ABILITIES (Cont)**

**CLASS ABILITIES/MAGIC ITEMS**

**Fire Jet (Su)**

times/day

**Handwritten Notes**

*\* Denotes bonuses or penalties already included in the calculations*

Player Name \_\_\_\_\_ Character Name **Viqsi**

The Frying Pan of Lamentations		ATTACK BONUS	CRITICAL
Two-handed		1	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d6
SPECIAL PROPERTIES			

Kitsune's Bite		ATTACK BONUS	CRITICAL
Natural		0	x2
TYPE	RANGE	AMMUNITION	DAMAGE
S/P/B			1d4
SPECIAL PROPERTIES			

Unarmed Strike		ATTACK BONUS	CRITICAL
Unarmed		0	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d3
SPECIAL PROPERTIES			
Non-lethal Damage			

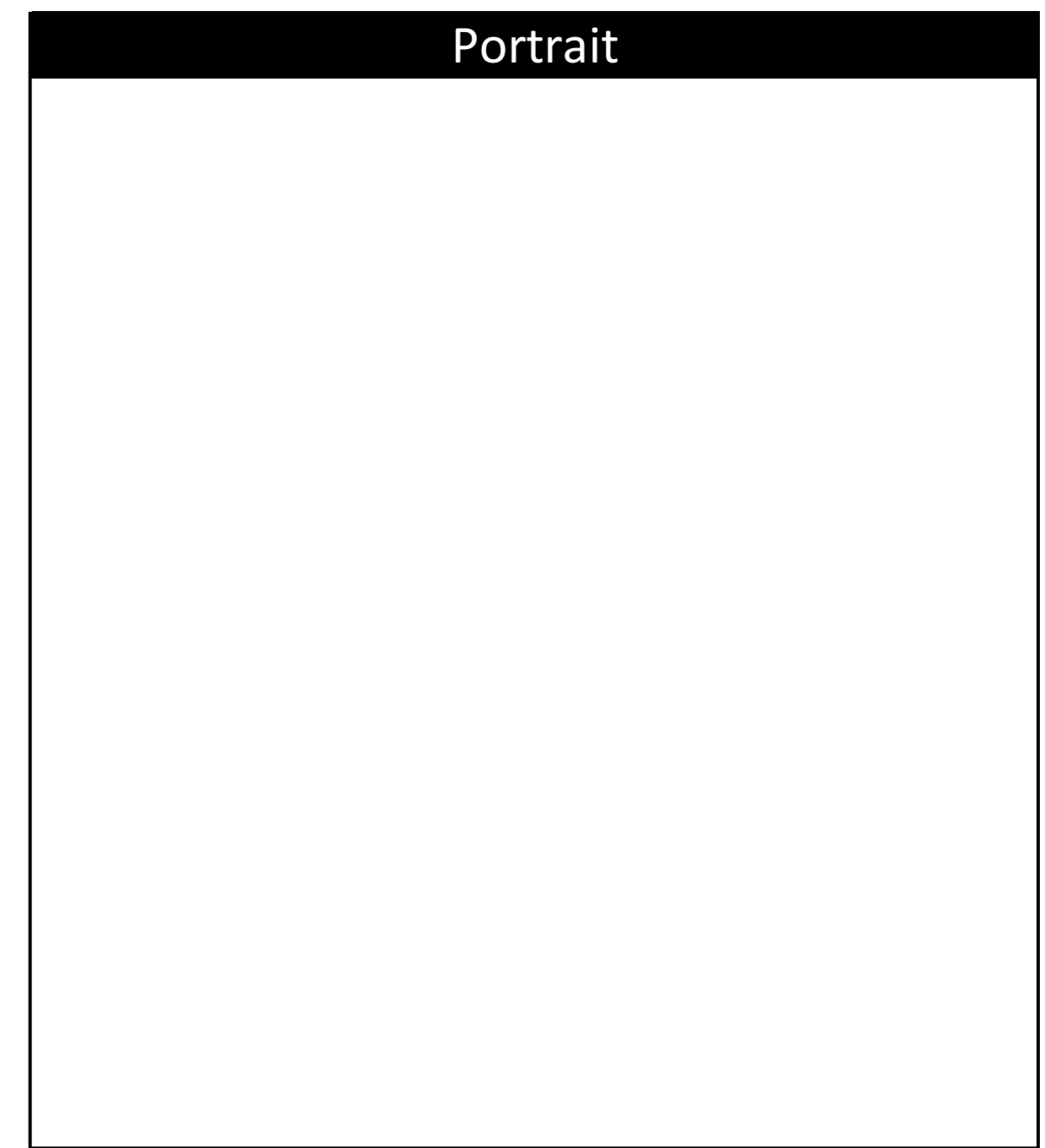
Weapon 8		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 9		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 10		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 11		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 12		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			



