

Mother

CHARACTER NAME

d10E 2, Cleric

CLASS

2

1000 / 3000

Character Level

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	12		+1		
DEX Dexterity	12		+1		
CON Constitution	14		+2		
INT Intelligence	17		+3		
WIS Wisdom	19		+4		
CHA Charisma	23		+6		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+2	= +0	+2	+0	+0	+0		
REFLEX (dexterity)	+1	= +0	+1	+0	+0	+0		
WILL (wisdom)	+6	= +2	+4	+0	+0	+0		

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

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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George C.

PLAYER NAME

Human

Medium

RACE

SIZE

18

Female

AGE

GENDER

HP hit points	22	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
AC armor class	15	14	11	= 10	+ 4	+ 0	+ 1	+ 0	+ 0	+ 0	+ 0	+ 0		0	+0	7	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	

INITIATIVE modifier	+1	= +1	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+1		

None

DEITY

None

REGION

133 lbs.

WEIGHT

Blond

HAIR

Neutral Good

ALIGNMENT

Normal

VISION

40

POINTS

TOTAL SKILLPOINTS: 36		SKILLS		MAX RANKS: 5/2.5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	4	=	1	+	3
✓ Appraise	INT	6	=	3	+	3
✓ Athletics	STR	4	=	1	+	3
✓ Craft (Untrained)	INT	3	=	3		
✓ Deception	CHA	14	=	6	+	5 + 3
✓ Endurance	CON	5	=	2	+	3
✓ Gather Information	CHA	14	=	6	+	5 + 3
✓ Heal	WIS	12	=	4	+	5 + 3
✓ Insight	WIS	12	=	4	+	5 + 3
Knowledge (Theology and Philosophy)	INT	11	=	3	+	5 + 3
Linguistics	INT	7	=	3	+	1 + 3
✓ Perception	WIS	12	=	4	+	5 + 3
✓ Persuasion	CHA	11	=	6	+	5
✓ Persuasion (Diplomacy)	CHA	13	=	6	+	7
✓ Ride	DEX	4	=	1	+	3
✓ Stealth	DEX	9	=	1	+	5 + 3
✓ Survival	WIS	12	=	4	+	5 + 3
✓ Survival (Find or follow tracks)	WIS	14	=	4	+	[5] + 5
✓ Thievery	DEX	4	=	1	+	3
✓ Thievery (Sleight of Hand)	DEX	6	=	1	+	5
✓ Use Rope	DEX	4	=	1	+	3
			=	+	+	
			=	+	+	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Quarterstaff	Equipped	1	4.0	0.0
TOTAL WEIGHT CARRIED/VALUE			4 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

LANGUAGES	
Common	

SPECIAL ABILITIES
As a free action, you may protect a number of creatures equal to your Charisma modifier (minimum one creature) with a +2 dodge bonus to AC. This is a supernatural ability, and the effect lasts for 1 round per level. An affected creature loses this protection if it moves more than 10 feet from you. You may also affect yourself with this ability.

Special Attacks	
Warcraft +1 BAB	[Eclipse, p.10]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
Duties (Chosen Ones) You have duties. Grants 2 CP per level. [+4 total CP].	[Eclipse, p.17]
Fast Learner (Focused on Skills /Human) (Child) +2 CP towards Skills per level. [+10 total Skill Points Granted].	[Eclipse, p.17]

DISADVANTAGES	
Secret (Mortals can die) You have a secret.	[Eclipse, p.19]
Stigmata DC 24 Fortitude save at the start of each session; if you fail you take a -1 morale penalty on saving throws.	[Eclipse, p.20]
Valuable You have value to others.	[Eclipse, p.20]

Spell Caster Information	
Spell Points Cleric Spell Points=30	[Eclipse]
Cleric Cleric Level 3, Casterlevel is 3	[Eclipse, p.11]

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 110, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 4 CP, HD 10 deducts 12 CP	
Adept (Heal, Insight, Perception, Survival)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Damage Reduction 5/- (Evil)	[Eclipse, p.29]
This applies to all damage sources, including magical and energy-based attacks. Characters commonly specialize it by applying it only towards physical attacks, energy attacks, magical attacks, or another GM-approved specialty. The Corrupted modifier can be added by leaving an additional common "hole" in your defenses. For example, silver weaponry or fire spells would apply to physical reduction or magic defenses, respectively. ! You may take this ability multiple times. Each time, you add another type of damage reduction.	
Immunity / Aging	[Eclipse]
(uncommon/minor/minor, 2 CP). They can expect to live for several centuries without much of any signs of aging.	
Innate Enchantment	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.	
Innate Enchantment / Fortune's Favor	[Eclipse]
+1 Luck bonus to skills and checks.	
Innate Enchantment / Enhanced Attribute (+2 Charisma)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Charisma	
Innate Enchantment / Expertise	[Eclipse]
+2 Competence bonus to skills and checks.	
Innate Enchantment / Force Armor I	[Eclipse]
[At Will] As Armor Spell, grants +4 Armor AC.	
Presence (Sanctuary)	[Eclipse, p.39]
10' Radius effect of the Selected Spell Effect.	
Presence / Improved	[Eclipse, p.39]
(+6 CP) adds +4 to any social skill roll made with the backing of Presence. This means that characters with auras of holiness or purity gain the bonus when dealing with decent folk, while characters with auras of evil and corruption gain the bonus when bribing or intimidating others. Unlike the basic effect, such modifiers can affect anyone and everyone you interact with. Of course, this also marks you, and will doubtless draw a good deal of attention.	
Presence / Superior	[Eclipse, p.40]
(+6 CP) requires Improved and forces all would-be attackers to make Will saves (DC 13 + character's Cha Mod) or be unable to attack, either out of fear, awe, loathing, love, insanity, or because they're rolling on the ground laughing. The save must be repeated each round, although victims get a +5 bonus if the user is currently attacking them.	
Spell Conversion (Healing spells)	[Eclipse]
(6 CP). A character with Spell Conversion selects a limited number of spells according to his or her class theme, usually nine (one for each spell level). The user may convert a prepared spell of equal or higher level into one of them spontaneously. The user must already have access to the spells he or she selects for Spell Conversion. Clerics use this the most, but anyone may have it.	
Spell Resistance	[Eclipse, p.45]
(6 CP). The character gains Spell Resistance which rises with his or her level, rated at (5 + character level)., Spell Resistance = 7	

DOMAINS
<div>Charm</div> <div>Boost Cha by +4 1/day. Activating is a free action. Cha increase lasts 1 minute.</div>
<div>Family</div> <div>As a free action, you may protect a number of creatures equal to your Charisma modifier (minimum one creature) with a +2 dodge bonus to AC. This is a supernatural ability, and the effect lasts for 1 round per level. An affected creature loses this protection if it moves more than 10 feet from you. You may also affect yourself with this ability.</div>

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

TEMPLATES
03 - World Law ~ Feat Progression 1 - Gain Bonus Feat every Even Level
03 - World Law ~ Feat Progression 0 - Gain Additional Bonus Feat at First Level

Cleric Spells

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

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Amanuesis <i>School:</i> Transmutation <i>Effect:</i> Copies 250 words per minute.	DC: 14, Will negates [object] <i>SR:</i> Yes [object]	1 standard action	10 minute/level	Close (30 ft.)	V,S	SC: p.9
□□□□□ Create Water <i>School:</i> Conjuraton (Creation) [Water] <i>Effect:</i> Creates 2 gallons/level of pure water.	<i>SR:</i> No	Standard Action	Instantaneous	Close (30 ft.)	V,S	PHB: p.215
□□□□□ Cure Minor Wounds <i>School:</i> Conjuraton (Healing) <i>Effect:</i> Cures 1 point of damage.	DC: 14, Will half (harmless); see text <i>SR:</i> Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
□□□□□ Detect Magic <i>School:</i> Divination <i>Effect:</i> Detects spells and magic items within 60 ft.	<i>SR:</i> No	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
□□□□□ Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object.	<i>SR:</i> No	Standard Action	Instantaneous	Close (30 ft.)	V,S	PHB: p.219
□□□□□ Guidance <i>School:</i> Divination <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	DC: 14, Will negates (harmless) <i>SR:</i> Yes	Standard Action	1 minute or until discharged	Touch	V,S	PHB: p.238
□□□□□ Inflict Minor Wounds <i>School:</i> Necromancy <i>Effect:</i> Touch attack, 1 point of damage.	DC: 14, Will negates <i>SR:</i> Yes	Standard Action	Instantaneous	Touch	V,S	PHB: p.244
□□□□□ Light <i>School:</i> Evocation [Light] <i>Effect:</i> Object shines like a torch.	<i>SR:</i> No	Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.248
□□□□□ Mending <i>School:</i> Transmutation <i>Effect:</i> Makes minor repairs on an object.	DC: 14, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.253
□□□□□ Purify Food and Drink <i>School:</i> Transmutation <i>Effect:</i> Purifies 1 cu. ft./level of food or water.	DC: 14, Will negates (object) <i>SR:</i> Yes (object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.267
□□□□□ Read Magic <i>School:</i> Divination <i>Effect:</i> Read scrolls and spellbooks.	<i>SR:</i> No	Standard Action	10 minutes/level	Personal	V,S,F	PHB: p.269
□□□□□ Resistance <i>School:</i> Abjuration <i>Effect:</i> 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.	DC: 14, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272
□□□□□ Virtue <i>School:</i> Transmutation <i>Effect:</i> Subject gains 1 temporary hp.	DC: 14, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	1 min.	Touch	V,S, DF	PHB: p.298

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Anarchic Water <i>School:</i> Transmutation [Chaotic] <i>Effect:</i> Chaos imbued damages lawful outsiders for 2d4 points.	DC: 15, Will negates [object] <i>SR:</i> Yes [object]	1 minute	Instantaneous	Touch	V,S,M	SC: p.11
□□□□□ Axiomatic Water <i>School:</i> Transmutation [Lawful] <i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.	DC: 15, Will negates [object] <i>SR:</i> Yes [object]	1 minute	Instantaneous	Touch	V,S,M	SC: p.22
□□□□□ Bane <i>School:</i> Enchantment (Compulsion) [Fear, Mind-Affecting] <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	<i>SR:</i> Yes	Standard Action	1 minute/level	50 ft.	V,S, DF	PHB: p.203
□□□□□ Blade of Blood <i>School:</i> Necromancy <i>Effect:</i> Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage.	<i>SR:</i> No	1 swift action	1 round/level or until discharged	Touch	V,S	Is This : p.103
□□□□□ Bless <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Allies gain +1 Morale bonus on attack rolls and on saves against fear.	<i>SR:</i> Yes (harmless)	Standard Action	1 minute/level	50 ft.	V,S, DF	PHB: p.205
□□□□□ Blessed Aim <i>School:</i> Divination <i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.	DC: 15, Will negates [harmless] <i>SR:</i> No	1 standard action	1 minute/level	50 ft.	V,S	SC: p.31
□□□□□ Bless Water <i>School:</i> Transmutation [Good] <i>Effect:</i> Makes holy water.	DC: 15, Will negates (object) <i>SR:</i> Yes (object)	1 minute	Instantaneous	Touch	V,S,M	PHB: p.205
□□□□□ Blood Wind <i>School:</i> Evocation <i>Effect:</i> Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text	DC: 15, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 swift action	1 round	Close (30 ft.)	V,S	SC: p.33
□□□□□ Cause Fear <i>School:</i> Necromancy [Fear, Mind-Affecting] <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	DC: 15, Will partial <i>SR:</i> Yes	Standard Action	1d4 rounds or 1 round; see text	Close (30 ft.)	V,S	PHB: p.208
□□□□□ Cold Fire <i>School:</i> Transmutation [Cold] <i>Effect:</i> Flames deal cold damage; see text	DC: 15, No [fire] or Fortitude half <i>SR:</i> Yes [creature]	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (30 ft.)	V,S,DF	SC: p.50
□□□□□ Command <i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Effect:</i> One subject obeys selected command for 1 round.	DC: 15, Will negates <i>SR:</i> Yes	Standard Action	1 round	Close (30 ft.)	V	PHB: p.211
□□□□□ Comprehend Languages <i>School:</i> Divination <i>Effect:</i> You understand all spoken and written languages.	<i>SR:</i> No	Standard Action	10 minutes/level	Personal	V,S,M/DF	PHB: p.212
□□□□□ Conviction <i>School:</i> Abjuration <i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.	DC: 15, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.52
□□□□□ Cure Light Wounds <i>School:</i> Conjuraton (Healing) <i>Effect:</i> Cures 1d8 +1/level [max +5] damage.	DC: 15, Will half (harmless); see text <i>SR:</i> Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.215
□□□□□ Delay Disease <i>School:</i> Conjuraton (Healing) <i>Effect:</i> Halts any nonmagical disease for the duration of the spell.	DC: 15, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	24 hours	Touch	V,S,DF	SC: p.63

* =Domain/Speciality Spell

Cleric Spells

□□□□□ Detect Chaos <i>School:</i> Divination <i>SR:</i> No <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	PHB: p.218
	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 3	
□□□□□ Detect Evil <i>School:</i> Divination <i>SR:</i> No <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	PHB: p.218
	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 3	
□□□□□ Detect Good <i>School:</i> Divination <i>SR:</i> No <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	PHB: p.219
	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 3	
□□□□□ Detect Law <i>School:</i> Divination <i>SR:</i> No <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	PHB: p.219
	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 3	
□□□□□ Detect Undead <i>School:</i> Divination <i>SR:</i> No <i>Effect:</i> Reveals undead within 60 ft.	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	PHB: p.220
	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 3	
□□□□□ Dispel Ward <i>School:</i> Abjuration <i>SR:</i> No <i>Effect:</i> Functions like dispel magic; see text	1 standard action	Instantaneous	Medium (130 ft.)	V,S	SC: p.67
	<i>Target:</i> One warded object or area			<i>Caster Level:</i> 3	
□□□□□ Divine Favor <i>School:</i> Evocation <i>SR:</i> No <i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]	Standard Action	1 minute	Personal	V,S, DF	PHB: p.224
	<i>Target:</i> You			<i>Caster Level:</i> 3	
□□□□□ Doom <i>School:</i> Necromancy [Fear, Mind-Affecting] <i>SR:</i> Yes <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	Standard Action	1 minute/level	Medium (130 ft.)	V,S, DF	PHB: p.225
	<i>Target:</i> One living creature			<i>Caster Level:</i> 3	
□□□□□ Ebon Eyes <i>School:</i> Transmutation <i>SR:</i> Yes [harmless] <i>Effect:</i> See normally in darkness both magical and natural.	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.77
	<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
□□□□□ Endure Elements <i>School:</i> Abjuration <i>SR:</i> Yes (harmless) <i>Effect:</i> Exist comfortably in hot or cold environments.	DC: 15, Will negates (harmless) Standard Action	24 hours	Touch	V,S	PHB: p.226
	<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
□□□□□ Entropic Shield <i>School:</i> Abjuration <i>SR:</i> No <i>Effect:</i> Ranged attacks against you have 20% miss chance.	Standard Action	1 minute/level [D]	Personal	V,S	PHB: p.227
	<i>Target:</i> You			<i>Caster Level:</i> 3	
□□□□□ Faith Healing <i>School:</i> Conjuration (Healing) <i>SR:</i> Yes [harmless] <i>Effect:</i> Heal 8 + caster level [max +5] hit points.	DC: 15, Will negates [harmless] Standard Action	Instantaneous	Touch	V,S	SC: p.87
	<i>Target:</i> Living creature touched			<i>Caster Level:</i> 3	
□□□□□ Foundation of Stone <i>School:</i> Transmutation [Earth] <i>SR:</i> Yes [harmless] <i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.	1 standard action	1 round/level	Close (30 ft.)	V,M	SC: p.99
	<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart			<i>Caster Level:</i> 3	
□□□□□ Grave Strike <i>School:</i> Divination [Good] <i>SR:</i> N/A <i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.	1 swift action	1 round	Personal	V,DF	SC: p.107
	<i>Target:</i> You			<i>Caster Level:</i> 3	
□□□□□ Guiding Light <i>School:</i> Evocation <i>SR:</i> Yes <i>Effect:</i> +2 on ranged attacks.	1 standard action	1 minute/level [D]	Long (520 ft.)	V,S	SC: p.108
	<i>Target:</i> Creatures in a 5-ft.-radius burst			<i>Caster Level:</i> 3	
□□□□□ Healthful Rest <i>School:</i> Conjuration (Healing) <i>SR:</i> Yes [harmless] <i>Effect:</i> Doubles the natural healing rate.	DC: 15, Will negates [harmless] Standard Action	10 minutes	24 hours	Close (30 ft.)	V,S
	<i>Target:</i> One creature/level, no two of which can be more than 30 feet apart			<i>Caster Level:</i> 3	SC: p.111
□□□□□ Hide from Undead <i>School:</i> Abjuration <i>SR:</i> Yes <i>Effect:</i> Undead can't perceive 1 subject/level.	DC: 15, Will negates (harmless); see text Standard Action	10 minutes/level [D]	Touch	V,S, DF	PHB: p.241
	<i>Target:</i> One touched creature/level			<i>Caster Level:</i> 3	
□□□□□ Ice Gauntlet <i>School:</i> Evocation [Cold] <i>SR:</i> N/A <i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.	DC: 15, N/A Standard Action	1 standard action	1 minute/level [D]	Personal	V,DF
	<i>Target:</i> You			<i>Caster Level:</i> 3	SC: p.119
□□□□□ Incite <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>SR:</i> Yes <i>Effect:</i> Forces creature to act, it cannot delay or ready an action.	DC: 15, Will negates Standard Action	1 swift action	1 minute/level	Close (30 ft.)	V,S
	<i>Target:</i> Creatures in a 10-ft. burst			<i>Caster Level:</i> 3	SC: p.121
□□□□□ Inflict Light Wounds <i>School:</i> Necromancy <i>SR:</i> Yes <i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.	DC: 15, Will half Standard Action	Instantaneous	Touch	V,S	PHB: p.244
	<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
□□□□□ Inhibit <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>SR:</i> Yes <i>Effect:</i> You inhibit your foe from acting. The subject is forced to delay until the following round, acting immediately before you on your initiative count.	DC: 15, Will negates Standard Action	1 standard action	Instantaneous	Medium (130 ft.)	V,S
	<i>Target:</i> One creature			<i>Caster Level:</i> 3	SC: p.123
□□□□□ Invest Light Protection <i>School:</i> Conjuration (Healing) <i>SR:</i> Yes (harmless); see text <i>Effect:</i> Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good.	DC: 15, Will half (harmless); see text Standard Action	1 standard action	Instantaneous; see text	Touch	V,S
	<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	Is This : p.115
□□□□□ Ironguts <i>School:</i> Abjuration <i>SR:</i> Yes <i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.	DC: 15, Will negates Standard Action	1 standard action	10 minutes/level	Touch	V,S,M
	<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	SC: p.126
□□□□□ Light of Lunia <i>School:</i> Evocation [Good, Light] <i>SR:</i> Yes; see text <i>Effect:</i> 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.	Standard Action	10 minutes/level [D]	Medium (130 ft.)	V,S	SC: p.132
	<i>Target:</i> You and up to two rays; see text			<i>Caster Level:</i> 3	
□□□□□ Magic Stone <i>School:</i> Transmutation <i>SR:</i> Yes (harmless, object) <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	DC: 15, Will negates (harmless, object) Standard Action	30 minutes or until discharged	Touch	V,S, DF	PHB: p.251
	<i>Target:</i> Up to three pebbles touched			<i>Caster Level:</i> 3	
□□□□□ Magic Weapon <i>School:</i> Transmutation <i>SR:</i> Yes (harmless, object) <i>Effect:</i> Weapon gains +1 bonus.	DC: 15, Will negates (harmless, object) Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.251
	<i>Target:</i> Weapon touched			<i>Caster Level:</i> 3	
□□□□□ Moon Lust <i>School:</i> Illusion (Pattern) [Mind-Affecting] <i>SR:</i> Yes <i>Effect:</i> Creature becomes fascinated for the duration of the spell.	DC: 15, Will negates [harmless] Standard Action	1 standard action	1 round/level	Medium (130 ft.)	V,S,F
	<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	SC: p.143
□□□□□ Nightshield <i>School:</i> Abjuration <i>SR:</i> N/A <i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.	DC: 15, N/A Standard Action	1 standard action	1 minute/level [D]	Personal	V,S
	<i>Target:</i> You			<i>Caster Level:</i> 3	SC: p.148
□□□□□ Nimbus of Light <i>School:</i> Evocation [Light] <i>SR:</i> N/A <i>Effect:</i> Creates light 30'. Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].	DC: 15, N/A Standard Action	1 minute/level or until discharged [D]	Personal	V,S,DF	SC: p.148
	<i>Target:</i> You			<i>Caster Level:</i> 3	
□□□□□ Obscuring Mist <i>School:</i> Conjuration (Creation) <i>SR:</i> No <i>Effect:</i> Fog surrounds you.	Standard Action	1 minute/level	20 ft.	V,S	PHB: p.258
	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high			<i>Caster Level:</i> 3	
□□□□□ Omen of Peril <i>School:</i> Divination <i>SR:</i> N/A <i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.	DC: 15, N/A Standard Action	1 round	Instantaneous	Personal	V,F
	<i>Target:</i> You			<i>Caster Level:</i> 3	SC: p.149

* =Domain/Specialty Spell

Cleric Spells

Portal Beacon <i>School:</i> Transmutation <i>Effect:</i> Up to six creatures can be chosen to relieve mental beacon.	<i>SR:</i> No <i>Target:</i> One interplanar gate or portal	1 standard action	1 hour/level	Close (30 ft.)	V,S	SC: p.161
Protection from Chaos <i>School:</i> Abjuration [Lawful] <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	DC: 15, Will negates (harmless) <i>SR:</i> No; see text	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	PHB: p.266
Protection from Evil <i>School:</i> Abjuration [Good] <i>Effect:</i> vs. Evil gain a +2 Deflection bonus to AC and +2 Resistance bonus to saves, counter mind control, hedge out elementals and outsiders.	DC: 15, Will negates (harmless) <i>SR:</i> No; see text	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	PHB: p.266
Protection from Law <i>School:</i> Abjuration [Chaotic] <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	DC: 15, Will negates (harmless) <i>SR:</i> No; see text	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	PHB: p.266
Remove Fear <i>School:</i> Abjuration <i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.	DC: 15, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	10 minutes; see text	Close (30 ft.)	V,S	PHB: p.271
Resist Planar Alignment <i>School:</i> Abjuration <i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.	DC: 15, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	1 round/level	Touch	V,S,DF	SC: p.174
Resurgence <i>School:</i> Abjuration <i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.	DC: 15, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	SC: p.174
Sanctuary <i>School:</i> Abjuration <i>Effect:</i> Opponents can't attack you, and you can't attack.	DC: 15, Will negates <i>SR:</i> No	Standard Action	1 round/level	Touch	V,S, DF	PHB: p.274
Scholar's Touch <i>School:</i> Divination <i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.	<i>SR:</i> No <i>Target:</i> One book/round	Standard Action	Concentration, up to 3 rounds	Personal	V,S,M,F	Race Des: p.167
Shield of Faith <i>School:</i> Abjuration <i>Effect:</i> Aura grants +2 deflection bonus.	DC: 15, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	1 minute/level	Touch	V,S,M	PHB: p.278
Sign <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> +4 bonus on your next initiative check.	DC: 15, N/A <i>SR:</i> N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	SC: p.189
Snowshoes <i>School:</i> Transmutation <i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.	DC: 15, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	SC: p.194
Spell Flower <i>School:</i> Transmutation <i>Effect:</i> Hold the charge of one touch spell per arm; see text.	DC: 15, N/A <i>SR:</i> N/A	1 standard action	1 round/level	Personal	V,S	SC: p.198
Summon Monster I <i>School:</i> Conjunction (Summoning) <i>Effect:</i> This spell summons an extraplanar creature [typically an outsider, elemental, or magical beast native to another plane]. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. Arcane Focus - A tiny bag and a small [not necessarily lit] candle. Celestial dog LG; Celestial owl LG; Celestial giant fire beetle NG; Celestial porpoise1 NG; Celestial badger CG; Celestial monkey CG; Celestial dire rat LE; Fiendish raven LE; Fiendish monstrous centipede, Medium NE; Fiendish monstrous scorpion, Small NE; Fiendish hawk CE; Fiendish monstrous spider, Small CE; Fiendish octopus1 CE; Fiendish snake, Small viper CE	<i>SR:</i> No <i>Target:</i> One summoned creature	1 round	1 round/level [D]	Close (30 ft.)	V,S,F/DF	PHB: p.285
Updraft <i>School:</i> Conjunction (Creation) [Air] <i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.	DC: 15, N/A <i>SR:</i> N/A	1 swift action	Instantaneous	Personal	V,S,M	SC: p.228
Vigor, Lesser <i>School:</i> Conjunction (Healing) <i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.	DC: 15, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	SC: p.229
Vision of Glory <i>School:</i> Divination <i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].	<i>SR:</i> Yes <i>Target:</i> Creature touched	1 standard action	1 minute or until discharged	Touch	V,S,DF	SC: p.231
Wings of the Sea <i>School:</i> Transmutation <i>Effect:</i> Increases creatures swim speed by 30 ft.	DC: 15, Fortitude negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	1 minute/level	Touch	S,M	SC: p.240

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
Aid <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> +1 Morale Bonus on attack rolls, +1 against fear, and grants 1d8 +1/level [max +10] temporary hp.	<i>SR:</i> Yes (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.196
Align Weapon <i>School:</i> Transmutation <i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.	DC: 16, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.197
Animalistic Power <i>School:</i> Transmutation <i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Is This : p.101
Augury <i>School:</i> Divination <i>Effect:</i> Learns whether an action will be good or bad.	<i>SR:</i> No	1 minute	Instantaneous	Personal	V,S,M,F	PHB: p.202
Aura Against Flame <i>School:</i> Abjuration <i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.	DC: 16, N/A <i>SR:</i> N/A	1 standard action	1 round/level	Personal	V,S	SC: p.18
Avoid Planar Effects <i>School:</i> Abjuration <i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.	<i>SR:</i> Yes [harmless]	1 immediate action	1 minute/level	20 ft.	V	SC: p.19
Balor Nimbus <i>School:</i> Transmutation <i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.	DC: 16, N/A <i>SR:</i> N/A	1 standard action	1 round/level	Personal	V,S,M/DF	SC: p.24
Bear's Endurance <i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.	DC: 16, Will negates (harmless) <i>SR:</i> Yes	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.203
Black Karma Curse <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> 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.	DC: 16, Will negates <i>SR:</i> Yes	1 standard action	Instantaneous	Close (30 ft.)	V,S	Is This : p.103
Blade Brothers <i>School:</i> Abjuration <i>Effect:</i> Once during the spell, if a subject attempts a saving throw, both recipients can roll and use the most favorable result. If both saves fail, both are affected by the spell.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 minute/level or until discharged	Touch	V,S	Is This : p.103
Body Blades <i>School:</i> Transmutation <i>Effect:</i> Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.	DC: 16, N/A <i>SR:</i> N/A	1 standard action	1 minute/level	Personal	V,S	SC: p.35
Brambles <i>School:</i> Transmutation	<i>SR:</i> No	1 standard action	1 round/level	Touch	V,S,M	SC: p.38

