

CHARACTER NAME	
d8E 4, Cleric	
CLASS	
4/5	10000 / 15000
Character Level/ECL	EXP / NEXT LEVEL

PLAYER NAME	
Aasimar	Medium
RACE	SIZE
0	Male
AGE	GENDER

DEITY	
0' 0"	
HEIGHT	

REGION

0 lbs.

WEIGHT

ALIGNMENT

Darkvision (60 ft.)

VISION

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10		+0		
DEX Dexterity	14		+2		
CON Constitution	14		+2		
INT Intelligence	10		+0		
WIS Wisdom	21		+5		
CHA Charisma	19		+4		

HP		34		WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED																				
hit points													Walk 30 ft.																				
AC		20		18		16		= 10		+ 4		+ 0		+ 2		+ 0		+ 0		+ 4				20		-2		0					
armor class		TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		MISC		MISS CHANCE		ARCANE SPELL CASTING		ARMOR CHECK PENALTY		SPEED	

INITIATIVE modifier	+2 TOTAL	=	+2 DEX MODIFIER	+	+0 MISC MODIFIER
BASE ATTACK bonus	+4				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MSC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+6	= +4	+ +2	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+2	= +0	+ +2	+ +0	+ +0	+ +0		
WILL (wisdom)	+5	= +0	+ +5	+ +0	+ +0	+ +0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	=	+4	+0	+0	+0	+0	
RANGED attack bonus	+6	=	+4	+2	+0	+0	+0	
GRAPPLE attack bonus	+4	=	+4	+0	+0	+0	+0	

*Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+4		1d6			
Special Properties					

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
*Chain Shirt	Light	+4	+4	-2	20

TOTAL SKILLPOINTS: 14		SKILLS		MAX RANKS: 7/3.5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	0	= 2		+ -2
✓	Appraise	INT	0	= 0		
✓	Athletics	STR	-2	= 0		+ -2
✓	<i>Athletics (Swim)</i>	STR	-4	= 0		+ -4
✓	Craft (Untrained)	INT	0	= 0		
✓	Deception	CHA	4	= 4		
✓	<i>Deception (Act in character)</i>	CHA	6	= 4		+ 2
✓	Endurance	CON	0	= 2		+ -2
✓	Gather Information	CHA	4	= 4		
✓	Heal	WIS	12	= 5		+ 7
✓	Insight	WIS	5	= 5		
	Martial Arts (Dexterity Based)	DEX	9	= 2		+ 7
✓	Perception	WIS	12	= 5		+ 7
✓	Persuasion	CHA	11	= 4		+ 7
✓	Ride	DEX	2	= 2		
✓	Stealth	DEX	0	= 2		+ -2
✓	Survival	WIS	5	= 5		
✓	<i>Survival (Find or follow tracks)</i>	WIS	7	= 5		+ 2
✓	Thievery	DEX	2	= 2		
✓	Use Rope	DEX	2	= 2		
				=	+	+
					=	+
✓: can be used untrained. ✕: exclusive skills. *: Skill Mastery.						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Chain Shirt	Equipped	1	25.0	100.0	
Quarterstaff	Equipped	1	4.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			29 lbs. 100.0 gp		

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

LANGUAGES	
Celestial, Common	

Special Attacks	
Warcraft +4 BAB	[Eclipse, p.10]

Special Qualities	
Death and Dying Disabled 0 HP till -2, Dying -3 and Dead -15	[Eclipse]
Armor Proficiency (Light) Proficient with Light Armors	[Eclipse, p.49]
Resistance To Acid (Ex) You may ignore 5 points of Acid damage each time you take Acid damage	[MM]
Resistance To Cold (Ex) You may ignore 5 points of Cold damage each time you take Cold damage	[MM]
Resistance To Electricity (Ex) You may ignore 5 points of Electricity damage each time you take Electricity damage	[MM]
Weapon Proficiency (All Simple Weapons) Grants Proficiency with all simple weapons.	[Eclipse, p.49]

Recurring Bonuses	
Duties (Deity) You have duties. Grants 2 CP per level. [+8 total CP].	[Eclipse, p.17]
Fast Learner (Focused on Skills) +2 CP towards Skills per level. [+8 total Skill Points Granted].	[Eclipse, p.17]