Additional Notes

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ABILITIES (Cont)

NOTEBOOK

*\* Denotes bonuses or penalties already included in the calculations*

# Spell Sheet

Printed on 22/04/2014

Character Name: Viqsi

Class: Wizard (Spellbook)

	0	1	2	3	4	5	6	7	8	9
Spells per Day	∞	3								

Concentration Check: 1d20 + 9

Caster Level: 1

Level	Spell Name	DC	School	Range	Save	Description	Source
0	Acid Splash	14	conjuration (creation) [acid]	25 ft.	none	You fire a orb of acid (range touch) which does 1d3 points of damage. Lasts one round	Core 239
			Comp Casting Time	Duration	SR		
			V, S	1 SA	instantaneous		
0	Arcane Mark	14	universal	touch	none	Magically marks an object	Core 244
			Comp Casting Time	Duration	SR		
			V, S	1 SA	permanent		
0	Bleed	14	necromancy	25 ft.	Will neg	You cause a living creature that is below 0 hit points but stabilized to resume dying.	Core 249
			Comp Casting Time	Duration	SR		
			V, S	1 SA	instantaneous		
0	Dancing Lights	14	evocation [light]	110 ft.	none	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)	Core 263
			Comp Casting Time	Duration	SR		
			V, S	1 SA	1 minute		
0	Daze	15	enchantment (compulsion) [mind-affecting]	25 ft.	Will neg	This spell 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. Attackers get no special advantage against dazed target. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.	Core 264
			Comp Casting Time	Duration	SR		
			V, S, M	1 SA	1 round		
0	Detect Magic	14	divination	60 ft.	none	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.	Core 267
			Comp Casting Time	Duration	SR		
			V, S, M	1 SA	concentration, up to 1 min.(s)		
0	Detect Poison	14	divination	25 ft.	none	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.	Core 268
			Comp Casting Time	Duration	SR		
			V, S	1 SA	instantaneous		
0	Disrupt Undead	14	necromancy	25 ft.	none	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.	Core 273
			Comp Casting Time	Duration	SR		
			V, S	1 SA	instantaneous		
0	Flare	14	evocation [light]	25 ft.	Fort neg	This cantrip creates a burst of light. If you cause the light to burst 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.	Core 284
			Comp Casting Time	Duration	SR		
			V	1 SA	instantaneous		
0	Ghost Sound	14	illusion (figment)	25 ft.	Will disbelief	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 4 normal humans	Core 289
			Comp Casting Time	Duration	SR		
			V, S, M	1 SA	1 round(s)		
Level	Spell Name	DC	School	Range	Save	Description	Source

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0	Light	14	evocation [light]	touch	none	This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light	Core 304
			Comp Casting Time	Duration	SR		
			V, M, DF	1 SA	10 min.		
Level	Spell Name	DC	School	Range	Save	Description	Source
0	Mage Hand	14	transmutation	25 ft.	none	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.	Core 306
			Comp Casting Time	Duration	SR		
			V, S	1 SA	concentration		
Level	Spell Name	DC	School	Range	Save	Description	Source
0	Mending	14	transmutation	10 ft.	Will neg (h, object)	This spell repairs damaged objects, restoring 1d4 hit points to the object. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs).	Core 312
			Comp Casting Time	Duration	SR		
			V, S	10 mins	instantaneous		
Level	Spell Name	DC	School	Range	Save	Description	Source
0	Message	14	transmutation [language-dependent]	110 ft.	none	You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. 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. The spell transmits sound, not meaning	Core 313
			Comp Casting Time	Duration	SR		
			V, S, F	1 SA	10 min.		
Level	Spell Name	DC	School	Range	Save	Description	Source
0	Open/Close	14	transmutation	25 ft.	Will neg (object)	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.	Core 317
			Comp Casting Time	Duration	SR		
			V, S, F	1 SA	instantaneous		
Level	Spell Name	DC	School	Range	Save	Description	Source
0	Prestidigitation	14	universal	10 ft.	see text	Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitatation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations.	Core 325
			Comp Casting Time	Duration	SR		
			V, S	1 SA	1 hour		
Level	Spell Name	DC	School	Range	Save	Description	Source
0	Ray of Frost	14	evocation [cold]	25 ft.	none	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.	Core 330
			Comp Casting Time	Duration	SR		
			V, S	1 SA	instantaneous		
Level	Spell Name	DC	School	Range	Save	Description	Source
0	Read Magic	14	divination	personal		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 or trapped scroll.	Core 330
			Comp Casting Time	Duration	SR		
			V, S, M, F	1 SA	10 min.		
Level	Spell Name	DC	School	Range	Save	Description	Source
0	Resistance	14	abjuration	touch	Will neg (h)	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.	Core 334
			Comp Casting Time	Duration	SR		
			V, S, M, DF	1 SA	1 minute		
Level	Spell Name	DC	School	Range	Save	Description	Source
0	Spark	14	evocation [fire]	25 ft.	Fort neg (object)	You can make an unattended fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object.	APG 246
			Comp Casting Time	Duration	SR		
			V, S	1 SA	instantaneous		
Level	Spell Name	DC	School	Range	Save	Description	Source
0	Touch of Fatigue	14	necromancy	touch	Fort neg	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.	Core 360
			Comp Casting Time	Duration	SR		
			V, S, M	1 SA	1 round(s)		
Level	Spell Name	DC	School	Range	Save	Description	Source
0	Haunted Fey Aspect	14	illusion (glamer)	Personal		You surround yourself with disturbing illusions, making you look and sound like a bizarre, insane fey creature. You gain DR 1/cold iron against a single opponent until the end of the spell, or until you take damage.	UC 230
			Comp Casting Time	Duration	SR		
			S	1 standard action	1 round(s) (D)		

# Spell Sheet

Level	Spell Name	DC	School	Range	Save	Description	Source	
1	Burning Hands	15	evocation [fire]	15 ft.	Ref half	A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage. Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.	Core 251	
			Comp	Casting Time	Duration			SR
			V, S	1 SA	instantaneous			yes
1	Dancing Lantern	15	transmutation [fire, light]	touch	none	You can animate a lantern and the lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it.	APG 214	
			Comp	Casting Time	Duration			SR
			V, S	1 SA	1 hour(s) (D)			no
1	Grease	15	conjuration (creation)	25 ft.	see text	A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall).	Core 291	
			Comp	Casting Time	Duration			SR
			V, S, M	1 SA	1 min.(s)			no
1	Mage Armor	15	conjuration (creation) [force]	touch	Will neg (h)	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.	Core 306	
			Comp	Casting Time	Duration			SR
			V, S, F	1 SA	1 hour(s)			no
1	Sleep	16	enchantment (compulsion) [mind-affecting]	110 ft.	Will neg	A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action.	Core 344	
			Comp	Casting Time	Duration			SR
			V, S, M	1 rd	1 min.(s)			yes
1	Identify	15	divination	60 ft.	none	This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.	Core 299	
			Comp	Casting Time	Duration			SR
			V, S, M	1 SA	3 rounds			no
1	Cause Fear	15	necromancy [fear, mind-affecting, emotion]	25 ft.	Will partial	The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect.	Core 252	
			Comp	Casting Time	Duration			SR
			V, S	1 SA	1d4 rounds or 1 round; see text			yes
Level	Spell Name	DC	School	Range	Save	Description	Source	
			Comp	Casting Time	Duration	SR		
Level	Spell Name	DC	School	Range	Save	Description	Source	
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