

Raquel

Character Name  
d6E 6, Wizard  
CLASS  
6 (6) 15000 / 21000  
Character Level (CR) EXP / NEXT LEVEL

Rachael  
Player Name  
Elf (High) / Humanoid  
RACE  
110 Female  
AGE GENDER

None  
Deity  
Region  
Medium / 5 ft.  
SIZE / FACE  
Green  
EYES  
Blonde  
HAIR

Neutral Good  
Alignment  
Low-Light Vision  
VISION



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		

HP		WOUNDS/CURRENT HP					SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED				
hit points	31													Walk 30 ft.				
AC	14	13	13	10	0	0	1	0	1	0	0	0	0	0	0	2		
armor class	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC		
INITIATIVE		+1	+1	+0														
modifier		TOTAL	DEX MODIFIER	MISC MODIFIER														
					MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST										

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	
FORTITUDE (constitution)	+1	+1	+0	+0	+0	+0		
REFLEX (dexterity)	+4	+3	+1	+0	+0	+0		
WILL (wisdom)	+9	+6	+3	+0	+0	+0		

Conditional Save Modifiers:  
+2 racial saving throw bonus against enchantment spells or effects.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	+3	+0	+0	+2	+0	
RANGED attack bonus	+5	+3	+1	+0	+1	+0	
GRAPPLE attack bonus	+5	+3	+0	+0	+2	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+5	1d3	20/x2	10 ft.

*Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	10 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+5	1d8	2W-P-(OH)		-1 1d8	
1H-O	+1	1d8	2W-P-(OL)		+1 1d8	
2H	+5	1d8	2W-OH		-5 1d8	
Special Properties	This classic, straight blade is the weapon of knighthood and valor. It is a favorite of many paladins.					

Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B/B	M	20/x2	10 ft.
TOTAL ATTACK BONUS		DAMAGE				
+5		1d6				
Special Properties	The quarterstaff is the favorite weapon of many characters, from travelers, peasants, and merchants to monks, rangers, and wizards.A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do,you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. You can also strike with either end singly, a fact that allows you to take full advantage ofopenings in your opponent's defenses. A creature wielding a qeusterstaff in one hand can't use it as a double weapon - only one end of the weapon can be used in any given round. The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.					

\*: 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
*Crimson Dragonhide Bracers		+1	+0	0	
(+1 Natural Armor, Fire Resistance 5)					

TOTAL SKILLPOINTS: 54		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 9/4.5
				RANKS	MISC MODIFIER		
✓	Acrobatics	DEX	1	=	1		
✓	Appraise	INT	4	=	4		
	Arcana	INT	15	=	4 + 9 + 2		
✓	Athletics	STR	0	=	0		
✓	Craft (Untrained)	INT	4	=	4		
✓	Deception	CHA	1	=	1		
✓	Endurance	CON	0	=	0		
✓	Gather Information	CHA	12	=	1 + 9 + 2		
✓	Heal	WIS	3	=	3		
✓	Insight	WIS	3	=	3		
	Knowledge (History)	INT	7	=	4 + 3		
	Knowledge (Local)	INT	11	=	4 + 7		
	Knowledge (The Planes)	INT	13	=	4 + 9		
	Knowledge (Theology and Philosophy)	INT	13	=	4 + 9		
	Martial Arts (Intelligence Based)	INT	13	=	4 + 9		
✓	Perception	WIS	12	=	3 + 9		
✓	Persuasion	CHA	10	=	1 + 9		
✓	Ride	DEX	1	=	1		
✓	Stealth	DEX	1	=	1		
✓	Survival	WIS	3	=	3		
✓	Thievery	DEX	1	=	1		
✓	Use Rope	DEX	1	=	1		
				=	+ +		
				=	+ +		
✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.							

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
<b>Crimson Dragonhide Bracers</b>	Equipped	1	0 / 0
( +1 Natural Armor, Fire Resistance 5)			
<b>Longsword</b>	Equipped	1	4 / 15
This classic, straight blade is the weapon of knighthood and valor. It is a favorite of many paladins.			
<b>Quarterstaff</b>	Carried	1	4 / 0
The quarterstaff is the favorite weapon of many characters, from travelers, peasants, and merchants to monks, rangers, and wizards. A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. You can also strike with either end singly, a fact that allows you to take full advantage of openings in your opponent's defenses. A creature wielding a quarterstaff in one hand can't use it as a double weapon - only one end of the weapon can be used in any given round. The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.			
TOTAL WEIGHT CARRIED/VALUE		8 lbs.	15gp

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

LANGUAGES	
Common, Elven	

Special Attacks	
<b>Warcraft</b>	[Eclipse, p.10]
+2 BAB	
<b>Warcraft / Spec for Melee</b>	[Eclipse]

Special Qualities	
<b>Death and Dying</b>	[Eclipse]
Disabled 0 HP till -0, Dying -1 and Dead -11	
<b>Humanoid Type</b>	[MM]
Humanoids eat/sleep/breathe	
<b>Low-Light Vision (Ex)</b>	[PH, p.]
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
<b>Racial Immunity</b>	[PH, p.16]
Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.	
<b>Resistance to Fire (Ex)</b>	[MM]
You may ignore 5 points of Fire damage each time you take Fire damage	
<b>Skill Bonus</b>	[PH, p.16]
+2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. An elf's senses are so keen that she practically has a sixth sense about hidden portals.	
<b>Trance</b>	[PH, p.15]
Elves do not sleep, as members of the other common races do. Instead, an elf meditates in a deep trance for 4 hours a day. An elf resting in this fashion gains the same benefit that a human does from 8 hours of sleep. While meditating, an elf dreams, though these dreams are actually mental exercises that have become reflexive through years of practice. The Common word for an elf's meditation is "trance," as in "four hours of trance."	
<b>Weapon Proficiency (All Simple Weapons)</b>	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
<b>Duties (TBD)</b>	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+12 total CP].	
<b>Fast Learner (Focused on Skills / L-2)</b>	[Eclipse, p.17]
+2 CP towards Skills per level. [+18 total Skill Points Granted].	

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

Spell Caster Information	
<b>Wizard</b>	[Eclipse, p.11]
Wizard Level 7, Casterlevel is 7	

Eclipse Abilities	
<b>Character Points Total</b>	[Eclipse]
Character Points Total 214, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 12 CP,   HD 6 deducts 10 CP	
<b>Adept (Knowledge (Theology and Philosophy), Knowledge (The Planes), Knowledge (History), Arcana)</b>	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
<b>Power Words</b>	[Eclipse, p.39]
Store up to 6 total spell levels; 6/round [Move-Equivalent] release a spell.	
<b>Power Words / Improved</b>	[Eclipse, p.39]
(+6 CP) increases the total spell levels which can be stored to (Con score/2).	
<b>Power Words / Superior</b>	[Eclipse, p.39]
(+3 CP) requires Improved and increases the total spell levels which can be stored to (2*Con score/3).	
<b>Power Words / Harbingers</b>	[Eclipse, p.39]
(+6 CP) allows a character to release up to two Power Words per round.	

Martial Arts	
<b>Martial Arts Basic / Attack (2x)</b>	[Eclipse, p.81]
Gain additional +1 each time taken [currently +2] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
<b>Martial Arts Basic / Defenses (2x)</b>	[Eclipse, p.81]
Gain additional +1 each time taken [currently +2] bonus to AC when you are unarmored or lightly armored.	
<b>Martial Arts Advanced / Mind Like Moon</b>	[Eclipse, p.81]
You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.	
<b>Martial Arts Advanced / Reach</b>	[Eclipse, p.81]
You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.	

## CLASSFEATURE POWERS

### Uncanny Dodge ~ Base

Feats	
<b>Martial Weapon Proficiency (Longbow, Longsword, Rapier, Shortbow)</b>	[PH, p.97]
Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Unarmed Strike	

TEMPLATES
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# Wizard Spells

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

## LEVEL 0 / Per Day:4 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□ Acid Splash	Conjuration (Creation) [Acid]	1 standard action	Instantaneous	Close (40 ft.)	PH:p.196
[V, S] TARGET: One missile of acid; <i>EFFECT</i> : Orb deals 1d3 acid damage. [SR:No]					
□□□□□ Amanuesis	Transmutation	1 standard action	10 minute/level	Close (40 ft.)	SC:p.9
[V,S] TARGET: Object or objects with writing; <i>EFFECT</i> : Copies 250 words per minute. [SR:Yes [object]; DC:14, Will negates [object]]					
□□□□□ Arcane Mark	Universal	1 standard action	Permanent	0 ft.	PH:p.201
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; <i>EFFECT</i> : Inscribes a personal rune [visible or invisible]. [SR:No]					
□□□□□ Caltrops	Conjuration (Creation)	1 standard action	1 round/level	Close (40 ft.)	SC:p.42
[V,S] TARGET: See text; <i>EFFECT</i> : 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]	1 standard action	1 minute [D]	Medium (170 ft.)	PHBI:p.216
[V, S] TARGET: Up to four lights, all within a 10- ft.-radius area; <i>EFFECT</i> : Creates torches or other lights. [SR:No]					
□□□□□ Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (40 ft.)	PHBI:p.217
[V, S, M] TARGET: One humanoid creature of 4 HD or less; <i>EFFECT</i> : Humanoid creature of 4 HD or less loses next action. [SR:Yes; DC:14, Will negates]					
□□□□□ Detect Magic	Divination	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	PHBI:p.219
[V, S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : Detects magic within 60 ft. [SR:No]					
□□□□□ Detect Poison	Divination	1 standard action	Instantaneous	Close (40 ft.)	DMG:p.219
[V, S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : Detects poison in one creature or small object. [SR:No]					
□□□□□ Disrupt Undead	Necromancy	1 standard action	Instantaneous	Close (40 ft.)	PH:p.223
[V, S] TARGET: Ray; <i>EFFECT</i> : Deals 1d6 damage to one undead. [SR:Yes]					
□□□□□ Electric Jolt	Evocation [Electricity]	1 standard action	Instantaneous	Close (40 ft.)	SC:p.78
[V,S] TARGET: Ray; <i>EFFECT</i> : Ranged touch attack delivers 1d3 electric damage. [SR:Yes]					
□□□□□ Flare	Evocation [Light]	1 standard action	Instantaneous	Close (40 ft.)	PH:p.232
[V] TARGET: Burst of light; <i>EFFECT</i> : Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:14, Fortitude negates]					
□□□□□ Ghost Sound	Illusion (Figment)	1 standard action	7 rounds [D]	Close (40 ft.)	PHBI:p.235
[V, S, M] TARGET: Illusory sounds; <i>EFFECT</i> : Figment sounds. [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; <i>EFFECT</i> : 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; <i>EFFECT</i> : Launch an item safely to the target you specify where it will act normally upon impact. [SR:No]					
□□□□□ Light	Evocation [Light]	1 standard action	70 minutes [D]	Touch	PH:p.248
[V, M/DF] TARGET: Object touched; <i>EFFECT</i> : Object shines like a torch. [SR:No]					
□□□□□ Mage Hand	Transmutation	1 standard action	Concentration	Close (40 ft.)	PH:p.249
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; <i>EFFECT</i> : 5-pound telekinesis. [SR:No]					
□□□□□ Mending	Transmutation	1 standard action	Instantaneous	10 ft.	PH:p.253
[V, S] TARGET: One object of up to 1 lb.; <i>EFFECT</i> : Makes minor repairs on an object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
□□□□□ Message	Transmutation [Language-Dependent]	1 standard action	70 minutes	Medium (170 ft.)	PHBI:p.253
[V, S, F] TARGET: 7 creatures; <i>EFFECT</i> : Whispered conversation at distance. [SR:No]					
□□□□□ Open/Close	Transmutation	1 standard action	Instantaneous	Close (40 ft.)	PHBI:p.258
[V, S, F] TARGET: Object weighing up to 30 lb. or portal that can be opened or closed; <i>EFFECT</i> : Opens or closes small or light things. [SR:Yes (object); DC:14, Will negates (object)]					
□□□□□ Prestidigitation	Universal	1 standard action	1 hour	10 ft.	PH:p.264
[V, S] TARGET: See text; <i>EFFECT</i> : Performs minor tricks. [SR:No; DC:14, See text]					
□□□□□ Ray of Frost	Evocation [Cold]	1 standard action	Instantaneous	Close (40 ft.)	PH:p.269
[V, S] TARGET: Ray; <i>EFFECT</i> : Ray deals 1d3 cold damage. [SR:Yes]					
□□□□□ Read Magic	Divination	1 standard action	70 minutes	Personal	PHBI:p.269
[V, S, F] TARGET: You; <i>EFFECT</i> : Read scrolls and spellbooks. [SR:No]					
□□□□□ Repair Minor Damage	Transmutation	1 standard action	Instantaneous	Touch	SC:p.173
[V,S] TARGET: Construct touched; <i>EFFECT</i> : Repair a construct 1 point of damage. [SR:No]					
□□□□□ Resistance	Abjuration	1 standard action	1 minute	Touch	PH:p.272
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +1 on saving throws. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□□ Silent Portal	Illusion (Glamer)	1 standard action	1 minute/level [D]	Close (40 ft.)	SC:p.190
[S] TARGET: One portal; <i>EFFECT</i> : Negates the sound of opening/closing any portal [door, window, etc.]. [SR:Yes [object]; DC:14, Will negates [object]]					
□□□□□ Sonic Snap	Evocation [Sonic]	1 standard action	Instantaneous	Close (40 ft.)	SC:p.195
[V,S] TARGET: One creature or object; <i>EFFECT</i> : 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; <i>EFFECT</i> : Sticks one object to another; see text. [SR:Yes [object]; DC:14, Will negates [object]]					
□□□□□ Touch of Fatigue	Necromancy	1 standard action	7 rounds	Touch	PH:p.294
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : Touch attack fatigues target. [SR:Yes; DC:14, Fortitude negates]					

## LEVEL 1 / Per Day:5 / Caster Level:7

Name	School	Time	Duration	Range	Source
□□□□□ Benign Transposition	Conjuration (Teleportation)	1 standard action	Instantaneous	Medium (170 ft.)	SC:p.27
[V] TARGET: Two willing creatures of up to Large size; <i>EFFECT</i> : 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; <i>EFFECT</i> : Adds 1d8 fire damage to your held weapons. [SR:No]					
□□□□□ Burning Hands	Evocation [Fire]	1 standard action	Instantaneous	15 ft.	PH:p.207
[V, S] TARGET: Cone-shaped burst; <i>EFFECT</i> : 5d4 fire damage [SR:Yes; DC:15, Reflex half]					
□□□□□ Charm Person	Enchantment (Charm) [Mind-Affecting]	1 standard action	7 hours	Close (40 ft.)	PHBI:p.209
[V, S] TARGET: One humanoid creature; <i>EFFECT</i> : Makes one person your friend. [SR:Yes; DC:15, Will negates]					
□□□□□ Chill Touch	Necromancy	1 standard action	Instantaneous	Touch	PH:p.209
[V, S] TARGET: Up to 7 Creatures touched; <i>EFFECT</i> : 7 touches deal 1d6 damage and possibly 1 Str damage. [SR:Yes; DC:15, Fortitude partial or Will negates; see text]					
□□□□□ Comprehend Languages	Divination	1 standard action	70 minutes	Personal	PHBI:p.212
[V, S, M/DF] TARGET: You; <i>EFFECT</i> : You understand all spoken and written languages. [SR:No]					
□□□□□ Feather Fall	Transmutation	1 free action	Until landing or 7 rounds	Close (40 ft.)	DMG:p.229
[V] TARGET: 7 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart; <i>EFFECT</i> : Objects or creatures fall slowly. [SR:Yes (object); DC:15, Will negates (harmless) or Will negates (object)]					
□□□□□ Identify	Divination	1 hour	Instantaneous	Touch	PH:p.243
[V, S, M/DF] TARGET: One touched object; <i>EFFECT</i> : Determines properties of magic item. [SR:No]					
□□□□□ Light of Lunia	Evocation [Good, Light]	1 standard action	10 minutes/level [D]	Medium (170 ft.)	SC:p.132
[V,S] TARGET: You and up to two rays; see text; <i>EFFECT</i> : Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text [SR:Yes; see text]					
□□□□□ Mage Armor	Conjuration (Creation) [Force]	1 standard action	7 hours [D]	Touch	PHBI:p.249
[V, S, F] TARGET: Creature touched; <i>EFFECT</i> : Gives subject +4 armor bonus. [SR:No; DC:15, Will negates (harmless)]					
□□□□□ Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (170 ft.)	PH:p.251
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; <i>EFFECT</i> : 4 missiles that do 1d4+1 damage each. [SR:Yes]					
□□□□□ Orb of Acid, Lesser	Conjuration (Creation) [Acid]	1 standard action	Instantaneous	Close (40 ft.)	SC:p.150
[V,S] TARGET: One orb of acid; <i>EFFECT</i> : Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] of acid damage. [SR:No]					
* =Domain/Specialty Spell					

Wizard Spells

Protection from Evil	Abjuration [Good]	1 standard action	7 minutes [D]	Touch	PH:p.266
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:15, Will negates (harmless)]					
Shield	Abjuration [Force]	1 standard action	7 minutes [D]	Personal	PH:p.
[V, S] TARGET: You; <i>EFFECT</i> : Invisible disc gives +4 to AC, blocks magic missiles. [SR:No]					
Tenser's Floating Disk	Evocation [Force]	1 standard action	7 hours	Close (40 ft.)	PH:p.294
[V, S, M] TARGET: 3-ft.-diameter disk of force; <i>EFFECT</i> : Creates 3-ft.-diameter horizontal disk that holds 700 lbs [SR:No]					

LEVEL 2 / Per Day:4 / Caster Level:7

Name	School	Time	Duration	Range	Source
Baleful Transposition	Conjuration (Teleportation)	1 standard action	Instantaneous	Medium (170 ft.)	SC:p.23
[V] TARGET: Two creatures of up to Large size; <i>EFFECT</i> : 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; <i>EFFECT</i> : 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; <i>EFFECT</i> : Successful touch attack deals 2d12 points of damage. [SR:Yes]					
Bigby's Striking Fist	Evocation [Force]	1 standard action	Instantaneous	Medium (170 ft.)	phb2:p.103
[V,S,M] TARGET: One creature; <i>EFFECT</i> : 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 (170 ft.)	SC:p.31
[V,S] TARGET: Ray; <i>EFFECT</i> : Blast one target for 1d6/2 levels [max 5d6]. In addition must make a Fortitude save or be knocked down. [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; <i>EFFECT</i> : 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	phb2:p.107
[V,S,M] TARGET: You; <i>EFFECT</i> : 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]	1 standard action	Permanent	Touch	PH:p.213
[V, S, M] TARGET: Object touched Magical, heatless flame; <i>EFFECT</i> : Makes a permanent, heatless torch. [SR:No]					
Darkvision	Transmutation	1 standard action	7 hours	Touch	PH:p.216
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : See 60 ft. in total darkness. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Dimension Hop	Conjuration (Teleportation)	1 standard action	Instantaneous	Touch	phb2:p.110
[V] TARGET: Creature touched; <i>EFFECT</i> : Teleport subject 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; <i>EFFECT</i> : This spell functions like fly, except as noted.					
Levitate	Transmutation	1 standard action	7 minutes [D]	Personal or close	PH:p.248
[V, S, F] TARGET: You or one willing creature or one object, total weight up to 700 lbs; <i>EFFECT</i> : Subject moves up and down at your direction. [SR:No]					
Mirror Image	Illusion (Figment)	1 standard action	7 minutes [D]	Personal; see text	PHBII:p.254
[V, S] TARGET: You; <i>EFFECT</i> : Creates decoy duplicates of you [1d4 +2, max 8]. [SR:No]					
Rope Trick	Transmutation	1 standard action	7 hours [D]	Touch	PH:p.273
[V, S, M] TARGET: One touched piece of rope from 5 ft. to 30 ft. long; <i>EFFECT</i> : As many as eight creatures hide in extradimensional space. [SR:No]					
Scorching Ray	Evocation [Fire]	1 standard action	Instantaneous	Close (40 ft.)	PH:p.274
[V, S] TARGET: 2 rays; <i>EFFECT</i> : 2 rays, ranged touch attack deals 4d6 fire damage. [SR:Yes]					
See Invisibility	Divination	1 standard action	70 minutes [D]	Personal	PHBII:p.275
[V, S, M] TARGET: You; <i>EFFECT</i> : Reveals invisible creatures or objects. [SR:No]					

LEVEL 3 / Per Day:3 / Caster Level:7

Name	School	Time	Duration	Range	Source
Daylight	Evocation [Light]	1 standard action	70 minutes [D]	Touch	PH:p.216
[V, S] TARGET: Object touched; <i>EFFECT</i> : 60-ft. radius of bright light. [SR:No]					
Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (170 ft.)	PHBII:p.223
[V, S] TARGET: One spellcaster, creature, or object; or 20-ft.-radius burst; <i>EFFECT</i> : Cancels magical spells and effects. [SR:No]					
Fireball	Evocation [Fire]	1 standard action	Instantaneous	Long (680 ft.)	PH:p.231
[V, S, M] TARGET: 20-ft.-radius spread; <i>EFFECT</i> : 7d6 fire damage, 20-ft. radius. [SR:Yes; DC:17, Reflex half]					
Fly	Transmutation	1 standard action	7 minutes	Touch	PH:p.232
[V, S, F/DF] TARGET: Creature touched; <i>EFFECT</i> : Subject flies at speed of 60 ft. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
Haste	Transmutation	1 standard action	7 rounds	Close (40 ft.)	PHBII:p.239
[V, S, M] TARGET: 7 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : 7 creatures moves faster, +1 on attack rolls, AC, and Reflex saves. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
Hold Person	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds [D]; see text	Medium (170 ft.)	PHBII:p.241
[V, S, F/DF] TARGET: One humanoid creature; <i>EFFECT</i> : Paralyzes one humanoid for 7 rounds. [SR:Yes; DC:17, Will negates; see text]					
Melf's Unicorn Arrow	Conjuration	1 standard action	Instantaneous	Medium (170 ft.)	phb2:p.119
[V,S,F] TARGET: One creature or up to five creatures, no two of which are more than 15 ft. apart; <i>EFFECT</i> : Ranged touch attack deals 1d8+8 damage, plus target is subject to a bull rush; conjure one arrow per three caster levels after 5th [max 5 at 17th]. [SR:No]					
Steeldance	Evocation	1 standard action	1 round/level	Medium (170 ft.)	SC:p.206
[V,S,F] TARGET: Two swords or daggers; <i>EFFECT</i> : Causes two daggers to hover and attack creatures that come near; see text. [SR:No]					

LEVEL 4 / Per Day:2 / Caster Level:7

Name	School	Time	Duration	Range	Source
Blast of Flame	Conjuration (Creation) [Fire]	1 standard action	Instantaneous	60 ft.	SC:p.31
[V,S,M] TARGET: Cone-shaped burst; <i>EFFECT</i> : Deal 1d6/level [max 10d6] to all creatures in the area. [SR:No; DC:18, Reflex half]					
Polymorph	Transmutation	1 standard action	7 minutes [D]	Touch	PH:p.263
[V, S, M] TARGET: Willing living creature touched; <i>EFFECT</i> : Gives one willing subject a new form. [SR:No]					

\* =Domain/Speciality Spell



# Raquel

Elf (High)

RACE

110

AGE

Vision Test: Low-Light Vision

Female

GENDER

Low-Light Vision

VISION

Neutral Good

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 Vision

## Description:

## Biography:

