

Raquel

Character Name

d6E 4, Wizard

CLASS

4 (4)

6000 / 10000

EXP / NEXT LEVEL

Character Level (CR)

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10		+0		
DEX Dexterity	12		+1		
CON Constitution	10		+0		
INT Intelligence	19		+4		
WIS Wisdom	16		+3		
CHA Charisma	12		+1		

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

+9

=

+6

+

+3

+

+0

+

+0

+

+0

+

Conditional Modifiers

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

+2

=

+1

+

+0

+

+0

+

+1

+

+0

+

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

*Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+2	1d8	2W-P-(OH)		-4	
1H-O	-2	1d8	2W-P-(OL)		-2	
2H	+2	1d8	2W-OH		-8	

Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+2		1d6				

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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Rachael

Player Name

Elf / Humanoid

RACE

110

Female

GENDER

AGE

HP
hit points

21

WOUNDS/CURRENT HP

AC
armor class

11

FLAT

10

TOUCH

11

BASE

10

ARMOR BONUS

0

SHIELD BONUS

1

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE
modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

None

Region

5' 0" / 115 lbs.

HEIGHT / WEIGHT

Blonde

HAIR

None

Alignment

Low-light

VISION

33

TOTAL SKILLPOINTS: 42		SKILLS		MAX RANKS: 7/3.5					
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER			
✓	Acrobatics	DEX	1	=	1				
✓	Appraise	INT	4	=	4				
	Arcana	INT	13	=	4	+	7	+	2
✓	Athletics	STR	0	=	0				
✓	Craft (Untrained)	INT	4	=	4				
✓	Deception	CHA	1	=	1				
✓	Deception (Act in character)	CHA	3	=	1			+	2
✓	Endurance	CON	0	=	0				
✓	Gather Information	CHA	10	=	1	+	7	+	2
✓	Heal	WIS	3	=	3				
✓	Insight	WIS	3	=	3				
	Knowledge (Local)	INT	11	=	4	+	7		
	Knowledge (The Planes)	INT	11	=	4	+	7		
	Knowledge (Theology and Philosophy)	INT	11	=	4	+	7		
	Martial Arts (Intelligence Based)	INT	11	=	4	+	7		
✓	Perception	WIS	10	=	3	+	7		
✓	Persuasion	CHA	8	=	1	+	7		
✓	Ride	DEX	1	=	1				
✓	Stealth	DEX	1	=	1				
✓	Survival	WIS	3	=	3				
✓	Survival (Find or follow tracks)	WIS	5	=	3			+	2
✓	Thievery	DEX	1	=	1				
✓	Use Rope	DEX	1	=	1				
					=		+		+
						=	+		+
✓: can be used untrained. ✕: exclusive skills. *: Skill Mastery.									

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Longsword	Equipped	1	4.0	15.0	
Quarterstaff	Carried	1	4.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			8 lbs.	15.0 gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

LANGUAGES	
Common, Elven	

Special Attacks	
Warcraft	[Eclipse, p.10]
+1 BAB	
Warcraft / Spec for Melee	[Eclipse]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -0, Dying -1 and Dead -11	
Immunity to magic sleep effects	[PHB, p.16]
+2 racial saving throw bonus against enchantment spells or effects	[PHB, p.16]
Humanoid Traits	[PHB, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Low-light Vision (Ex)	[PHB]
You can see 2x as far as humans in low illumination. [2x]	
Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it	[PHB, p.16]
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
Duties (TBD)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
+2 CP towards Skills per level. [+14 total Skill Points Granted].	

DISADVANTAGES	
History	[Eclipse, p.19]
You have a written history for the GM.	
Obligations (To Orion)	[Eclipse, p.19]
You have the listed obligations.	
Unluck	[Eclipse, p.20]
2's become 1's due to unluck.	

Spell Caster Information	
Wizard	[Eclipse, p.11]
Wizard Level 5, Casterlevel is 5	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 150, Bonus Feats have added 12 CP, Disadvantages have added 10 CP, Duties adds 8 CP, HD 6 deducts 8 CP	
Adept (Knowledge (Theology and Philosophy), Knowledge (The Planes), Knowledge (History), Arcana)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Power Words	[Eclipse, p.39]
Store up to 6 total spell levels; 1/round [Move-Equivalent] release a spell.	
Power Words / Improved	[Eclipse, p.39]
(+6 CP) increases the total spell levels which can be stored to (Con score/2).	
Power Words / Superior	[Eclipse, p.39]
(+3 CP) requires Improved and increases the total spell levels which can be stored to (2*Con score/3).	

Feats	
Adept (Knowledge (Theology and Philosophy), Knowledge (The Planes), Knowledge (History), Arcana)	[Eclipse]

PROFICIENCIES	
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Rapier, Scourge, Shortbow, Shortspears, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike	

TEMPLATES	
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Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	4	3	2	—	—	—	—	—	—

LEVEL 0 / Per Day:4 / Caster Level:5

Name	School	Time	Duration	Range	Source
□□□□□ Acid Splash	Conjuration (Creation) [Acid]	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.196
[V,S] TARGET: One missile of acid; EFFECT: You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. [SR:No]					
□□□□□ Amanuesis	Transmutation	1 standard action	10 minute/level	Close (35 ft.)	SC:p.9
[V,S] TARGET: Object or objects with writing; EFFECT: Copies 250 words per minute. [SR:Yes [object]; DC:14, Will negates [object]]					
□□□□□ Arcane Mark	Universal	Standard Action	Permanent	0 ft.	PHB:p.201
[V,S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: Inscribes a personal rune [visible or invisible]. [SR:No]					
□□□□□ Caltrops	Conjuration (Creation)	1 standard action	1 round/level	Close (35 ft.)	SC:p.42
[V,S] TARGET: See text; EFFECT: Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half. [SR:No]					
□□□□□ Dancing Lights	Evocation [Light]	Standard Action	1 minute/level [D]	Medium (150 ft.)	PHB:p.216
[V,S] TARGET: Up to four lights, all within a 10- ft.-radius area; EFFECT: Depending on the version selected, you create up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o'-wisp], or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire [no concentration required]; forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. Dancing lights can be made permanent with a permanency spell. [SR:No]					
□□□□□ Daze	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 round	Close (35 ft.)	PHB:p.217
[V,S,M] TARGET: One humanoid creature of 4 HD or less; EFFECT: Humanoid creature of 4 HD or less loses next action., This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. Material Component: A pinch of wool or similar substance. [SR:Yes; DC:14, Will negates]					
□□□□□ Detect Magic	Divination	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	PHB:p.219
[V,S] TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No]					
□□□□□ Detect Poison	Divination	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.219
[V,S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detects poison in one creature or small object. [SR:No]					
□□□□□ Disrupt Undead	Necromancy	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.223
[V,S] TARGET: Ray; EFFECT: Deals 1d6 damage to one undead. [SR:Yes]					
□□□□□ Electric Jolt	Evocation [Electricity]	1 standard action	Instantaneous	Close (35 ft.)	SC:p.78
[V,S] TARGET: Ray; EFFECT: Ranged touch attack delivers 1d3 electric damage. [SR:Yes]					
□□□□□ Flare	Evocation [Light]	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.232
[V] TARGET: Burst of light; EFFECT: Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:14, Fortitude negates]					
□□□□□ Ghost Sound	Illusion (Figment)	Standard Action	1 round/level [D]	Close (35 ft.)	PHB:p.235
