

SPECIAL ABILITIES/FEATS

— RACE ABILITIES —

- Base land speed of 30 feet.
- Bonus Feat: 1st level bonus feat
- Favored Class: Any

— CLASS ABILITIES —

- Proficient in light armor
- Proficient with all simple weapons, and with Hand Crossbow, Rapier, Sap, Shortbow, Composite Shortbow, Short Sword.
- Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC, or you are flanking them, you inflict an extra 1d6 damage. Ranged attacks must be within 30 feet to gain this, and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage, as do creatures with concealment
- Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.
- Familiar: You have called a Cat as a magical companion.
 - ⌘ Alertness: While the familiar is within arms reach, you gain the Alertness feat(+2 to Spot & Listen checks).
- Diviner: You are specialized in the school of Divination. You can prepare one additional Divination spell per spell level each per day. You gain a +2 bonus to Spellcraft checks to learn spells from this school. Necromancy spells are prohibited to you.
- Spontaneous Divination: You can spontaneously cast any spell of the divination school by sacrificing a prepared spell of equal or greater level.

— FEATS —

- Point Blank Shot (PH 98) : +1 bonus on ranged attack and damage within 30 ft.
- Precise Shot (PH 98) : You can shoot or throw at opponents engaged in melee without the -4 penalty.
- Scribe Scroll (PH 99)² : Create magic scrolls.
- Extend Spell (PH 94) : Double spell's duration.
- Practiced Spellcaster (CAr 82) (Wizard) : Your caster level is +4 but not above your HD.
- Able Learner (RD 150) : Cross-class skills cost less per rank

— FLAWS —

- Murky-Eyed (UA Pg 91) : When attacking an opponent that has concealment, roll your miss chance twice. If either misses the attack fails.

wizard schools of magic

Access to Schools:	<input checked="" type="checkbox"/> Abjuration	<input checked="" type="checkbox"/> Divination	<input checked="" type="checkbox"/> Evocation	<input type="checkbox"/> Necromancy	<input checked="" type="checkbox"/> Universal
	<input checked="" type="checkbox"/> Conjuraton	<input checked="" type="checkbox"/> Enchantment	<input checked="" type="checkbox"/> Illusion	<input checked="" type="checkbox"/> Transmutation	
Specialization School:	Divination				

wizard spells

KN PREP. SCHOLL SPELL NAME SCH. COMP. CAST TIME RANGE DURATION SAVE SR EFFECT

o-level spells Spells: + = 5 Save DC: 14

<input type="checkbox"/>	Acid Splash	[Acid]	Co	VS	1 act	Close	Instantaneous	-	N	Orb deals 1d3 acid damage	PHB.196
<input type="checkbox"/>	Amanuensis		Tr	VS	1 act	Close	10 min/lev	Will n.	Y	Copy nonmagical text	SpC.9
<input type="checkbox"/>	Arcane Mark		Un	VS	1 act	0 ft	Permanent	-	N	Inscribe a personal rune (visible or invisible)	PHB.201
<input type="checkbox"/>	Calltrop		Co	VS	1 act	Close	1 round/lev	-	N	Creates calltrop in 5-by-5-ft sq., + 5-ft/2 lev	SpC.42
<input type="checkbox"/>	Dancing Lights	[Light]	Ev	VS	1 act	Medium	1 min (D)	-	N	Creates torches or other lights	PHB.216
<input type="checkbox"/>	Daze	[Mind-Affecting]	En	VSM	1 act	Close	1 round	Will n.	Y	Humanoid creat. up to 4 HD loses next action	PHB.217
<input type="checkbox"/>	Detect Magic		Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detect spells and magic items within 60 ft	PHB.219
<input type="checkbox"/>	Detect Poison		Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or small object	PHB.219
<input type="checkbox"/>	Electric Jolt	[Electricity]	Ev	VS	1 act	Close	Instantaneous	-	Y	Ranged touch attack deals 1d3 electricity dmg	SpC.78
<input type="checkbox"/>	Flare	[Light]	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attack rolls)	PHB.252
<input type="checkbox"/>	Ghost Sound		il	VSM	1 act	Close	1 round/lev (D)	Will dis.	N	Figments sound	PHB.235
<input type="checkbox"/>	Launch Bolt		Tr	VSM	1 act	Touch	Instantaneous	-	N	Launches a crossbow bolt up to 80 ft.	SpC.130
<input type="checkbox"/>	Launch Item		Tr	S	1 act	Touch	Instantaneous	-	N	Hurls fine item up to Medium range	SpC.130
<input type="checkbox"/>	Light	[Light]	Ev	VM	1 act	Touch	10 min/lev (D)	-	N	Object shines like a torch	PHB.248
<input type="checkbox"/>	Mage Hand		Tr	VS	1 act	Close	Concentration	-	N	5-pound telekinesis	PHB.249
<input type="checkbox"/>	Mending		Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs on an object	PHB.253
<input type="checkbox"/>	Message	[Language-Dependent]	Tr	VSF	1 act	Medium	10 min/lev	-	N	Whispered conversation at distance	PHB.255
<input type="checkbox"/>	Open/Close		Tr	VSF	1 act	Close	Instantaneous	Will n.	Y	Opens or closes small or light things	PHB.259
<input type="checkbox"/>	Prestidigitation		Un	VS	1 act	10 ft	1 hour	Special	N	Performs minor tricks	PHB.264
<input type="checkbox"/>	Ray of Frost	[Cold]	Ev	VS	1 act	Close	Instantaneous	-	Y	Ray deals 1d3 cold damage	PHB.269
<input type="checkbox"/>	Read Magic		Di	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks	PHB.269
<input type="checkbox"/>	Repair Minor Damage		Tr	VS	1 act	Touch	Instantaneous	-	N	Repairs 1 point of damage to any construct	SpC.173
<input type="checkbox"/>	Resistance		Ab	VSM	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws	PHB.272
<input type="checkbox"/>	Silent Portal		il	S	1 act	Close	1 min/lev (D)	Will n.	Y	Negates sound from door or window	SpC.190
<input type="checkbox"/>	Sonic Snap	[Sonic]	Ev	VS	1 act	Close	Instantaneous	Will part.	Y	Subject takes 1 sonic dmg, deafened 1 round	SpC.195
<input type="checkbox"/>	Stick		Tr	VSM	1 act	Touch	Instantaneous	Will n.	Y	Glues an object up to 5 lb. to a larger one	SpC.206

1st-level spells Spells: + = 5 Save DC: 15

<input type="checkbox"/>	Alarm		Ab	VSF	1 act	Close	2 hours/lev (D)	-	N	Wards an area, for 2 hours/lev	PHB.197
<input type="checkbox"/>	Detect Secret Doors		Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Reveals hidden doors within 60 ft	PHB.220
<input type="checkbox"/>	Expeditious Retreat, Swift		Tr	V	Swift	Personal	1 round	-	N	Your speed increases by 30 ft for 1 round.	SpC.85
<input type="checkbox"/>	Hold Portal		Ab	V	1 act	Medium	1 min/lev (D)	-	N	Holds door shut	PHB.241
<input type="checkbox"/>	Identify		Di	VSM	1 hour	Touch	Instantaneous	-	N	Determines properties of magic item	PHB.243
<input type="checkbox"/>	Instant Locksmith		Di	VS	Swift	Personal	1 round	-	N	Disable Device/Open Lock are free actions, +2	SpC.124
<input type="checkbox"/>	Instant Search		Di	VS	Swift	Personal	1 round	-	N	Make Search check at +2 as free action.	SpC.124
<input type="checkbox"/>	Mage Armor	[Force]	Co	VSF	1 act	Touch	1 hour/lev (D)	Will n.	N	Gives subject +4 armor bonus	PHB.249
<input type="checkbox"/>	Magic Missile	[Force]	Ev	VS	1 act	Medium	Instantaneous	-	Y	1d4+1 dmg missile, 1/2 lev. above 1st (max 5)	PHB.251
<input type="checkbox"/>	Orb of Acid, Lesser	[Acid]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	SpC.150
<input type="checkbox"/>	Orb of Electricity, Lesser	[Electricity]	Co	VS	1 act	Close	Instantaneous	-	N	Ranged touch attack deals 1d8 +1d8/2 lev	SpC.151
<input type="checkbox"/>	Ray of Clumsiness		Tr	VS	1 act	Close	1 min/lev	-	Y	Victim takes 1d6 Dex penalty +1/2 lev	SpC.166
<input type="checkbox"/>	True Strike		Di	VF	1 act	Personal	Special	-	N	+20 on your next attack roll	PHB.296

2nd-level spells Spells: + = 4 Save DC: 16

<input type="checkbox"/>	Detect Thoughts	[Mind-Affecting]	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows listening to surface thoughts	PHB.220
<input type="checkbox"/>	Invisibility		il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject invisible for 1 min/lev or until attacks	PHB.245
<input type="checkbox"/>	Knock		Tr	V	1 act	Medium	Instantaneous	-	N	Opens locked or magically sealed doors	PHB.246
<input type="checkbox"/>	Levitate		Tr	VSF	1 act	Close	1 min/lev (D)	-	N	Subject moves up and down at your direction	PHB.248
<input type="checkbox"/>	Ray of Ice	[Cold]	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Ray deals 1d6 cold damage/2 levels	SpC.167
<input type="checkbox"/>	Scorching Ray	[Fire]	Ev	VS	1 act	Close	Instantaneous	-	Y	Ray deals 4d6 damage, +1 ray/4 lev (max 5)	PHB.274
<input type="checkbox"/>	See Invisibility		Di	VSM	1 act	Personal	10 min/lev (D)	-	N	Reveals invisible creatures or objects	PHB.273
<input type="checkbox"/>	Snowball Swarm	[Cold]	Ev	VSM	1 act	Medium	Instantaneous	Ref 1/2	Y	Deal 2d6 points of cold damage in 10-ft burst	SpC.194
<input type="checkbox"/>	Spider Climb		Tr	VSM	1 act	Touch	10 min/lev	Will n.	N	Grants ability to walk on walls and ceilings	PHB.283

