

Glithral

Character Name: Glithral Player Name: Olidammara Deity: None Region: Lawful Good
 Wizard 9 Half-Elf / Humanoid Medium / 5 ft. 0' 0" / 0 lbs. Low-Light Vision
 CLASS: RACE: SIZE / FACE: HEIGHT / WEIGHT: ALIGNMENT: VISION

9 (9) 36000 / 45000 169 Female AGE: GENDER: EYES: HAIR: Points

Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED									
STR Strength	8	-1	8	-1			HP hit points	24								Walk 30 ft.								
DEX Dexterity	9	-1	9	-1			AC armor class	9	9	9	=	10	0	0	0	0	0	0	0	0	0	0	0	0
CON Constitution	10	+0	10	+0			INITIATIVE modifier		-1	=	-1	+	+0											
INT Intelligence	23	+6	23	+6			Encumbrance	Light			0	+0	0											
WIS Wisdom	18	+4	18	+4			MISS CHANCE				0	+0	0											
CHA Charisma	16	+3	16	+3			Arcane Spell Failure																	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+3	=	+3	+0	+0	+0	
REFLEX (dexterity)	+2	=	+3	-1	+0	+0	
WILL (wisdom)	+10	=	+6	+4	+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	+3	=	+4	+	-1	+	+0	+	+0	+	0	+	
RANGED attack bonus	+3	=	+4	+	-1	+	+0	+	+0	+	0	+	
GRAPPLE attack bonus	+3	=	+4	+	-1	+	+0	+	+0	+	+0	+	

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

Special Properties:

*: 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.

TOTAL SKILLPOINTS: 90		MAX RANKS: 12/6.0	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
✓ Appraise	INT	9	= 6 + 3
✓ Balance	DEX	-1	= -1
✓ Bluff	CHA	3	= 3
✓ Climb	STR	-1	= -1
✓ Concentration	CON	12	= 0 + 12
✓ Craft (Untrained)	INT	6	= 6
Decipher Script	INT	18	= 6 + 12
✓ Diplomacy	CHA	5	= 3 + 2
✓ Disguise	CHA	3	= 3
✓ Escape Artist	DEX	-1	= -1
✓ Forgery	INT	6	= 6
✓ Gather Information	CHA	5	= 3 + 2
✓ Heal	WIS	4	= 4
✓ Hide	DEX	-1	= -1
✓ Intimidate	CHA	3	= 3
✓ Jump	STR	-1	= -1
Knowledge (Arcana)	INT	18	= 6 + 12
x Knowledge (Forbidden Lore)	INT	12	= 0 + 12
Knowledge (History)	INT	18	= 6 + 12
Knowledge (Religion)	INT	12	= 6 + 6
Knowledge (The Planes)	INT	18	= 6 + 12
✓ Knowledge (Untrained)	INT	6	= 6
✓ Listen	WIS	7	= 4 + 3
✓ Move Silently	DEX	-1	= -1
✓ Ride	DEX	-1	= -1
✓ Search	INT	7	= 6 + 1
✓ Sense Motive	WIS	4	= 4
Spellcraft	INT	20	= 6 + 12 + 2
✓ Spot	WIS	7	= 4 + 3
✓ Survival	WIS	4	= 4
✓ Survival (The Planes)	WIS	6	= 4 + 2
✓ Swim	STR	-1	= -1
✓ Use Rope	DEX	-1	= -1
= + +			
= + +			

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Spellbook, Wizard's (Blank)	Carried	1	3 / 15
This large, leatherbound book serves as a wizard's reference. A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells). See Space in the Spellbook, page 179.			
TOTAL WEIGHT CARRIED/VALUE		3 lbs.	15gp

WEIGHT ALLOWANCE			
Light	26	Medium	53
Heavy	80	Push / Drag	400
Lift over head	80	Lift off ground	160

MONEY	
Total= 0 gp [Unspent Funds = 900 gp]	

MAGIC	
Languages	
Common, Elven	

Other Companions	

Special Qualities	

Bonus Feats [PH]
At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat.

Elven Blood [PH]
For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.

Familiar [PH]
A wizard can obtain a familiar. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

Half-Elf Racial Traits (Ex) [PH]
Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throw against enchantment spells or effects.

Low-light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

+1 racial bonus on Listen, Search, and Spot checks: A half-elf does not have the elf's ability to notice secret doors simply by passing near them. Half-elves have keen senses, but not as keen as those of an elf.

+2 racial bonus on Diplomacy and Gather Information checks: Half-elves get along naturally with all people.

Elven Blood: For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.

Low-Light Vision (Ex) [PH]
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.

Scribe Scroll [PH]
At 1st level, a wizard gains Scribe Scroll as a bonus feat. This feat enables her to create magic schools (see Scribe Scroll, page 99, and Creating Magic Items, page 282 of the Dungeon Master's Guide).

Weapon and Armor Proficiency [PH]
Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.

Feats	

Empower Spell [PH]
You can cast spells to greater effect.
All variable, numeric effects of an empowered spell are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Explosive Spell [CAr]
You can cast spells that blast creatures off their feet.
On a failed Reflex save, an explosive spell ejects any creature caught in its area, sending it to a location outside the nearest edge of that area, dealing additional damage and further knocking creatures prone.

Extend Spell [PH]
You can cast spells that last longer than normal.
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.

Maximize Spell [PH]
You can cast spells to maximum effect.
All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's

actual level. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Mobile Spellcasting [CAr]
Your focused concentration allows you to move while casting a spell.

You can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast.) If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively. You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement. You can cast defensively while using this feat, but doing so increases the Concentration DC to 25 + spell level.

Scribe Scroll [Wizards of the Coast - Player's Handbook, p.99]
You can create scrolls, from which you or another spellcaster can cast the scribed spells. See the Dungeon Master's Guide for rules on scrolls.

You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level ? its caster level ? 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

Alertness (Granted) [PH]
You have finely tuned senses.

You get a +2 bonus on all Listen checks and Spot checks. Special: The master of a familiar (see the Familiars sidebar, page 52) gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

Proficiencies	

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Grapple, NoProfReq, Quarterstaff, Ranged Spell, Spells (Ray), Spells (Touch)

Spell Book: Spellbook, Wizard's (Blank)

Wizard

Level 0	Level 1	Level 2	Level 3	Level 4
<input type="checkbox"/> Acid Splash <input type="checkbox"/> Amanuensis (DC:16) <input type="checkbox"/> Arcane Mark <input type="checkbox"/> Caltrops <input type="checkbox"/> Dancing Lights <input type="checkbox"/> Daze (DC:16) <input type="checkbox"/> Detect Magic <input type="checkbox"/> Detect Poison <input type="checkbox"/> Disrupt Undead <input type="checkbox"/> Electric Jolt <input type="checkbox"/> Flare (DC:16) <input type="checkbox"/> Ghost Sound (DC:16) <input type="checkbox"/> Launch Bolt <input type="checkbox"/> Launch Item <input type="checkbox"/> Light <input type="checkbox"/> Mage Hand <input type="checkbox"/> Mending (DC:16) <input type="checkbox"/> Message <input type="checkbox"/> No Light <input type="checkbox"/> Open/Close (DC:16) <input type="checkbox"/> Preserve Organ (DC:16) <input type="checkbox"/> Prestidigitation (DC:16) <input type="checkbox"/> Ray of Frost <input type="checkbox"/> Read Magic <input type="checkbox"/> Repair Minor Damage <input type="checkbox"/> Resistance (DC:16) <input type="checkbox"/> Silent Portal (DC:16) <input type="checkbox"/> Slash Tongue (DC:16) <input type="checkbox"/> Sonic Snap (DC:16) <input type="checkbox"/> Stick (DC:16) <input type="checkbox"/> Touch of Fatigue (DC:16) <input type="checkbox"/> Unnerving Gaze (DC:16)	<input type="checkbox"/> Guiding Light <input type="checkbox"/> Jump (DC:17) <input type="checkbox"/> Mage Hand, Greater (DC:17) <input type="checkbox"/> Sleep (DC:17) <input type="checkbox"/> Sticky Floor (DC:17) <input type="checkbox"/> Wall of Smoke (DC:17)	<input type="checkbox"/> Black Karma Curse (DC:18) <input type="checkbox"/> Fatal Flame (DC:18) <input type="checkbox"/> Ice Knife (DC:18) <input type="checkbox"/> Mesmerizing Glare (DC:18) <input type="checkbox"/> Scent	<input type="checkbox"/> Blink <input type="checkbox"/> Sonorous Hum <input type="checkbox"/> Summon Monster III <input type="checkbox"/> Vertigo Field (DC:19)	<input type="checkbox"/> Bite of the Werewolf <input type="checkbox"/> Blast of Flame (DC:20) <input type="checkbox"/> Force Missiles
Level 5 <input type="checkbox"/> Animal Growth (DC:21) <input type="checkbox"/> Ball Lightning (DC:21)				

Wizard Spells

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

LEVEL 0 / Per Day:4 / Caster Level:9

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Acid Splash	Conjuration (Creation) [Acid, Conjuration D]	1 standard action	Instantaneous	Close (45 ft.)	PH:p.196
[V, S] TARGET: One missile of acid; EFFECT: Orb deals 1d3 acid damage. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Amanuensis	Transmutation	1 standard action	10 minute/level	Close (45 ft.)	SC:p.9
[V,S] TARGET: Object or objects with writing; EFFECT: Copies 250 words per minute. [SR:Yes [object]; DC:16, Will negates [object]]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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.; EFFECT: Inscribes a personal rune [visible or invisible]. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Caltrops	Conjuration (Creation)	1 standard action	1 round/level	Close (45 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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dancing Lights	Evocation [Light, WujenFire, Fire Shugenja]	1 standard action	1 minute [D]	Medium (190 ft.)	PH:p.216
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: Creates torches or other lights. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (45 ft.)	PH: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. [SR:Yes; DC:16, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Divination [Antimagic Domain, Divination I]	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	PH:p.219
[V, S] TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Poison	Divination [Water Shugenja]	1 standard action	Instantaneous	Close (45 ft.)	PH: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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Disrupt Undead	Necromancy [Fire Shugenja, Necromancy D]	1 standard action	Instantaneous	Close (45 ft.)	PH:p.223
[V, S] TARGET: Ray; EFFECT: Deals 1d6 damage to one undead. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Electric Jolt	Evocation [Electricity]	1 standard action	Instantaneous	Close (45 ft.)	SC:p.78
[V,S] TARGET: Ray; EFFECT: Ranged touch attack delivers 1d3 electric damage. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flare	Evocation [Light, WujenFire, Fire Shugenja, 1]	1 standard action	Instantaneous	Close (45 ft.)	PH:p.232
[V] TARGET: Burst of light; EFFECT: Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:16, Fortitude negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ghost Sound	Illusion (Figment) [Air Shugenja, Illusion D]	1 standard action	9 rounds [D]	Close (45 ft.)	PH:p.235
[V, S, M] TARGET: Illusory sounds; EFFECT: Figment sounds. [SR:No; DC:16, Will disbelief (if interacted with)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Light	Evocation [Light, Fire Shugenja, Evocation I]	1 standard action	90 minutes [D]	Touch	PH:p.248
[V, M/DF] TARGET: Object touched; EFFECT: Object shines like a torch. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mage Hand	Transmutation [Earth Shugenja, .MOD, Trar]	1 standard action	Concentration	Close (45 ft.)	PH:p.249
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; EFFECT: 5-pound telekinesis. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mending	Transmutation [Earth Shugenja]	1 standard action	Instantaneous	10 ft.	PH:p.253
[V, S] TARGET: One object of up to 1 lb.; EFFECT: Makes minor repairs on an object. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Message	Transmutation [Language-Dependent]	1 standard action	90 minutes	Medium (190 ft.)	PH:p.253
[V, S, F] TARGET: 9 creatures; EFFECT: Whispered conversation at distance. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> No Light	Transmutation	1 standard action	1 minute/level	Close (45 ft.)	BV:BoVD
[V, S] TARGET: 20-ft radius spread; EFFECT: Prevents normal light from illuminating. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Open/Close	Transmutation	1 standard action	Instantaneous	Close (45 ft.)	PH: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:16, Will negates (object)]					

* =Domain/Specialty Spell

Wizard Spells

▣▣▣▣	Preserve Organ	Necromancy	10 minutes	24 hours	Touch	BV:BoVD
[V, S, DF]	TARGET: one organ; EFFECT: Protects one detached organ from decay for 24 hours. [SR:Yes; DC:16, Fortitude negates (harmless)]					
▣▣▣▣	Prestidigitation	Universal	1 standard action	1 hour	10 ft.	PH:p.264
[V, S]	TARGET: See text; EFFECT: Performs minor tricks. [SR:No; DC:16, See text]					
▣▣▣▣	Ray of Frost	Evocation [Cold, WujenWater, Cold Domain]	1 standard action	Instantaneous	Close (45 ft.)	PH:p.269
[V, S]	TARGET: Ray; EFFECT: Ray deals 1d3 cold damage. [SR:Yes]					
▣▣▣▣	Read Magic	Divination	1 standard action	90 minutes	Personal	PH: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,M]	TARGET: Construct touched; EFFECT: Repair a construct 1 point of damage. [SR:No]					
▣▣▣▣	Resistance	Abjuration [Earth Shugenja, Abjuration Dor]	1 standard action	1 minute	Touch	PH:p.272
[V, S, M/DF]	TARGET: Creature touched; EFFECT: Subject gains +1 on saving throws. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
▣▣▣▣	Silent Portal	Illusion (Glamer)	1 standard action	1 minute/level [D]	Close (45 ft.)	SC:p.190
[S]	TARGET: One portal; EFFECT: Negates the sound of opening/closing any portal [door,window,etc.]. [SR:Yes [object]; DC:16, Will negates [object]]					
▣▣▣▣	Slash Tongue	Transmutation [Evil]	1 standard action	1 round	Close (45 ft.)	BV:BoVD
[V, S]	TARGET: one living creature with a tongue; EFFECT: Subject takes -1 penalty on attacks, saves and check for 1 round. [SR:Yes; DC:16, Fortitude negates]					
▣▣▣▣	Sonic Snap	Evocation [Sonic]	1 standard action	Instantaneous	Close (45 ft.)	SC:p.195
[V,S,M]	TARGET: One creature or object; EFFECT: Deal 1 pt of damage and target must save or be deafened for 1 round. [SR:Yes; DC:16, 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:16, Will negates [object]]					
▣▣▣▣	Touch of Fatigue	Necromancy	1 standard action	9 rounds	Touch	PH:p.294
[V, S, M]	TARGET: Creature touched; EFFECT: Touch attack fatigues target. [SR:Yes; DC:16, Fortitude negates]					
▣▣▣▣	Unnerving Gaze	Illusion (Phantasm)	1 standard action	1 round/level	Close (45 ft.)	BV:BoVD
[V, S]	TARGET: One humanoid; EFFECT: Subject takes -1 penalty on attacks for 1d3 rounds. [SR:Yes; DC:16, Will negates]					

LEVEL 1 / Per Day:6 / Caster Level:9

Name	School	Time	Duration	Range	Source	
▣▣▣▣	Guiding Light	Evocation	1 standard action	1 minute/level [D]	Long (760 ft.)	SC:p.108
[V,S]	TARGET: Creatures in a 5-ft.-radius burst; EFFECT: +2 on ranged attacks [SR:Yes]					
▣▣▣▣	Jump	Transmutation	1 standard action	9 minutes [D]	Touch	PH:p.246
[V, S, M]	TARGET: Creature touched; EFFECT: Subject gets +30 enhancement bonus on jump checks. [SR:Yes; DC:17, Will negates (harmless)]					
▣▣▣▣	Mage Hand, Greater	Transmutation	1 standard action	Concentration	Medium (190 ft.)	SC:p.136
[V,S]	TARGET: One object or creature weighing up to 40 lbs; EFFECT: You can move target at will 20 ft in any direction or perform delicate operations; see text. [SR:Yes; DC:17, Will negates]					
▣▣▣▣	Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	9 minutes	Medium (190 ft.)	PH:p.280
[V, S, M]	TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: Puts 4 HD of creatures into magical slumber. [SR:Yes; DC:17, Will negates]					
▣▣▣▣	Sticky Floor	Conjuration (Creation)	1 standard action	1 hour/level	Close (45 ft.)	RD:p.117
[V, S, M]	TARGET: 10-ft.-by-10-ft. square; EFFECT: Creatures that are within or that enter the area of a sticky floor spell are immediately stuck in place and entangled. A successful Reflex save means the creature can move from its space but is still considered entangled as long as it remains in the area. A creature stuck in place can break loose by using a standard action to make a DC 15 Strength check or Escape Artist check. Each round at the beginning of your turn, any creature within the area must succeed on another Reflex save to avoid becoming stuck in place again, the effect of this spell even extends through footwear, so merely removing your boots doesn't free you from the effect. Creatures not in contact with the surface of the ground [such as flying, burrowing or incorporeal creatures] are unaffected by sticky floor. Kobold sorcerers often use this spell to protect their lairs, and some theorize that they learned it from dragons. Material Component: A drop of hardened tree sap, which must be eaten by the caster. [SR:No; DC:17, Reflex partial]					
▣▣▣▣	Wall of Smoke	Conjuration (Creation)	1 standard action	1 round/level	Close (45 ft.)	SC:p.235
[V,S]	TARGET: A straight wall whose area is up to one 10-ft. square/level [S]; EFFECT: Makes a wall of black smoke, causes nausea; see text. [SR:No; DC:17, Fortitude partial; see text]					

LEVEL 2 / Per Day:6 / Caster Level:9

Name	School	Time	Duration	Range	Source	
▣▣▣▣	Black Karma Curse	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Instantaneous	Close (45 ft.)	PH2:p.103
[V,S]	TARGET: One creature; EFFECT: If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack. [SR:Yes; DC:18, Will negates]					
▣▣▣▣	Fatal Flame	Evocation (Fire)	1 standard action	1 minute/level	Close (45 ft.)	CS:null
[V, S, M]	TARGET: One living creature with 1 or more HD; EFFECT: Target's body bursts into flame upon its death. [SR:Yes; DC:18, Will negates, Reflex half; see text]					
▣▣▣▣	Ice Knife	Conjuration (Creation) [Cold, WujenWater]	1 standard action	Instantaneous	Long (760 ft.)	SC:p.119
[S,M]	TARGET: One icy missile; EFFECT: Ranged attack with a +2 every two caster levels. If you hit deal 2d8 cold damage and 2 Dex damage; see text. [SR:Yes; DC:18, Fortitude partial or Reflex half; see text]					
▣▣▣▣	Mesmerizing Glare	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round/level	Close (45 ft.)	SC:p.140
[S]	TARGET: One creature/level, no two of which can be more than 30 ft. apart; EFFECT: Cause targets to stop and stare blankly at you. [SR:Yes; DC:18, Will negates]					
▣▣▣▣	Scent	Transmutation	1 standard action	90 minutes	Touch	CD:p.178-179
[V,S,M]	TARGET: Creature touched; EFFECT: Bestows Scent ability with all the same powers. [SR:Yes (harmless)]					

LEVEL 3 / Per Day:4 / Caster Level:9

Name	School	Time	Duration	Range	Source	
▣▣▣▣	Blink	Transmutation	1 standard action	9 rounds [D]	Personal	PH:p.206
[V, S]	TARGET: You; EFFECT: You randomly vanish and reappear for 9 rounds. [SR:No]					
▣▣▣▣	Sonorous Hum	Evocation [Sonic]	1 standard action	1 minute/level [D]	Personal	SC:p.196
[V,S]	TARGET: You; EFFECT: The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.					
▣▣▣▣	Summon Monster III	Conjuration (Summoning)	1 round	9 rounds [D]	Close (45 ft.)	PH:p.286
[V, S, F/DF]	TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; EFFECT: Calls extraplanar creature to fight for you. [SR:No]					
▣▣▣▣	Vertigo Field	Illusion (Pattern)	1 standard action	1 round/level	Medium (190 ft.)	PH2:p.128
[V,S]	TARGET: 20-ft.-radius spread; EFFECT: Area counts as difficult terrain, attacks have a 20% miss chance. Creature starting in the field must make Fortitude save or become nauseated 1 round. Exclude allies up to your caster level against the nauseated effect. [SR:Yes; DC:19, Fortitude partial; see text]					

LEVEL 4 / Per Day:3 / Caster Level:9

Name	School	Time	Duration	Range	Source	
▣▣▣▣	Bite of the Werewolf	Transmutation	1 standard action	1 round/level	Personal	SC:p.29
[V,S,M]	TARGET: You; EFFECT: Gain +2 bonus to Str, +4 Dex, +4 Con, +4 natural armor. Gain Bite attack.					
▣▣▣▣	Blast of Flame	Conjuration (Creation) [Fire]	1 standard action	Instantaneous	60 ft.	SC:p.31
[V,S,M]	TARGET: Cone-shaped burst; EFFECT: Deal 1d6/level [max 10d6] to all creatures in the area. [SR:No; DC:20, Reflex half]					
▣▣▣▣	Force Missiles	Evocation [Force]	1 standard action	Instantaneous	Medium (190 ft.)	SC:p.98
[V,S]	TARGET: Up to four creatures, no two of which are more than 30 ft. apart; EFFECT: Each missile deals 2d6 to target and half to any adjacent creature. [SR:Yes]					

LEVEL 5 / Per Day:2 / Caster Level:9

Name	School	Time	Duration	Range	Source	
▣▣▣▣	Animal Growth	Transmutation	1 standard action	9 minutes	Medium (190 ft.)	PH:p.198
[V, S]	TARGET: Up to 4 animals [Gargantuan or smaller], no two of which can be more than 30 ft. apart; EFFECT: One animal/two levels doubles in size. [SR:Yes; DC:21, Fortitude negates]					
▣▣▣▣	Ball Lightning	Evocation [Electricity]	1 standard action	1 round/level	Medium (190 ft.)	SC:p.23
[V,S,M]	TARGET: One lightning ball; EFFECT: Creates 5-ft-diameter ball of electricity that deals 1d6/level [max 15d6]. Ball moves 30 ft a round as directed by caster [same as ball of fire] [SR:Yes; DC:21, Reflex negates]					

* =Domain/Specialty Spell

Glithral

Half-Elf

RACE

169

AGE

Female

GENDER

Low-Light Vision

VISION

Lawful Good

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

Olidammara

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: