

Sorcerer: 6

6	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Caltrops	0	Sor	SCmp:42	v,s	1a	6 rd	Close (40')		Conjuration	None	No
	<i>Covers one 5 ft square with caltrops</i>											
	Detect Magic	0	Sor	PHB:219	v,s	1a	[c] 6 min [d]	60 ft.	Cone em.	Divination	None	No
	<i>Detects spells and magic items within 60 ft. See text for details on detect.</i>											
	Disrupt Undead	0	Sor	PHB:223	v,s	1a	Inst.	Close (40')	Ray	Necromancy	None	Yes
	<i>Ray of positive energy grants RTA to deal 1d6 dmg to undead.</i>											
	Mage Hand	0	Sor	PHB:249	v,s	1a	Concen.	Close (40')		Transmutation	None	No
	<i>5-pound telekinesis. Can propel object up to 15ft, though spell ends if object moves beyond range of spell.</i>											
	Prestidigitation	0	Sor	PHB:264	v,s	1a	1 hour	10 feet		Universal	(text) 13	No
	<i>Performs minor tricks (coloration, flavor, cleaning, amusing children.)</i>											
	Read Magic	0	Sor	PHB:269	v,s,f	1a	60 min	Personal		Divination	None	No
	<i>Read scrolls and spellbooks.</i>											

7	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Identify	1	Sor	PHB:243	v,s,m/df	1 hour	Inst.	Touch		Divination	None	No
	<i>Determines all magical properties of single item you touch. Does not work on Artifacts.</i>											
	Mage Armor	1	Sor	PHB:249	v,s,f	1a	6 hours [d]	Touch		Conjuration (Creation) [Force]	Will 14 neg (h)	Yes
	<i>Force effect gives the touched subject a +4 (armor) to AC. No Armor Penalty, Arcane Spell Failure, or speed reduction from this armor. Incorporal creatures cannot ignore this armor.</i>											
	Orb of Electricity, Lesser	1	Sor	SCmp:151	v,s	1a	Inst.	Close (40')		Conjuration (Creation) [Electricity]	None	No
	<i>Ranged touch attack; 3d8 (electricity) damage</i>											
	Shocking Grasp	1	Sor	PHB:279	v,s	1a	Inst.	Touch		Evocation [Electricity]	None	Yes
	<i>Touch delivers 5d6 electricity damage.</i>											

6	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Fireburst	2	Sor	SCmp:93	v,s,m	1a	Inst.	10 ft.		Evocation [Fire]	Ref 15 half	Yes
	<i>All creatures and objects within 10 ft. of you take 5d8 fire damage.</i>											
	Sonic Weapon	2	Sor	SCmp:195	v	1a	6 min [d]	Touch		Transmutation [Sonic]	None	No
	<i>This spell sheathes a weapon in sonic energy. The weapon deal +1d6 sonic dmg with each successful Att. The energy does not harm the wielder. Bows, crossbows, and slings that are affected bestow the energy upon their ammunition.</i>											

4	Spell Name	Lvl.	Type	Reference	Comp.	Cast	Duration	Range	Area	School	Save	SR
	Lightning Bolt	3	Sor	PHB:248	v,s,m	1a	Inst.	120 ft.	Line	Evocation [Electricity]	Ref 16 half	Yes
	<i>Electricity deals 6d6 dmg to each creature within area. Melts some metals (see text).</i>											

References Used

Abbreviation	Name	Version
DMG	Dungeon Masters Guide 3.5E	1.00
PHB	Players Handbook 3.5E	2.01
SCmp	Spell Compendium	2.05