SORCERER SPELLS

CASTER LVL	4
SPELL SAVE	+12
	DC MOD

SPELL SAVE DC	12	13	14	15	16	17	18	19	20	21
LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
SPELLS PER DAY		7 + 1	4 + 1							

Character: **Buddy**

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SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	35 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	140 ft.
LONG RANGE (400 ft. + 40 ft. / level)	560 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	---------- ClassLevel 0 ----------									
	Detect Magic	div	vs	1a	60 ft.	Conc. max. 1 min. /	None	No	Detects spells and magic items within 60 ft.	pfcr267
	Light	evo[light]	vm/df	1a	Touch	10 min. / lvl	None	No	20 ft. radius bright light, plus 20 feet of shadowy illumination.	pfcr304
	Mage Hand	tra	vs	1a	Close	Concentration	None	No	5-pound telekinesis.	pfcr306
	Mending	tra	vs	1a	10 ft.	Instantaneous	Will neg(h,o)	Yes(h,o)	Repair 1d4 damage to objects.	pfcr312
	Prestidigitation	uni	vs	1a	10 ft.	1 hr	see text	No	Performs minor tricks.	pfcr325
	Read Magic	div	vsf	1a	Personal	10 min. / lvl			Read scrolls and spellbooks.	pfcr330
	---------- ClassLevel 1 ----------									
	Cause Fear	nec[fear,mind]	vs	1a	Close	See text	Will prtl	Yes	One creature of 5 HD or less flees for 1d4 rounds.	pfcr252
	Chill Touch	nec	vs	1a	Touch	Instantaneous	Fort prtl, Will neg*	Yes	One touch/level deals 1d6 damage and possibly 1 Str damage.	pfcr255
	Feather Fall	tra	v	1 imm	Close	Until landing or 1 rn	Will neg(h,o)	Yes(o)	Objects or creatures fall slowly.	pfcr281
	Magic Missile	evo[force]	vs	1a	Med	Instantaneous	None	Yes	1d4+1 damage; +1 missile per two levels above 1st (max 5).	pfcr309
	Shield	abj[force]	vs	1a	Personal	1 min. / lvl (D)			Invisible disc gives +4 to AC, blocks magic missiles.	pfcr342
	---------- ClassLevel 2 ----------									
	Flaming Sphere	evo[fire]	vsm/df	1a	Med	1 rnd / lvl	Ref neg	Yes	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.	pfcr283