SORCERER SPELLS

CASTER LVL	6
SPELL SAVE	+14
	DC MOD

SPELL SAVE DC	14	15	16	17	18	19	20	21	22	23
LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
SPELLS PER DAY		7 + 1	6 + 1	4 + 1						

Character: Liake/Erza

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	40 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	160 ft.
LONG RANGE (400 ft. + 40 ft. / level)	640 ft.

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	---------- ClassLevel 0 ----------									
	Acid Splash	con(creation)[acid]	vs	1a	Close	Instantaneous	None	No	Orb deals 1d3 acid damage.	pfcr239
1	Dancing Lights	evo[light]	vs	1a	Med	1 min. (D)	None	No	Creates torches or other lights.	pfcr263
	Detect Magic	div	vs	1a	60 ft.	Conc. max. 1 min. /	None	No	Detects spells and magic items within 60 ft.	pfcr267
	Detect Poison	div	vs	1a	Close	Instantaneous	None	No	Detects poison in one creature or object.	pfcr268
1	Ghost Sound	ill(fig)	vsm	1a	Close	1 rnd / lvl (D)	Will dis	No	Figment sounds.	pfcr289
	Mage Hand	tra	vs	1a	Close	Concentration	None	No	5-pound telekinesis.	pfcr306
	Message	tra[lang]	vsf	1a	Med	10 min. / lvl	None	No	Whispered conversation at distance.	pfcr313
	Open/Close	tra	vsf	1a	Close	Instantaneous	Will neg(o)	Yes(o)	Opens or closes small or light things.	pfcr317
1	Prestidigitation	uni	vs	1a	10 ft.	1 hr	see text	No	Performs minor tricks.	pfcr325
	Touch of Fatigue	nec	vsm	1a	Touch	1 rnd / lvl	Fort neg	Yes	Touch attack fatigues target.	pfcr360
	---------- ClassLevel 1 ----------									
	Color Spray	ill(patt)[mind]	vsm	1a	15 ft.	See text	Will neg	Yes	Knocks unconscious, blinds, and/or stuns creatures in a 15 ft. cone.	pfcr256
	Detect Secret Doors	div	vs	1a	60 ft.	Conc. max. 1 min. /	None	No	Reveals hidden doors within 60 ft.	pfcr268
	Mage Armor	con(creation)[force]	vsf	1a	Touch	1 hr / lvl (D)	Will neg(h)	No	Gives subject +4 armor bonus.	pfcr306
	Magic Missile	evo[force]	vs	1a	Med	Instantaneous	None	Yes	1d4+1 damage; +1 missile per two levels above 1st (max 5).	pfcr309
	Sleep	en(comp)[mind]	vsm	1r	Med	1 min. / lvl	Will neg	Yes	Puts 4 HD of creatures into magical slumber.	pfcr344
	---------- 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
	Resist Energy	abj	vsdf	1a	Touch	10 min. / lvl	Fort neg(h)	Yes(h)	Ignores 10 (or more) points of damage/attack from specified energy type.	pfcr334
	Spider Climb	tra	vsm	1a	Touch	10 min. / lvl	Will neg(h)	Yes(h)	Grants ability to walk on walls and ceilings.	pfcr347
	---------- ClassLevel 3 ----------									
	Tiny Hut	evo[force]	vsm	1a	20 ft.	See text	None	No	Creates shelter for ten creatures.	pfcr360
1	Speak with Animals	div	vs	1a	Personal	1 min. / lvl	None	No	You can communicate with animals.	pfcr346