[V,S,M] TARGET: Illusory sounds; EFFECT: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level [maximum twenty humans]. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell. Material Component - A bit of wool or a small lump of wax. [SR:No; DC:14, Will disbelief (if interacted with)]					
□□□□□ Launch Bolt	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
[V,S,M] TARGET: One crossbow bolt in your possession; EFFECT: Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments. [SR:No]					
□□□□□ Launch Item	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
[S] TARGET: One Fine item in your possession, weighing up to 10lbs; EFFECT: Launch an item safely to the target you specify where it will act normally upon impact. [SR:No]					
□□□□□ Light	Evocation [Light]	Standard Action	10 minutes/level [D]	Touch	PHB:p.248
[V, MDF] TARGET: Object touched; EFFECT: Object shines like a torch. [SR:No]					
□□□□□ Mage Hand	Transmutation	Standard Action	Concentration	Close (35 ft.)	PHB:p.249
[V,S,F] TARGET: One nonmagical, unattended object weighing up to 5 lb.; EFFECT: 5-pound telekinesis. [SR:No]					
□□□□□ Mending	Transmutation	Standard Action	Instantaneous	10 ft.	PHB:p.253
[V,S] TARGET: One object of up to 1 lb.; EFFECT: Makes minor repairs on an object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
□□□□□ Message	Transmutation [Language-Dependent]	Standard Action	10 minutes/level	Medium (150 ft.)	PHB:p.253
[V,S,F] TARGET: 1 creature/level; EFFECT: Whispered conversation at distance. [SR:No]					
□□□□□ Open/Close	Transmutation	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.258
[V,S,F] TARGET: Object weighing up to 30 lb. or portal that can be opened or closed; EFFECT: Opens or closes small or light things. [SR:Yes (object); DC:14, Will negates (object)]					
□□□□□ Prestidigitation	Universal	Standard Action	1 hour	10 ft.	PHB:p.264
[V,S] TARGET: See text; EFFECT: Performs minor tricks. [SR:No; DC:14, See text]					
□□□□□ Ray of Frost	Evocation [Cold]	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.269
[V,S] TARGET: Ray; EFFECT: Ray deals 1d3 cold damage. [SR:Yes]					
□□□□□ Read Magic	Divination	Standard Action	10 minutes/level	Personal	PHB:p.269
[V,S,F] TARGET: You; EFFECT: Read scrolls and spellbooks. [SR:No]					
□□□□□ Repair Minor Damage	Transmutation	1 standard action	Instantaneous	Touch	SC:p.173
[V,S] TARGET: Construct touched; EFFECT: Repair a construct 1 point of damage. [SR:No]					
□□□□□ Resistance	Abjuration	Standard Action	1 minute	Touch	PHB:p.272
[V,S,MDF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. Arcane Material - Component A miniature cloak. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□□ Silent Portal	Illusion (Glamour)	1 standard action	1 minute/level [D]	Close (35 ft.)	SC:p.190
[S] TARGET: One portal; EFFECT: This simple cantrip negates the sound of opening and closing a single portal [door, window, gate, drawer, chest lid, or the like]. Even the squeakiest door opens without a sound when under the effect of this spell. Silent portal covertly the normal means of opening and closing the targeted portal. Breaking a window or kicking in a door still makes noise, but opening a door that is loosely hanging by its hinges does not [since this is the normal way a door would be opened]. Portals composed of magical energy are not affected by this spell. In the case of magic or even intelligent portals, spell resistance and a Will save [DC 10 + caster's ability modifier + other modifiers as appropriate] apply [SR:Yes [object]; DC:14, Will negates [object]]					
□□□□□ Sonic Snap	Evocation [Sonic]	1 standard action	Instantaneous	Close (35 ft.)	SC:p.195
[V,S] TARGET: One creature or object; EFFECT: Deal 1 pt of damage and target must save or be deafened for 1 round. [SR:Yes; DC:14, Will partial]					
□□□□□ Stick	Transmutation	1 standard action	Instantaneous	Touch	SC:p.206
[V,S,M] TARGET: Nonmagical, unattended object weighing up to 5lbs; EFFECT: Sticks one object to another; see text. [SR:Yes [object]; DC:14, Will negates [object]]					
□□□□□ Touch of Fatigue	Necromancy	Standard Action	1 round/level	Touch	PHB:p.294
[V,S,M] TARGET: Creature touched; EFFECT: Touch attack fatigues target. [SR:Yes; DC:14, Fortitude negates]					

LEVEL 1 / Per Day:4 / Caster Level:5

Name	School	Time	Duration	Range	Source
□□□□□ Benign Transposition	Conjuration (Teleportation)	1 standard action	Instantaneous	Medium (150 ft.)	SC:p.27
[V] TARGET: Two willing creatures of up to Large size; EFFECT: Two target creatures instantly swap positions. [SR:No]					
□□□□□ Blades of Fire	Conjuration (Creation) [Fire]	1 swift action	1 round	Touch	SC:p.31
[V] TARGET: Up to two melee weapons you are wielding; EFFECT: Adds 1d8 fire damage to your held weapons. [SR:No]					
□□□□□ Burning Hands	Evocation [Fire]	Standard Action	Instantaneous	15 ft.	PHB:p.207
[V,S] TARGET: Cone-shaped burst; EFFECT: 1d4/level [max 5d4] fire damage [SR:Yes; DC:15, Reflex half]					
□□□□□ Change to Tenser's Floating Disk	Evocation [Force]	Standard Action	1 hour/level	Close (35 ft.)	PHB:p.294
[V,S,M] TARGET: 3-ft.-diameter disk of force; EFFECT: Creates 3-ft.-diameter horizontal disk that holds 500 lbs [SR:No]					
□□□□□ Charm Person	Enchantment (Charm) [Mind-Affecting]	Standard Action	1 hour/level	Close (35 ft.)	PHB:p.209
[V,S] TARGET: One humanoid creature; EFFECT: Makes one person your friend. [SR:Yes; DC:15, Will negates]					
□□□□□ Chill Touch	Necromancy	Standard Action	Instantaneous	Touch	PHB:p.209
[V,S] TARGET: Up to one Creature/level touched; EFFECT: One touch/level deal 1d6 damage and possibly 1 Str damage. [SR:Yes; DC:15, Fortitude partial or Will negates; see text]					
□□□□□ Comprehend Languages	Divination	Standard Action	10 minutes/level	Personal	PHB:p.212
[V,S,MDF] TARGET: You; EFFECT: You understand all spoken and written languages. [SR:No]					

* =Domain/Specialty Spell

Wizard Spells

▯▯▯▯▯ Feather Fall	Transmutation	1 free action	Until landing or 1 round/level	Close (35 ft.)	PHB:p.229
[V] TARGET: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart; EFFECT: The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round [equivalent to the end of a fall from a few feet], and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures [including gear and carried objects up to each creature's maximum load] or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth. You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is an immediate action, allowing you to cast this spell even when it isn't your turn. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. [SR:Yes (object); DC:15, Will negates (harmless) or Will negates (object)]					
▯▯▯▯▯ Identify	Divination	1 hour	Instantaneous	Touch	PHB:p.243
[V,S,M/DF] TARGET: One touched object; EFFECT: The spell determines all magic properties of a single magic item, including how to activate those functions [if appropriate], and how many charges are left [if any]. Identify does not function when used on an artifact. Arcane Material Component - A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting. [SR:No]					
▯▯▯▯▯ Light of Lunia	Evocation [Good, Light]	1 standard action	10 minutes/level [D]	Medium (150 ft.)	SC:p.132
[V,S] TARGET: You and up to two rays; see text; EFFECT: The silvery radiance created by this spell emanates from you in a 30-foot radius, and dim light extends for an additional 30 feet. Beginning one turn after you cast this spell, you can choose to expend some or all of the light of Lunia as a ray of light. You must succeed on a ranged touch attack with the ray to strike a target. You can make a single ranged touch attack that deals 1d6 points of damage, or 2d6 points of damage against undead or evil outsiders, with a range of 30 feet. Spell resistance applies to this attack. This dims your silvery radiance to half 15. You can choose to fire one additional ray with the same characteristics either on the same round or on a subsequent round. Firing the second ray quenches your radiance and ends the spell. [SR:Yes; see text]					
▯▯▯▯▯ Mage Armor	Conjuration (Creation) [Force]	Standard Action	1 hour/level [D]	Touch	PHB:p.249
[V,S,F] TARGET: Creature touched; EFFECT: An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. [Focus] A piece of cured leather., An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. Focus - A piece of cured leather. [SR:No; DC:15, Will negates (harmless)]					
▯▯▯▯▯ Magic Missile	Evocation [Force]	Standard Action	Instantaneous	Medium (150 ft.)	PHB:p.251
[V,S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat or has less than total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile-two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage. [SR:Yes]					
▯▯▯▯▯ Orb of Acid, Lesser	Conjuration (Creation) [Acid]	1 standard action	Instantaneous	Close (35 ft.)	SC:p.150
[V,S] TARGET: One orb of acid; EFFECT: Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] of acid damage. [SR:No]					
▯▯▯▯▯ Protection from Evil	Abjuration [Good]	Standard Action	1 minute/level [D]	Touch	PHB:p.266
[V,S,M/DF] TARGET: Creature touched; EFFECT: vs. Evil gain a +2 Deflection bonus to AC and +2 Resistance bonus to saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:15, Will negates (harmless)]					
▯▯▯▯▯ Shield	Abjuration [Force]	Standard Action	1 minute/level [D]	Personal	PHB:p.278
[V,S] TARGET: You; EFFECT: Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance. Unlike with a normal tower shield, you can't use the shield spell for cover. [SR:No]					

LEVEL 2 / Per Day:3 / Caster Level:5

Name	School	Time	Duration	Range	Source
▯▯▯▯▯ Baleful Transposition	Conjuration (Teleportation)	1 standard action	Instantaneous	Medium (150 ft.)	SC:p.23
[V] TARGET: Two creatures of up to Large size; EFFECT: Two target creatures instantly swap positions; Creatures must be touching the same surface; see text. [SR:Yes; DC:16, Will negates]					
▯▯▯▯▯ Balor Nimbus	Transmutation	1 standard action	1 round/level	Personal	SC:p.24
[V,S,M/DF] TARGET: You; EFFECT: Any creature grappling you takes 6d6 points of fire damage.					
▯▯▯▯▯ Belker Claws	Transmutation [Air]	1 standard action	Instantaneous [1 round/3 levels max 4 rounds]	Touch	SC:p.26
[V,S,M] TARGET: Living creature; EFFECT: You uncork the vial and speak the old words. The smoke issues from the bottle and wraps itself around your hand, turning it into smoke as well. With a successful touch attack, you deal 2d12 points of damage. For every three caster levels, the smoke lasts for another round [to a maximum of 4 additional rounds at 12th level], dealing another 2d12 points of damage per round. [Material Component] A small vial of smoke. [SR:Yes]					
▯▯▯▯▯ Bigby's Striking Fist	Evocation [Force]	1 standard action	Instantaneous	Medium (150 ft.)	Is This :p.103
[V,S,M] TARGET: One creature; EFFECT: Hand attacks with attack bonus of your caster level plus your key ability + 2 [hands strength], hand deals 1d6 per two levels [max 5d6]. [SR:Yes; DC:16, Reflex partial]					
▯▯▯▯▯ Blast of Force	Evocation [Force]	1 standard action	Instantaneous	Medium (150 ft.)	SC:p.31
[V,S] TARGET: Ray; EFFECT: Drawing upon magic in its purest form, you send invisible energy whistling through the air to batter your foe. You must succeed on a ranged touch attack with the ray to strike a target. A blast of force deals 1d6 points of damage per two caster levels [maximum 5d6]. In addition, a successful hit forces the subject to make a Fortitude save or be knocked prone [size and stability modifiers apply to the saving throw as if the spell were a bull rush]. [SR:Yes; DC:16, Fortitude partial]					
▯▯▯▯▯ Burning Sword	Evocation [Fire]	1 standard action	1 minute/level [D]	Touch	SC:p.41
[V,S] TARGET: Weapon touched; EFFECT: Weapon is engulfed in blue flames which shed azure light out to 30 feet. Weapon deals 1d6 damage and deals extra damage on critical hit [x2 1d10, x3 2d10, x4 3d10]. [SR:No]					
▯▯▯▯▯ Cloud of Knives	Conjuration	1 standard action	1 round/level	Personal	Is This :p.107
[V,S,M] TARGET: You; EFFECT: Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20.					
▯▯▯▯▯ Continual Flame	Evocation [Light]	Standard Action	Permanent	Touch	PHB:p.213
[V,S,M] TARGET: Object touched Magical, heatless flame; EFFECT: Makes a permanent, heatless torch. [SR:No]					
▯▯▯▯▯ Darkvision	Transmutation	Standard Action	1 hour/level	Touch	PHB:p.216
[V,S,M] TARGET: Creature touched; EFFECT: See 60 ft. in total darkness., The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness. Darkvision can be made permanent with a permanency spell. Material Component: Either a pinch of dried carrot or an agate. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
▯▯▯▯▯ Dimension Hop	Conjuration (Teleportation)	1 standard action	Instantaneous	Touch	Is This :p.110
[V] TARGET: Creature touched; EFFECT: When you touch the creature, it disappears, leaves a cloud of motes in its wake, and reappears somewhere nearby. You instantly teleport the subject creature a distance of 5 feet per two caster levels. The destination must be an unoccupied space within line of sight. [SR:Yes; DC:16, Will negates]					
▯▯▯▯▯ Fly, Swift	Transmutation	1 swift action	1 round	Personal	SC:p.96
[V] TARGET: You; EFFECT: This spell functions like fly [PH 232], except as noted above.					
▯▯▯▯▯ Levitate	Transmutation	Standard Action	1 minute/level [D]	Personal or close	PHB:p.248
[V,S,F] TARGET: You or one willing creature or one object, total weight up to 100 lbs/level; EFFECT: Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally [generally at half its base land speed]. A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1. [Focus] Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end. [SR:No]					
▯▯▯▯▯ Mirror Image	Illusion (Figment)	Standard Action	1 minute/level [D]	Personal; see text	PHB:p.254
[V,S] TARGET: You; EFFECT: Creates decoy duplicates of you [1d4 +1/3 levels, max +8]. [SR:No]					
▯▯▯▯▯ Rope Trick	Transmutation	Standard Action	1 hour/level [D]	Touch	PHB:p.273
[V,S,M] TARGET: One touched piece of rope from 5 ft. to 30 ft. long; EFFECT: When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ["planes"]. Creatures in the extradimensional space are hidden, beyond the reach of spells [including divinations], unless those spells work across planes. The space holds as many as eight creatures [of any size]. Creatures in the space can pull the rope up into the space, making the rope "disappear." In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free. Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot by 5-foot window were centered on the rope. The window is present on the Material Plane, but it's invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space. Note - It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one. [Material Component] Powdered corn extract and a twisted loop of parchment. [SR:No]					
▯▯▯▯▯ Scorching Ray	Evocation [Fire]	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.274
[V,S] TARGET: 1 ray + 1 ray/4 levels [see text]; EFFECT: You blast your enemies with fiery rays. You may fire one ray, plus one additional ray for every four levels beyond 3rd [to a maximum of three rays at 11th level]. Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously. [SR:Yes]					
▯▯▯▯▯ See Invisibility	Divination	Standard Action	10 minutes/level [D]	Personal	PHB:p.275
[V,S,M] TARGET: You; EFFECT: Reveals invisible creatures or objects. [SR:No]					

LEVEL 3 / Per Day:2 / Caster Level:5

Name	School	Time	Duration	Range	Source
▯▯▯▯▯ Daylight	Evocation [Light]	Standard Action	10 minutes/level [D]	Touch	PHB:p.216
[V,S] TARGET: Object touched; EFFECT: 60-ft. radius of bright light., The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness. [SR:No]					
▯▯▯▯▯ Dispel Magic	Abjuration	Standard Action	Instantaneous	Medium (150 ft.)	PHB:p.223
[V,S] TARGET: One spellcaster, creature, or object, or 20-ft.-radius burst; EFFECT: Cancels magical spells and effects. [SR:No]					
▯▯▯▯▯ Fireball	Evocation [Fire]	Standard Action	Instantaneous	Long (600 ft.)	PHB:p.231
[V,S,M] TARGET: 20-ft.-radius spread; EFFECT: A fireball spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level [maximum 10d6] to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range [distance and height] at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. [An early impact results in an early detonation.] If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. Material Component - A tiny ball of bat guano and sulfur. [SR:Yes; DC:17, Reflex half]					
▯▯▯▯▯ Fly	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.232
[V,S,F/DF] TARGET: Creature touched; EFFECT: Subject flies at speed of 60 ft., The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. Should the spell duration expire while the subject is still aloft, the magic falls slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the fly spell is dispelled, but not if it is negated by an antimagic field. Arcane Focus - A wing feather from any bird. [SR:Yes (harmless); DC:17, Will negates (harmless)]					

* =Domain/Specialty Spell

Wizard Spells

▣▣▣▣▣Haste	Transmutation	Standard Action	1 round/level	Close (35 ft.)	PHB:p.239
[V,S,M] TARGET: 1 creature/level, no two of which can be more than 30 ft. apart; EFFECT: The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. [This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.] A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class [if any] also makes you lose dodge bonuses. All of the hasted creature's modes of movement [including land movement, burrow, climb, fly, and swim] increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow. Material Component - A shaving of licorice root. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
▣▣▣▣▣Hold Person	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 round/level [D]; see text	Medium (150 ft.)	PHB:p.241
[V,S,F/DF] TARGET: One humanoid creature; EFFECT: Paralyzes one humanoid for 1 round/level. [SR:Yes; DC:17, Will negates; see text]					
* =Domain/Speciality Spell					

Raquel

Elf

RACE

110

AGE

Vision Test: Low-light

Female

GENDER

Low-light

VISION

None

ALIGNMENT

Left

DOMINANT HAND

5' 0"

HEIGHT

115 lbs.

WEIGHT

Green

EYE COLOUR

Tan

SKIN COLOUR

Blonde,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

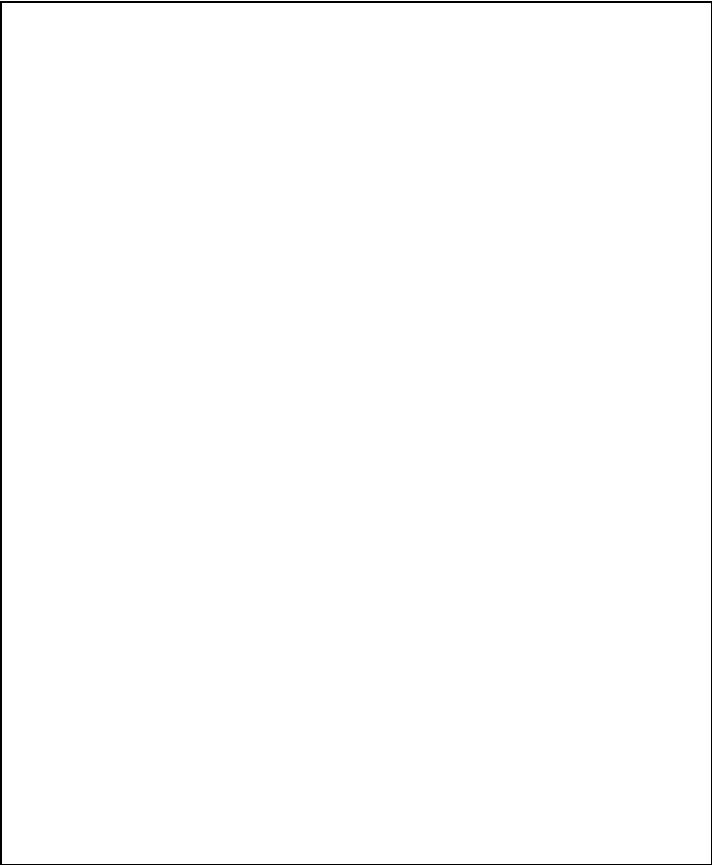
DEITY

Humanoid

Race Type

Race Sub Type

Low-light



Description:
Biography: