

Oxideous

NAME
WW2 Clr3 23001
CLASS EXPERIENCE
5/7 34000
Character Level/ECL NEXT LEVEL

Tom C.

PLAYERNAME
Human Medium
RACE SIZE
26 Male
AGE GENDER

Gozreh

DEITY
6' 1" 208 lbs.
HEIGHT WEIGHT
Blue Brown, Long
EYES HAIR

Chaotic Neutral

ALIGNMENT
Low-light
VISION
25
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED										
STR Strength	21	+5	21	+5	21	+5	68			5/Silver	Walk 30 ft.										
DEX Dexterity	16	+3	18	+4	18	+4	AC armor class	21	17	15	10	1	0	4	0	5	1		0	+0	0
CON Constitution	17	+3	17	+3	17	+3	TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL MISC MISS CHANCE ARCADE SPELL FAILURE ARMOR CHECK PENALTY SPELL RESIST														
INT Intelligence	10	+0	10	+0	10	+0	INITIATIVE modifier														
WIS Wisdom	16	+3	16	+3	16	+3	TOTAL														
CHA Charisma	14	+2	14	+2	14	+2	BASE ATTACK bonus														

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10	= +6	+3	+1	+0	+0		
REFLEX (dexterity)	+9	= +4	+4	+1	+0	+0		
WILL (wisdom)	+9	= +3	+3	+1	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9	= +4	+5	+0	+0	+0	
RANGED attack bonus	+8	= +4	+4	+0	+0	+0	
CMB attack bonus	+9	= +4	+5	+0	+0		
Offense	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN	
Defense	+9	+9	+9	+9	+9	+9	
	24	24	24	24	24	24	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9	1d3+5	20/x2	5 ft.

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	BPS	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6	1d6+3				
Special Properties					

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+10/+10	1d4+7				
Special Properties					

*Greataxe	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	20/x3	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+9	1d12+7				
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
*Ring of Protection +1		+1		+0	0
*Snakeskin Tunic		+1		+0	0
+2 luck bonus on Fortitude saves against poison					

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/5
✓ Acrobatics	DEX	4	= 4	+	+	
✓ Appraise	INT	0	= 0	+	+	
✓ Bluff	CHA	2	= 2	+	+	
✓ Climb	STR	5	= 5	+	+	
✓ Control Shape	WIS	11	= 3	+	5.0	3
✓ Craft (Untrained)	INT	0	= 0	+	+	
✓ Diplomacy	CHA	2	= 2	+	+	
✓ Disguise	CHA	2	= 2	+	+	
✓ Escape Artist	DEX	6	= 4	+	+	2
✓ Heal	WIS	3	= 3	+	+	
✓ Intimidate	CHA	2	= 2	+	+	
✓ Perception	WIS	3	= 3	+	+	
✓ Perform (Untrained)	CHA	2	= 2	+	+	
✓ Ride	DEX	4	= 4	+	+	
✓ Sense Motive	WIS	3	= 3	+	+	
✓ Spellcraft	INT	0	= 0	+	+	
✓ Stealth	DEX	14	= 4	+	5.0	5
✓ Survival	WIS	11	= 3	+	5.0	3
✓ Swim	STR	5	= 5	+	+	
			=	+	+	
			=	+	+	

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Mighty Fists +1	Equipped	1	0.02	5000.0
Bite	Equipped	1	0.0	0.0
Claw	Equipped	1	0.0	0.0
Cloak of Resistance +1	Equipped	1	1.0	1000.0
Greataxe	Equipped	1	12.0	20.0
Ring of Protection +1	Equipped	1	0.02	2000.0
Snakeskin Tunic	Equipped	1	0.0	8000.0
+2 luck bonus on Fortitude saves against poison				
TOTAL WEIGHT CARRIED/VALUE			13.04 lbs.	16020.0 gp

WEIGHT ALLOWANCE					
Light	153	Medium	306	Heavy	460
Lift over head	460	Lift off ground	920	Push / Drag	2300

SPECIAL ABILITIES	
Spontaneous Casting (Ex)	
+4 racial bonus on Survival checks when tracking by scent	
Alternate Form (Su)	
Scent (EX)	
Wolf Empathy (Ex)	

SPECIAL ATTACKS	
Channel Positive Energy (Su)	
You can unleash a wave of positive energy in a 30-foot burst 7 times per day. All undead in this radius take 2d6+1 points of positive energy damage and must flee from you (as if frightened) for 1d4+2 rounds. Undead in this radius are allowed a DC 13 Will save that negates the frightened condition and results in half damage. Undead who take damage greater than their hit points crumble to dust and are destroyed by the power of your deity. Living creatures within the area are healed a like amount by this wave of positive energy. You can choose whether or not to include yourself in this effect.	

SPECIAL QUALITIES	
Battle Forged Claws	
Through extensive use of your claws in battle, their edges have become serrated and cause more damage than usual.	
Channeling Master	
Through your extensive meditation your channel energy is more powerful than an ordinary priest.	
Orisons (Sp)	
Clerics can prepare a number of orisons, or 0-level spells, each day. They can cast these spells at will as a spell-like ability. Orisons cannot be channeled through spontaneous spellcasting	
Skilled (Ex)	
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level	
Weapon Training (Ex)	
Humans are proficient with any one martial weapon of their choice, in addition to those granted by class proficiencies. This weapon must be chosen at 1st level and cannot be changed	

FEATS	
Extra Turning	
You can channel positive or negative energy more times per day than most.	
Improved Natural Armor	
Your natural armor is hardened through battle.	
Martial Weapon Proficiency (Greataxe)	
You understand how to use your chosen martial weapon in combat.	
Selective Channeling	
You can choose whom to affect when you channel energy.	
Toughness	
You have enhanced physical stamina.	
Armor Proficiency (Heavy)	
You are skilled at wearing heavy armor.	
Armor Proficiency (Light)	
You are skilled at wearing light armor.	
Armor Proficiency (Medium)	
You are skilled at wearing medium armor.	
Shield Proficiency	
You are trained in how to properly use a shield.	
Simple Weapon Proficiency	
You are trained in the use of basic weapons.	
Improved Initiative	
Your quick reflexes allow you to react quickly to danger.	
Iron Will	
You are more resistant to mental effects.	
Stealthy	
You are good at avoiding attention and slipping out of bonds.	
Track	
To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.	
Weapon Focus (Bite)	
You are especially good at using your chosen weapon.	

PROFICIENCIES	
Bite, Blowgun, Claw, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Greataxe, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Trident, Unarmed Strike	

LANGUAGES	
Common	

TEMPLATES	
Holy Warrior	
Werewolf (Hybrid)	

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	2	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Bleed	13	Will negates	1 standard action	Instantaneous	Close (30 ft.)	V, S	Yes	Necromancy	PFRPGB: p.204
<i>Effect:</i> Cause a stabilized creature to resume dying.					<i>Target:</i> One living creature			<i>Caster Level:</i> 3	
☐☐☐☐☐Create Water		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Water]	PFRPGB: p.213
<i>Effect:</i> Creates 6 gallons of pure water.					<i>Target:</i> Up to 6 gallons of water			<i>Caster Level:</i> 3	
☐☐☐☐☐Detect Magic		None	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	V, S	No	Divination	PFRPGB: p.218
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 3	
☐☐☐☐☐Detect Poison		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Divination	PFRPGB: p.218
<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> 3	
☐☐☐☐☐Guidance	13	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	PFRPGB: p.236
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
☐☐☐☐☐Light		None	1 standard action	30 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	PFRPGB: p.245
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 3	
☐☐☐☐☐Mending	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	PFRPGB: p.249
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 3 lbs.			<i>Caster Level:</i> 3	
☐☐☐☐☐Purify Food and Drink	13	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	PFRPGB: p.259
<i>Effect:</i> Purifies 3 cu. ft. of food or water.					<i>Target:</i> 3 cu. ft. of contaminated food and water			<i>Caster Level:</i> 3	
☐☐☐☐☐Read Magic			1 standard action	30 minutes	Personal	V, S, F		Divination	PFRPGB: p.261
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 3	
☐☐☐☐☐Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	PFRPGB: p.264
<i>Effect:</i> Subject gains +1 bonus on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
☐☐☐☐☐Stabilize	13	Will negates (harmless)	1 standard action	Instantaneous	Close (30 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	PFRPGB: p.275
<i>Effect:</i> Cause a dying creature to stabilize.					<i>Target:</i> One living creature			<i>Caster Level:</i> 3	
☐☐☐☐☐Virtue	13	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	PFRPGB: p.285
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Bane	14	Will negates	1 standard action	3 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PFRPGB: p.202
<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> 3	
☐☐☐☐☐Bless		None	1 standard action	3 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PFRPGB: p.204
<i>Effect:</i> Allies gain +1 on attack rolls and saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 3	
☐☐☐☐☐Bless Water	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	PFRPGB: p.204
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 3	
☐☐☐☐☐Cause Fear	14	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (30 ft.)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	PFRPGB: p.207
<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> 3	
☐☐☐☐☐Command	14	Will negates	1 standard action	1 round	Close (30 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PFRPGB: p.210
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 3	
☐☐☐☐☐Comprehend Languages			1 standard action	30 minutes	Personal	V, S, M/DF		Divination	PFRPGB: p.211
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 3	
☐☐☐☐☐Cure Light Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	PFRPGB: p.214
<i>Effect:</i> Cures 1d8+3 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
☐☐☐☐☐Curse Water	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]	PFRPGB: p.214
<i>Effect:</i> Makes unholy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 3	
☐☐☐☐☐Deathwatch		None	1 standard action	30 minutes	30 ft.	V, S	No	Necromancy	PFRPGB: p.216
<i>Effect:</i> Reveals how near death subjects within 30 ft. are.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 3	
☐☐☐☐☐Detect Chaos		None	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S, DF	No	Divination	PFRPGB: p.217
<i>Effect:</i> Reveals creatures, spells, or objects of chaotic alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 3	
☐☐☐☐☐Detect Evil		None	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S, DF	No	Divination	PFRPGB: p.217
<i>Effect:</i> Reveals creatures, spells, or objects of evil alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 3	

* =Domain/Speciality Spell

Cleric Spells

□□□□□ Detect Good	None		1 standard Concentration, up to 30 minutes [D] action	60 ft.	V, S, DF	No	Divination	PFRPGB: p.217
<i>Effect:</i> Reveals creatures, spells, or objects of good alignment.								
□□□□□ Detect Law	None		1 standard Concentration, up to 30 minutes [D] action	60 ft.	V, S, DF	No	Divination	PFRPGB: p.217
<i>Effect:</i> Reveals creatures, spells, or objects of lawful alignment.								
□□□□□ Detect Undead	None		1 standard Concentration, up to 3 minutes [D] action	60 ft.	V, S, M/DF	No	Divination	PFRPGB: p.219
<i>Effect:</i> Reveals undead within 60 ft.								
□□□□□ Divine Favor			1 standard 1 minute action	Personal	V, S, DF		Evocation	PFRPGB: p.223
<i>Effect:</i> You gain +1 on attack and damage rolls.								
□□□□□ Doom	14	Will negates	1 standard 3 minutes action	Medium (130 ft.)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]	PFRPGB: p.224
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.								
□□□□□ Endure Elements	14	Will negates (harmless)	1 standard 24 hours action	Touch	V, S	Yes (harmless)	Abjuration	PFRPGB: p.225
<i>Effect:</i> Exist comfortably in hot or cold environments.								
□□□□□ Entropic Shield			1 standard 3 minutes [D] action	Personal	V, S		Abjuration	PFRPGB: p.226
<i>Effect:</i> Ranged attacks against you have 20% miss chance.								
□□□□□ Hide from Undead	14	Will negates (harmless); see text	1 standard 30 minutes [D] action	Touch	V, S, DF	Yes	Abjuration	PFRPGB: p.238
<i>Effect:</i> Undead can't perceive 3 subjects.								
□□□□□ Inflict Light Wounds	14	Will half	1 standard Instantaneous action	Touch	V, S	Yes	Necromancy	PFRPGB: p.242
<i>Effect:</i> Touch deals 1d8+3 damage.								
□□□□□ Magic Stone	14	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFRPGB: p.248
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.								
□□□□□ Magic Weapon	14	Will negates (harmless, object)	1 standard 3 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFRPGB: p.248
<i>Effect:</i> Weapon gains +1 bonus.								
□□□□□ Obscuring Mist	None		1 standard 3 minutes action	20 ft.	V, S	No	Conjuration (Creation)	PFRPGB: p.253
<i>Effect:</i> Fog surrounds you.								
□□□□□ Protection from Evil	14	Will negates (harmless)	1 standard 3 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Good]	PFRPGB: p.259
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
□□□□□ Protection from Good	14	Will negates (harmless)	1 standard 3 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	PFRPGB: p.259
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
□□□□□ Protection from Law	14	Will negates (harmless)	1 standard 3 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	PFRPGB: p.259
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
□□□□□ Remove Fear	14	Will negates (harmless)	1 standard 10 minutes; see text action	Close (30 ft.)	V, S	Yes (harmless)	Abjuration	PFRPGB: p.263
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 1 subjects.								
□□□□□ Sanctuary	14	Will negates	1 standard 3 rounds action	Touch	V, S, DF	No	Abjuration	PFRPGB: p.266
<i>Effect:</i> Opponents can't attack you, and you can't attack.								
□□□□□ Shield of Faith	14	Will negates (harmless)	1 standard 3 minutes action	Touch	V, S, M	Yes (harmless)	Abjuration	PFRPGB: p.269
<i>Effect:</i> Aura grants +2 deflection bonus.								
□□□□□ Summon Monster I	None		1 round 3 rounds [D]	Close (30 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFRPGB: p.277
<i>Effect:</i> Calls extraplanar creature to fight for you.								

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Aid		None	1 standard	3 minutes action	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 3	PFRPGB: p.197
Effect: +1 on attack rolls and saves against fear, 1d8+3 temporary hp.					Target: Living creature touched				
□□□□□Align Weapon	15	Will negates (harmless, object)	1 standard	3 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFRPGB: p.198
Effect: Weapon becomes good, evil, lawful, or chaotic.					Target: Weapon touched or fifty projectiles [all of which Caster Level: 3 must be in contact with each other at the time of casting]				
□□□□□Augury			1 minute	Instantaneous	Personal	V, S, M, F		Divination	PFRPGB: p.201
Effect: Learns whether an action will be good or bad.					Target: You				
□□□□□Bear's Endurance	15	Will negates (harmless)	1 standard	3 minutes action	Touch	V, S, DF	Yes	Transmutation	PFRPGB: p.202
Effect: Subject gains +4 to Con for 3 minutes.					Target: Creature touched				
□□□□□Bull's Strength	15	Will negates (harmless)	1 standard	3 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	PFRPGB: p.206
Effect: Subject gains +4 to Str for 3 minutes.					Target: Creature touched				
□□□□□Calm Emotions	15	Will negates	1 standard	Concentration, up to 3 rounds [D] action	Medium (130 ft.)	V, S, DF	Yes	Compulsion [Mind-Affecting] Caster Level: 3	PFRPGB: p.207
Effect: Calms creatures, negating emotion effects.					Target: Creatures in a 20-ft.-radius spread				
□□□□□Consecrate		None	1 standard	6 hours action	Close (30 ft.)	V, S, M, DF	No	Evocation [Good]	PFRPGBWE: p.8
Effect: Fills area with positive energy, making undead weaker.					Target: 20-ft.-radius emanation				
□□□□□Cure Moderate Wounds	15	Will half (harmless);	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see	Conjuration	PFRPGB: p.214
* =Domain/Specialty Spell									

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Cleric Spells

Effect:	see text	action	text	(Healing)
Cures 2d8+3 damage.			Target: Creature touched	Caster Level: 3
□□□□□Darkness	None	1 standard 3 minutes [D] action	Touch V, M/DF No	Evocation [Darkness] Caster Level: 3
Effect: 20-ft. radius of supernatural shadow.			Target: Object touched	
□□□□□Death Knell	15 Will negates	1 standard Instantaneous/10 minutes per HD of action subject; see text	Touch V, S Yes	Necromancy [Death, Evil] Caster Level: 3
Effect: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.			Target: Living creature touched	
□□□□□Delay Poison	15 Fortitude negates (harmless)	1 standard 3 hours action	Touch V, S, DF Yes (harmless)	Conjuration (Healing) Caster Level: 3
Effect: Stops poison from harming subject for 3 hours.			Target: Creature touched	
□□□□□Desecrate	None	1 standard 6 hours action	Close (30 ft.) V, S, M, DF Yes	Evocation [Evil] Caster Level: 3
Effect: Fills area with negative energy, making undead stronger.			Target: 20-ft.-radius emanation	
□□□□□Eagle's Splendor	15 Will negates (harmless)	1 standard 3 minutes action	Touch V, S, M/DF Yes	Transmutation Caster Level: 3
Effect: Subject gains +4 to Cha for 3 minutes.			Target: Creature touched	
□□□□□Enthral	15 Will negates; see text	1 round 1 hour or less	Medium (130 ft.) V, S Yes	Enchantment (Charm) [Language-Dependent, Mid-Affecting, Sonic] Caster Level: 3
Effect: Captivates all within 130 ft.			Target: Any number of creatures	
□□□□□Find Traps		1 standard 3 minutes action	Personal V, S	Divination Caster Level: 3
Effect: Notice traps as a rogue does.			Target: You	
□□□□□Gentle Repose	15 Will negates (object)	1 standard 3 days action	Touch V, S, M/DF Yes (object)	Necromancy Caster Level: 3
Effect: Preserves one corpse.			Target: Corpse touched	
□□□□□Hold Person	15 Will negates; see text	1 standard 3 rounds [D]; see text action	Medium (130 ft.) V, S, F/DF Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 3
Effect: Paralyzes one humanoid for 3 rounds.			Target: One humanoid creature	
□□□□□Inflict Moderate Wounds	15 Will half	1 standard Instantaneous action	Touch V, S Yes	Necromancy Caster Level: 3
Effect: Touch attack, 2d8+3 damage.			Target: Creature touched	
□□□□□Make Whole	15 Will negates (harmless, object)	1 standard Instantaneous action	Close (30 ft.) V, S Yes (harmless, object)	Transmutation Caster Level: 3
Effect: Repairs an object.			Target: One object of up to 30 cu. ft. or one construct creature	
□□□□□Owl's Wisdom	15 Will negates (harmless)	1 standard 3 minutes action	Touch V, S, M/DF Yes	Transmutation Caster Level: 3
Effect: Subject gains +4 to Wis for 3 minutes.			Target: Creature touched	
□□□□□Remove Paralysis	15 Will negates (harmless)	1 standard Instantaneous action	Close (30 ft.) V, S Yes (harmless)	Conjuration (Healing) Caster Level: 3
Effect: Frees one or more creatures from paralysis or slow effect.			Target: Up to four creatures, no two of which can be more than 30 ft. apart	
□□□□□Resist Energy	15 Fortitude negates (harmless)	1 standard 30 minutes action	Touch V, S, DF Yes (harmless)	Abjuration Caster Level: 3
Effect: Ignores first 10 points of damage/attack from specified energy type.			Target: Creature touched	
□□□□□Restoration, Lesser	15 Will negates (harmless)	3 rounds Instantaneous	Touch V, S Yes (harmless)	Conjuration (Healing) Caster Level: 3
Effect: Dispels magical ability penalty or repairs 1d4 ability damage.			Target: Creature touched	
□□□□□Shatter	15 Will negates (object); Will negates (object) or Fortitude half; see text	1 standard Instantaneous action	Close (30 ft.) V, S, M/DF Yes (object)	Evocation [Sonic] Caster Level: 3
Effect: Sonic vibration damages objects or crystalline creatures.			Target: 5-ft.-radius spread; or one solid object or one crystalline creature	
□□□□□Shield Other	15 Will negates (harmless)	1 standard 3 hours [D] action	Close (30 ft.) V, S, F Yes (harmless)	Abjuration Caster Level: 3
Effect: You take half of subject's damage.			Target: One creature	
□□□□□Silence	15 Will negates; see text or none (object)	1 round 3 minutes [D]	Long (520 ft.) V, S Yes; see text or no (object)	Illusion (Glamer) Caster Level: 3
Effect: Negates sound in 20-ft. radius.			Target: 20-ft.-radius emanation centered on a creature, object, or point in space	
□□□□□Sound Burst	15 Fortitude partial	1 standard Instantaneous action	Close (30 ft.) V, S, F/DF Yes	Evocation [Sonic] Caster Level: 3
Effect: Deals 1d8 sonic damage to subjects; may stun them.			Target: 10-ft.-radius spread	
□□□□□Spiritual Weapon	None	1 standard 3 rounds [D] action	Medium (130 ft.) V, S, DF Yes	Evocation [Force] Caster Level: 3
Effect: Magic weapon attacks on its own.			Target: Magic weapon of force	
□□□□□Status	15 Will negates (harmless)	1 standard 3 hours action	Touch V, S Yes (harmless)	Divination Caster Level: 3
Effect: Monitors condition, position of allies.			Target: 1 living creatures touched	
□□□□□Summon Monster II	None	1 round 3 rounds [D]	Close (30 ft.) V, S, F/DF No	Conjuration (Summoning) Caster Level: 3
Effect: Calls extraplanar creature to fight for you.			Target: One or more summoned creatures, no two of which can be more than 30 ft. apart	
□□□□□Undetectable Alignment	15 Will negates (object)	1 standard 24 hours action	Close (30 ft.) V, S Yes (object)	Abjuration Caster Level: 3
Effect: Conceals alignment for 24 hours.			Target: One creature or object	
□□□□□Zone of Truth	15 Will negates	1 standard 3 minutes action	Close (30 ft.) V, S, DF Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 3
Effect: Subjects within range cannot lie.			Target: 20-ft.-radius emanation	

* =Domain/Specialty Spell

Spellbook: Prepared Spells

Cleric

Level 0

- ☐ Detect Magic (DC:)
- ☐ Light (DC:)
- ☐ Resistance (DC:13)
- ☐ Stabilize (DC:13)

Level 1

- ☐ Bless (DC:)
- ☐ Comprehend Languages (DC:)

Level 2

- ☐ Bull's Strength (DC:15)