Cleric Spells

<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.							
■■■■■ Bull's Strength <i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.	DC: 16, Will negates [harmless] <i>SR:</i> Yes (harmless)	Standard Action <i>Target:</i> Creature touched	1 minute/level	Touch	V,S,M/DF <i>Caster Level:</i> 3	PHB: p.207	
■■■■■ Calm Emotions <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Calms creatures, negating emotion effects.	DC: 16, Will negates <i>SR:</i> Yes	Standard Action <i>Target:</i> Creatures in a 20-ft.-radius spread	Concentration, up to 1 round/level [D]	Medium (130 ft.)	V,S, DF <i>Caster Level:</i> 3	PHB: p.207	
■■■■■ Close Wounds <i>School:</i> Conjunction (Healing) <i>Effect:</i> Cure 1d4 +1/level [max +5].	DC: 16, Will half [harmless]; see text <i>SR:</i> Yes [harmless]	1 immediate action <i>Target:</i> One creature	Instantaneous	Close (30 ft.)	V <i>Caster Level:</i> 3	SC: p.48	
■■■■■ Cloud of Knives <i>School:</i> Conjunction <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.	<i>SR:</i> Standard Action <i>Target:</i> You	1 standard action Standard Action	1 round/level 2 hours/level	Personal Close (30 ft.)	V,S,M V,S,M, DF <i>Caster Level:</i> 3	Is This : p.107 PHB: p.212	
■■■■■ Consecrate <i>School:</i> Evocation [Good] <i>Effect:</i> Fills area with positive energy, making undead weaker.	<i>SR:</i> No	Standard Action <i>Target:</i> 20-ft.-radius emanation			V,S,M, DF <i>Caster Level:</i> 3	PHB: p.212	
■■■■■ Cure Moderate Wounds <i>School:</i> Conjunction (Healing) <i>Effect:</i> Cures 2d8 +1/level [max +10] damage.	DC: 16, Will half [harmless]; see text <i>SR:</i> Yes (harmless); see text	Standard Action <i>Target:</i> Creature touched	Instantaneous	Touch	V,S <i>Caster Level:</i> 3	PHB: p.216	
■■■■■ Curse of Ill Fortune <i>School:</i> Necromancy <i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.	DC: 16, Will negates <i>SR:</i> Yes	1 standard action <i>Target:</i> One living creature	1 minute/level	Medium (130 ft.)	V,S,DF <i>Caster Level:</i> 3	SC: p.56	
■■■■■ Darkness <i>School:</i> Evocation [Darkness] <i>Effect:</i> This spell causes an object to radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment [20% miss chance]. Even creatures that can normally see in such conditions [such as with darkvision or low-light vision] have the miss chance in an area shrouded in magical darkness. Normal lights [torches, candles, lanterns, and so forth] are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. Darkness counters or dispels any light spell of equal or lower spell level. Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.	<i>SR:</i> No	Standard Action <i>Target:</i> Object touched	10 minutes/level [D]	Touch	V, M/DF <i>Caster Level:</i> 3	PHB: p.216	
■■■■■ Dark Way <i>School:</i> Illusion (Shadow) <i>Effect:</i> Create a ribbonlike, weightless, unbreakable bridge.	<i>SR:</i> Yes	1 standard action <i>Target:</i> One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long	1 round/level	Close (30 ft.)	V,S,DF <i>Caster Level:</i> 3	SC: p.58	
■■■■■ Deific Vegeance <i>School:</i> Conjunction (Summoning) <i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].	DC: 16, Will half <i>SR:</i> Yes	1 standard action <i>Target:</i> One creature	Instantaneous	Close (30 ft.)	V,S,DF <i>Caster Level:</i> 3	SC: p.62	
■■■■■ Deific Vengeance <i>School:</i> Conjunction (Summoning) <i>Effect:</i> Cause 2d6 or 3d6 if the target is undead.	DC: 16, Will half <i>SR:</i> Yes	Standard Action <i>Target:</i> One creature	Instantaneous	Close (30 ft.)	V,S,DF <i>Caster Level:</i> 3	cmpdiv: null	
■■■■■ Delay Poison <i>School:</i> Conjunction (Healing) <i>Effect:</i> Stops poison from harming subject for 1 hour/level.	DC: 16, Fortitude negates [harmless] <i>SR:</i> Yes (harmless)	Standard Action <i>Target:</i> Creature touched	1 hour/level	Touch	V,S, DF <i>Caster Level:</i> 3	PHB: p.217	
■■■■■ Divine Insight <i>School:</i> Divination <i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.	DC: 16, N/A <i>SR:</i> N/A	1 standard action <i>Target:</i> You	1 hour/level or until discharged [D]	Personal	V,S,DF <i>Caster Level:</i> 3	SC: p.70	
■■■■■ Divine Interdiction <i>School:</i> Abjuration <i>Effect:</i> Temp loss of turning power & domain powers.	DC: 16, Will negates or None [object]; see text <i>SR:</i> Yes or No [object]; see text	1 standard action <i>Target:</i> 10-ft.-radius emanation centered on a creature, object, or point in space	1 round/level	Close (30 ft.)	V <i>Caster Level:</i> 3	SC: p.70	
■■■■■ Divine Protection <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> +1 morale bonus to AC and saving throws.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action <i>Target:</i> Allies in a 20-ft.-radius burst	1 minute/level	Medium (130 ft.)	V,S,DF <i>Caster Level:</i> 3	SC: p.70	
■■■■■ Eagle's Splendor <i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.	DC: 16, Will negates [harmless] <i>SR:</i> Yes	Standard Action <i>Target:</i> Creature touched	1 minute/level	Touch	V,S,M/DF <i>Caster Level:</i> 3	PHB: p.225	
■■■■■ Energized Shield, Lesser <i>School:</i> Abjuration [See text] <i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text	<i>SR:</i> No	1 standard action <i>Target:</i> Touch	1 round/level	Touch	V,S,DF <i>Caster Level:</i> 3	SC: p.79	
■■■■■ Enthral <i>School:</i> Enchantment (Charm) <i>Effect:</i> Captivates all within 100 ft. +10 ft./level	DC: 16, Will negates; see text <i>SR:</i> Yes	1 round <i>Target:</i> Any number of creatures	1 hour or less	Medium (130 ft.)	V,S <i>Caster Level:</i> 3	PHB: p.227	
■■■■■ Extend Tentacles <i>School:</i> Transmutation <i>Effect:</i> Extends your tentacles by 5 ft.	DC: 16, N/A <i>SR:</i> N/A	1 standard action <i>Target:</i> You	Instantaneous	Personal	V <i>Caster Level:</i> 3	SC: p.86	
■■■■■ Find Traps <i>School:</i> Divination <i>Effect:</i> Notice traps as a rogue does.	<i>SR:</i> No	Standard Action <i>Target:</i> You	1 minute/level	Personal	V,S <i>Caster Level:</i> 3	PHB: p.230	
■■■■■ Frost Breath <i>School:</i> Evocation [Cold] <i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.	DC: 16, Reflex half <i>SR:</i> Yes	1 standard action <i>Target:</i> Cone-shaped burst	Instantaneous	30 ft.	V,S,M <i>Caster Level:</i> 3	SC: p.100	
■■■■■ Fuse Arms <i>School:</i> Transmutation <i>Effect:</i> Gain +4 Str for every set of limbs fused to the primary limb.	DC: 16, Fortitude negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action <i>Target:</i> Creature with at least two arms or tentacles touched	10 minutes/level	Touch	V,S <i>Caster Level:</i> 3	SC: p.100	
■■■■■ Gentle Repose <i>School:</i> Necromancy <i>Effect:</i> Preserves one corpse.	DC: 16, Will negates (object) <i>SR:</i> Yes (object)	Standard Action <i>Target:</i> Corpse touched	1 day/level	Touch	V,S,M/DF <i>Caster Level:</i> 3	PHB: p.235	
■■■■■ Ghost Touch Armor <i>School:</i> Transmutation <i>Effect:</i> Armor gains Ghost Touch property.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action <i>Target:</i> Armor of creature touched	1 minute/level	Touch	V,S,M <i>Caster Level:</i> 3	SC: p.102	
■■■■■ Hand of Divinity <i>School:</i> Evocation [See text] <i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.	<i>SR:</i> No	1 minute <i>Target:</i> Creature touched	1 minute/level	Touch	V,S,DF <i>Caster Level:</i> 3	SC: p.109	
■■■■■ Healing Lorecall <i>School:</i> Divination <i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjunction [Healing] spells. Can also heal more; see text.	DC: 16, N/A <i>SR:</i> N/A	1 standard action <i>Target:</i> You	10 minutes/level	Personal	V,S,M <i>Caster Level:</i> 3	SC: p.110	
■■■■■ Hold Person <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Paralyzes one humanoid for 1 round/level.	DC: 16, Will negates; see text <i>SR:</i> Yes	Standard Action <i>Target:</i> One humanoid creature	1 round/level [D]; see text	Medium (130 ft.)	V,S,F/DF <i>Caster Level:</i> 3	PHB: p.241	
■■■■■ Inflict Moderate Wounds <i>School:</i> Necromancy <i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.	DC: 16, Will half <i>SR:</i> Yes	Standard Action <i>Target:</i> Creature touched	Instantaneous	Touch	V,S <i>Caster Level:</i> 3	PHB: p.244	
■■■■■ Inky Cloud <i>School:</i> Conjunction (Creation) <i>Effect:</i> Inky cloud that works under water.	<i>SR:</i> No	1 standard action <i>Target:</i> 30-ft.-radius spread centered on you	10 minutes/level	30 ft.	V,S,M <i>Caster Level:</i> 3	SC: p.123	
■■■■■ Insight of Good Fortune <i>School:</i> Divination <i>Effect:</i> Reroll once after making an attack, skill check, saving throw or ability check before result is known and take the better result.	DC: 16, Will negates [harmless] <i>SR:</i> Yes (harmless)	1 standard action <i>Target:</i> One creature	1 minute/level or until discharged	Close (30 ft.)	V,S,M <i>Caster Level:</i> 3	Is This : p.115	
■■■■■ Insignia of Alarm <i>School:</i> Abjuration <i>Effect:</i> Spell alerts all wearers.	<i>SR:</i> Yes (harmless)	Standard Action <i>Target:</i> All wearers of special insignia within range	Instantaneous	Long (520 ft.)	V,S,F <i>Caster Level:</i> 3	Race Des: p.166	

* =Domain/Specialty Spell

Cleric Spells

Iron Silence <i>School:</i> Transmutation <i>Effect:</i> Hide and Move Silent check ignore the Armor penalty during the duration of the spell.	DC: 16, Will negates [harmless,object] <i>SR:</i> Yes [harmless,object]	1 standard action <i>Target:</i> One suit of armor touched/3 levels	1 hour/level [D]	Touch	V,S,DF	SC: p.125 <i>Caster Level:</i> 3
Light of Mercuria <i>School:</i> Evocation [Good, Light] <i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.	DC: 16, Fortitude negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action <i>Target:</i> You and up to two rays; see text	10 minutes/level [D]	Medium (130 ft.)	V,S	SC: p.132 <i>Caster Level:</i> 3
Living Undeath <i>School:</i> Necromancy <i>Effect:</i> Not subject to sneak attacks or criticals; -4 penalty to Cha score.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action <i>Target:</i> Creature touched	1 minute/level	Touch	V,S,DF	SC: p.134 <i>Caster Level:</i> 3
Make Whole <i>School:</i> Transmutation <i>Effect:</i> Repairs an object.	DC: 16, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object)	Standard Action <i>Target:</i> One object of up to 10 cu. ft./level	Instantaneous	Close (30 ft.)	V,S	PHB: p.252 <i>Caster Level:</i> 3
Mark of Judgement <i>School:</i> Necromancy <i>Effect:</i> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage.	DC: 16, Will negates <i>SR:</i> Yes	1 standard action <i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart	1 round/level	Medium (130 ft.)	V,S,DF	Is This : p.119 <i>Caster Level:</i> 3
Mark of the Outcast <i>School:</i> Necromancy <i>Effect:</i> Creates an indelible mark on the subjects face; see text.	DC: 16, Will negates <i>SR:</i> Yes	1 standard action <i>Target:</i> One creature	Permanent	Close (30 ft.)	V,S,DF	SC: p.138 <i>Caster Level:</i> 3
Master's Touch (Skillful) <i>School:</i> Divination <i>Effect:</i> Subject gains +4 insight bonus to one skill check.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 immediate action <i>Target:</i> One creature	Instantaneous	Close (30 ft.)	V	Is This : p.119 <i>Caster Level:</i> 3
Owl's Wisdom <i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.	DC: 16, Will negates (harmless) <i>SR:</i> Yes	Standard Action <i>Target:</i> Creature touched	1 minute/level	Touch	V,S,M/DF	PHB: p.259 <i>Caster Level:</i> 3
Protection from Negative Energy <i>School:</i> Abjuration <i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action <i>Target:</i> Creature touched	10 minutes/level	Touch	V,S	SC: p.163 <i>Caster Level:</i> 3
Protection from Positive Energy <i>School:</i> Abjuration <i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action <i>Target:</i> Creature touched	10 minutes/level	Touch	V,S	SC: p.163 <i>Caster Level:</i> 3
Quick March <i>School:</i> Transmutation <i>Effect:</i> Subjects base land speed increased by 30 feet.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action <i>Target:</i> Allies in a 20-ft.-radius burst	1 round	Medium (130 ft.)	V,S,DF	SC: p.164 <i>Caster Level:</i> 3
Remove Paralysis <i>School:</i> Conjunction (Healing) <i>Effect:</i> Frees one or more creatures from paralysis or slow effect.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action <i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart	Instantaneous	Close (30 ft.)	V,S	PHB: p.271 <i>Caster Level:</i> 3
Resist Energy <i>School:</i> Abjuration <i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.	DC: 16, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action <i>Target:</i> Creature touched	10 minutes/level	Touch	V,S, DF	PHB: p.272 <i>Caster Level:</i> 3
Restoration, Lesser <i>School:</i> Conjunction (Healing) <i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	3 rounds <i>Target:</i> Creature touched	Instantaneous	Touch	V,S	PHB: p.272 <i>Caster Level:</i> 3
Share Talents <i>School:</i> Transmutation <i>Effect:</i> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 round <i>Target:</i> Two willing creatures touched	10 minutes/level	Touch	V,S,M	Is This : p.124 <i>Caster Level:</i> 3
Shatter <i>School:</i> Evocation [Sonic] <i>Effect:</i> Sonic vibration damages objects or crystalline creatures.	DC: 16, Will negates (object); Will negates (object) or Fortitude half; see text <i>SR:</i> Yes (object)	Standard Action <i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature	Instantaneous	Close (30 ft.)	V,S,M/DF	PHB: p.278 <i>Caster Level:</i> 3
Shield Other <i>School:</i> Abjuration <i>Effect:</i> You take half of subject's damage.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action <i>Target:</i> One creature	1 hour/level [D]	Close (30 ft.)	V,S,F	PHB: p.278 <i>Caster Level:</i> 3
Shroud of Undeath <i>School:</i> Necromancy <i>Effect:</i> Shroud yourself in invisibile negative energy so nonintelligent undead percieve you as a fellow undead.	DC: 16, N/A <i>SR:</i> N/A	1 standard action <i>Target:</i> You	10 minutes/level [D]	Personal	V,S,M	SC: p.189 <i>Caster Level:</i> 3
Silence <i>School:</i> Illusion (Glamer) <i>Effect:</i> Negates sound in 15-ft. radius.	DC: 16, Will negates; see text or none (object) <i>SR:</i> Yes; see text or no (object)	Standard Action <i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space	1 minute/level [D]	Long (520 ft.)	V,S	PHB: p.279 <i>Caster Level:</i> 3
Sound Burst <i>School:</i> Evocation [Sonic] <i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.	DC: 16, Fortitude partial <i>SR:</i> Yes	Standard Action <i>Target:</i> 10-ft.-radius spread	Instantaneous	Close (30 ft.)	V,S,F/DF	PHB: p.281 <i>Caster Level:</i> 3
Spawn Screen <i>School:</i> Necromancy <i>Effect:</i> Subject will not rise as spawn if killed by an undead capable of creating spawn.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action <i>Target:</i> One creature/level	1 hour/level	Touch	V,S,DF	SC: p.197 <i>Caster Level:</i> 3
Spell Immunity, Lesser <i>School:</i> Abjuration <i>Effect:</i> Protects one creature from a single 1st- or 2nd-level spell; see text.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action <i>Target:</i> Creature touched	10 minutes/level	Touch	V,S	SC: p.199 <i>Caster Level:</i> 3
Spiritual Weapon <i>School:</i> Evocation [Force] <i>Effect:</i> Magical weapon attacks on its own.	<i>SR:</i> Yes	Standard Action <i>Target:</i> Magic weapon of force	1 round/level [D]	Medium (130 ft.)	V,S, DF	PHB: p.283 <i>Caster Level:</i> 3
Stabilize <i>School:</i> Conjunction (Healing) <i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].	DC: 16, Will negates [harmless]; see text <i>SR:</i> Yes [harmless]	1 swift action <i>Target:</i> 50-ft.-radius burst centered on you	Instantaneous	See text	V,S,DF	SC: p.204 <i>Caster Level:</i> 3
Status <i>School:</i> Divination <i>Effect:</i> Monitors condition, position of allies.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action <i>Target:</i> One/per 3 levels living creatures touched	1 hour/level	Touch	V,S	PHB: p.284 <i>Caster Level:</i> 3
Stay the Hand <i>School:</i> Enchantment (Charm) [Mind-Affecting] <i>Effect:</i> Target refrains from attacking you or targetting you with spells for the remainder of the current round.	DC: 16, Will negates <i>SR:</i> Yes	1 immediate action <i>Target:</i> One humanoid	Instantaneous	Medium (130 ft.)	V	Is This : p.126 <i>Caster Level:</i> 3
Stone Bones <i>School:</i> Transmutation <i>Effect:</i> Target gains natural armor AC bonus of +3.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action <i>Target:</i> Corporeal undead creature touched	10 minutes/level	Touch	V,S,F	SC: p.208 <i>Caster Level:</i> 3
Stone Fist <i>School:</i> Transmutation <i>Effect:</i> Acts as if armed and your hands become hard inflicting damage; see text.	<i>SR:</i> No DC: 16, Will negates (harmless, object)	Standard Action <i>Target:</i> You	3 rounds [D]	Personal	V,S,DF	Race Sto: p.163 <i>Caster Level:</i> 3
Stretch Weapon <i>School:</i> Transmutation <i>Effect:</i> Adds 5 feet of reach for one attack.	<i>SR:</i> Yes (harmless, object)	1 swift action <i>Target:</i> Melee weapon wielded	One attack	0 ft.	V	Is This : p.126 <i>Caster Level:</i> 3
Summon Elysian Thrush <i>School:</i> Conjunction (Summoning) [Good] <i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text	<i>SR:</i> No	10 minutes <i>Target:</i> One summoned Elysian thrush	8 hours	Close (30 ft.)	V,S,DF	SC: p.214 <i>Caster Level:</i> 3
Summon Monster II <i>School:</i> Conjunction (Summoning) <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. Celestial giant bee LG; Celestial giant bombardier beetle NG; Celestial riding dog NG; Celestial eagle CG; Lemure [devil] LE; Fiendish squid1 LE; Fiendish wolf LE; Fiendish monstrous centipede, Large NE; Fiendish monstrous scorpion, Medium NE; Fiendish shark, Medium1 NE; Fiendish monstrous spider, Medium CE; Fiendish snake, Medium viper CE	<i>SR:</i> No	1 round <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart	1 round/level [D]	Close (30 ft.)	V,S,F/DF	PHB: p.286 <i>Caster Level:</i> 3

* =Domain/Specialty Spell

Cleric Spells

<div>▣▣▣▣▣ Undetectable Alignment</div> <div>School: Abjuration</div> <div>Effect: Conceals alignment for 24 hours.</div>	<div>DC: 16, Will negates (object)</div> <div>SR: Yes (object)</div>	<div>Standard Action24 hours</div> <div>Target: One creature or object</div>	<div>Close (30 ft.)</div>	<div>V, S</div> <div>Caster Level: 3</div>	<div>PHB: p.297</div>
<div>▣▣▣▣▣ Veil of Shadow</div> <div>School: Evocation [Darkness]</div> <div>Effect: Grants you a 20% miss chance from concealment.</div>	<div>DC: 16, N/A</div> <div>SR: N/A</div>	<div>1 standard action1 minute/level</div> <div>Target: You</div>	<div>Personal</div>	<div>V, S</div> <div>Caster Level: 3</div>	<div>SC: p.228</div>
<div>▣▣▣▣▣ Zone of Truth</div> <div>School: Enchantment (Compulsion) [Mind-Affecting]</div> <div>Effect: Subjects within range cannot lie.</div>	<div>DC: 16, Will negates</div> <div>SR: Yes</div>	<div>Standard Action1 minute/level</div> <div>Target: 20-ft.-radius emanation</div>	<div>Close (30 ft.)</div>	<div>V, S, DF</div> <div>Caster Level: 3</div>	<div>PHB: p.303</div>

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