

Pharaun Do'rahel

Character Name

Evoker 6

CLASS

6 (6)

Character Level (CR)

23000 / 35000

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1		
DEX Dexterity	16	+3	16	+3		
CON Constitution	10	+0	10	+0		
INT Intelligence	21	+5	21	+5		
WIS Wisdom	10	+0	10	+0		
CHA Charisma	10	+0	10	+0		

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE (constitution)	+4	=	+2	+	+0	+	+2	+	+0	+	+0	+	
REFLEX (dexterity)	+7	=	+2	+	+3	+	+2	+	+0	+	+0	+	
WILL (wisdom)	+7	=	+5	+	+0	+	+2	+	+0	+	+0	+	

Donovan

Player Name

Drow Noble / Humanoid

RACE

93

Male

AGE

GENDER

WOUNDS/CURRENT HP

HP

hit points

24

AC

armor class

14

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+3

TOTAL

DEX MODIFIER

MISC MODIFIER

Encumbrance

Light

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Chaotic Neutral

Alignment

Darkvision (120 ft.)

VISION

EYES

HAIR

Points

SPEED

Walk 30 ft.

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE attack bonus	+2	=	+3	+	-1	+	+0	+	+0	+	0	+	
RANGED attack bonus	+6	=	+3	+	+3	+	+0	+	+0	+	0	+	
CMB attack bonus	+2	=	+3	+	-1	+	+0	+		+		+	

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRUN

CMB	+2	+2	+2	+2	+2	+2
CMD	16	16	16	16	16	16

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d3-1	20/x2	5 ft.

*: 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
*Ring of Protection +1		+1		+0	0

TOTAL SKILLPOINTS: 42

MAX RANKS: 6/6

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	5	=	3	+ 2
✓ Appraise	INT	5	=	5	
✓ Bluff	CHA	5	=	0	+ 5
✓ Climb	STR	0	=	-1	+ 1
✓ Craft (Untrained)	INT	5	=	5	
✓ Diplomacy	CHA	0	=	0	
✓ Disguise	CHA	0	=	0	
✓ Escape Artist	DEX	3	=	3	
✓ Fly	DEX	8	=	3	+ 2 + 3
✓ Heal	WIS	0	=	0	
✓ Intimidate	CHA	5	=	0	+ 5
Knowledge (Arcana)	INT	10	=	5	+ 2 + 3
Knowledge (Planes)	INT	10	=	5	+ 2 + 3
Linguistics(Giant, Orc)	INT	10	=	5	+ 2 + 3
✓ Perception	WIS	8	=	0	+ 6 + 2
✓ Perform (Untrained)	CHA	0	=	0	
✓ Ride	DEX	3	=	3	
✓ Sense Motive	WIS	0	=	0	
Spellcraft	INT	14	=	5	+ 6 + 3
✓ Stealth	DEX	7	=	3	+ 4
✓ Survival	WIS	0	=	0	
✓ Swim	STR	4	=	-1	+ 5
Use Magic Device	CHA	2	=	0	+ 2
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Force Missile

Uses per day

Force Missile (Sp):As a standard action you can unleash a force missile that automatically strikes a foe, as Magic Missile. The force missile deals 1d4+3 points of damage. This is a force effect. You can use this ability 8 times per day. [Paizo Inc. - Core Rulebook, p.81]

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Amulet of Spell Cunning	Equipped	1	1 / 10,000		
Ring of Protection +1	Equipped	1	0 / 2,000		
Cloak of Resistance +2	Equipped	1	1 / 4,000		
Spellbook (Wizard's/Blank)	Carried	1	3 / 15		
TOTAL WEIGHT CARRIED/VALUE		5 lbs.	16,015gp		
WEIGHT ALLOWANCE					
Light 26	Medium 53	Heavy 80			
Lift over head 80	Lift off ground 160	Push / Drag 400			
MONEY					
					Total= 0 gp
MAGIC					
Languages					
Abyssal, Common, Draconic, Drow Sign Language, Elven, Giant, Goblin, Orc, Undercommon					
Other Companions					
Special Attacks					
Force Missile (Sp)			[Paizo Inc. - Core Rulebook, p.81]		
As a standard action you can unleash a force missile that automatically strikes a foe, as Magic Missile. The force missile deals 1d4+3 points of damage. This is a force effect. You can use this ability 8 times per day.					
Intense Spells (Su)			[Paizo Inc. - Core Rulebook, p.81]		
Whenever you cast an evocation spell that deals hit point damage, add +3 to the damage. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell.					
Special Qualities					
Arcane Bond (Su)			[Paizo Inc. - Core Rulebook, p.78]		
You have selected to establish a powerful arcane bond with an object.					
Arcane School			[Paizo Inc. - Core Rulebook]		
Bonded Object			[Paizo Inc. - Core Rulebook, p.78]		
Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly. A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school). A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Feats). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type. If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.					
Bonus Arcane School Power Use			[Paizo Inc. - Advanced Race Guide]		
Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.					
Bonus Feats			[Paizo Inc. - Core Rulebook]		
At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.					

Bonus Wizard Arcane Power Times		[Paizo Inc. - Advanced Race Guide, p.104]
Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.		
Cantrips		[Paizo Inc. - Core Rulebook, p.79]
You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.		
Darkvision (Ex)		[Paizo Inc. - Bestiary]
Range 120 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.		
Drow Immunities (Ex)		[Paizo Inc. - Bestiary]
Drow are immune to magic sleep effects and get a +2 racial bonus to saves against enchantment spells.		
Evocation School		[Paizo Inc. - Core Rulebook, p.81]
You have chosen to specialize in evocation spells.		
Keen Senses (Ex)		[Paizo Inc. - Bestiary]
Drow receive a +2 racial bonus on Perception checks.		
Metal Opposition School		[Paizo Inc. - Ultimate Magic, p.87]
You have chosen metal spells as an opposition school. Preparing a metal spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has a metal spell as a prerequisite.		
Poison Use (Ex)		[Paizo Inc. - Bestiary]
Drow are skilled in the use of poison and never risk accidentally poisoning themselves.		
Spell-Like Abilities (Sp)		[Paizo Inc. - Bestiary, p.103]
Drow nobles can use dancing lights At Will, deeper darkness At Will, , detect magic At Will and faerie fire At Will . They also can use Dispel Magic 1/day , Divine Favor , Suggestion .		
Weapon Familiarity (Ex)		[Paizo Inc. - Bestiary]
Drow are proficient with the hand crossbow, rapier, and short sword.		
Wood Opposition School		[Paizo Inc. - Ultimate Magic, p.88]
You have chosen wood spells as an opposition school. Preparing a wood spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has a wood spell as a prerequisite.		

Feats	
Arcane Talent	[Paizo Inc. - Advanced Player's Guide, p.151]
Magic is in your blood, and at your fingertips. Choose a 0-level spell from the sorcerer/wizard spell list. You can cast this spell three times per day as a spell-like ability. The caster level is equal to your character level. The save DC is 10	
Combat Casting	[Paizo Inc. - Core Rulebook, p.119]
You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.	
Experimental Spellcaster (Wizard)	[Paizo Inc. - Ultimate Magic, p.166]
Learn some words of power	
Extend Spell	[Paizo Inc. - Core Rulebook, p.123]
You can make your spells last twice as long. An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.	
Experimental Spellcaster First	[Paizo Inc. - Ultimate Magic]
Scribe Scroll	[Paizo Inc. - Core Rulebook, p.132]
You can create magic scrolls. You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.	
Proficiencies	
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Grapple, Quarterstaff, Rapier, Spells (Ray), Spells (Touch), Splash Weapon, Sword (Short), Unarmed Strike	

Innate Racial Spells

Name	School	Time	Duration	Range	Source
At Will Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (160 ft.)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: You create up to four lights that resemble lanterns or torches. [SR:No]					
At Will Deeper Darkness	Evocation [Darkness]	1 standard action	6 minutes [D]	Touch	CR:p.265
[V, M/DF] TARGET: Object touched; EFFECT: This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. [SR:No]					
□□□ Detect Magic	Divination	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
□ Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (160 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. [SR:No]					
□ Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF] TARGET: You; EFFECT: Calling upon the strength and wisdom of a deity, you gain a +2 luck bonus on attack and weapon damage rolls.					
At Will Faerie Fire	Evocation [Light]	1 standard action	6 minutes [D]	Long (640 ft.)	CR:p.280
[V, S, DF] TARGET: Creatures and objects within a 5-ft.-radius burst; EFFECT: A pale glow surrounds and outlines the subjects who shed light as candles. [SR:Yes]					
□ Suggestion	Enchantment (Compulsion) [Language-Deper	1 standard action	6 hours or until completed	Close (40 ft.)	CR:p.350
[V, M] TARGET: One living creature; EFFECT: You influence the actions of the target creature by suggesting a course of activity. [SR:Yes; DC:13, Will negates]					

* =Domain/Speciality Spell

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4+0	5+1	4+1	3+1	—	—	—	—	—	—
Concentration	+11									

LEVEL 0 / Per Day:4+0 / Caster Level:6

Name	School	Time	Duration	Range	Source
□□□□□ *Ray of Frost	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (40 ft.)	CR:p.330
[V, S] TARGET: Ray; EFFECT: A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. [SR:Yes]					

LEVEL 1 / Per Day:5+1 / Caster Level:6

Name	School	Time	Duration	Range	Source
□□□□□ *Burning Hands	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	15 ft.	CR:p.251
[V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from your fingertips dealing 5d4 points of fire damage to any creature in the effect area. [SR:Yes; DC:16, Reflex half]					
□□□□□ Cause Fear	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	1d4 rounds or 1 round; see text	Close (40 ft.)	CR:p.252
[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creature becomes frightened. [SR:Yes; DC:16, Will partial]					
□□□□□ Charm Person	Enchantment (Charm) [Mind-Affecting, Wood	1 standard action	6 hours	Close (40 ft.)	CR:p.254
[V, S] TARGET: One humanoid creature; EFFECT: This charm makes a humanoid creature regard you as its trusted friend and ally. [SR:Yes; DC:16, Will negates]					
□□□□□ Detect Secret Doors	Divination	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	CR:p.268
[V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect secret doors, compartments, caches, and so forth. [SR:No]					
□□□□□ Disguise Self	Illusion (Glamer)	1 standard action	60 minutes [D]	Personal	CR:p.271
[V, S] TARGET: You; EFFECT: You make yourself—including clothing, armor, weapons, and equipment—look different.					
□□□□□ *Ear-Piercing Scream	Evocation [Sonic]	1 standard action	Instantaneous; see text	Close (40 ft.)	UM:p.218
[V, S] TARGET: One creature; EFFECT: You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 2147483647d6 points of sonic damage. A successful save negates the daze effect and halves the damage. [SR:Yes; DC:16, Fortitude partial (see text)]					
□□□□□ Grease	Conjuration, EarthSchool (Creation)	1 standard action	6 minutes [D]	Close (40 ft.)	CR:p.291
[V, S, M] TARGET: One object or 10-ft. square; EFFECT: A grease spell covers a solid surface with a layer of slippery grease. [SR:No; DC:16, See text]					
□□□□□ Mage Armor	Conjuration (Creation) [Force]	1 standard action	6 hours [D]	Touch	CR:p.306
[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. [SR:No; DC:16, Will negates (harmless)]					
□□□□□ *Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (160 ft.)	CR:p.309
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: 3 missiles that do 1d4+1 damage each. [SR:Yes]					
□□□□□ Mirror Strike	Transmutation	1 standard action	see text	Personal	UC:p.236
[V, S, M] TARGET: You; EFFECT: You may strike multiple opponents with a single attack.					
□□□□□ Mount	Conjuration (Summoning)	1 round	12 hours [D]	Close (40 ft.)	CR:p.315
[V, S, M] TARGET: One mount; EFFECT: You summon a light horse or a pony [your choice] to serve you as a mount. [SR:No]					
□□□□□ Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	6 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
□□□□□ Shield	Abjuration [Force]	1 standard action	6 minutes [D]	Personal	CR:p.342
[V, S] TARGET: You; EFFECT: Shield creates an invisible shield of force that hovers in front of you.					
□□□□□ *Shocking Grasp	Evocation, AirSchool [Electricity, MetalSchoo	1 standard action	Instantaneous	Touch	CR:p.343
[V, S] TARGET: Creature or object touched; EFFECT: Your successful melee touch attack deals 5d6 points of electricity damage. [SR:Yes]					
□□□□□ Snapdragon Fireworks	Transmutation [Fire, Light]	1 standard action	6 rounds	Long (640 ft.)	UM:p.239
[V, S, M] TARGET: Dragon-shaped acidworks; EFFECT: Create 6 dragon fireworks. [SR:Yes; DC:16, Reflex negates]					
□□□□□ Stunning Barrier	Abjuration	1 standard action	6 rounds or until discharged	Personal	ACG:p.194
[V, S] TARGET: you; EFFECT: Magical field grants a +1 bonus to AC and on saves, and stuns one creature attacking you. [SR:no and yes (see text); DC:16, none and Will negates (see text)]					
□□□□□ Vanish	Illusion (Glamer)	1 standard action	5 rounds [D]	Touch	APG:p.253
[V, S] TARGET: creature touched; EFFECT: This spell functions like invisibility. Like invisibility, the spell immediately ends if the subject attacks any creature. [SR:Yes (harmless); DC:16, Will negates (harmless)]					

LEVEL 2 / Per Day:4+1 / Caster Level:6

Name	School	Time	Duration	Range	Source
□□□□□ *Aggressive Thundercloud	Evocation [Electricity]	1 standard action	6 rounds	Medium (160 ft.)	ACG:p.172
[V, S, M/DF] TARGET: 5-ft.-diameter sphere; EFFECT: Flying storm cloud deals 3d6 electricity damage. [SR:yes; DC:17, Reflex negates]					
□□□□□ Create Pit	Conjuration, EarthSchool (Creation)	1 standard action	7 rounds	Medium (160 ft.)	APG:p.213
[V, S, F] TARGET: 10-ft.-by-10-ft. hole, 30 ft. deep; EFFECT: Creates an extradimensional pit [SR:No; DC:17, Reflex negates]					
□□□□□ Extreme Flexibility	Transmutation	1 standard action	6 minutes	Personal	ACG:p.181
[V, S] TARGET: you; EFFECT: Gain a bonus to AC, on Escape Artist checks, and when grappling.					
□□□□□ *Flaming Sphere	Evocation, FireSchool [Fire]	1 standard action	6 rounds	Medium (160 ft.)	CR:p.283
[V, S, M/DF] TARGET: 5-ft.-diameter sphere; EFFECT: A burning globe of fire rolls in whichever direction you point and burns those it strikes. [SR:Yes; DC:17, Reflex negates]					
□□□□□ Invisibility	Illusion (Glamer)	1 standard action	6 minutes [D]	Personal or touch	CR:p.301
[V, S, M/DF] TARGET: You or a creature or object weighing no more than 600 lbs.; EFFECT: The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object); DC:17, Will negates (harmless) or Will negates (harmless, object)]					
□□□□□ Knock	Transmutation	1 standard action	Instantaneous; see text	Medium (160 ft.)	CR:p.303
[V] TARGET: One door, box, or chest with an area of up to 60 sq. ft.; EFFECT: Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock. [SR:No]					
□□□□□ Masterwork Transformation	Transmutation	1 hour	Instantaneous	Touch	UM:p.228
[V, S, M] TARGET: One weapon, suit of armor, tool, or skill kit touched; EFFECT: Make a normal item into a masterwork one. [SR:No]					
□□□□□ Mirror Hideaway	Transmutation	1 standard action	6 hours [D]	Touch	ACG:p.188
[V, S, M] TARGET: one mirror; EFFECT: As many as eight creatures hide in an extradimensional space. [SR:no; DC:17, none]					
□□□□□ Mirror Image	Illusion (Figment)	1 standard action	6 minutes	Personal	CR:p.314
[V, S] TARGET: You; EFFECT: This spell creates a number of illusory doubles of you that inhabit your square.					

* =Domain/Speciality Spell

Wizard Spells					
☐☐☐☐☐ Oppressive Boredom	Enchantment (Compulsion) [Emotion, Mind-A1]	standard action	6 rounds or until broken [see text]	Close (40 ft.)	UM:p.230
[V, S] TARGET: One creature; <i>EFFECT</i> : Target loses its next action. [SR:Yes; DC:17, Will negates (see text)]					
☐☐☐☐☐ See Invisibility	Divination	1 standard action	60 minutes [D]	Personal	CR:p.339
[V, S, M] TARGET: You; <i>EFFECT</i> : You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible.					
☐☐☐☐☐ Silk to Steel	Transmutation [MetalSchool]	1 standard action	6 rounds	Touch	UM:p.238
[V, S] TARGET: One scarf; <i>EFFECT</i> : Use a scarf as a shield or whip. [SR:No]					
☐☐☐☐☐ Spider Climb	Transmutation	1 standard action	60 minutes	Touch	CR:p.347
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐☐ *Spontaneous Immolation	Evocation [Fire]	1 standard action	instantaneous	Medium (160 ft.)	UC:p.245
[V, S, M] TARGET: one creature; <i>EFFECT</i> : Target takes 3d6 points of fire damage and catches on fire. [SR:Yes; DC:17, Fortitude half and Reflex (see description)]					
☐☐☐☐☐ Summon Monster II	Conjuration, AirSchool, EarthSchool, FireSch1	round	6 rounds [D]	Close (40 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. [SR:No]					
☐☐☐☐☐ Web	Conjuration (Creation) [WoodSchool]	1 standard action	60 minutes [D]	Medium (160 ft.)	CR:p.368
[V, S, M] TARGET: Webs in a 20-ft.-radius spread; <i>EFFECT</i> : Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. [SR:No; DC:17, Reflex negates; see text]					
☐☐☐☐☐ Whip of Spiders	Conjuration (Summoning)	1 standard action	6 rounds [D [see text]]	0 Ft.	ACG:p.199
[V, S, M/DF] TARGET: whiplike swarm; <i>EFFECT</i> : Create a whip made of poisonous spiders. [SR:yes; DC:17, none]					

LEVEL 3 / Per Day:3+1 / Caster Level:6					
Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Arcane Sight	Divination	1 standard action	6 minutes [D]	Personal	CR:p.244
[V, S] TARGET: You; <i>EFFECT</i> : This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you.					
☐☐☐☐☐ Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (160 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; <i>EFFECT</i> : You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. [SR:No]					
☐☐☐☐☐ *Fireball	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Long (640 ft.)	CR:p.283
[V, S, M] TARGET: 20-ft.-radius spread; <i>EFFECT</i> : A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 6d6 points of fire damage to every creature within the area. [SR:Yes; DC:18, Reflex half]					
☐☐☐☐☐ *Lightning Bolt	Evocation, AirSchool [Electricity, MetalSchool	1 standard action	Instantaneous	120 ft.	CR:p.304
[V, S, M] TARGET: 120-ft. line; <i>EFFECT</i> : You release a powerful stroke of electrical energy that deals 6d6 points of electricity damage to each creature within its area. [SR:Yes; DC:18, Reflex half]					
☐☐☐☐☐ Mad Monkeys	Conjuration (Summoning)	1 round	6 rounds	Close (40 ft.)	UM:p.227
[V, S, DF] TARGET: Swarm of monkeys; <i>EFFECT</i> : Summon a swarm of mischievous monkeys. [SR:No]					
☐☐☐☐☐ Silver Darts	Conjuration (Creation)	1 standard action	instantaneous	15 Ft.	ACG:p.192
[V, S, M] TARGET: cone-shaped burst; <i>EFFECT</i> : Cone of silver darts deals 1d6 piercing damage/level, less against armored targets. [SR:yes; DC:18, Reflex half]					
☐☐☐☐☐ Spiked Pit	Conjuration, EarthSchool (Creation)	1 standard action	7 rounds	Medium (160 ft.)	APG:p.246
[V, S, F] TARGET: 10-ft.-by-10-ft. hole, 30 ft. deep; <i>EFFECT</i> : This spell functions as create pit, except that the pit is lined with wickedly sharp spikes along its bottom and walls. Creatures who fall into the pit take falling damage as normal, plus 2d6 points of piercing damage from the spikes. Any creature or object coming into contact with the spikes along the walls, such as a creature trying to climb out, or rope or other typical aids to climbing, takes 1d6 points of piercing damage each round they are in contact with the walls. For those willing to accept the damage incurred while climbing, the pit's walls have a Climb DC of 20. [SR:No; DC:18, Reflex negates]					
☐☐☐☐☐ Stunning Barrier (Greater)	Abjuration	1 standard action	6 rounds or until discharged	Personal	ACG:p.195
[V, S] TARGET: you; <i>EFFECT</i> : Magical field grants a +2 bonus to AC and on saves, and stuns multiple creatures attacking you. [SR:no and yes (see text); DC:18, none and Will negates (see text)]					
☐☐☐☐☐ Summon Monster III	Conjuration (Summoning)	1 round	6 rounds [D]	Close (40 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. [SR:No]					

LEVEL 7 / Per Day:0 / Caster Level:6					
Name	School	Time	Duration	Range	Source
☐☐☐☐☐ *Grasping Hand	Evocation [Force]	1 standard action	6 rounds [D]	Medium (160 ft.)	CR:p.291
[V, S, F] TARGET: 10-ft. hand; <i>EFFECT</i> : This spell functions as interposing hand, except that it can also grapple one opponent you select. [SR:Yes]					
* =Domain/Speciality Spell					
Innate					

- At Will Dancing Lights
- At Will Deeper Darkness
- ☐☐☐Detect Magic
- ☐Dispel Magic
- ☐Divine Favor
- At Will Faerie Fire
- ☐Suggestion (DC:13)

Spellbook: Spellbook (Wizard's/Blank)			
Wizard			
Level 0	Level 1	Level 2	Level 3
☐*Ray of Frost	☐*Ear-Piercing Scream (DC:16)	☐*Aggressive Thundercloud (DC:17)	☐*Fireball (DC:18)
	☐Grease (DC:16)	☐*Flaming Sphere (DC:17)	☐*Lightning Bolt (DC:18)
	☐Mage Armor (DC:16)	☐Oppressive Boredom (DC:17)	☐Silver Darts (DC:18)
	☐*Magic Missile	☐*Spontaneous Immolation (DC:17)	☐Spiked Pit (DC:18)
	☐*Shocking Grasp		☐Stunning Barrier (Greater) (DC:18)
	☐Stunning Barrier (DC:16)	☐Web (DC:17)	
	☐Vanish (DC:16)	☐Whip of Spiders (DC:17)	

Spellbook: Prepared Spells		
Wizard		
Level 1	Level 2	Level 3
☐Grease (DC:16)	☐*Aggressive Thundercloud (DC:17)	☐*Fireball (DC:18)
☐Mage Armor (DC:16)	☐*Flaming Sphere (DC:17)	☐Silver Darts (DC:18)
☐*Magic Missile	☐Invisibility (DC:17)	☐Spiked Pit (DC:18)
☐*Shocking Grasp	☐Oppressive Boredom (DC:17)	☐Stunning Barrier (Greater) (DC:18)
☐Snapdragon Fireworks (DC:16)	☐*Spontaneous Immolation (DC:17)	
☐Vanish (DC:16)		

Pharaun Do'rahel

Drow Noble

RACE

93

AGE

Male

GENDER

Darkvision (120 ft.)

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography: