

Mysti Winters

Character Name

Rachael Maitland

Player Name

Mystra

Deity

None

Region

Neutral Good

Alignment

d8E 4, Cleric , Wizard

CLASS

Human / Humanoid

RACE

Medium / 5 ft.

SIZE / FACE

5' 6" / 130 lbs.

HEIGHT / WEIGHT

Darkvision (60 ft.)

VISION

4 (4)

Character Level (CR)

6000 / 10000

EXP / NEXT LEVEL

20

AGE

Female

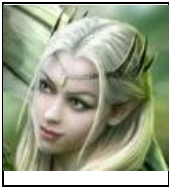
GENDER

Blue

EYES

Blonde, Braided

HAIR



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	14		+2		
DEX Dexterity	14		+2		
CON Constitution	16		+3		
INT Intelligence	21		+5		
WIS Wisdom	19		+4		
CHA Charisma	14		+2		

WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED					
HP hit points	56										Walk 30 ft.					
AC armor class	23	21	15	10	4	4	2	0	0	1	0	0	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC
INITIATIVE modifier	+2	+2	+0			0	+0	0								
TOTAL		DEX MODIFIER	MISC MODIFIER			MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+6	+1	+3	+0	+2	+0		
REFLEX (dexterity)	+6	+2	+2	+0	+2	+0		
WILL (wisdom)	+7	+1	+4	+0	+2	+0		

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

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d6+2	20/x2	10 ft.

Touch Attack (Ray)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
Ray	+4	As Spell	20 /x2	0>

*Quarterstaff (Growth Item / Chosen)	HAND	TYPE	SIZE	CRITICAL	REACH
One;Growth Item / Chosen One)	Both	B/B	M	20/x2	10 ft.
TOTAL ATTACK BONUS		DAMAGE			
+6		1d6+4			
Special Properties	Head1: Sentient Any Weapon Growth [+1], Head2: Sentient Any Weapon Growth [+1]				

*: 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
*Chosen One Robe	Light	+4		+0	0

TOTAL SKILLPOINTS: 63		SKILLS		MAX RANKS: 7/3.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	14	= 2 + 7 + 5		
✓ Appraise	INT	7	= 5 + 2		
Arcana	INT	16	= 5 + 7 + 4		
✓ Athletics	STR	4	= 2 + 2		
✓ Craft (Untrained)	INT	5	= 5		
✓ Deception	CHA	11	= 2 + 7 + 2		
✓ Deception (Act in character)	CHA	13	= 2 + [7] + 4		
✓ Endurance	CON	12	= 3 + 7 + 2		
✓ Gather Information	CHA	4	= 2 + 2		
✓ Heal	WIS	13	= 4 + 7 + 2		
✓ Insight	WIS	13	= 4 + 7 + 2		
Knowledge (Theology and Philosophy)	INT	14	= 5 + 7 + 2		
Martial Arts (Dexterity Based)	DEX	14	= 2 + 7 + 5		
✓ Perception	WIS	13	= 4 + 7 + 2		
✓ Persuasion	CHA	13	= 2 + 7 + 4		
✓ Persuasion (Diplomacy)	CHA	15	= 2 + [7] + 6		
✓ Ride	DEX	7	= 2 + 5		
✓ Stealth	DEX	7	= 2 + 5		
✓ Survival	WIS	13	= 4 + 7 + 2		
✓ Thievery	DEX	7	= 2 + 5		
✓ Thievery (Sleight of Hand)	DEX	9	= 2 + 7		
✓ Use Rope	DEX	7	= 2 + 5		
			= + +		
			= + +		
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

POSITIVE ENERGY			
INTENSITY CHECK RESULT	ENERGY Intensity (Level)	Intensity Check	1d20+2
Up to 0	4	Channeling level	4
1 - 3	5		
4 - 6	6		
7 - 9	7	Magnitude Range	8d6 +6 60
10 - 12	8		
13 - 15	9		
16 - 18	10	You can channel positive energy effects	
19 - 21	11		
22 - 25	12		
26+	13		
POSITIVE/DAY □□□□□			

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Quarterstaff (Growth Item / Chosen One;Growth Item / Chosen One)	Equipped	1	4	0
Head1: Sentient Any Weapon Growth [+1], Head2: Sentient Any Weapon Growth [+1]				
Chosen One Robe	Equipped	1	0.5	1
Boots of the New Chosen Ones	Equipped	1	0	0
Chosen One Orb	Equipped	1	0	0
Chosen One Backpack of Holding	Equipped	1	0	0
TOTAL WEIGHT CARRIED/VALUE			4.5 lbs. / 1 gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

LANGUAGES	
Common, Draconic	

Special Attacks	
Martial Arts (2x)	[Eclipse, p.53]
Unarmed Damage 1d6+2, lethal or non-lethal as desired without penalty (3 CP). A character is considered armed when using unarmed combat so long as he or she places at least 3 CP in this ability. He or she gains a base damage of 1d4 with unarmed attacks. Each +3 CP invested after that increases the damage by one die type (d6/d8/d10/d12), up to a maximum of 1d12 at 15 CP.	
Warcraft	[Eclipse, p.10]
+2 BAB	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -3, Dying -4 and Dead -17	
Humanoid Traits	[Is This It, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Mental Link with other Chosen Ones	[Drew]
Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images.	
Weapon Proficiency (Small Group of Simple Weapons) (Dagger, Quarterstaff, Sling, Club)	[Eclipse, p.49]
Grants Proficiency with selected weapons.	

Recurring Bonuses	
Duties (Chosen Ones)	[Eclipse, p.17]
(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
(+2) This ability grants 2 Skills per eclipse character level.	

DISADVANTAGES	
History	[Eclipse, p.19]
The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.	
Hunted (Tabarath Cult)	[Eclipse, p.19]
Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.	
Obligations (Must Perform ceremonies for Mystra)	[Eclipse, p.19]
You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.	

Spell Caster Information	
Cleric	[Eclipse, p.11]
Cleric Level 4, Casterlevel is 4	
Wizard	[Eclipse, p.11]
Wizard Level 3, Casterlevel is 3	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 168	
Adept (Arcana, Knowledge (Theology and Philosophy), Perception, Survival)	[Eclipse, p.24]
(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.	
Companion	[Eclipse, p.27]
(6 CP). Used to gain familiars, psycrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.	
Companion / Template (2x)	[Eclipse, p.27]
(+6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.	
Companion / Might (Positive Levels)	[Eclipse, p.27]
(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86).	
Fast Learner /Specialized in Skills	[Eclipse]
+2 SP/Level (6 CP). [Granted 14]	
Grant of Aid	[Eclipse, p.32]
(6 CP). You are automatically healed of 1d8+5 points of damage or 1d3 points of attribute damage or 1 negative level (select as needed) once per day per three levels or part thereof. This does not require an action; the player simply decides when it happens.	
Grant of Aid / Regenerative / Slow Regrowth	[Eclipse, p.32]
(+3 CP) allows the slow (1d4 weeks) regrowth of lost limbs and organs.	
Grant of Aid / Specialized (requires several hours)	[Eclipse]
[1/day] May heal 1d8+5 damage OR 1d3 points of attribute damage OR one negative level once per three levels per day or part thereof, [3 CP], with the Regenerative option/Corrupted - requires lots of food and rest, 2 CP, allowing them to slowly regrow lost limbs and organs.	
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 11000 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. [Additional Total Granted 6000]	
Innate Enchantment / Disguise Self	[Eclipse]
(2000 GP) You make yourself-including clothing, armor, weapons, and equipment-look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.	
Innate Enchantment / Force Armor I	[Eclipse]
Grants +4 Armor Bonus to AC At Will	
Innate Enchantment / Force Shield I	[Eclipse]
Grants +4 Shield Bonus to AC at will.	
Innate Enchantment / Fortune's Favor	[Eclipse]
Fortune's Favor grants the recipient a (Spell Level +1) luck bonus on skill and attribute checks for its duration.	
Innate Enchantment / Immortal Vigor I	[Eclipse]
Gain 2d6 + (Con Bonus x2) worth of HP. In this case 12+CON.	
Innate Enchantment / Intuition	[Eclipse]
True Strike, True Skill, True Save, and True Dodge once per day each.	
Innate Enchantment / Impervious (Resist II)	[Eclipse]
You gain a +2 Resistance bonus on saving throws.	
Legionary ~ Chosen One	[Drew, p.53]
Only Works with Chosen Ones. A Legionary has great coordination when fighting in a team. The character gains +1/2/3 bonus to AC, Attacks and Reflex Saves when teamed with 1-2/3-4/5+ others with who also possess this feat.	

Martial Arts	
Martial Arts Basic / Attack	[Eclipse, p.81]
Gain additional +1 each time taken [currently +1] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses (2x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +2] bonus to AC when you are unarmored or lightly armored.	
Martial Arts Advanced / Mind Like Moon	[Eclipse, p.81]
You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.	
Martial Arts Advanced / Reach	[Eclipse, p.81]
You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.	
Martial Arts Master / Mobility	[Eclipse, p.82]
As Mobility feat - You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.	

Channeling	
Channeling / Positive	[Eclipse, p.66]
Channel Positive Energy 5/day, Channeling Check 1d20+2 [Intensity Base=12], Magnitude 8d6+6 with a Range of 60 feet, Channeling Level=4	

PROFICIENCIES	
Club, Dagger, Gauntlet, Grapple, Quarterstaff, Sling, Spells (Ray), Unarmed Strike	

TEMPLATES	
Pureblooded	

Cleric Spells

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

LEVEL 0 / Per Day:5 / Caster Level:4

Name	School	Time	Duration	Range	Source
□□□□□ Amanuesis	Transmutation	1 standard action	10 minute/level	Close (35 ft.)	SC:p.9
[V,S] TARGET: Object or objects with writing; <i>EFFECT</i> : Copies 250 words per minute. [SR:Yes [object]; DC:14, Will negates [object]]					
□□□□□ Create Water	Conjuration (Creation) [Water]	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.215
[V,S] TARGET: Up to 2 gallons/level of water; <i>EFFECT</i> : Creates 2 gallons/level of pure water. [SR:No]					
□□□□□ Cure Minor Wounds	Conjuration (Healing)	Standard Action	Instantaneous	Touch	PHB:p.216
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1 point of damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
□□□□□ Detect Magic	Divination	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	PHB:p.219
[V,S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Detects spells and magic items within 60 ft. [SR:No]					
□□□□□ Detect Poison	Divination	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.219
[V,S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : Detects poison in one creature or small object. [SR:No]					
□□□□□ Guidance	Divination	Standard Action	1 minute or until discharged	Touch	PHB:p.238
[V,S] TARGET: Creature touched; <i>EFFECT</i> : +1 on one attack roll, saving throw, or skill check. [SR:Yes; DC:14, Will negates (harmless)]					
□□□□□ Inflict Minor Wounds	Necromancy	Standard Action	Instantaneous	Touch	PHB:p.244
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Touch attack, 1 point of damage. [SR:Yes; DC:14, Will negates]					
□□□□□ Light	Evocation [Light]	Standard Action	10 minutes/level [D]	Touch	PHB:p.248
[V, M/DF] TARGET: Object touched; <i>EFFECT</i> : Object shines like a torch. [SR:No]					
□□□□□ Mending	Transmutation	Standard Action	Instantaneous	10 ft.	PHB:p.253
[V,S,M/DF] TARGET: One object of up to 1 lb.; <i>EFFECT</i> : Makes minor repairs on an object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
□□□□□ Purify Food and Drink	Transmutation	Standard Action	Instantaneous	10 ft.	PHB:p.267
[V,S] TARGET: 1 cu. ft./level. of contaminated food and water; <i>EFFECT</i> : Purifies 1 cu. ft./level of food or water. [SR:Yes (object); DC:14, Will negates (object)]					
□□□□□ Read Magic	Divination	Standard Action	10 minutes/level	Personal	PHB:p.269
[V,S,F] TARGET: You; <i>EFFECT</i> : Read scrolls and spellbooks. [SR:No]					
□□□□□ Resistance	Abjuration	Standard Action	1 minute	Touch	PHB:p.272
[V,S,M/DF] TARGET: Creature touched; <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. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□□ Virtue	Transmutation	Standard Action	1 min.	Touch	PHB:p.298
[V,S, DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains 1 temporary hp. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					

LEVEL 1 / Per Day:4 / Caster Level:4

Name	School	Time	Duration	Range	Source
□□□□□ Anarchic Water	Transmutation [Chaotic]	1 minute	Instantaneous	Touch	SC:p.11
[V,S,M] TARGET: Flask of water touched; <i>EFFECT</i> : Chaos imbued damages lawful outsiders for 2d4 points. [SR:Yes [object]; DC:15, Will negates [object]]					
□□□□□ Axiomatic Water	Transmutation [Lawful]	1 minute	Instantaneous	Touch	SC:p.22
[V,S,M] TARGET: Flask of water touched; <i>EFFECT</i> : Water damages chaotic outsiders for 2d4 points of damage. [SR:Yes [object]; DC:15, Will negates [object]]					
□□□□□ Bane	Enchantment (Compulsion) [Fear, Mind-Affecting]	Standard Action	1 minute/level	50 ft.	PHB:p.203
[V,S, DF] TARGET: All enemies within 50 ft.; <i>EFFECT</i> : Enemies take -1 on attack rolls and saves against fear. [SR:Yes; DC:15, Will negates]					
□□□□□ Blade of Blood	Necromancy	1 swift action	1 round/level or until discharged	Touch	Is This :p.103
[V,S] TARGET: Weapon touched; <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. [SR:No]					
□□□□□ Bless	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 minute/level	50 ft.	PHB:p.205
[V,S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; <i>EFFECT</i> : Allies gain +1 Morale bonus on attack rolls and on saves against fear. [SR:Yes (harmless)]					
□□□□□ Blessed Aim	Divination	1 standard action	1 minute/level	50 ft.	SC:p.31
[V,S] TARGET: 50 ft. spread, centered on you; <i>EFFECT</i> : +2 morale bonus on ranged attacks for your allies within the spread. [SR:No; DC:15, Will negates [harmless]]					
□□□□□ Bless Water	Transmutation [Good]	1 minute	Instantaneous	Touch	PHB:p.205
[V,S,M] TARGET: Flask of water touched; <i>EFFECT</i> : Makes holy water. [SR:Yes (object); DC:15, Will negates (object)]					
□□□□□ Blood Wind	Evocation	1 swift action	1 round	Close (35 ft.)	SC:p.33
[V,S] TARGET: A single creature with Intelligence 4 or higher; <i>EFFECT</i> : Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
□□□□□ Cause Fear	Necromancy [Fear, Mind-Affecting]	Standard Action	1d4 rounds or 1 round; see text	Close (35 ft.)	PHB:p.208
[V,S] TARGET: One living creature with 5 or fewer HD; <i>EFFECT</i> : One creature of 5 HD or less flees for 1d4 rounds. [SR:Yes; DC:15, Will partial]					
□□□□□ Cold Fire	Transmutation [Cold]	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (35 ft.)	SC:p.50
[V,S,DF] TARGET: One fire source [up to a 20-ft. cube] or one creature; see text; <i>EFFECT</i> : Flames deal cold damage; see text [SR:Yes [creature]; DC:15, No [fire] or Fortitude half]					
□□□□□ Command	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	Standard Action	1 round	Close (35 ft.)	PHB:p.211
[V] TARGET: One living creature; <i>EFFECT</i> : One subject obeys selected command for 1 round. [SR:Yes; DC:15, Will negates]					
□□□□□ Comprehend Languages	Divination	Standard Action	10 minutes/level	Personal	PHB:p.212
[V,S,M/DF] TARGET: You; <i>EFFECT</i> : You understand all spoken and written languages. [SR:No]					
□□□□□ Conviction	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.52
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
□□□□□ Cure Light Wounds	Conjuration (Healing)	Standard Action	Instantaneous	Touch	PHB:p.215
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1d8 +1/level [max +5] damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
□□□□□ Delay Disease	Conjuration (Healing)	1 standard action	24 hours	Touch	SC:p.63
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Halts any nonmagical disease for the duration of the spell. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
□□□□□ Detect Chaos	Divination	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	PHB:p.218
[V,S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]					
□□□□□ Detect Evil	Divination	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	PHB:p.218
[V,S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]					
□□□□□ Detect Good	Divination	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	PHB:p.219
[V,S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]					
□□□□□ Detect Law	Divination	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	PHB:p.219
[V,S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]					
□□□□□ Detect Undead	Divination	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	PHB:p.220
[V,S,M/DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals undead within 60 ft. [SR:No]					
□□□□□ Dispel Ward	Abjuration	1 standard action	Instantaneous	Medium (140 ft.)	SC:p.67
[V,S] TARGET: One warded object or area; <i>EFFECT</i> : Functions like dispel magic; see text [SR:No]					
□□□□□ Divine Favor	Evocation	Standard Action	1 minute	Personal	PHB:p.224
[V,S, DF] TARGET: You; <i>EFFECT</i> : You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6] [SR:No]					
□□□□□ Doom	Necromancy [Fear, Mind-Affecting]	Standard Action	1 minute/level	Medium (140 ft.)	PHB:p.225
[V,S, DF] TARGET: One living creature; <i>EFFECT</i> : One subject takes -2 on attack rolls, damage rolls, saves, and checks. [SR:Yes; DC:15, Will negates]					
□□□□□ Ebon Eyes	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.77
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : See normally in darkness both magical and natural. [SR:Yes [harmless]]					
□□□□□ Endure Elements	Abjuration	Standard Action	24 hours	Touch	PHB:p.226
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□□ Entropic Shield	Abjuration	Standard Action	1 minute/level [D]	Personal	PHB:p.227
[V,S] TARGET: You; <i>EFFECT</i> : Ranged attacks against you have 20% miss chance. [SR:No]					
□□□□□ Faith Healing	Conjuration (Healing)	1 standard action	Instantaneous	Touch	SC:p.87
[V,S] TARGET: Living creature touched; <i>EFFECT</i> : Heal 8 + caster level [max +5] hit points. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					

* =Domain/Speciality Spell

Cleric Spells

Foundation of Stone	Transmutation [Earth]	1 standard action	1 round/level	Close (35 ft.)	SC:p.99
[V,M] TARGET: One creature/level, no two of which are more than 30 ft. apart; EFFECT: As long as subjects don't move they gain +2 AC and +4 to Str against bull rush. [SR:Yes [harmless]]					
Grave Strike	Divination [Good]	1 swift action	1 round	Personal	SC:p.107
[V,DF] TARGET: You; EFFECT: Allows you to make sneak attacks against undead if you have the ability.					
Guiding Light	Evocation	1 standard action	1 minute/level [D]	Long (560 ft.)	SC:p.108
[V,S] TARGET: Creatures in a 5-ft.-radius burst; EFFECT: +2 on ranged attacks [SR:Yes]					
Healthful Rest	Conjuration (Healing)	10 minutes	24 hours	Close (35 ft.)	SC:p.111
[V,S] TARGET: One creature/level, no two of which can be more than 30 feet apart; EFFECT: Doubles the natural healing rate. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
Hide from Undead	Abjuration	Standard Action	10 minutes/level [D]	Touch	PHB:p.241
[V,S, DF] TARGET: One touched creature/level; EFFECT: Undead can't perceive 1 subject/level. [SR:Yes; DC:15, Will negates (harmless); see text]					
Ice Gauntlet	Evocation [Cold]	1 standard action	1 minute/level [D]	Personal	SC:p.119
[V,DF] TARGET: You; EFFECT: Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.					
Incite	Enchantment (Compulsion) [Mind-Affecting]	1 swift action	1 minute/level	Close (35 ft.)	SC:p.121
[V,S] TARGET: Creatures in a 10-ft. burst; EFFECT: Forces creature to act, it cannot delay or ready an action. [SR:Yes; DC:15, Will negates]					
Inflict Light Wounds	Necromancy	Standard Action	Instantaneous	Touch	PHB:p.244
[V,S] TARGET: Creature touched; EFFECT: Touch deals 1d8 +1/level [max +5] damage. [SR:Yes; DC:15, Will half]					
Inhibit	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Instantaneous	Medium (140 ft.)	SC:p.123
[V,S] TARGET: One creature; EFFECT: You inhibit your foe from acting. The subject is forced to delay until the following round, acting immediately before you on your initiative count. [SR:Yes; DC:15, Will negates]					
Invest Light Protection	Conjuration (Healing)	1 standard action	Instantaneous; see text	Touch	Is This :p.115
[V,S] TARGET: Creature touched; EFFECT: 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. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
Ironguts	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.126
[V,S,M] TARGET: Creature touched; EFFECT: Target gains +5 alchemical bonus on Fort saves against all poisons. [SR:Yes; DC:15, Will negates]					
Light of Lunia	Evocation [Good, Light]	1 standard action	10 minutes/level [D]	Medium (140 ft.)	SC:p.132
[V,S] TARGET: You and up to two rays; see text; EFFECT: 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. [SR:Yes; see text]					
Magic Stone	Transmutation	Standard Action	30 minutes or until discharged	Touch	PHB:p.251
[V,S, DF] TARGET: Up to three pebbles touched; EFFECT: Three stones gain +1 on attack rolls, deal 1d6+1 damage. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
Magic Weapon	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.251
[V,S, DF] TARGET: Weapon touched; EFFECT: Weapon gains +1 bonus. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
Moon Lust	Illusion (Pattern) [Mind-Affecting]	1 standard action	1 round/level	Medium (140 ft.)	SC:p.143
[V,S,F] TARGET: Creature touched; EFFECT: Creature becomes fascinated for the duration of the spell. [SR:Yes; DC:15, Will negates [harmless]]					
Nightshield	Abjuration	1 standard action	1 minute/level [D]	Personal	SC:p.148
[V,S] TARGET: You; EFFECT: +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.					
Nimbus of Light	Evocation [Light]	1 standard action	1 minute/level or until discharged [D]	Personal	SC:p.148
[V,S,DF] TARGET: You; 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 [1d8 + caster level].					
Obscuring Mist	Conjuration (Creation)	Standard Action	1 minute/level	20 ft.	PHB:p.258
[V,S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: Fog surrounds you. [SR:No]					
Omen of Peril	Divination	1 round	Instantaneous	Personal	SC:p.149
[V,F] TARGET: You; EFFECT: Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					
Portal Beacon	Transmutation	1 standard action	1 hour/level	Close (35 ft.)	SC:p.161
[V,S] TARGET: One interplanar gate or portal; EFFECT: Up to six creatures can be chosen to receive mental beacon. [SR:No]					
Protection from Chaos	Abjuration [Lawful]	Standard Action	1 minute/level [D]	Touch	PHB:p.266
[V,S,M/DF] TARGET: Creature touched; EFFECT: +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:15, Will negates (harmless)]					
Protection from Evil	Abjuration [Good]	Standard Action	1 minute/level [D]	Touch	PHB:p.266
[V,S,M/DF] TARGET: Creature touched; EFFECT: vs. Evil gain a +2 Deflection bonus to AC and +2 Resistance bonus to saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:15, Will negates (harmless)]					
Protection from Law	Abjuration [Chaotic]	Standard Action	1 minute/level [D]	Touch	PHB:p.266
[V,S,M/DF] TARGET: Creature touched; EFFECT: +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:15, Will negates (harmless)]					
Remove Fear	Abjuration	Standard Action	10 minutes; see text	Close (35 ft.)	PHB:p.271
[V,S] TARGET: One creature/4 levels, no two of which can be more than 30 ft. apart; EFFECT: Suppresses fear or gives +4 on saves against fear for one subject/4 levels. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
Resist Planar Alignment	Abjuration	1 standard action	1 round/level	Touch	SC:p.174
[V,S,DF] TARGET: Creature touched; EFFECT: Grants limited protection from a plane's alignment traits; see text. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
Resurgence	Abjuration	1 standard action	Instantaneous	Touch	SC:p.174
[V,S,DF] TARGET: Creature touched; EFFECT: Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
Sanctuary	Abjuration	Standard Action	1 round/level	Touch	PHB:p.274
[V,S, DF] TARGET: Creature touched; EFFECT: Opponents can't attack you, and you can't attack. [SR:No; DC:15, Will negates]					
Scholar's Touch	Divination	Standard Action	Concentration, up to 4 rounds	Personal	Race Des:p.167
[V,S,M,F] TARGET: One book/round; EFFECT: 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. [SR:No]					
Shield of Faith	Abjuration	Standard Action	1 minute/level	Touch	PHB:p.278
[V,S,M] TARGET: Creature touched; EFFECT: Aura grants +2 deflection bonus. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
Sign	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	10 minutes/level or until discharged	Personal	SC:p.189
[V,S,M] TARGET: You; EFFECT: +4 bonus on your next initiative check.					
Snowshoes	Transmutation	1 standard action	1 hour/level [D]	Touch	SC:p.194
[V,S] TARGET: Creature touched; EFFECT: Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
Spell Flower	Transmutation	1 standard action	1 round/level	Personal	SC:p.198
[V,S] TARGET: You; EFFECT: Hold the charge of one touch spell per arm; see text.					
Summon Monster I	Conjuration (Summoning)	1 round	1 round/level [D]	Close (35 ft.)	PHB:p.285
[V,S,F/DF] TARGET: One summoned creature; EFFECT: 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; Fiendish dire rat 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 [SR:No]					
Updraft	Conjuration (Creation) [Air]	1 swift action	Instantaneous	Personal	SC:p.228
[V,S,M] TARGET: You; EFFECT: Gain 10 ft. per level of altitude, and then gently float back to the ground.					
Vigor, Lesser	Conjuration (Healing)	1 standard action	10 rounds + 1 round/level [max 15]	Touch	SC:p.229
[V,S] TARGET: Living creature touched; EFFECT: Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
Vision of Glory	Divination	1 standard action	1 minute or until discharged	Touch	SC:p.231
[V,S,DF] TARGET: Creature touched; EFFECT: Grants a +1 morale bonus to a single saving throw [target's choice]. [SR:Yes]					
Wings of the Sea	Transmutation	1 standard action	1 minute/level	Touch	SC:p.240
[S,M] TARGET: Creature touched; EFFECT: Increases creatures swim speed by 30 ft. [SR:Yes [harmless]; DC:15, Fortitude negates [harmless]]					

LEVEL 2 / Per Day:3 / Caster Level:4

Name	School	Time	Duration	Range	Source
Aid	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 minute/level	Touch	PHB:p.196
[V,S, DF] TARGET: Living creature touched; EFFECT: +1 Morale Bonus on attack rolls, +1 against fear, and grants 1d8 +1/level [max +10] temporary hp. [SR:Yes (harmless)]					
Align Weapon	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.197
[V,S, DF] TARGET: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]; EFFECT: Weapon becomes good, evil, lawful, or chaotic. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
Animalistic Power	Transmutation	1 standard action	1 minute/level	Touch	Is This :p.101
[V,S,M] TARGET: Creature touched; EFFECT: Subject is imbued with +2 to Strength, Dexterity and Constitution. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
* =Domain/Specialty Spell					

Cleric Spells

Augury	Divination	1 minute	Instantaneous	Personal	PHB:p.202
[V,S,M,F] TARGET: You; <i>EFFECT</i> : Learns whether an action will be good or bad. [SR:No]					
Aura Against Flame	Abjuration	1 standard action	1 round/level	Personal	SC:p.18
[V,S] TARGET: You; <i>EFFECT</i> : Protects against first 10 points of fire damage, it also extinguishes flames; see text.					
Avoid Planar Effects	Abjuration	1 immediate action	1 minute/level	20 ft.	SC:p.19
[V] TARGET: One creature/level in a 20-ft. radius burst centered on you; <i>EFFECT</i> : Gain temporary respite from the natural effects of a specific plane. [SR:Yes [harmless]]					
Balor Nimbus	Transmutation	1 standard action	1 round/level	Personal	SC:p.24
[V,S,M,DF] TARGET: You; <i>EFFECT</i> : Any creature grappling you takes 6d6 points of fire damage.					
Bear's Endurance	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.203
[V,S, DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +4 to Con for 1 minutes/level. [SR:Yes; DC:16, Will negates (harmless)]					
Black Karma Curse	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Instantaneous	Close (35 ft.)	Is This :p.103
[V,S] TARGET: One creature; <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. [SR:Yes; DC:16, Will negates]					
Blade Brothers	Abjuration	1 standard action	1 minute/level or until discharged	Touch	Is This :p.103
[V,S] TARGET: Two willing creatures; <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. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Body Blades	Transmutation	1 standard action	1 minute/level	Personal	SC:p.35
[V,S] TARGET: You; <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.					
Brambles	Transmutation	1 standard action	1 round/level	Touch	SC:p.38
[V,S,M] TARGET: Wooden weapon touched; <i>EFFECT</i> : Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage. [SR:No]					
Bull's Strength	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.207
[V,S,M,DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +4 to Str for 1 minutes/level. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Calm Emotions	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	Concentration, up to 1 round/level [D]	Medium (140 ft.)	PHB:p.207
[V,S, DF] TARGET: Creatures in a 20-ft.-radius spread; <i>EFFECT</i> : Calms creatures, negating emotion effects. [SR:Yes; DC:16, Will negates]					
Close Wounds	Conjuration (Healing)	1 immediate action	Instantaneous	Close (35 ft.)	SC:p.48
[V] TARGET: One creature; <i>EFFECT</i> : Cure 1d4 +1/level [max +5]. [SR:Yes [harmless]; DC:16, Will half [harmless]; see text]					
Cloud of Knives	Conjuration	1 standard action	1 round/level	Personal	Is This :p.107
[V,S,M] TARGET: You; <i>EFFECT</i> : Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20.					
Consecrate	Evocation [Good]	Standard Action	2 hours/level	Close (35 ft.)	PHB:p.212
[V,S,M, DF] TARGET: 20-ft.-radius emanation; <i>EFFECT</i> : Fills area with positive energy, making undead weaker. [SR:No]					
Cure Moderate Wounds	Conjuration (Healing)	Standard Action	Instantaneous	Touch	PHB:p.216
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Cures 2d8 +1/level [max +10] damage. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]					
Curse of Ill Fortune	Necromancy	1 standard action	1 minute/level	Medium (140 ft.)	SC:p.56
[V,S,DF] TARGET: One living creature; <i>EFFECT</i> : Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks. [SR:Yes; DC:16, Will negates]					
Darkness	Evocation [Darkness]	Standard Action	10 minutes/level [D]	Touch	PHB:p.216
[V, M,DF] TARGET: Object touched; <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. [SR:No]					
Dark Way	Illusion (Shadow)	1 standard action	1 round/level	Close (35 ft.)	SC:p.58
[V,S,DF] TARGET: One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long; <i>EFFECT</i> : Create a ribbonlike, weightless, unbreakable bridge. [SR:Yes]					
Deific Vegeance	Conjuration (Summoning)	1 standard action	Instantaneous	Close (35 ft.)	SC:p.62
[V,S,DF] TARGET: One creature; <i>EFFECT</i> : Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6]. [SR:Yes; DC:16, Will half]					
Deific Vengeance	Conjuration (Summoning)	Standard Action	Instantaneous	Close (35 ft.)	cmpdiv:null
[V,S,DF] TARGET: One creature; <i>EFFECT</i> : Cause 2d6 or 4d6 if the target is undead. [SR:Yes; DC:16, Will half]					
Delay Poison	Conjuration (Healing)	Standard Action	1 hour/level	Touch	PHB:p.217
[V,S, DF] TARGET: Creature touched; <i>EFFECT</i> : Stops poison from harming subject for 1 hour/level. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
Divine Insight	Divination	1 standard action	1 hour/level or until discharged [D]	Personal	SC:p.70
[V,S,DF] TARGET: You; <i>EFFECT</i> : Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.					
Divine Interdiction	Abjuration	1 standard action	1 round/level	Close (35 ft.)	SC:p.70
[V] TARGET: 10-ft.-radius emanation centered on a creature, object, or point in space; <i>EFFECT</i> : Temp loss of turning power & domain powers. [SR:Yes or No [object]; see text; DC:16, Will negates or None [object]; see text]					
Divine Protection	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minute/level	Medium (140 ft.)	SC:p.70
[V,S,DF] TARGET: Allies in a 20-ft.-radius burst; <i>EFFECT</i> : +1 morale bonus to AC and saving throws. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
Eagle's Splendor	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.225
[V,S,M,DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +4 to Cha for 1 minutes/level. [SR:Yes; DC:16, Will negates (harmless)]					
Energized Shield, Lesser	Abjuration [See text]	1 standard action	1 round/level	Touch	SC:p.79
[V,S,DF] TARGET: Touch; <i>EFFECT</i> : Protects against on energy type [fire, cold, electricity, acid, or sonic], you can 5 resistance; see text [SR:No]					
Enthrall	Enchantment (Charm)	1 round	1 hour or less	Medium (140 ft.)	PHB:p.227
[V,S] TARGET: Any number of creatures; <i>EFFECT</i> : Captivates all within 100 ft. +10 ft./level [SR:Yes; DC:16, Will negates; see text]					
Extend Tentacles	Transmutation	1 standard action	Instantaneous	Personal	SC:p.86
[V] TARGET: You; <i>EFFECT</i> : Extends your tentacles by 5 ft.					
Find Traps	Divination	Standard Action	1 minute/level	Personal	PHB:p.230
[V,S] TARGET: You; <i>EFFECT</i> : Notice traps as a rogue does. [SR:No]					
Frost Breath	Evocation [Cold]	1 standard action	Instantaneous	30 ft.	SC:p.100
[V,S,M] TARGET: Cone-shaped burst; <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. [SR:Yes; DC:16, Reflex half]					
Fuse Arms	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.100
[V,S] TARGET: Creature with at least two arms or tentacles touched; <i>EFFECT</i> : Gain +4 Str for every set of limbs fused to the primary limb. [SR:Yes [harmless]; DC:16, Fortitude negates [harmless]]					
Gentle Repose	Necromancy	Standard Action	1 day/level	Touch	PHB:p.235
[V,S,M,DF] TARGET: Corpse touched; <i>EFFECT</i> : Preserves one corpse. [SR:Yes (object); DC:16, Will negates (object)]					
Ghost Touch Armor	Transmutation	1 standard action	1 minute/level	Touch	SC:p.102
[V,S,M] TARGET: Armor of creature touched; <i>EFFECT</i> : Armor gains Ghost Touch property. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
Hand of Divinity	Evocation [See text]	1 minute	1 minute/level	Touch	SC:p.109
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Grant +2 [Profane or Sacred] bonus to all saving throws. [SR:No]					
Healing Lorecall	Divination	1 standard action	10 minutes/level	Personal	SC:p.110
[V,S,M] TARGET: You; <i>EFFECT</i> : Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					
Hold Person	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 round/level [D]; see text	Medium (140 ft.)	PHB:p.241
[V,S,F,DF] TARGET: One humanoid creature; <i>EFFECT</i> : Paralyzes one humanoid for 1 round/level. [SR:Yes; DC:16, Will negates; see text]					
Inflict Moderate Wounds	Necromancy	Standard Action	Instantaneous	Touch	PHB:p.244
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Touch attack, 2d8 +1/level [max +10] damage. [SR:Yes; DC:16, Will half]					
Inky Cloud	Conjuration (Creation)	1 standard action	10 minutes/level	30 ft.	SC:p.123
[V,S,M] TARGET: 30-ft.-radius spread centered on you; <i>EFFECT</i> : Inky cloud that works under water. [SR:No]					
Insight of Good Fortune	Divination	1 standard action	1 minute/level or until discharged	Close (35 ft.)	Is This :p.115
[V,S,M] TARGET: One creature; <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. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Insignia of Alarm	Abjuration	Standard Action	Instantaneous	Long (560 ft.)	Race Des:p.166
[V,S,F] TARGET: All wearers of special insignia within range; <i>EFFECT</i> : Spell alerts all wearers. [SR:Yes (harmless)]					
Iron Silence	Transmutation	1 standard action	1 hour/level [D]	Touch	SC:p.125
[V,S,DF] TARGET: One suit of armor touched/3 levels; <i>EFFECT</i> : Hide and Move Silent check ignore the Armor penalty during the duration of the spell. [SR:Yes [harmless,object]; DC:16, Will negates [harmless,object]]					
Light of Mercuria	Evocation [Good, Light]	1 standard action	10 minutes/level [D]	Medium (140 ft.)	SC:p.132
[V,S] TARGET: You and up to two rays; see text; <i>EFFECT</i> : Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders. [SR:Yes; see text]					
Living Undeath	Necromancy	1 standard action	1 minute/level	Touch	SC:p.134
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Not subject to sneak attacks or criticals; -4 penalty to Cha score. [SR:Yes [harmless]; DC:16, Fortitude negates [harmless]]					
Make Whole	Transmutation	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.252
[V,S] TARGET: One object of up to 10 cu. ft./level; <i>EFFECT</i> : Repairs an object. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
* =Domain/Specialty Spell					

Cleric Spells

■■■■■ Mark of Judgement	Necromancy	1 standard action	1 round/level	Medium (140 ft.)	Is This :p.119
[V,S,DF] TARGET: One creature/3 levels, no two of which are more than 30 ft. apart; EFFECT: Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage. [SR:Yes; DC:16, Will negates]					
■■■■■ Mark of the Outcast	Necromancy	1 standard action	Permanent	Close (35 ft.)	SC:p.138
[V,S,DF] TARGET: One creature; EFFECT: Creates an indelible mark on the subjects face; see text. [SR:Yes; DC:16, Will negates]					
■■■■■ Master's Touch (Skillful)	Divination	1 immediate action	Instantaneous	Close (35 ft.)	Is This :p.119
[V] TARGET: One creature; EFFECT: Subject gains +4 insight bonus to one skill check. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Owl's Wisdom	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.259
[V,S,M/DF] TARGET: Creature touched; EFFECT: Subject gains +4 to Wis for 1 minutes/level. [SR:Yes; DC:16, Will negates (harmless)]					
■■■■■ Protection from Negative Energy	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.163
[V,S] TARGET: Creature touched; EFFECT: Subtract 10 hp worth of damage from each negative energy attack. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Protection from Positive Energy	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.163
[V,S] TARGET: Creature touched; EFFECT: Subtract 10 hp worth of damage from each positive energy attack. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Quick March	Transmutation	1 standard action	1 round	Medium (140 ft.)	SC:p.164
[V,S,DF] TARGET: Allies in a 20-ft.-radius burst; EFFECT: Subjects base land speed increased by 30 feet. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Remove Paralysis	Conjuration (Healing)	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.271
[V,S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; EFFECT: Frees one or more creatures from paralysis or slow effect. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Resist Energy	Abjuration	Standard Action	10 minutes/level	Touch	PHB:p.272
[V,S, DF] TARGET: Creature touched; EFFECT: Ignores first 10 points of damage/attack from specified energy type. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
■■■■■ Restoration, Lesser	Conjuration (Healing)	3 rounds	Instantaneous	Touch	PHB:p.272
[V,S] TARGET: Creature touched; EFFECT: Dispels magical ability penalty or repairs 1d4 ability damage. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Share Talents	Transmutation	1 round	10 minutes/level	Touch	Is This :p.124
[V,S,M] TARGET: Two willing creatures touched; EFFECT: Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Shatter	Evocation [Sonic]	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.278
[V,S,M/DF] TARGET: 5-ft.-radius spread; or one solid object or one crystalline creature; EFFECT: Sonic vibration damages objects or crystalline creatures. [SR:Yes (object); DC:16, Will negates (object); Will negates (object) or Fortitude half; see text]					
■■■■■ Shield Other	Abjuration	Standard Action	1 hour/level [D]	Close (35 ft.)	PHB:p.278
[V,S,F] TARGET: One creature; EFFECT: You take half of subject's damage. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Shroud of Undeath	Necromancy	1 standard action	10 minutes/level [D]	Personal	SC:p.189
[V,S,M] TARGET: You; EFFECT: Shroud yourself in invisbile negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					
■■■■■ Silence	Illusion (Glamer)	Standard Action	1 minute/level [D]	Long (560 ft.)	PHB:p.279
[V,S] TARGET: 20 ft. radius emanation centered on a creature, object, or point in space; EFFECT: Negates sound in 15-ft. radius. [SR:Yes; see text or no (object); DC:16, Will negates; see text or none (object)]					
■■■■■ Sound Burst	Evocation [Sonic]	Standard Action	Instantaneous	Close (35 ft.)	PHB:p.281
[V,S,F/DF] TARGET: 10-ft.-radius spread; EFFECT: Deals 1d8 sonic damage to subjects; may stun them. [SR:Yes; DC:16, Fortitude partial]					
■■■■■ Spawn Screen	Necromancy	1 standard action	1 hour/level	Touch	SC:p.197
[V,S,DF] TARGET: One creature/level; EFFECT: Subject will not rise as spawn if killed by an undead capable of creating spawn. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Spell Immunity, Lesser	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.199
[V,S] TARGET: Creature touched; EFFECT: Protects one creature from a single 1st- or 2nd-level spell; see text. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Spiritual Weapon	Evocation [Force]	Standard Action	1 round/level [D]	Medium (140 ft.)	PHB:p.283
[V,S, DF] TARGET: Magic weapon of force; EFFECT: Magical weapon attacks on its own. [SR:Yes]					
■■■■■ Stabilize	Conjuration (Healing)	1 swift action	Instantaneous	See text	SC:p.204
[V,S,DF] TARGET: 50-ft.-radius burst centered on you; EFFECT: Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates]. [SR:Yes (harmless); DC:16, Will negates (harmless); see text]					
■■■■■ Status	Divination	Standard Action	1 hour/level	Touch	PHB:p.284
[V,S] TARGET: One/per 3 levels living creatures touched; EFFECT: Monitors condition, position of allies. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Stay the Hand	Enchantment (Charm) [Mind-Affecting]	1 immediate action	Instantaneous	Medium (140 ft.)	Is This :p.126
[V] TARGET: One humanoid; EFFECT: Target refrains from attacking you or targeting you with spells for the remainder of the current round. [SR:Yes; DC:16, Will negates]					
■■■■■ Stone Bones	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.208
[V,S,F] TARGET: Corporeal undead creature touched; EFFECT: Target gains natural armor AC bonus of +3. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Stone Fist	Transmutation	Standard Action	4 rounds [D]	Personal	Race Sto:p.163
[V,S,DF] TARGET: You; EFFECT: Acts as if armed and your hands become hard inflicting damage; see text. [SR:No]					
■■■■■ Stretch Weapon	Transmutation	1 swift action	One attack	0 ft.	Is This :p.126
[V] TARGET: Melee weapon wielded; EFFECT: Adds 5 feet of reach for one attack. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
■■■■■ Summon Elysian Thrush	Conjuration (Summoning) [Good]	10 minutes	8 hours	Close (35 ft.)	SC:p.214
[V,S,DF] TARGET: One summoned Elysian thrush; EFFECT: Summons a Elysian thrush [Planar Handbook 118]; see text [SR:No]					
■■■■■ Summon Monster II	Conjuration (Summoning)	1 round	1 round/level [D]	Close (35 ft.)	PHB:p.286
[V,S,F/DF] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; EFFECT: 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 [SR:No]					
■■■■■ Undetectable Alignment	Abjuration	Standard Action	24 hours	Close (35 ft.)	PHB:p.297
[V,S] TARGET: One creature or object; EFFECT: Conceals alignment for 24 hours. [SR:Yes (object); DC:16, Will negates (object)]					
■■■■■ Veil of Shadow	Evocation [Darkness]	1 standard action	1 minute/level	Personal	SC:p.228
[V,S] TARGET: You; EFFECT: Grants you a 20% miss chance from concealment.					
■■■■■ Zone of Truth	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 minute/level	Close (35 ft.)	PHB:p.303
[V,S, DF] TARGET: 20-ft.-radius emanation; EFFECT: Subjects within range cannot lie. [SR:Yes; DC:16, Will negates]					

* =Domain/Specialty Spell

Wizard Spells

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

LEVEL 0 / Per Day:4 / Caster Level:3

Name	School	Time	Duration	Range	Source
■■■■■ Acid Splash	Conjuration (Creation) [Acid]	Standard Action	Instantaneous	Close (30 ft.)	PHB:p.196
[V,S] TARGET: One missile of acid; EFFECT: You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. [SR:No]					
■■■■■ Amanuesis	Transmutation	1 standard action	10 minute/level	Close (30 ft.)	SC:p.9
[V,S] TARGET: Object or objects with writing; EFFECT: Copies 250 words per minute. [SR:Yes [object]; DC:15, Will negates [object]]					
■■■■■ Arcane Mark	Universal	Standard Action	Permanent	0 ft.	PHB:p.201
[V,S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: Inscribes a personal rune [visible or invisible]. [SR:No]					
■■■■■ Caltrops	Conjuration (Creation)	1 standard action	1 round/level	Close (30 ft.)	SC:p.42
[V,S] TARGET: See text; EFFECT: Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half. [SR:No]					
■■■■■ Dancing Lights	Evocation [Light]	Standard Action	1 minute/level [D]	Medium (130 ft.)	PHB:p.216
[V,S] TARGET: Up to four lights, all within a 10- ft.-radius area; EFFECT: Depending on the version selected, you create up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o'-wisps], or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire [no concentration required]; forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. Dancing lights can be made permanent with a permanency spell. [SR:No]					
■■■■■ Daze	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 round	Close (30 ft.)	PHB:p.217
[V,S,M] TARGET: One humanoid creature of 4 HD or less; EFFECT: Humanoid creature of 4 HD or less loses next action. This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. Material Component: A pinch of wool or similar substance. [SR:Yes; DC:15, Will negates]					

* =Domain/Specialty Spell

Wizard Spells

☐☐☐☐☐ Detect Magic	Divination	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	PHB:p.219
[V,S] TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No]					
☐☐☐☐☐ Detect Poison	Divination	Standard Action	Instantaneous	Close (30 ft.)	PHB:p.219
[V,S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detects poison in one creature or small object. [SR:No]					
☐☐☐☐☐ Disrupt Undead	Necromancy	Standard Action	Instantaneous	Close (30 ft.)	PHB:p.223
[V,S] TARGET: Ray; EFFECT: Deals 1d6 damage to one undead. [SR:Yes]					
☐☐☐☐☐ Electric Jolt	Evocation [Electricity]	1 standard action	Instantaneous	Close (30 ft.)	SC:p.78
[V,S] TARGET: Ray; EFFECT: Ranged touch attack delivers 1d3 electric damage. [SR:Yes]					
☐☐☐☐☐ Flare	Evocation [Light]	Standard Action	Instantaneous	Close (30 ft.)	PHB:p.232
[V] TARGET: Burst of light; EFFECT: Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:15, Fortitude negates]					
☐☐☐☐☐ Ghost Sound	Illusion (Figment)	Standard Action	1 round/level [D]	Close (30 ft.)	PHB:p.235
[V,S,M] TARGET: Illusory sounds; EFFECT: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level [maximum twenty humans]. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell. Material Component - A bit of wool or a small lump of wax. [SR:No; DC:15, Will disbelief (if interacted with)]					
☐☐☐☐☐ Launch Bolt	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
[V,S,M] TARGET: One crossbow bolt in your possession; EFFECT: Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments. [SR:No]					
☐☐☐☐☐ Launch Item	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
[S] TARGET: One Fine item in your possession, weighing up to 10lbs; EFFECT: Launch an item safely to the target you specify where it will act normally upon impact. [SR:No]					
☐☐☐☐☐ Light	Evocation [Light]	Standard Action	10 minutes/level [D]	Touch	PHB:p.248
[V, M/DF] TARGET: Object touched; EFFECT: Object shines like a torch. [SR:No]					
☐☐☐☐☐ Mage Hand	Transmutation	Standard Action	Concentration	Close (30 ft.)	PHB:p.249
[V,S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; EFFECT: 5-pound telekinesis. [SR:No]					
☐☐☐☐☐ Mending	Transmutation	Standard Action	Instantaneous	10 ft.	PHB:p.253
[V,S] TARGET: One object of up to 1 lb.; EFFECT: Makes minor repairs on an object. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
☐☐☐☐☐ Message	Transmutation [Language-Dependent]	Standard Action	10 minutes/level	Medium (130 ft.)	PHB:p.253
[V,S,F] TARGET: 1 creature/level; EFFECT: Whispered conversation at distance. [SR:No]					
☐☐☐☐☐ Open/Close	Transmutation	Standard Action	Instantaneous	Close (30 ft.)	PHB:p.258
[V,S,F] TARGET: Object weighing up to 30 lb. or portal that can be opened or closed; EFFECT: Opens or closes small or light things. [SR:Yes (object); DC:15, Will negates (object)]					
☐☐☐☐☐ Prestidigitation	Universal	Standard Action	1 hour	10 ft.	PHB:p.264
[V,S] TARGET: See text; EFFECT: Performs minor tricks. [SR:No; DC:15, See text]					
☐☐☐☐☐ Ray of Frost	Evocation [Cold]	Standard Action	Instantaneous	Close (30 ft.)	PHB:p.269
[V,S] TARGET: Ray; EFFECT: Ray deals 1d3 cold damage. [SR:Yes]					
☐☐☐☐☐ Read Magic	Divination	Standard Action	10 minutes/level	Personal	PHB:p.269
[V,S,F] TARGET: You; EFFECT: Read scrolls and spellbooks. [SR:No]					
☐☐☐☐☐ Repair Minor Damage	Transmutation	1 standard action	Instantaneous	Touch	SC:p.173
[V,S] TARGET: Construct touched; EFFECT: Repair a construct 1 point of damage. [SR:No]					
☐☐☐☐☐ Resistance	Abjuration	Standard Action	1 minute	Touch	PHB:p.272
[V,S,M/DF] TARGET: Creature touched; EFFECT: 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. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐ Silent Portal	Illusion (Glamer)	1 standard action	1 minute/level [D]	Close (30 ft.)	SC:p.190
[S] TARGET: One portal; EFFECT: This simple cantrip negates the sound of opening and closing a single portal [door, window, gate, drawer, chest lid, or the like]. Even the squeakiest door opens without a sound when under the effect of this spell. Silent portal covers only the normal means of opening and closing the targeted portal. Breaking a window or kicking in a door still makes noise, but opening a door that is loosely hanging by its hinges does not [since this is the normal way a door would be opened]. Portals composed of magical energy are not affected by this spell. In the case of magic or even intelligent portals, spell resistance and a Will save [DC 10 + caster's ability modifier + other modifiers as appropriate] apply [SR:Yes [object]; DC:15, Will negates [object]]					
☐☐☐☐☐ Sonic Snap	Evocation [Sonic]	1 standard action	Instantaneous	Close (30 ft.)	SC:p.195
[V,S] TARGET: One creature or object; EFFECT: Deal 1 pt of damage and target must save or be deafened for 1 round. [SR:Yes; DC:15, Will partial]					
☐☐☐☐☐ Stick	Transmutation	1 standard action	Instantaneous	Touch	SC:p.206
[V,S,M] TARGET: Nonmagical, unattended object weighing up to 5lbs; EFFECT: Sticks one object to another; see text. [SR:Yes [object]; DC:15, Will negates [object]]					
☐☐☐☐☐ Touch of Fatigue	Necromancy	Standard Action	1 round/level	Touch	PHB:p.294
[V,S,M] TARGET: Creature touched; EFFECT: Touch attack fatigues target. [SR:Yes; DC:15, Fortitude negates]					

LEVEL 1 / Per Day:4 / Caster Level:3

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Burning Hands	Evocation [Fire]	Standard Action	Instantaneous	15 ft.	PHB:p.207
[V,S] TARGET: Cone-shaped burst; EFFECT: 1d4/level [max 5d4] fire damage [SR:Yes; DC:16, Reflex half]					
☐☐☐☐☐ Change to Tenser's Floating Disk	Evocation [Force]	Standard Action	1 hour/level	Close (30 ft.)	PHB:p.294
[V,S,M] TARGET: 3-ft.-diameter disk of force; EFFECT: Creates 3-ft.-diameter horizontal disk that holds 300 lbs [SR:No]					
☐☐☐☐☐ Disguise Self	Illusion (Glamer)	Standard Action	10 minutes/level [D]	Personal	PHB:p.222
[V,S] TARGET: You; EFFECT: Changes your appearance. [SR:No]					
☐☐☐☐☐ Dispel Ward	Abjuration	1 standard action	Instantaneous	Medium (130 ft.)	SC:p.67
[V,S] TARGET: One warded object or area; EFFECT: Functions like dispel magic; see text [SR:No]					
☐☐☐☐☐ Ebon Eyes	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.77
[V,S,M] TARGET: Creature touched; EFFECT: See normally in darkness both magical and natural. [SR:Yes [harmless]]					
☐☐☐☐☐ Enlarge Person	Transmutation	1 round	1 minute/level [D]	Close (30 ft.)	PHB:p.226
[V,S,M] TARGET: One humanoid creature; EFFECT: This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity [to a minimum of 1], and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check [using its increased Strength] to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it- the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession [including a projectile or thrown weapon] instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack. Enlarge person counters and dispels reduce person. Enlarge person can be made permanent with a permanency spell. Material Component - A pinch of powdered iron. [SR:Yes; DC:16, Fortitude negates]					
☐☐☐☐☐ Expeditious Retreat	Transmutation	Standard Action	1 minute/level [D]	Personal	PHB:p.228
[V,S] TARGET: You; EFFECT: This spell increases your base land speed by 30 feet. [This adjustment is treated as an enhancement bonus.] There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance [see the Jump skill]. [SR:No]					
☐☐☐☐☐ Feather Fall	Transmutation	1 free action	Until landing or 1 round/level	Close (30 ft.)	PHB:p.229
[V] TARGET: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart; EFFECT: The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round [equivalent to the end of a fall from a few feet], and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures [including gear and carried objects up to each creature's maximum load] or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth. You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is an immediate action, allowing you to cast this spell even when it isn't your turn. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. [SR:Yes (object); DC:16, Will negates (harmless) or Will negates (object)]					
☐☐☐☐☐ Friendly Face	Illusion (Glamer)	Standard Action	30 minutes [D]	Personal	Race Des:p.166
[V,S] TARGET: You; EFFECT: Grants +5 circumstance bonus on Diplomacy and Gather Information checks. [SR:No]					
☐☐☐☐☐ Light of Lunia	Evocation [Good, Light]	1 standard action	10 minutes/level [D]	Medium (130 ft.)	SC:p.132
[V,S] TARGET: You and up to two rays; see text; EFFECT: 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. [SR:Yes; see text]					

* =Domain/Specialty Spell

Wizard Spells

■■■■■ Magic Missile	Evocation [Force]	Standard Action	Instantaneous	Medium (130 ft.)	PHB:p.251
[V,S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile-two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage. [SR:Yes]					
■■■■■ Mount	Conjuration (Summoning)	1 round	2 hours/level [D]	Close (30 ft.)	PHB:p.256
[V,S,M] TARGET: One mount; EFFECT: Summons riding horse for 2 hours/level. [SR:No]					
■■■■■ Persistent Blade	Evocation [Force]	1 standard action	1 round/level	Close (30 ft.)	SC:p.154
[V,S,F] TARGET: One dagger made of force; EFFECT: Brings a blade of force into being, you can attack with it; see text. [SR:Yes]					
■■■■■ Protection from Evil	Abjuration [Good]	Standard Action	1 minute/level [D]	Touch	PHB:p.266
[V,S,M/DF] TARGET: Creature touched; EFFECT: vs. Evil gain a +2 Deflection bonus to AC and +2 Resistance bonus to saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:16, Will negates (harmless)]					
■■■■■ Scholar's Touch	Divination	Standard Action	Concentration, up to 3 rounds	Personal	Race Des:p.167
[V,S,M,F] TARGET: One book/round; EFFECT: 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. [SR:No]					
■■■■■ Shield	Abjuration [Force]	Standard Action	1 minute/level [D]	Personal	PHB:p.278
[V,S] TARGET: You; EFFECT: Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance. Unlike with a normal tower shield, you can't use the shield spell for cover. [SR:No]					
■■■■■ Shieldbearer	Transmutation	1 standard action	1 round/level	Touch	SC:p.188
[V,S] TARGET: Shield touched; EFFECT: Enchants shield to hover and protect designated creature, granting the shield's AC bonus allowing the creature to use two weapons or two-handed weapon. [SR:No]					
■■■■■ Shocking Grasp	Evocation [Electricity]	Standard Action	Instantaneous	Touch	PHB:p.279
[V,S] TARGET: Creature or object touched; EFFECT: Touch delivers 1d6/level [max 5d6] electricity damage. [SR:Yes]					
■■■■■ Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	1 minute/level	Medium (130 ft.)	PHB:p.280
[V,S,M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: A sleep spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action [an application of the aid another action]. Sleep does not target unconscious creatures, constructs, or undead creatures. [Material Component] A pinch of fine sand, rose petals, or a live cricket. [SR:Yes; DC:16, Will negates]					
■■■■■ Summon Monster I	Conjuration (Summoning)	1 round	1 round/level [D]	Close (30 ft.)	PHB:p.285
[V,S,F/DF] TARGET: One summoned creature; EFFECT: 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; Fiendish 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 [SR:No]					
■■■■■ Unseen Servant	Conjuration (Creation)	Standard Action	1 hour/level	Close (30 ft.)	PHB:p.297
[V,S,M] TARGET: One invisible, mindless, shapeless servant; EFFECT: Invisible force obeys your commands. [SR:No]					

LEVEL 2 / Per Day:2 / Caster Level:3

Name	School	Time	Duration	Range	Source
■■■■■ Alter Self	Transmutation	Standard Action	10 minutes/level [D]	Personal	PHB:p.197
[V,S] TARGET: You; EFFECT: Assume form of a similar creature. [SR:No]					
■■■■■ Balancing Lorecall	Divination	1 standard action	1 minute/level [D]	Personal	SC:p.23
[V,S,M/DF] TARGET: You; EFFECT: Gain +4 insight bonus to balance bonus; see text.					
■■■■■ Baleful Transposition	Conjuration (Teleportation)	1 standard action	Instantaneous	Medium (130 ft.)	SC:p.23
[V] TARGET: Two creatures of up to Large size; EFFECT: Two target creatures instantly swap positions; Creatures must be touching the same surface; see text. [SR:Yes; DC:17, Will negates]					
■■■■■ Belker Claws	Transmutation [Air]	1 standard action	Instantaneous [1 round/3 levels max 4 rounds]	Touch	SC:p.26
[V,S,M] TARGET: Living creature; EFFECT: You uncork the vial and speak the old words. The smoke issues from the bottle and wraps itself around your hand, turning it into smoke as well. With a successful touch attack, you deal 2d12 points of damage. For every three caster levels, the smoke lasts for another round [to a maximum of 4 additional rounds at 12th level], dealing another 2d12 points of damage per round. [Material Component] A small vial of smoke. [SR:Yes]					
■■■■■ Bull's Strength	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.207
[V,S,M/DF] TARGET: Creature touched; EFFECT: Subject gains +4 to Str for 1 minutes/level. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
■■■■■ Cat's Grace	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.208
[V,S,M] TARGET: Creature touched; EFFECT: Subject gains +4 to Dex for 1 minutes/level. [SR:Yes; DC:17, Will negates (harmless)]					
■■■■■ Chain of Eyes	Divination	1 standard action	1 hour/level	Touch	SC:p.45
[V,S] TARGET: Living creature touched; EFFECT: Scrying sensor passed along by touch. [SR:Yes; DC:17, Will negates]					
■■■■■ Change to Melf's Acid Arrow	Conjuration (Creation) [Acid]	Standard Action	1 round +1 round/per 3 levels	Long (520 ft.)	PHB:p.253
[V,S,M,F] TARGET: One arrow of acid; EFFECT: Ranged touch attack; 2d4 damage for 1 rounds. [SR:No]					
■■■■■ Claws of Darkness	Illusion (Shadow)	1 standard action	1 round/level [D]	Personal	SC:p.47
[V,S] TARGET: You; EFFECT: Starting on your next action you can attack with both claws as melee touch for 1d8 cold damage. Also gain reach [10 ft] as free action. [SR:Yes; see text; DC:17, Fortitude partial]					
■■■■■ Cloud of Knives	Conjuration	1 standard action	1 round/level	Personal	Is This :p.107
[V,S,M] TARGET: You; EFFECT: Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20.					
■■■■■ Continual Flame	Evocation [Light]	Standard Action	Permanent	Touch	PHB:p.213
[V,S,M] TARGET: Object touched Magical, heatless flame; EFFECT: Makes a permanent, heatless torch. [SR:No]					
■■■■■ Eagle's Splendor	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.225
[V,S,M/DF] TARGET: Creature touched; EFFECT: Subject gains +4 to Cha for 1 minutes/level. [SR:Yes; DC:17, Will negates (harmless)]					
■■■■■ Earth Lock	Abjuration [Earth]	1 standard action	Permanent	Close (30 ft.)	SC:p.75
[V,S,M] TARGET: One 1-foot length of tunnel with a diameter of up to 10 feet; EFFECT: Bars passage to any but you. [SR:No]					
■■■■■ False Life	Necromancy	Standard Action	1 hour/level or until discharged; see text	Personal	PHB:p.229
[V,S,M] TARGET: You; EFFECT: Gain 1d10 +1/level [max +10] temporary hp [SR:No]					
■■■■■ Fly, Swift	Transmutation	1 swift action	1 round	Personal	SC:p.96
[V] TARGET: You; EFFECT: This spell functions like fly [PH 232], except as noted above.					
■■■■■ Fox's Cunning	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.233
[V,S,M/DF] TARGET: Creature touched; EFFECT: Subject gains +4 Int for 1 minutes/level. [SR:Yes; DC:17, Will negates (harmless)]					
■■■■■ Heroics	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.113
[V,S,M] TARGET: Creature touched; EFFECT: Temporarily grants a fighter a feat from the fighter's bonus feat list. [SR:Yes]					
■■■■■ Knock	Transmutation	Standard Action	Instantaneous; see text	Medium (130 ft.)	PHB:p.246
[V] TARGET: One door, box, or chest with an area of up to 10 sq. ft./level; EFFECT: Opens locked or magically sealed door. [SR:No]					
■■■■■ Levitate	Transmutation	Standard Action	1 minute/level [D]	Personal or close	PHB:p.248
[V,S,F] TARGET: You or one willing creature or one object, total weight up to 100 lbs/level; EFFECT: Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally [generally at half its base land speed]. A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1. [Focus] Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end. [SR:No]					
■■■■■ Minor Image	Illusion (Figment)	Standard Action	Concentration +2 rounds	Long (520 ft.)	PHB:p.254
[V,S,F] TARGET: Visual figment that cannot extend beyond 40-ft. cubes + 10-ft./level [S]; EFFECT: As silent image, plus some sound. [SR:No; DC:17, Will disbelief (if interacted with)]					
■■■■■ Mirror Image	Illusion (Figment)	Standard Action	1 minute/level [D]	Personal; see text	PHB:p.254
[V,S] TARGET: You; EFFECT: Creates decoy duplicates of you [1d4 +1/3 levels, max +8]. [SR:No]					

* =Domain/Specialty Spell

Wizard Spells

☐☐☐☐☐Rope Trick	Transmutation	Standard Action	1 hour/level [D]	Touch	PHB:p.273
[V,S,M] TARGET: One touched piece of rope from 5 ft. to 30 ft. long. EFFECT: When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space that is outside the multiverse of extradimensional spaces ("planes"). Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes. The space holds as many as eight creatures (of any size). Creatures in the space can pull the rope up into the space, making the rope "disappear." In that case, the rope counts as one of the eight creatures that can fit in the space. The rope can support up to 16,000 pounds. A weight greater than that can pull the rope free. Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3-foot by 5-foot window were centered on the rope. The window is present on the Material Plane, but it's invisible, and even creatures that can see the window can't see through it. Anything inside the extradimensional space drops out when the spell ends. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space. Note - It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one. [Material Component] Powdered corn extract and a twisted loop of parchment. [SR:No]					
☐☐☐☐☐Scare	Necromancy [Fear, Mind-Affecting]	Standard Action	1 round/level or 1 round; see text for cause	Medium (130 ft.)	PHB:p.274
[V,S,M] TARGET: 1 living creature/3 levels, no two of which can be more than 30 ft. apart. EFFECT: Panics creatures of less than 6 HD. [SR:Yes; DC:17, Will partial]					
☐☐☐☐☐Scorch	Evocation [Fire]	1 standard action	Instantaneous	30 ft.	SC:p.181
[V,S,F] TARGET: 30-ft. line. EFFECT: A jet of roaring flame bursts from your outstretched hand, scorching any creature in its path. Scorch deals 1d8 points of damage per two caster levels, to a maximum of 5d8 points of damage, to each target it hits. [Focus] A red dragon's scale. [SR:Yes; DC:17, Reflex half]					
☐☐☐☐☐Spider Climb	Transmutation	Standard Action	10 minutes/level	Touch	PHB:p.283
[V,S,M] TARGET: Creature touched. EFFECT: The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing. Material Component - A drop of bitumen and a live spider, both of which must be eaten by the subject. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐☐Web	Conjuration (Creation)	Standard Action	10 minutes/level [D]	Medium (130 ft.)	PHB:p.301
[V,S,M] TARGET: Webs in a 20-ft.-radius spread; EFFECT: Fills 20-ft.-radius spread with sticky spiderwebs. [SR:No; DC:17, Reflex negates; see text]					

* =Domain/Specialty Spell

Mysti Winters

Human
RACE
20
AGE
Vision Test: Darkvision (60 ft.)
Female
GENDER
Darkvision (60 ft.)
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
5' 6"
HEIGHT
130 lbs.
WEIGHT
Blue
EYE COLOUR
Light
SKIN COLOUR
Blonde, Braided
HAIR / HAIR STYLE
PHOBIAS
PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION

None
REGION
Mystra
DEITY
Humanoid
Race Type
Race Sub Type
Favored Class
EXP Factor: 60%; EXP Penalty: 40%
Darkvision (60 ft.)



Description:

A young priestess of Mystra, this devout follower studies both Arcana and Divine paths. She is a lesser priestess and is given due accord as such.

She has a Spirit Cat Mentor.

Biography:

When formal attire is called for, this young lady wears a formal ballroom gown. When officiating at ceremonies, her robes are almost a dress, with a slit along the sides are ease of movement.