

Stefan 'Stitch'

NAME

d10E1 Clr

CLASS

1

Character Level

NEXT LEVEL

EXPERIENCE

0

1000

PLAYERNAME

Human

RACE

Medium

AGE

0

GENDER

Male

DEITY

6' 1"

HEIGHT

180 lbs.

EYES

HAIR

ALIGNMENT

Lawful Good

VISION

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED									
STR Strength	14	+2	14	+2	14	+2	HP hit points	13					Walk 20 ft.									
DEX Dexterity	12	+1	12	+1	12	+1	AC armor class	16	15	11	10	4	1	1	0	0	0	0	0	0		
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE

+3

=

+1

+

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+0

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

4/2

MISC MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+5	=	+2	+3	+0	+0	+0	
REFLEX (dexterity)	+1	=	+0	+1	+0	+0	+0	
WILL (wisdom)	+5	=	+2	+3	+0	+0	+0	

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+1	1d3+2	20/x2	5 ft.

*Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit		Dam		
1H-P	+1	1d8+2	2W-P-(OH)	-5	1d8+2	
1H-O	-3	1d8+1	2W-P-(OL)	-3	1d8+2	
2H	+1	1d8+3	2W-OH	-9	1d8+1	

Special Properties

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Scale Mail	Medium	+4	+3	-4	25
*Shield, Light	Light	+1		-1	5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2	MISC MODIFIER
✓ Acrobatics	DEX	-6	=	1	+	+ -7
✓ Appraise	INT	1	=	1	+	+
✓ Athletics	STR	-3	=	2	+	+ -5
Athletics (Jump)	STR	-9	=	2	+	1.0 + -12
✓ Craft (Untrained)	INT	1	=	1	+	+
✓ Deception	CHA	2	=	2	+	+
✓ Endurance	CON	2	=	3	+	4.0 + -5
✓ Gather Information	CHA	2	=	2	+	+
✓ Heal	WIS	7	=	3	+	4.0 +
Knowledge (Arcana)	INT	3	=	1	+	2.0 +
Knowledge (Religion)	INT	3	=	1	+	2.0 +
✓ Perception	WIS	5	=	3	+	2.0 +
✓ Persuasion	CHA	6	=	2	+	4.0 +
✓ Ride	DEX	0	=	1	+	1.0 + -2
✓ Sense Motive	WIS	5	=	3	+	2.0 +
Spellcraft	INT	5	=	1	+	4.0 +
✓ Stealth	DEX	-6	=	1	+	+ -7
✓ Survival	WIS	3	=	3	+	+
✓ Thievery	DEX	-1	=	1	+	+ -2
✓ Use Rope	DEX	-1	=	1	+	+ -2
			=	+	+	+
			=	+	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Longsword	Equipped	1	4.0	15.0	
Scale Mail	Equipped	1	30.0	50.0	
Shield, Light	Equipped	1	5.0	3.0	
TOTAL WEIGHT CARRIED/VALUE			39 lbs. 68.0 gp		

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

Special Attacks	
Warcraft +0 BAB	[Eclipse, p.10]

Special Qualities	
Armor Proficiency (Light) Proficient with Light Armors	[Eclipse, p.49]
Armor Proficiency (Medium) Proficient with Medium Armors	[Eclipse, p.49]
Weapon Proficiency (All Simple and Martial Weapons) Grants Proficiency with all simple and martial weapons.	[Eclipse, p.49]
Weapon Proficiency (All Simple Weapons) Grants Proficiency with all simple weapons.	[Eclipse, p.49]

Feats	
Feat Conversion to CP ~ 6 (3x) Covert regular feat to six Character Points	[Eclipse, p.9]

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Draconic

TEMPLATES
Josh's Military Life Package

Recurring Bonuses

Duties [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.

DISADVANTAGES

Compulsive (Hippocratic Oath - Must aid allies) [Eclipse, p.18]

You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagant spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.

Inept (Dexterity) [Eclipse, p.19]

You suffer from a -2 modifier on all skills linked to the chosen Attribute.

Obligations (Military Service / The Church) [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 2, Casterlevel is 2

Eclipse Abilities

Adept (Endurance, Heal, Persuasion, Spellcraft) [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.

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.

Improved Initiative [Eclipse, p.53]

The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.

Legionary [Eclipse, p.53]

(6 CP). 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.

Metamagic / Extension [Eclipse, p.58]

(6 CP). Extension covers the fine art of manipulating the range of spells. Common applications include: ! Extension (+1 SL per step) increases the range of a spell from Touch to Short, Short to Medium, Medium to Long, Long to Extreme (800 ft + 80 ft/Level), and Extreme to Line of Sight (limited only by the user's direct vision). ! Indirect Fire (+2 SL) allows the spell to hit targets within range which the user is aware of but cannot see; this is not compatible with Line of Sight. ! Global (+6 SL) amplifies the range so that it may hit any known target on a planet (or in the atmosphere). ! Trans-dimensional (+8 SL) allows the user to targetthrough scrying effects, to hit targets across the dimensional boundary, or to target people at interstellar ranges. Strangely, Trans-dimensional doesn't take any more time to reach the target than normal.

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	4	3	0	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis	13	Will negates [object]	1 standard action	10 minute/level	Close (30 ft.)	V,S	Yes [object]	Transmutation	SC: p.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 2	
□□□□□Create Water		None	Standard Action	Instantaneous	Close (30 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 2	
□□□□□Cure Minor Wounds	13	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
□□□□□Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 2	
□□□□□Detect Poison		None	Standard Action	Instantaneous	Close (30 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 2	
□□□□□Guidance	13	Will negates (harmless)	Standard Action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
□□□□□Inflict Minor Wounds	13	Will negates	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
□□□□□Light		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 2	
□□□□□Mending	13	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 2	
□□□□□Purify Food and Drink	13	Will negates (object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 2	
□□□□□Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 2	
□□□□□Resistance	13	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
□□□□□Virtue	13	Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Axiomatic Water	14	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: p.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 2	
□□□□□Bane	14	Will negates	Standard Action	1 minute/level	50 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PHB: p.203
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 2	
□□□□□Blade of Blood		None	1 swift action	1 round/level or until discharged	Touch	V,S	No	Necromancy	PHB II: p.103
<i>Effect:</i> Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 2	
□□□□□Bless		None	Standard Action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.205
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 2	
□□□□□Blessed Aim	14	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: p.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you			<i>Caster Level:</i> 2	
□□□□□Bless Water	14	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: p.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 2	
□□□□□Blood Wind	14	Will negates [harmless]	1 swift action	1 round	Close (30 ft.)	V,S	Yes [harmless]	Evocation	SC: p.33
<i>Effect:</i> Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text					<i>Target:</i> A single creature with Intelligence 4 or higher			<i>Caster Level:</i> 2	
□□□□□Cause Fear	14	Will partial	Standard Action	1d4 rounds or 1 round; see text	Close (30 ft.)	V,S	Yes	Necromancy [Fear,PHB: Mind-Affecting]	p.208
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 2	
□□□□□Cold Fire	14	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (30 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Flames deal cold damage; see text					<i>Target:</i> One fire source [up to a 20-ft. cube] or one creature; see text			<i>Caster Level:</i> 2	
□□□□□Command	14	Will negates	Standard Action	1 round	Close (30 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: p.211
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 2	
□□□□□Comprehend Languages		None	Standard Action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 2	
□□□□□Conviction	14	Will negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Abjuration	SC: p.52
<i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	

* =Domain/Speciality Spell

Cleric Spells

■■■■■Cure Light Wounds	14	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 2	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.									
■■■■■Delay Disease	14	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 2	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.									
■■■■■Detect Chaos		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 2	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
■■■■■Detect Evil		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 2	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
■■■■■Detect Good		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 2	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
■■■■■Detect Law		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 2	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
■■■■■Detect Undead		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination Caster Level: 2	PHB: p.220
<i>Effect:</i> Reveals undead within 60 ft.									
■■■■■Dispel Ward		None	1 standard action	Instantaneous	Medium (120 ft.)	V,S	No	Abjuration Caster Level: 2	SC: p.67
<i>Effect:</i> Functions like dispel magic; see text									
■■■■■Divine Favor		None	Standard Action	1 minute	Personal	V,S, DF	No	Evocation Caster Level: 2	PHB: p.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]									
■■■■■Doom	14	Will negates	Standard Action	1 minute/level	Medium (120 ft.)	V,S, DF	Yes	Necromancy [Fear,PHB: p.225 Mind-Affecting] Caster Level: 2	SC: p.77
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.									
■■■■■Ebon Eyes		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation Caster Level: 2	SC: p.77
<i>Effect:</i> See normally in darkness both magical and natural.									
■■■■■Endure Elements	14	Will negates (harmless)	Standard Action	24 hours	Touch	V,S	Yes (harmless)	Abjuration Caster Level: 2	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.									
■■■■■Entropic Shield		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Abjuration Caster Level: 2	PHB: p.227
<i>Effect:</i> Ranged attacks against you have 20% miss chance.									
■■■■■Faith Healing	14	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing) Caster Level: 2	SC: p.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.									
■■■■■Foundation of Stone		None	1 standard action	1 round/level	Close (30 ft.)	V,M	Yes [harmless]	Transmutation [Earth] Caster Level: 2	SC: p.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.									
■■■■■Grave Strike	14	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good] Caster Level: 2	SC: p.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.									
■■■■■Guiding Light		None	1 standard action	1 minute/level [D]	Long (480 ft.)	V,S	Yes	Evocation Caster Level: 2	SC: p.108
<i>Effect:</i> +2 on ranged attacks									
■■■■■Healthful Rest	14	Will negates [harmless]	10 minutes	24 hours	Close (30 ft.)	V,S	Yes [harmless]	Conjuration (Healing) Caster Level: 2	SC: p.111
<i>Effect:</i> Doubles the natural healing rate.									
■■■■■Hide from Undead	14	Will negates (harmless); see text	Standard Action	10 minutes/level [D]	Touch	V,S, DF	Yes	Abjuration Caster Level: 2	PHB: p.241
<i>Effect:</i> Undead can't perceive 1 subject/level.									
■■■■■Ice Gauntlet	14	N/A	1 standard action	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold] Caster Level: 2	SC: p.119
<i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.									
■■■■■Incite	14	Will negates	1 swift action	1 minute/level	Close (30 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 2	SC: p.121
<i>Effect:</i> Forces creature to act, it cannot delay or ready an action.									
■■■■■Inflict Light Wounds	14	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy Caster Level: 2	PHB: p.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.									
■■■■■Inhibit	14	Will negates	1 standard action	Instantaneous	Medium (120 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 2	SC: p.123
<i>Effect:</i> Subject is forced to delay; see text.									
■■■■■Invest Light Protection	14	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 2	PHB II: p.115
<i>Effect:</i> Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good.									
■■■■■Ironguts	14	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Abjuration Caster Level: 2	SC: p.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.									
■■■■■Light of Lunia		None	1 standard action	10 minutes/level [D]	Medium (120 ft.)	V,S	Yes; see text	Evocation [Good, Light] Caster Level: 2	SC: p.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text									
■■■■■Magic Stone	14	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation Caster Level: 2	PHB: p.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.									
■■■■■Magic Weapon	14	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation Caster Level: 2	PHB: p.251
<i>Effect:</i> Weapon gains +1 bonus.									

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Moon Lust	14	Will negates [harmless]	1 standard action	1 round/level	Medium (120 ft.)	V,S,F	Yes	Illusion (Pattern) [Mind-Affecting]	SC: p.143
<i>Effect:</i> Creature becomes fascinated for the duration of the spell.									
☐☐☐☐☐ Nightshield	14	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: p.148
<i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.									
☐☐☐☐☐ Nimbus of Light	14	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SC: p.148
<i>Effect:</i> Creates light 30'. Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].									
☐☐☐☐☐ Obscuring Mist		None	Standard Action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<i>Effect:</i> Fog surrounds you.									
☐☐☐☐☐ Omen of Peril	14	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: p.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.									
☐☐☐☐☐ Portal Beacon		None	1 standard action	1 hour/level	Close (30 ft.)	V,S	No	Transmutation	SC: p.161
<i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon.									
☐☐☐☐☐ Protection from Chaos	14	Will negates [harmless]	Standard Action	1 minute/level [D]	Touch	V,S,M,DF	No; see text	Abjuration [Lawful]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
☐☐☐☐☐ Protection from Evil	14	Will negates [harmless]	Standard Action	1 minute/level [D]	Touch	V,S,M,DF	No; see text	Abjuration [Good]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
☐☐☐☐☐ Remove Fear	14	Will negates [harmless]	Standard Action	10 minutes; see text	Close (30 ft.)	V,S	Yes [harmless]	Abjuration	PHB: p.271
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.									
☐☐☐☐☐ Resist Planar Alignment	14	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.									
☐☐☐☐☐ Resurgence	14	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.									
☐☐☐☐☐ Sanctuary	14	Will negates	Standard Action	1 round/level	Touch	V,S, DF	No	Abjuration	PHB: p.274
<i>Effect:</i> Opponents can't attack you, and you can't attack.									
☐☐☐☐☐ Scholar's Touch		None	Standard Action	Concentration, up to 2 rounds	Personal	V,S,M,F	No	Divination	Race Des: p.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.									
☐☐☐☐☐ Shield of Faith	14	Will negates [harmless]	Standard Action	1 minute/level	Touch	V,S,M	Yes [harmless]	Abjuration	PHB: p.278
<i>Effect:</i> Aura grants +2 deflection bonus.									
☐☐☐☐☐ Sign	14	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: p.189
<i>Effect:</i> +4 bonus on your next initiative check.									
☐☐☐☐☐ Snowshoes	14	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.									
☐☐☐☐☐ Spell Flower	14	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.									
☐☐☐☐☐ Summon Monster I		None	1 round	1 round/level [D]	Close (30 ft.)	V,S,F,DF	No	Conjuration (Summoning)	PHB: p.285
<i>Effect:</i> Calls extraplanar creature to fight for you.									
☐☐☐☐☐ Updraft	14	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: p.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.									
☐☐☐☐☐ Vigor, Lesser	14	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.									
☐☐☐☐☐ Vision of Glory		None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: p.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].									
☐☐☐☐☐ Wings of the Sea	14	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.									

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: