

Turk

NAME

16053

EXPERIENCE

5/6

Character LevelECL /

Jason

PLAYERNAME

Kercpa

RACE

Tiny

SIZE

Male

GENDER

Earth Goddess

DEITY

Neutral Good

ALIGNMENT

Darkvision (60'), Normal

VISION

0

POINTS

Clr5

CLASS

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Darkvision (60'), Normal

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ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

9

-1

9

-1

9

-1

DEX

Dexterity

21

+5

21

+5

21

+5

CON

Constitution

13

+1

13

+1

13

+1

INT

Intelligence

15

+2

15

+2

15

+2

WIS

Wisdom

20

+5

20

+5

20

+5

CHA

Charisma

14

+2

14

+2

14

+2

HP

hit points

39

AC

armor class

18

WOUNDS/CURRENT HP

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

INITIATIVE

modifier

+5

=

+5

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

+3

BASE ATTACK

bonus

+3

SPEED

Climb 50', Walk 30'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+7

=

+4

+

+1

+

+0

+

+2

+

+0

+

REFLEX

(dexterity)

+8

=

+1

+

+5

+

+0

+

+2

+

+0

+

WILL

(wisdom)

+11

=

+4

+

+5

+

+0

+

+2

+

+0

+

MELEE

attack bonus

+4

=

+3

+

-1

+

+2

+

+0

+

+0

+

RANGED

attack bonus

+10

=

+3

+

+5

+

+2

+

+0

+

+0

+

GRAPPLE

attack bonus

-6

=

+3

+

-1

+

-8

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+4

1d2-1

20/x2

Kercpa Bow

CURRENT HAND

TYPE

SIZE

CRITICAL

Carried

P

T

20/x3

To Hit

30'

100'

200'

300'

400'

+10

+10

+8

+6

+4

Dam

1d4-1

1d4-1

1d4-1

1d4-1

1d4-1

Special Properties

*Kercpa Sword

CURRENT HAND

TYPE

SIZE

CRITICAL

Primary

S

T

19-20/x2

To Hit

Dam

To Hit

Dam

1H-P

+4

1d4-1

2W-P-(OH)

-2

1d4-1

1H-O

+0

1d4-1

2W-P-(OL)

+0

1d4-1

2H

+4

1d4-1

2W-OH

-6

1d4-1

Special Properties

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

TURN UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turning Check

1d20+4

Up to 0

1

Turn level

5

1 - 3

2

Turn damage

2d6 +7

4 - 6

3

You destroy Undead creatures with total hit dice up to 2.

7 - 9

4

10 - 12

5

13 - 15

6

16 - 18

7

19 - 21

8

22+

9

TURN/DAY

□□□□□ □□□□

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Kercpa Bow 0 lbs.	Carried	1	0.3	37.5	
Handy Haversack 0 lbs.	Carried	1	5.0	2000.0	
Kercpa Sword	Equipped	1	0.4	7.5	
Outfit (Explorer's/Tiny)	Equipped	1	2.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			5.7 lbs.	2055.0 gp	

WEIGHT ALLOWANCE					
Light	15	Medium	30	Heavy	45
Lift over head	45	Lift off ground	90	Push / Drag	225

SPECIAL ABILITIES
+4 racial bonus on Hide and Move Silently checks when in forested areas.
Arrow Swarm (Ex):By taking a -5 penalty to all attack rolls for a round, a kercpa may make two additional ranged attacks at its highest attack bonus, as a full attack.
Camouflage (Ex): A kercpa can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.
Deflect Arrows twice a round as the Feat.
Gain access to third domain
Kercpas have a +8 racial bonus on Climb checks. A kercpa can always choose to take 10 on Climb checks, even if rushed or threatened. A kercpa uses its Dexterity modifier instead of its Strength modifier for Climb checks.
Once per day can reroll any damage roll (for a weapon, a spell, or an ability). This is a supernatural ability
Speed increased +10 ft. when in light armor.
Spontaneous casting
Sylvan Bond (Ex): Kercpas have long fought alongside elves, and train in special tactics with them from a young age. A kercpa gains a +1 morale bonus on attack rolls when adjacent to an allied elf.
Turn Undead (Su) 9/day (turn level 5) (turn damage 2d6+7)

FEATS	
Divine Spell Power	You can spend a Turn or Rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you have). Treat the result of the turn check as a modifier to your caster level on the next divine spell you cast in that round.
Extra Turning	You can use your ability to turn or rebuke creatures four more times per day than normal.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Deflect Arrows	Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.

DOMAINS	
Celerity	Speed increased +10 ft. when in light armor. This granted power is a supernatural ability.
Luck	You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.
Force	Once per day can reroll any damage roll (for a weapon, a spell, or an ability). This is a supernatural ability.

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

LANGUAGES
Celestial, Common, Elven, Kercpa, Sylvan, Treant

TEMPLATES
Specialty Priest

Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Create Water	15	None	1 standard action	Instantaneous	Close (35')	V, S	No	Conjuration (Creation) [Water]	Main: SpellsC.rtf
<i>Effect:</i> Creates 10 gallons of pure water.					<i>Target:</i> Up to 10 gallons of water				
□□□□□ Cure Minor Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	Main: SpellsC.rtf
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched				
□□□□□ Detect Magic	15	None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S	No	Divination	Main: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Detect Poison	15	None	1 standard action	Instantaneous	Close (35')	V, S	No	Divination	Main: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube				
□□□□□ Guidance	15	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	Main: SpellsF-G.rtf
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched				
□□□□□ Inflict Minor Wounds	15	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	Main: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched				
□□□□□ Light	15	None	1 standard action	50 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	Main: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched				
□□□□□ Mending	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	Main: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.				
□□□□□ Purify Food and Drink	15	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	Main: SpellsP-R.rtf
<i>Effect:</i> Purifies 5 cu. ft. of food or water.					<i>Target:</i> 5 cu. ft. of contaminated food and water				
□□□□□ Read Magic	15	None	1 standard action	50 minutes	Personal	V, S, F	No	Divination	Main: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You				
□□□□□ Resistance	15	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	Main: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched				
□□□□□ Virtue	15	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	Main: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Bane	16	Will negates	1 standard action	5 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	Main: SpellsA-B.rtf
Effect: Enemies take -1 on attack rolls and saves against fear.					Target: All enemies within 50 ft.				
☐☐☐☐☐Bless	16	None	1 standard action	5 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	Main: SpellsA-B.rtf
Effect: Allies gain +1 on attack rolls and +1 on saves against fear.					Target: The caster and all allies within a 50-ft. burst, centered on the caster				
☐☐☐☐☐Bless Water	16	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	Main: SpellsA-B.rtf
Effect: Makes holy water.					Target: Flask of water touched				
☐☐☐☐☐Burial Blessing	16	Will negates (see text)	10 minutes	Permanent	Touch	V, S	Yes	Abjuration [Good]	ANDREW'S: Defenders of the Faith, page 83
Effect: Ward corpse against being raised by magic or returning as an undead minion; see text.					Target: Corpse touched				
☐☐☐☐☐Cause Fear	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (35')	V, S	Yes	Necromancy [Fear,Main: SpellsC.rtf Mind-Affecting]	
Effect: One creature of 5 HD or less flees for 1d4 rounds.					Target: One living creature with 5 or fewer HD				
☐☐☐☐☐Command	16	Will negates	1 standard action	1 round	Close (35')	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	Main: SpellsC.rtf
Effect: One subject obeys selected command for 1 round.					Target: One living creature				
☐☐☐☐☐Comprehend Languages	16	None	1 standard action	50 minutes	Personal	V, S, M/DF	No	Divination	Main: SpellsC.rtf
Effect: You understand all spoken and written languages.					Target: You				
☐☐☐☐☐Cure Light Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	Main: SpellsC.rtf
Effect: Cures 1d8+5 damage.					Target: Creature touched				
☐☐☐☐☐Detect Chaos	16	None	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	V, S, DF	No	Divination	Main: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignment.					Target: Cone-shaped emanation				
☐☐☐☐☐Detect Evil	16	None	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	V, S, DF	No	Divination	Main: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignment.					Target: Cone-shaped emanation				
☐☐☐☐☐Detect Good	16	None	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	V, S, DF	No	Divination	Main: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignment.					Target: Cone-shaped emanation				
☐☐☐☐☐Detect Law	16	None	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	V, S, DF	No	Divination	Main: SpellsD-E.rtf
Effect: Reveals creatures, spells, or objects of selected alignment.					Target: Cone-shaped emanation				
☐☐☐☐☐Detect Undead	16	None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S, M/DF	No	Divination	Main: SpellsD-E.rtf
Effect: Reveals undead within 60 ft.					Target: Cone-shaped emanation				
☐☐☐☐☐Divine Favor	16	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	Main: SpellsD-E.rtf
Effect: You gain +1 on attack and damage rolls.					Target: You				
* =Domain/Speciality Spell									

Cleric Spells									
☐☐☐☐☐Doom	16	Will negates	1 standard action	5 minutes	Medium (150')	V, S, DF	Yes	Necromancy [Fear,Main: SpellsD-E.rtf Mind-Affecting]	
Effect: One subject takes -2 on attack rolls, damage rolls, saves, and checks.					Target: One living creature				
☐☐☐☐☐Endure Elements	16	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	Main: SpellsD-E.rtf
Effect: Exist comfortably in hot or cold environments.					Target: Creature touched				
☐☐☐☐☐**Entropic Shield	16	None	1 standard action	5 minutes [D]	Personal	V, S	No	Abjuration	Main: SpellsD-E.rtf
Effect: Ranged attacks against you have 20% miss chance.					Target: You				
☐☐☐☐☐Entropic Shield	16	None	1 standard action	5 minutes [D]	Personal	V, S	No	Abjuration	Main: SpellsD-E.rtf
Effect: Ranged attacks against you have 20% miss chance.					Target: You				
☐☐☐☐☐*Expeditious Retreat	16	None	1 standard action	5 minutes [D]	Personal	V, S	No	Transmutation	Main: SpellsD-E.rtf
Effect: Your speed increases by 30 ft.					Target: You				
☐☐☐☐☐Handfire	16	None	1 standard action	2	Touch	V, S	Yes	Evocation [Light]	ANDREW'S: Magic of Faerun, page 98 & FAERUN Pg.103
Effect: SELUNE GRANTED:Creates light of your choice; Can be used as a meelee touch attack against 2 living creatures 1d8+5; against undead 2d6+5					Target: Creature touched				
☐☐☐☐☐Hide from Undead	16	Will negates (harmless); see text	1 standard action	50 minutes [D]	Touch	V, S, DF	Yes	Abjuration	Main: SpellsH-L.rtf
Effect: Undead can't perceive 5 subjects.					Target: 5 touched creatures				
☐☐☐☐☐Inflict Light Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	Main: SpellsH-L.rtf
Effect: Touch deals 1d8+5 damage.					Target: Creature touched				
☐☐☐☐☐*Mage Armor	16	Will negates (harmless)	1 standard action	5 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	Main: SpellsM-O.rtf
Effect: Gives subject +4 armor bonus.					Target: Creature touched				
☐☐☐☐☐Magic Stone	16	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	Main: SpellsM-O.rtf
Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.					Target: Up to three pebbles touched				
☐☐☐☐☐Magic Weapon	16	Will negates (harmless, object)	1 standard action	5 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	Main: SpellsM-O.rtf
Effect: Weapon gains +1 bonus.					Target: Weapon touched				
☐☐☐☐☐Nimbus of Light	16	None	1 standard action	5 minutes [D]	Personal	V, S, DF	No	Evocation [Light]	ANDREW'S: Complete Divine
Effect: 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 +5.					Target: You				
☐☐☐☐☐Obscuring Mist	16	None	1 standard action	5 minutes	20 ft.	V, S	No	Conjuration (Creation)	Main: SpellsM-O.rtf
Effect: Fog surrounds you.					Target: Cloud spreads in 20-ft. radius from you, 20 ft. high				
☐☐☐☐☐Omen of Peril	16	N/A	1 full round	Instantaneous	Personal	V, F	N/A	Divination	ANDREW'S: Complete Divine Pg.171-172
Effect: Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.					Target: You				
☐☐☐☐☐Protection from Evil	16	Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	Main: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					Target: Creature touched				
☐☐☐☐☐Protection from Law	16	Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	Main: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					Target: Creature touched				
☐☐☐☐☐Remove Fear	16	Will negates (harmless)	1 standard action	10 minutes; see text	Close (35')	V, S	Yes (harmless)	Abjuration	Main: SpellsP-R.rtf
Effect: Suppresses fear or gives +4 on saves against fear for 2 subjects.					Target: 2 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Resurgence	16	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (harmless)	Abjuration	ANDREW'S: Complete Divine Pg.177
Effect: Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					Target: Creature touched				
☐☐☐☐☐Rosemantle	16	Will negates (harmless)	1 standard action	5 rounds	Touch	V, S	Yes (harmless)	Abjuration	ANDREW'S: Guide to Faerun, page 109
Effect: Bestow sacred bonus +5 to saves against pain effects; see text					Target: Creature touched				
☐☐☐☐☐Sanctuary	16	Will negates	1 standard action	5 rounds	Touch	V, S, DF	No	Abjuration	Main: SpellsS.rtf
Effect: Opponents can't attack you, and you can't attack.					Target: Creature touched				
☐☐☐☐☐Shield of Faith	16	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M	Yes (harmless)	Abjuration	Main: SpellsS.rtf
Effect: Aura grants +2 deflection bonus.					Target: Creature touched				
☐☐☐☐☐Summon Monster I	16	None	1 round	5 rounds [D]	Close (35')	V, S, F/DF	No	Conjuration (Summoning)	Main: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One summoned creature				
☐☐☐☐☐Vigor, Lesser	16	Will negates (harmless)	1 standard action	15 rounds	Touch	V,S	Yes (harmless)	Conjuration (Healing)	ANDREW'S: Complete Divine Pg.186
Effect: Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					Target: Living creature touched				
☐☐☐☐☐Wieldskill	16	None	1 standard action	5 minutes	Touch	V, S	Yes	Divination	ANDREW'S: Guide to Faerun, page 118
Effect: Grants +5 competence bonus on a skill check of your choice; see text					Target: Creature touched				
LEVEL 2									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐**Aid	17	None	1 standard action	5 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	Main: SpellsA-B.rtf
Effect: +1 on attack rolls, +1 against fear, 1d8+5 temporary hp.					Target: Living creature touched				
☐☐☐☐☐Aid	17	None	1 standard action	5 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	Main: SpellsA-B.rtf
Effect: +1 on attack rolls, +1 against fear, 1d8+5 temporary hp.					Target: Living creature touched				
☐☐☐☐☐Align Weapon	17	Will negates (harmless, object)	1 standard action	5 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	Main: SpellsA-B.rtf
Effect: Weapon becomes good, evil, lawful, or chaotic.					Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]				
☐☐☐☐☐Augury	17	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	Main: SpellsA-B.rtf
Effect: Learns whether an action will be good or bad.					Target: You				
* =Domain/Specialty Spell									

Cleric Spells

■■■■■ Bear's Endurance	17	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, DF	Yes	Transmutation	Main: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 5 minutes.					<i>Target:</i> Creature touched				
■■■■■ Blade of Pain and Fear	17	Will partial	1 standard action	5 minutes [D]	0 ft.	V,S,DF	Yes	Evocation	ANDREW'S: Libris Mortis Pg.63
<i>Effect:</i> Creates blade of gnashing teeth.					<i>Target:</i> Effect:Swordlike column of gnashing teeth				
■■■■■ Brambles	17	None	1 standard action	5 rounds	Touch	V, S, M	No	Trasmutation	ANDREW'S: Complete Divine Pg.156
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +5 damage.					<i>Target:</i> Wooden weapon touched				
■■■■■ Bull's Strength	17	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	Main: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 5 minutes.					<i>Target:</i> Creature touched				
■■■■■ Calm Emotions	17	Will negates	1 standard action	Concentration, up to 5 rounds [D]	Medium (150')	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	Main: SpellsC.rtf
<i>Effect:</i> Calms creatures, negating emotion effects.					<i>Target:</i> Creatures in a 20-ft.-radius spread				
■■■■■ *Cat's Grace	17	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M	Yes	Transmutation	Main: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 5 minutes.					<i>Target:</i> Creature touched				
■■■■■ Consecrate	17	None	1 standard action	10 hours	Close (35')	V, S, M, DF	No	Evocation [Good]	Main: SpellsC.rtf
<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation				
■■■■■ Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	Main: SpellsC.rtf
<i>Effect:</i> Cures 2d8+5 damage.					<i>Target:</i> Creature touched				
■■■■■ Curse of Ill Fortune	17	Will negates	1 standard action	5 minutes	Medium (150')	V, S, DF	Yes	Transmutation	ANDREW'S: Complete Divine Pg.160
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.					<i>Target:</i> One living creature				
■■■■■ Darkness	17	None	1 standard action	50 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	Main: SpellsD-E.rtf
<i>Effect:</i> 20-ft. radius of supernatural shadow.					<i>Target:</i> Object touched				
■■■■■ Deific Vengeance	17	Will half	1 standard action	Instantaneous	Close (35')	V, S, DF	Yes	Conjuration (Summoning)	ANDREW'S: Complete Divine
<i>Effect:</i> Cause 2d6 or 5d6 if the target is undead.					<i>Target:</i> One creature				
■■■■■ Delay Poison	17	Fortitude negates (harmless)	1 standard action	5 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	Main: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 5 hours.					<i>Target:</i> Creature touched				
■■■■■ Divine Flame	17	Fortitude half	1 standard action	5 rounds	15 ft.	V, S	Yes	Abjuration	ANDREW'S: Defenders of the Faith, page 85
<i>Effect:</i> Creates an immobile ward against Cold creatures. Cold creatures that enter the area take 5d4 points of damage each round.					<i>Target:</i> 15-ft.-radius emanation, centered on you				
■■■■■ Divine Insight	17	N/A	1 standard action	5 hours or until discharged [D]	Personal	V,S,DF	N/A	Divination	ANDREW'S: Complete Adventurer Pg.147
<i>Effect:</i> Gain 10 to one skill check during the duration of the spell.					<i>Target:</i> You				
■■■■■ Divine Zephyr	17	Fortitude half	1 standard action	5 rounds	15 ft.	V, S	Yes	Abjuration	ANDREW'S: Defenders of the Faith, page 85-86
<i>Effect:</i> Creates an immobile ward against fire creatures. Fire creatures that enter the area take 5d4 points of damage each round.					<i>Target:</i> 15-ft.-radius emanation, centered on you				
■■■■■ Eagle's Splendor	17	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes	Transmutation	Main: SpellsD-E.rtf
<i>Effect:</i> Subject gains +4 to Cha for 5 minutes.					<i>Target:</i> Creature touched				
■■■■■ Enthral	17	Will negates; see text	1 round	1 hour or less	Medium (150')	V, S	Yes	Enchantment (Charm)	Main: SpellsD-E.rtf
<i>Effect:</i> Captivates all within 150 ft.					<i>Target:</i> Any number of creatures				
■■■■■ Find Traps	17	None	1 standard action	5 minutes	Personal	V, S	No	Divination	Main: SpellsF-G.rtf
<i>Effect:</i> Notice traps as a rogue does.					<i>Target:</i> You				
■■■■■ Gentle Repose	17	Will negates (object)	1 standard action	5 days	Touch	V, S, M/DF	Yes (object)	Necromancy	Main: SpellsF-G.rtf
<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched				
■■■■■ Ghost Touch Armor	17	Will negates (harmless)	1 standard action	5 minutes	Touch	V,S,M	Yes (harmless)	Transmutation	ANDREW'S: Libris Mortis Pg.65
<i>Effect:</i> Armor gains Ghost Touch property.					<i>Target:</i> Armor touched				
■■■■■ Healing Lorecall	17	N/A	1 standard action	5 minutes	Personal	V,S,M	N/A	Divination	ANDREW'S: Complete Adventurer Pg.151
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					<i>Target:</i> You				
■■■■■ Hold Person	17	Will negates; see text	1 standard action	5 rounds [D]; see text	Medium (150')	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	Main: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one humanoid for 5 rounds.					<i>Target:</i> One humanoid creature				
■■■■■ Inflict Moderate Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	Main: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 2d8+5 damage.					<i>Target:</i> Creature touched				
■■■■■ Iron Silence	17	Will negates (harmless,object)	1 standard action	5 hours [D]	Touch	V,S,DF	Yes (harmless,object)	Transmutation	ANDREW'S: Complete Adventurer Pg.153-154
<i>Effect:</i> Hide and Move Silent check ignore the Armor penalty during the duration of the spell.					<i>Target:</i> 1 suits of armor touched				
■■■■■ Knife Spray	17	Reflex Half	1 standard action	Instantaneous	Close (35')	V, S	Yes	Evocation	ANDREW'S: Defenders of the Faith, page 87
<i>Effect:</i> Each creature in the area takes 1d6+5 points of damage.					<i>Target:</i> Cone				
■■■■■ *Magic Missile	17	None	1 standard action	Instantaneous	Medium (150')	V, S	Yes	Evocation [Force]	Main: SpellsM-O.rtf
<i>Effect:</i> 3 missiles that do 1d4+1 damage each.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart				
■■■■■ Make Whole	17	Will negates (harmless, object)	1 standard action	Instantaneous	Close (35')	V, S	Yes (harmless, object)	Transmutation	Main: SpellsM-O.rtf
<i>Effect:</i> Repairs an object.					<i>Target:</i> One object of up to 50 cu. ft				
■■■■■ Owl's Wisdom	17	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes	Transmutation	Main: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 5 minutes.					<i>Target:</i> Creature touched				
■■■■■ Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (35')	V, S	Yes (harmless)	Conjuration (Healing)	Main: SpellsP-R.rtf
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart				
■■■■■ Resist Energy	17	Fortitude negates (harmless)	1 standard	50 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	Main: SpellsP-R.rtf
* =Domain/Speciality Spell									

Cleric Spells

action									
<i>Effect:</i> Ignores first 15 points of damage/attack from specified energy type.									
Restorement, Lesser	17	Will negates (harmless)	3 rounds	Instantaneous	Target: Creature touched	Touch	V, S	Yes (harmless)	Conjuration (Healing) Main: SpellsP-R.rtf
<i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage.									
Shatter	17	Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Target: Creature touched	Close (35')	V, S, M/DF	Yes (object)	Evocation [Sonic] Main: SpellsS.rtf
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.									
Shield Other	17	Will negates (harmless)	1 standard action	5 hours [D]	Target: 5-ft.-radius spread; or one solid object or one crystalline creature	Close (35')	V, S, F	Yes (harmless)	Abjuration Main: SpellsS.rtf
<i>Effect:</i> You take half of subject's damage.									
Silence	17	Will negates; see text or none (object)	1 standard action	5 minutes [D]	Target: One creature	Long (600')	V, S	Yes; see text or no (object)	Illusion (Glamer) Main: SpellsS.rtf
<i>Effect:</i> Negates sound in 15-ft. radius.									
Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Target: 20 ft. radius emanation centered on a creature, object, or point in space	Close (35')	V, S, F/DF	Yes	Evocation [Sonic] Main: SpellsS.rtf
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.									
Spell Shield	17	Will negates (harmless)	1 standard action; see text	5 minutes	Target: 10-ft.-radius spread	Touch	V, S, DF	Yes (harmless)	Abjuration ANDREW'S: Guide to Faerun, page 113
<i>Effect:</i> Subject gains a +3 resistance bonus on saving throws against spells and spell-like abilities, but not against supernatural or <i>Target:</i> Creature touched									
Spiritual Weapon	17	None	1 standard action	5 rounds [D]	Medium (150')	V, S, DF	Yes	Evocation [Force]	Main: SpellsS.rtf
<i>Effect:</i> Magical weapon attacks on its own.									
Status	17	Will negates (harmless)	1 standard action	5 hours	Target: Magic weapon of force	Touch	V, S	Yes (harmless)	Divination Main: SpellsS.rtf
<i>Effect:</i> Monitors condition, position of allies.									
Summon Monster II	17	None	1 round	5 rounds [D]	Target: 1 living creatures touched	Close (35')	V, S, F/DF	No	Conjuration (Summoning) Main: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.									
Undetectable Alignment	17	Will negates (object)	1 standard action	24 hours	Target: One or more summoned creatures, no two of which can be more than 30 ft. apart	Close (35')	V, S	Yes (object)	Abjuration Main: SpellsT-Z.rtf
<i>Effect:</i> Conceals alignment for 24 hours.									
Warning	17	Will negates	1 standard action	[min510] minutes	Target: One creature or object	Touch	V, S	Yes (harmless)	Divination ANDREW'S: Guide to Faerun, page 118
<i>Effect:</i> Gain +4 insight bonus on Listen and Spot checks and gains uncanny dodge for the duration of the spell; see text									
Wave of Grief	17	Will negates	1 standard action	5 rounds	Target: Creature touched	Close (35')	S,M	Yes	Enchantment [Evil,Mind-Affecting] ANDREW'S: Complete Divine Pg.188
<i>Effect:</i> Targets become overwhelmed with grief. They suffer a -3 morale penalty on all attack rolls, saving throws, ability checks, and skill checks.									
Zone of Truth	17	Will negates	1 standard action	5 minutes	Target: Cone	Close (35')	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Main: SpellsT-Z.rtf
<i>Effect:</i> Subjects within range cannot lie.									
<i>Target:</i> 20-ft.-radius emanation									

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bestow Curse	18	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	Main: SpellsA-B.rtf
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.									
*Blast of Force	18	Fortitude partial	1 standard action	Instantaneous	Target: Creature touched	Medium (150')	V, S	Yes	Evocation [Force] ANDREW'S: Complete Divine Pg.153-154
<i>Effect:</i> Blast one target for 2d6. In addition must make a Fortitude save or be knocked down.									
Blessed Aim	18	Will negates (harmless)	1 standard action	Concentration	Target: Ray	60 ft.	V, S	No	Divination ANDREW'S: Complete Divine Pg.154
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.									
Blindness/Deafness	18	Fortitude negates	1 standard action	Permanent [D]	Target: 60 ft. spread, centered on you	Medium (150')	V	Yes	Necromancy Main: SpellsA-B.rtf
<i>Effect:</i> Makes subject blinded or deafened.									
Blindsight	18	Will negates (harmless)	1 standard action	5 minutes	Target: One living creature	Touch	V, S	Yes (harmless)	Transmutation ANDREW'S: Guide to Faerun, page 100
<i>Effect:</i> Grant blindsight to 30 ft.									
Blur	18	Will negates (harmless)	1 standard action	5 minutes [D]	Target: Creature touched	Touch	V	Yes (harmless)	Illusion (Glamer) Main: SpellsA-B.rtf
<i>Effect:</i> Attacks miss subject 20% of the time.									
Briar Web	18	Reflex negates; see text	1 standard action	5 minutes	Target: Creature touched	Medium (150')	V, S, DF	No	Transmutation ANDREW'S: Complete Divine Pg.156-157
<i>Effect:</i> As entangle, but thorns deal damage each round.									
Chain of Eyes	18	Will negates	1 standard action	5 hours	Target: Plants in a 20-ft-radius spread.	Touch	V, S	Yes	Divination ANDREW'S: Complete Divine Pg.158
<i>Effect:</i> Scrying sensor passed along by touch.									
Continual Flame	18	None	1 standard action	Permanent	Target: Living creature touched.	Touch	V, S, M	No	Evocation [Light] Main: SpellsC.rtf
<i>Effect:</i> Makes a permanent, heatless torch.									
Create Food and Water	18	None	10 minutes	24 hours; see text	Target: Object touched	Close (35')	V, S	No	Conjuration (Creation) Main: SpellsC.rtf
<i>Effect:</i> Feeds 15 humans or 5 horses.									
Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Target: Food and water to sustain 15 humans or 5 horses for 24 hours	Touch	V, S	Yes (harmless); see text	Conjuration (Healing) Main: SpellsC.rtf
<i>Effect:</i> Cures 3d8+5 damage.									
Curse of the Brute	18	Fortitude negates	1 standard action	5 rounds	Target: Creature touched	Touch	V, S,	Yes	Transmutation ANDREW'S: Defenders of the Faith, page 84
<i>Effect:</i> Up to +5 to Str, Dex, or Con, both Int and Cha down the same.									
Daylight	18	None	1 standard action	50 minutes [D]	Target: Creature touched	Touch	V, S	No	Evocation [Light] Main: SpellsD-E.rtf
<i>Effect:</i> 60-ft. radius of bright light.									
Deeper Darkness	18	None	1 standard action	5 days [D]	Target: Object touched	Touch	V, M/DF	No	Evocation [Darkness] Main: SpellsD-E.rtf
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.									
Dispel Magic	18	None	1 standard action	Instantaneous	Target: Object touched	Medium (150')	V, S	No	Abjuration Main: SpellsD-E.rtf
<i>Effect:</i> Cancels magical spells and effects.									
<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst									
* =Domain/Specialty Spell									

Cleric Spells

Flame of Faith	18	None	1 standard action	5 rounds	Touch	V, S, M	No	Evocation	ANDREW'S: Complete Divine Pg.166
<i>Effect:</i> Normal or masterwork weapon becomes temporary flaming burst weapon.					<i>Target:</i> Nonmagical weapon touched				
Forceward	18	No; see text	1 full round	5 minutes	10 ft.	V, S, DF	Yes	Abjuration	ANDREW'S: Guide to Faerun, page 103
<i>Effect:</i> HELM GRANTED:Create an unmoving, transparent sphere of force centered on you; see text					<i>Target:</i> You and any allies within a 10-ft.-radius emanation centered on you				
Glyph of Warding	18	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	Main: SpellsF-G.rtf
<i>Effect:</i> Inscription harms those who pass it.					<i>Target:</i> Object touched or up to 25 sq. ft				
Helping Hand	18	None	1 standard action	5 hours	5 miles	V, S, DF	No	Evocation	Main: SpellsH-L.rtf
<i>Effect:</i> Ghostly hand leads subject to you.					<i>Target:</i> Ghostly hand				
Inflict Serious Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	Main: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 3d8+5 damage.					<i>Target:</i> Creature touched				
Invisibility Purge	18	None	1 standard action	5 minutes [D]	Personal	V, S	No	Evocation	Main: SpellsH-L.rtf
<i>Effect:</i> Disperses invisibility within 25 ft					<i>Target:</i> You				
Lesser Telepathic Bond	18	None	1 standard action	[CASTERLEVEL10] minutes	30 ft.	V, S	No	Divination [Mind-Affecting]	ANDREW'S: Defenders of the Faith, page 87
<i>Effect:</i> Link with subject within 30 ft. for [CASTERLEVEL10] minutes.					<i>Target:</i> You and one willing creature within 30 ft.				
Locate Object	18	None	1 standard action	5 minutes	Long (600')	V, S, F/DF	No	Divination	Main: SpellsH-L.rtf
<i>Effect:</i> Senses direction toward object [specific or type].					<i>Target:</i> Circle, centered on you, with a radius of 600 ft.				
Mace of Odo	18	Fortitude negates; see text	1 standard action	5 rounds	0 ft.	V, S, DF	Yes	Evocation	ANDREW'S: Guide to Faerun, page 106
<i>Effect:</i> HELM GRANTED:Create glowing mace of force; make meele touch attack if successful cause 5d6 points of force damage					<i>Target:</i> Mace of force				
Magic Circle against Evil	18	Will negates (harmless)	1 standard action	50 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	Main: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 50 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature				
Magic Circle against Law	18	Will negates (harmless)	1 standard action	50 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	Main: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 50 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature				
Magic Vestment	18	Will negates (harmless, object)	1 standard action	5 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation	Main: SpellsM-O.rtf
<i>Effect:</i> Armor or shield gains 1 enhancement					<i>Target:</i> Armor or shield touched				
Meld into Stone	18	None	1 standard action	50 minutes	Personal	V, S, DF	No	Transmutation [Earth]	Main: SpellsM-O.rtf
<i>Effect:</i> You and your gear merge with stone.					<i>Target:</i> You				
Mold Touch	18	None	1 standard action	Instantaneous	Touch	V, S, DF	No	Conjuration (Creation)	ANDREW'S: Guide to Faerun, page 106
<i>Effect:</i> Create 5-foot-diameter patch of brown mold to appear; see text					<i>Target:</i> Patch of brown mold				
Mystic Lash	18	Fortitude partial	1 standard action	5 rounds	15 ft.	V, S, DF	Yes	Evocation [Electricity,Evil]	ANDREW'S: Guide to Faerun, page 106-107
<i>Effect:</i> BANE GRANTED:Creature struck take 1d6 points of damage and make a Fortitude save or be stunned for 1 round. Gain bonus damage from charisma modifier.					<i>Target:</i> Electric whip				
Obscure Object	18	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration	Main: SpellsM-O.rtf
<i>Effect:</i> Masks object against scrying.					<i>Target:</i> One object touched of up to 500 lbs				
Possess Animal	18	Will negates	1 round	5 rounds [D]	Close (35')	V, S, M	Yes	Necromancy	ANDREW'S: Guide to Faerun, page 108
<i>Effect:</i> Posses an animal to act as you direct; see text					<i>Target:</i> One animal				
Prayer	18	None	1 standard action	5 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	Main: SpellsP-R.rtf
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.					<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you				
**Protection from Energy	18	Fortitude negates (harmless)	1 standard action	50 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	Main: SpellsP-R.rtf
<i>Effect:</i> Absorb 60 points of damage from one kind of energy.					<i>Target:</i> Creature touched				
Protection from Energy	18	Fortitude negates (harmless)	1 standard action	50 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	Main: SpellsP-R.rtf
<i>Effect:</i> Absorb 60 points of damage from one kind of energy.					<i>Target:</i> Creature touched				
Remove Blindness/Deafness	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	Main: SpellsP-R.rtf
<i>Effect:</i> Cures normal or magical conditions.					<i>Target:</i> Creature touched				
Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	Main: SpellsP-R.rtf
<i>Effect:</i> Frees object or person from curse.					<i>Target:</i> Creature or item touched				
Remove Disease	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	Main: SpellsP-R.rtf
<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched				
Resist Energy, Mass	18	Fortitude negates (harmless)	1 standard action	[CASTERLEVEL10] minutes	Close (35')	V,S,DF	Yes (harmless)	Abjuration	ANDREW'S: Complete Arcane Pg.120
<i>Effect:</i> As resist energy, except that it affects all targeted creatures.					<i>Target:</i> 5 creatures, no two of which can be more than 30 ft. apart				
Ring of Blades	18	N/A	1 standard action	5 minutes	Personal	V,S,M	N/A	Conjuration (Creation)	ANDREW'S: Complete Arcane Pg.121
<i>Effect:</i> Deals 1d6+5 points of damage to all adjacent squares.					<i>Target:</i> You				
Searing Light	18	None	1 standard action	Instantaneous	Medium (150')	V, S	Yes	Evocation	Main: SpellsS.rtf
<i>Effect:</i> Range deals 2d8 damage; 5d6 against undead; 5 to undead vulnerable to bright light; construct or inanimate object only takes 2d6 damage.					<i>Target:</i> Ray				
Skull Watch	18	None	1 standard action	5 hours or until discharged	Touch	V, S, F	No	Necromancy	ANDREW'S: Guide to Faerun, page 111-112
<i>Effect:</i> Alarm affect; see text					<i>Target:</i> One humaniod skull				
Speak with Dead	18	Will negates; see text	10 minutes	5 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]	Main: SpellsS.rtf
<i>Effect:</i> Corpse answers 2 questions.					<i>Target:</i> One dead creature				
Spikes	18	None	1 standard action	5 hours	Touch	V, S, M	No	Transmutation	ANDREW'S: Complete Divine Pg.181
<i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled.					<i>Target:</i> Wooden weapon touched				
Stone Shape	18	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	Main: SpellsS.rtf
<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 15 cu. ft.				

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐ Summon Monster III	18	None	1 round	5 rounds [D]	Close (35')	V, S, F/DF	No	Conjuration (Summoning)	Main: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Sunrise	18	Reflex partial; see text	1 standard action	Instantaneous	Close (35')	V, S, DF	Yes	Evocation	ANDREW'S: Guide to Faerun, page 114
Effect: Creates a burst of dazzling light equivalent to natural sunlight. Creatures vulnerable to sunlight take 4d6 points, all others are blinded and take 2d6 points. Undead take 5d6.					Target: 5-ft.-radius burst				
☐☐☐☐☐ Sweet Water	18	None	1 standard action	Instantaneous	Long (600')	V, S, M	No	Divination	ANDREW'S: Defenders of the Faith, page 90
Effect: Locates fresh water source within 100 ft. If a water source is found makes a well shaft to the water.					Target: A well shaft, 10 ft. diameter, up to 100 ft. deep.				
☐☐☐☐☐ Sword Stream	18	Reflex half	1 standard action	Instantaneous	Close (35')	V, S	Yes	Evocation	ANDREW'S: Defenders of the Faith, page 90
Effect: Creates high pressure stream. Each creature affected takes 1d8+5 damage.					Target: 5 ft. wide out to range.				
☐☐☐☐☐ Telepathic Bond, Lesser	18	None	1 standard action	50 minutes	30 feet	V, S	No	Divination [Mind-Affecting]	RSRDPsio: PsionicSpells.rtf
Effect: You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.					Target: You and One willing creature within 30'				
☐☐☐☐☐ Telepathic Bond, Lesser	18	None	1 standard action	[CASTERLEVEL10] minutes	30 ft.	V, S	No	Divination [Mind-Affecting]	ANDREW'S: Complete Divine Pg.183
Effect: Link with subject within 30 ft. for [CASTERLEVEL10] minutes.					Target: You and one willing creature within 30 ft.				
☐☐☐☐☐ Understand Device	18	None	1 standard action	5 minutes	Close (35')	V, S	No	Divination	ANDREW'S: Guide to Faerun, page 1117
Effect: Make untrained Disable Device and Open Locks as if you had 1/2 rank in each skill. You gain insight bonus of 5 on Disable Device and Open Locks checks.					Target: You				
☐☐☐☐☐ Vigor	18	Will negates (harmless)	1 standard action	15 rounds	Touch	V,S	Yes (harmless)	Conjuration (Healing)	ANDREW'S: Complete Divine Pg.186
Effect: Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.					Target: Living creature touched				
☐☐☐☐☐ Vigor, Mass Lesser	18	Will negates (harmless)	1 standard action	15 rounds	20 ft.	V,S	Yes (harmless)	Conjuration (Healing)	ANDREW'S: Complete Divine Pg.186-187
Effect: Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round.					Target: 2 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Visage of the Deity, Lesser	18	N/A	1 standard action	5 rounds	Personal	V,S,DF	N/A	Transmutation [Good,Evil]	ANDREW'S: Complete Divine Pg.187
Effect: Your form becomes more like your deity's; see text					Target: You				
☐☐☐☐☐ Water Breathing	18	Will negates (harmless)	1 standard action	10 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation	Main: SpellsT-Z.rtf
Effect: Subjects can breathe underwater.					Target: Living creatures touched				
☐☐☐☐☐ Water Walk	18	Will negates (harmless)	1 standard action	50 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	Main: SpellsT-Z.rtf
Effect: Subject treads on water as if solid.					Target: 5 touched creatures				
☐☐☐☐☐ Wind Wall	18	None; see text	1 standard action	5 rounds	Medium (150')	V, S, M/DF	Yes	Evocation [Air]	Main: SpellsT-Z.rtf
Effect: Deflects arrows, smaller creatures, and gases.					Target: Wall up to 50 ft. long and 25 ft. high [S]				
* =Domain/Speciality Spell									

Spellbook: Prepared

Cleric

Level 0

- ☐ Cure Minor Wounds (DC:15)
- ☐ Detect Magic (DC:15)
- ☐ Light (DC:15)

Level 1

- ☐ Bless (DC:16)
- ☐ Shield of Faith (DC:16)

Level 2

- ☐ Find Traps (DC:17)
- ☐ Gentle Repose (DC:17)

Turk



Kercpa

RACE

15

AGE

Male

GENDER

Darkvision (60'), Normal

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

1' 2"

HEIGHT

1 lbs.

WEIGHT

Hazel

EYE COLOUR

Red

SKIN COLOUR

Red, Wild

HAIR

Icky Things

PHOBIAS

Pleasant smelling, Reverent or pious

PERSONALITY TRAITS

Cities

INTERESTS

Particularly high voice, I love it when a plan comes together

SPOKEN STYLE

Far, far Away

RESIDENCE

Traveling

LOCATION

None

REGION

Description:

You are 14 inches tall and look like a Red Squirrel. You wear Forest Garb to easily blend into the background

Biography:

15 years old is an Adult. Kercpas live to be about 60 years old.

You'll reach Mid life at 30.

Notes:

Character Sheet Notes:

Lu - Phil
Jessabelle - Rebekah
Aaron Herbert - Richard
Gian - Dan