

SPELL PLANNER for Wizard

EFFECTIVE LEVEL **7** = **5** **2**
Total Base Adj.

Spells per Day:	4+1	4+1	3+1	2+1						
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14	15	16						

LEGEND Stormlord Leif
 *: See text, **crt**: Creature, **chk**: check, **conc**: Concentration, **dis**: Discharged, **disb**: Disbelief, **(D)**:missible, **HD**: Hit Die, **HP**: Hit Points, **hr**: Hour, **max**: Maximum, **min**: Minute, **neg**: Negate, **obj**: Object, **part**: Partial, **rad**: Radius, **rd**: Round, **(S)**:shapeable, **temp**: Temporary, **vs**: Versus, **wpn**: Weapon

Range
 Close: 40'
 Medium: 170'
 Long: 680'

SCHOOLS: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

The Only Sheet v7.50.7REGISTERED to Christopher Boucher

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
SOR/WIZ CANTRIPS:												
□□□□□	0	Detect Magic	D	VS	1 action	60 ft.	Cone-shaped emanation	7 min (D)	None	No	Detects spells and magic items within 60 ft.	p.219
□□□□□	0	Detect Poison	D	VS	1 action	Close	One crt, object, 5 ³	Instant	None	No	Detects poison in one creature or small object	p.219
□□□□□	0	Mage Hand	T	VS	1 action	Close	Unattended obj. max 5 lb.	Conc.	None	No	5-pound telekinesis	p.249
□□□□□	0	Light	EV	VM/DF	1 action	Touch	Object touched	70 min (D)	None	No	Object shines like a torch	p.248
□□□□□	0	Read Magic	D	VSF	1 action	Personal	You	70 min			Read scrolls and spellbooks	p.269
LEVEL 1:												
□□□□□	1	Silent Image	I	VSF	1 action	Long		Conc.	Will disb [DC14]	No	Creates minor illusion of your design	p.279
□□□□□	1	Comprehend Languages	D	VSM/DF	1 action	Personal	You	70 min	Will neg [DC14]	Yes	Understands all spoken and written languages touched	p.212
□□□□□	1	Ventriloquism	I	VF	1 action	Close		7 min (D)	Will disb [DC14]	No	Throws voice	p.298
□□□□□	1	True Strike	D	VF	1 action	Personal	You	see text			Adds +20 bonus to your next attack roll	p.296
□□□□□	1	Magic Missile	EV	VS	1 action	Medium	Max 5 crts, max 15'	Instant	None	Yes	4x missiles of magical energy, each dealing 1d4+1 damage	p.251
□□□□□	1	Detect Undead	D	VSM/DF	1 action	60 ft.	Cone-shaped emanation	7 min (D)	None	No	Reveals undead within 60 ft.	p.220
LEVEL 2:												
□□□□	2	Web	C	VSM	1 action	Medium	20' radius spread	70 min (D)	Ref neg [DC15]	No	Fills area with sticky spider webs	p.301
□□□□	2	Invisibility	I	VSM/DF	1 action	Touch	You or max. 700 lb.	7 min (D)	Will neg [DC15]	Yes	Subject is invisible for until it attacks	p.245
□□□□	2	Mirror Image	I	VS	1 action	see text	You	7 min (D)			Creates 1d4+2 decoy duplicates of you	p.254
□□□□	2	Whispering Wind	T	VS	1 action	1 mile/level	10' radius spread	Max 7 hr	None	No	Sends a short message	p.301
□□□□	2	Owl's Wisdom	T	VSM/DF	1 action	Touch	Creature touched	7 min	Will neg [DC15]	Yes	Grants a +4 enhancement bonus to Wisdom	p.259
LEVEL 3:												
□□□	3	Fly	T	VSF/DF	1 action	Touch	Creature touched	7 min	Will neg [DC16]	Yes	Target flies at 60' (Light) or 40' (Medium, Heavy) encumbrance	p.232
□□□	3	Major Image	I	VSF	1 action	Long		Conc. +3 rd	Will disb [DC16]	No	As silent image, plus sound, smell and thermal effects	p.252
□□□	3	Lightning Bolt	EV	VSM	1 action	120 ft.	120' line	Instant	Ref half [DC16]	Yes	Stroke of electricity deals 7d6 damage	p.248
□□□	3	Displacement	I	VM	1 action	Touch	Creature touched	7 rd (D)	Will neg [DC16]	Yes	Attacks miss subject 50%	p.223
LEVEL 4:												
	4	Hallucinatory Terrain	I	VSM	10 min	Long	7x30' cubes (S)	14 hr (D)	Will disb [DC17]	No	Makes one type of terrain appear like another	p.238
	4	Phantasmal Killer	I	VS	1 action	Medium	One living creature	Instant	see text	Yes	Fearsome illusion kills subject or deals 3d6 damage	p.260
BONUS:												
□□□	3	Fireball	EV	VSM	1 action	Long	20' radius spread	Instant	Ref half [DC16]	Yes	7d6 damage, 20-ft. radius	p.231
	5	Cone of Cold	EV	VSM/DF	1 action	60 ft.	Cone-shaped burst	Instant	Ref half [DC18]	Yes	7d6 cold damage	p.212
Ranger												
LEVEL 1:												
□□□□□	1	Endure Elements	A	VS	1 action	Touch	Creature touched	24 hr	Will neg [DC14]	Yes	Ignores adverse climactic conditions from -50 to 140 degrees	p.226