DISADVANTAGES	
Blocked (no use of attack or damage spells) You are blocked from a power or ability.	[Eclipse, p.18]
Compulsive (Hippocratic Oaths) You have the listed compulsions.	[Eclipse, p.18]
Stigmata DC 24 Fortitude save at the start of each session; if you fail you take a -1 morale penalty on saving throws.	[Eclipse, p.20]

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

Eclipse Abilities	
Character Points Total Character Points Total 156, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 8 CP, HD 8 deducts 16 CP	[Eclipse]
Adept (Heal, Insight, Martial Arts, Persuasion) Choose four related skills that only cost 1/2 a Character Point for each skill rank.	[Eclipse, p.24]
Augmented Magic (Increase Healing Die +1) +1 bonus on an aspect (usually Caster Level or damage per die) of a specific type of spell or under particular circumstances.	[Eclipse, p.25]
Healing Touch (6 CP). Healing Touch allows characters to heal themselves or another by touch for 16 ([Cha Mod] x [character level]) points per day. The healing may be split up rather than used all at once.	[Eclipse, p.33]
Karma One a character takes the Karma feat, he or she gains the attention of cosmic forces. The user may gain and spend "Karma" points. One point of "Good Karma" comes free with the feat. Characters may only accumulate 5 total Karma points. Spending one gets the user a +10 synergy bonus to all die rolls except damage for the next round. The character adds +1 Good Karma per level gained, +1 per act of dramatic heroism, or +1 per CP spent. The character adds +1 point of "Bad Karma" per act of gross villainy and evil. Bad Karma works just as well as Good Karma for the user, but the Game Master then gets to inflict random havoc on the character's allies. One of the leading causes of death for characters who spend Bad Karma is homicide by their former friends.	[Eclipse, p.35]
Mindsight (6 CP). You gain the ability to send and receive thoughts with willing (or at least not unwilling) targets within a 60' radius	[Eclipse, p.37]
Presence (Sanctuary) 10' Radius effect of the Selected Spell Effect.	[Eclipse, p.39]
Self Development / Half Cost Improved +1 (CHA, WIS) Improved (+3 CP) improves the attribute permanently for all purposes, instead of only for a specific purpose. You may take this ability multiple times to boost your attribute(s) to any desired level.	[Eclipse, p.42]
Spell Conversion (Healing spells) (6 CP). A character with Spell Conversion selects a limited number of spells according to his or her class theme, usually nine (one for each spell level). The user may convert a prepared spell of equal or higher level into one of them spontaneously. The user must already have access to the spells he or she selects for Spell Conversion. Clerics use this the most, but anyone may have it.	[Eclipse]

Martial Arts	
Martial Arts Basic / Defenses (4x) Gain additional +1 each time taken [currently +4] bonus to AC when you are unarmored or lightly armored.	[Eclipse, p.81]
Martial Arts Advanced / Versatility You may change your damage with the specified martial arts weapon or unarmed attacks from lethal to subdual without penalty, and between bludgeoning, slashing, and piercing.	[Eclipse, p.81]

DOMAINS	
Travel For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This granted power is a supernatural ability.	
Trickery Bluff, Disguise and Hide are class skills.	

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

TEMPLATES	
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Innate Racial Spells

Name	Save Information	Time	Duration	Range	Comp.	Source
<input type="checkbox"/> Daylight		Standard Action	10 minutes/level [D]	Touch	V,S	PHB: p.216
School: Evocation [Light]	SR: No	Target: Object touched			Caster Level: 4	
Effect: 60-ft. radius of bright light.. The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light- proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.						
* =Domain/Specialty Spell						

Cleric Spells

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

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Amanuesis <i>School:</i> Transmutation <i>Effect:</i> Copies 250 words per minute.	DC: 15, Will negates [object] <i>SR:</i> Yes [object]	1 standard action	10 minute/level	Close (35 ft.)	V,S	SC: p.9
□□□□□ Create Water <i>School:</i> Conjuration (Creation) [Water] <i>Effect:</i> Creates 2 gallons/level of pure water.	<i>SR:</i> No	Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.215
□□□□□ Cure Minor Wounds <i>School:</i> Conjuration (Healing) <i>Effect:</i> Cures 1 point of damage.	DC: 15, Will half (harmless); see text <i>SR:</i> Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
□□□□□ Detect Magic <i>School:</i> Divination <i>Effect:</i> Detects spells and magic items within 60 ft.	<i>SR:</i> No	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
□□□□□ Detect Poison <i>School:</i> Divination <i>Effect:</i> Detects poison in one creature or small object.	<i>SR:</i> No	Standard Action	Instantaneous	Close (35 ft.)	V,S	PHB: p.219
□□□□□ Guidance <i>School:</i> Divination <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	DC: 15, Will negates (harmless) <i>SR:</i> Yes	Standard Action	1 minute or until discharged	Touch	V,S	PHB: p.238
□□□□□ Inflict Minor Wounds <i>School:</i> Necromancy <i>Effect:</i> Touch attack, 1 point of damage.	DC: 15, Will negates <i>SR:</i> Yes	Standard Action	Instantaneous	Touch	V,S	PHB: p.244
□□□□□ Light <i>School:</i> Evocation [Light] <i>Effect:</i> Object shines like a torch.	<i>SR:</i> No	Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.248
□□□□□ Mending <i>School:</i> Transmutation <i>Effect:</i> Makes minor repairs on an object.	DC: 15, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.253
□□□□□ Purify Food and Drink <i>School:</i> Transmutation <i>Effect:</i> Purifies 1 cu. ft./level of food or water.	DC: 15, Will negates (object) <i>SR:</i> Yes (object)	Standard Action	Instantaneous	10 ft.	V,S	PHB: p.267
□□□□□ Read Magic <i>School:</i> Divination <i>Effect:</i> Read scrolls and spellbooks.	<i>SR:</i> No	Standard Action	10 minutes/level	Personal	V,S,F	PHB: p.269
□□□□□ Resistance <i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. Arcane Material - Component A miniature cloak.	DC: 15, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272
□□□□□ Virtue <i>School:</i> Transmutation <i>Effect:</i> Subject gains 1 temporary hp.	DC: 15, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	1 min.	Touch	V,S, DF	PHB: p.298

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□ Anarchic Water <i>School:</i> Transmutation [Chaotic] <i>Effect:</i> Chaos imbued damages lawful outsiders for 2d4 points.	DC: 16, Will negates [object] <i>SR:</i> Yes [object]	1 minute	Instantaneous	Touch	V,S,M	SC: p.11
□□□□□ Axiomatic Water <i>School:</i> Transmutation [Lawful] <i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.	DC: 16, Will negates [object] <i>SR:</i> Yes [object]	1 minute	Instantaneous	Touch	V,S,M	SC: p.22
□□□□□ Bane <i>School:</i> Enchantment (Compulsion) [Fear, Mind-Affecting] <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	DC: 16, Will negates <i>SR:</i> Yes	Standard Action	1 minute/level	50 ft.	V,S, DF	PHB: p.203
□□□□□ Blade of Blood <i>School:</i> Necromancy <i>Effect:</i> Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage.	<i>SR:</i> No	1 swift action	1 round/level or until discharged	Touch	V,S	PHB II: p.103
□□□□□ Bless <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Allies gain +1 Morale bonus on attack rolls and on saves against fear.	<i>SR:</i> Yes (harmless)	Standard Action	1 minute/level	50 ft.	V,S, DF	PHB: p.205
□□□□□ Blessed Aim <i>School:</i> Divination <i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.	DC: 16, Will negates [harmless] <i>SR:</i> No	1 standard action	1 minute/level	50 ft.	V,S	SC: p.31
□□□□□ Bless Water <i>School:</i> Transmutation [Good] <i>Effect:</i> Makes holy water.	DC: 16, Will negates (object) <i>SR:</i> Yes (object)	1 minute	Instantaneous	Touch	V,S,M	PHB: p.205
□□□□□ Blood Wind <i>School:</i> Evocation <i>Effect:</i> Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 swift action	1 round	Close (35 ft.)	V,S	SC: p.33
□□□□□ Cause Fear <i>School:</i> Necromancy [Fear, Mind-Affecting] <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	DC: 16, Will partial <i>SR:</i> Yes	Standard Action	1d4 rounds or 1 round; see text	Close (35 ft.)	V,S	PHB: p.208
□□□□□ Cold Fire <i>School:</i> Transmutation [Cold] <i>Effect:</i> Flames deal cold damage; see text	DC: 16, No [fire] or Fortitude half <i>SR:</i> Yes [creature]	1 standard action	1 minute/level [fire source] or instantaneous [creature]	Close (35 ft.)	V,S,DF	SC: p.50
□□□□□ Command <i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Effect:</i> One subject obeys selected command for 1 round.	DC: 16, Will negates <i>SR:</i> Yes	Standard Action	1 round	Close (35 ft.)	V	PHB: p.211
□□□□□ Comprehend Languages <i>School:</i> Divination <i>Effect:</i> You understand all spoken and written languages.	<i>SR:</i> No	Standard Action	10 minutes/level	Personal	V,S,M/DF	PHB: p.212
□□□□□ Conviction <i>School:</i> Abjuration <i>Effect:</i> +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	SC: p.52
□□□□□ Cure Light Wounds <i>School:</i> Conjuration (Healing) <i>Effect:</i> Cures 1d8 +1/level [max +5] damage.	DC: 16, Will half (harmless); see text <i>SR:</i> Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.215
□□□□□ Delay Disease <i>School:</i> Conjuration (Healing) <i>Effect:</i> Halts any nonmagical disease for the duration of the spell.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	24 hours	Touch	V,S,DF	SC: p.63

* =Domain/Speciality Spell

Cleric Spells

Detect Chaos <i>School:</i> Divination <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	<i>SR:</i> No <i>Target:</i> Cone-shaped emanation	Standard Action Concentration, up to 10 minutes/level [D] 60 ft.	V,S, DF PHB: p.218 <i>Caster Level:</i> 4
Detect Evil <i>School:</i> Divination <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	<i>SR:</i> No <i>Target:</i> Cone-shaped emanation	Standard Action Concentration, up to 10 minutes/level [D] 60 ft.	V,S, DF PHB: p.218 <i>Caster Level:</i> 4
Detect Good <i>School:</i> Divination <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	<i>SR:</i> No <i>Target:</i> Cone-shaped emanation	Standard Action Concentration, up to 10 minutes/level [D] 60 ft.	V,S, DF PHB: p.219 <i>Caster Level:</i> 4
Detect Law <i>School:</i> Divination <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	<i>SR:</i> No <i>Target:</i> Cone-shaped emanation	Standard Action Concentration, up to 10 minutes/level [D] 60 ft.	V,S, DF PHB: p.219 <i>Caster Level:</i> 4
Detect Undead <i>School:</i> Divination <i>Effect:</i> Reveals undead within 60 ft.	<i>SR:</i> No <i>Target:</i> Cone-shaped emanation	Standard Action Concentration, up to 1 minutes/level [D] 60 ft.	V,S,M/DF PHB: p.220 <i>Caster Level:</i> 4
Dispel Ward <i>School:</i> Abjuration <i>Effect:</i> Functions like dispel magic; see text	<i>SR:</i> No <i>Target:</i> One warded object or area	1 standard action Instantaneous Medium (140 ft.)	V,S SC: p.67 <i>Caster Level:</i> 4
Divine Favor <i>School:</i> Evocation <i>Effect:</i> You gain +1 on attack and damage rolls. [Every three	<i>SR:</i> No DC: 16, Will negates <i>Target:</i> You	Standard Action 1 minute Personal	V,S, DF PHB: p.224 <i>Caster Level:</i> 4
Doom <i>School:</i> Necromancy [Fear, Mind-Affecting] <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	DC: 16, Will negates <i>SR:</i> Yes <i>Target:</i> One living creature	Standard Action 1 minute/level Medium (140 ft.)	V,S, DF PHB: p.225 <i>Caster Level:</i> 4
Ebon Eyes <i>School:</i> Transmutation <i>Effect:</i> See normally in darkness both magical and natural.	<i>SR:</i> Yes [harmless] <i>Target:</i> Creature touched	1 standard action 10 minutes/level Touch	V,S,M SC: p.77 <i>Caster Level:</i> 4
Endure Elements <i>School:</i> Abjuration <i>Effect:</i> Exist comfortably in hot or cold environments.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless) <i>Target:</i> Creature touched	Standard Action 24 hours Touch	V,S PHB: p.226 <i>Caster Level:</i> 4
Entropic Shield <i>School:</i> Abjuration <i>Effect:</i> Ranged attacks against you have 20% miss chance.	<i>SR:</i> No <i>Target:</i> You	Standard Action 1 minute/level [D] Personal	V,S PHB: p.227 <i>Caster Level:</i> 4
Faith Healing <i>School:</i> Conjuration (Healing) <i>Effect:</i> Heal 8 + caster level [max +5] hit points.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless] <i>Target:</i> Living creature touched	1 standard action Instantaneous Touch	V,S SC: p.87 <i>Caster Level:</i> 4
Foundation of Stone <i>School:</i> Transmutation [Earth] <i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.	<i>SR:</i> Yes [harmless] DC: 16, N/A <i>Target:</i> You	1 standard action 1 round/level Close (35 ft.)	V,M SC: p.99 <i>Caster Level:</i> 4
Grave Strike <i>School:</i> Divination [Good] <i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.	DC: 16, N/A <i>SR:</i> N/A <i>Target:</i> You	1 swift action 1 round Personal	V,DF SC: p.107 <i>Caster Level:</i> 4
Guiding Light <i>School:</i> Evocation <i>Effect:</i> +2 on ranged attacks.	<i>SR:</i> Yes <i>Target:</i> Creatures in a 5-ft.-radius burst	1 standard action 1 minute/level [D] Long (560 ft.)	V,S SC: p.108 <i>Caster Level:</i> 4
Healthful Rest <i>School:</i> Conjuration (Healing) <i>Effect:</i> Doubles the natural healing rate.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless] <i>Target:</i> One creature/level, no two of which can be more than 30 feet apart	10 minutes 24 hours Close (35 ft.)	V,S SC: p.111 <i>Caster Level:</i> 4
Hide from Undead <i>School:</i> Abjuration <i>Effect:</i> Undead can't perceive 1 subject/level.	DC: 16, Will negates (harmless); see text <i>SR:</i> Yes <i>Target:</i> One touched creature/level	Standard Action 10 minutes/level [D] Touch	V,S, DF PHB: p.241 <i>Caster Level:</i> 4
Ice Gauntlet <i>School:</i> Evocation [Cold] <i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.	DC: 16, N/A <i>SR:</i> N/A <i>Target:</i> You	1 standard action 1 minute/level [D] Personal	V,DF SC: p.119 <i>Caster Level:</i> 4
Incite <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Forces creature to act, it cannot delay or ready an action.	DC: 16, Will negates <i>SR:</i> Yes <i>Target:</i> Creatures in a 10-ft. burst	1 swift action 1 minute/level Close (35 ft.)	V,S SC: p.121 <i>Caster Level:</i> 4
Inflict Light Wounds <i>School:</i> Necromancy <i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.	DC: 16, Will half <i>SR:</i> Yes <i>Target:</i> Creature touched	Standard Action Instantaneous Touch	V,S PHB: p.244 <i>Caster Level:</i> 4
Inhibit <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> You inhibit your foe from acting. The subject is forced to delay until the following round, acting immediately before you on your initiative count.	DC: 16, Will negates <i>SR:</i> Yes <i>Target:</i> One creature	1 standard action Instantaneous Medium (140 ft.)	V,S SC: p.123 <i>Caster Level:</i> 4
Invest Light Protection <i>School:</i> Conjuration (Healing) <i>Effect:</i> Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good.	DC: 16, Will negates <i>SR:</i> Yes (harmless); see text <i>Target:</i> Creature touched	1 standard action Instantaneous; see text Touch	V,S PHB II: p.115 <i>Caster Level:</i> 4
Ironguts <i>School:</i> Abjuration <i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.	DC: 16, Will negates <i>SR:</i> Yes <i>Target:</i> Creature touched	1 standard action 10 minutes/level Touch	V,S,M SC: p.126 <i>Caster Level:</i> 4
Light of Lunia <i>School:</i> Evocation [Good, Light] <i>Effect:</i> The silvery radiance created by this spell emanates from you in a 30-foot radius, and dim light extends for an additional 30 feet. Beginning one turn after you cast this spell, you can choose to expend some or all of the light of Lunia as a ray of light. You must succeed on a ranged touch attack with the ray to strike a target. You can make a single ranged touch attack that deals 1d6 points of damage, or 2d6 points of damage against undead or evil outsiders, with a range of 30 feet. Spell resistance applies to this attack. This dims your silvery radiance to half 15. You can choose to fire one additional ray with the same characteristics either on the same round or on a subsequent round. Firing the second ray quenches your radiance and ends the spell.	<i>SR:</i> Yes; see text <i>Target:</i> You and up to two rays; see text	1 standard action 10 minutes/level [D] Medium (140 ft.)	V,S SC: p.132 <i>Caster Level:</i> 4
Magic Stone <i>School:</i> Transmutation <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	DC: 16, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object) <i>Target:</i> Up to three pebbles touched	Standard Action 30 minutes or until discharged Touch	V,S, DF PHB: p.251 <i>Caster Level:</i> 4
Magic Weapon <i>School:</i> Transmutation <i>Effect:</i> Weapon gains +1 bonus.	DC: 16, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object) <i>Target:</i> Weapon touched	Standard Action 1 minute/level Touch	V,S, DF PHB: p.251 <i>Caster Level:</i> 4
Moon Lust <i>School:</i> Illusion (Pattern) [Mind-Affecting] <i>Effect:</i> Creature becomes fascinated for the duration of the spell.	DC: 16, Will negates [harmless] <i>SR:</i> Yes <i>Target:</i> Creature touched	1 standard action 1 round/level Medium (140 ft.)	V,S,F SC: p.143 <i>Caster Level:</i> 4
Nightshield <i>School:</i> Abjuration <i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.	DC: 16, N/A <i>SR:</i> N/A <i>Target:</i> You	1 standard action 1 minute/level [D] Personal	V,S SC: p.148 <i>Caster Level:</i> 4
Nimbus of Light <i>School:</i> Evocation [Light] <i>Effect:</i> Creates light 30'. Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].	DC: 16, N/A <i>SR:</i> N/A <i>Target:</i> You	1 standard action 1 minute/level or until discharged [D] Personal	V,S,DF SC: p.148 <i>Caster Level:</i> 4
Obscuring Mist <i>School:</i> Conjuration (Creation) <i>Effect:</i> Fog surrounds you.	<i>SR:</i> No <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high	Standard Action 1 minute/level 20 ft.	V,S PHB: p.258 <i>Caster Level:</i> 4
Omen of Peril <i>School:</i> Divination <i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.	DC: 16, N/A <i>SR:</i> N/A <i>Target:</i> You	1 round Instantaneous Personal	V,F SC: p.149 <i>Caster Level:</i> 4

Cleric Spells

Portal Beacon <i>School:</i> Transmutation <i>Effect:</i> Up to six creatures can be chosen to relieve mental beacon.	<i>SR:</i> No <i>Target:</i> One interplanar gate or portal	1 standard action	1 hour/level	Close (35 ft.)	V,S	SC: p.161
Protection from Chaos <i>School:</i> Abjuration [Lawful] <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	DC: 16, Will negates (harmless) <i>SR:</i> No; see text	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	PHB: p.266
Protection from Evil <i>School:</i> Abjuration [Good] <i>Effect:</i> vs. Evil gain a +2 Deflection bonus to AC and +2 Resistance bonus to saves, counter mind control, hedge out elementals and outsiders.	DC: 16, Will negates (harmless) <i>SR:</i> No; see text	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	PHB: p.266
Protection from Law <i>School:</i> Abjuration [Chaotic] <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	DC: 16, Will negates (harmless) <i>SR:</i> No; see text	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	PHB: p.266
Remove Fear <i>School:</i> Abjuration <i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	10 minutes; see text	Close (35 ft.)	V,S	PHB: p.271
Resist Planar Alignment <i>School:</i> Abjuration <i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	1 round/level	Touch	V,S,DF	SC: p.174
Resurgence <i>School:</i> Abjuration <i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	SC: p.174
Sanctuary <i>School:</i> Abjuration <i>Effect:</i> Opponents can't attack you, and you can't attack.	DC: 16, Will negates <i>SR:</i> No	Standard Action	1 round/level	Touch	V,S, DF	PHB: p.274
Scholar's Touch <i>School:</i> Divination <i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.	<i>SR:</i> No <i>Target:</i> One book/round	Standard Action	Concentration, up to 4 rounds	Personal	V,S,M,F	Race Des: p.167
Shield of Faith <i>School:</i> Abjuration <i>Effect:</i> Aura grants +2 deflection bonus.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	Standard Action	1 minute/level	Touch	V,S,M	PHB: p.278
Sign <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> +4 bonus on your next initiative check.	DC: 16, N/A <i>SR:</i> N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	SC: p.189
Snowshoes <i>School:</i> Transmutation <i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	SC: p.194
Spell Flower <i>School:</i> Transmutation <i>Effect:</i> Hold the charge of one touch spell per arm; see text.	DC: 16, N/A <i>SR:</i> N/A	1 standard action	1 round/level	Personal	V,S	SC: p.198
Summon Monster I <i>School:</i> Conjunction (Summoning) <i>Effect:</i> This spell summons an extraplanar creature [typically an outsider, elemental, or magical beast native to another plane]. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. Arcane Focus - A tiny bag and a small [not necessarily lit] candle. Celestial dog LG; Celestial owl LG; Celestial giant fire beetle NG; Celestial porpoise1 NG; Celestial badger CG; Celestial monkey CG; Celestial snake LE; 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	<i>SR:</i> No <i>Target:</i> One summoned creature	1 round	1 round/level [D]	Close (35 ft.)	V,S,F/DF	PHB: p.285
Updraft <i>School:</i> Conjunction (Creation) [Air] <i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.	DC: 16, N/A <i>SR:</i> N/A	1 swift action	Instantaneous	Personal	V,S,M	SC: p.228
Vigor, Lesser <i>School:</i> Conjunction (Healing) <i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.	DC: 16, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	SC: p.229
Vision of Glory <i>School:</i> Divination <i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].	<i>SR:</i> Yes <i>Target:</i> Creature touched	1 standard action	1 minute or until discharged	Touch	V,S,DF	SC: p.231
Wings of the Sea <i>School:</i> Transmutation <i>Effect:</i> Increases creatures swim speed by 30 ft.	DC: 16, Fortitude negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	1 minute/level	Touch	S,M	SC: p.240

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
Aid <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> +1 Morale Bonus on attack rolls, +1 against fear, and grants 1d8 +1/level [max +10] temporary hp.	<i>SR:</i> Yes (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.196
Align Weapon <i>School:</i> Transmutation <i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.	DC: 17, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.197
Animalistic Power <i>School:</i> Transmutation <i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.	DC: 17, Will negates [harmless] <i>SR:</i> Yes [harmless]	1 standard action	1 minute/level	Touch	V,S,M	PHB II: p.101
Augury <i>School:</i> Divination <i>Effect:</i> Learns whether an action will be good or bad.	<i>SR:</i> No <i>Target:</i> You	1 minute	Instantaneous	Personal	V,S,M,F	PHB: p.202
Aura Against Flame <i>School:</i> Abjuration <i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.	DC: 17, N/A <i>SR:</i> N/A	1 standard action	1 round/level	Personal	V,S	SC: p.18
Avoid Planar Effects <i>School:</i> Abjuration <i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.	<i>SR:</i> Yes [harmless]	1 immediate action	1 minute/level	20 ft.	V	SC: p.19
Balor Nimbus <i>School:</i> Transmutation <i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage.	DC: 17, N/A <i>SR:</i> N/A	1 standard action	1 round/level	Personal	V,S,M/DF	SC: p.24
Bear's Endurance <i>School:</i> Transmutation <i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.	DC: 17, Will negates (harmless) <i>SR:</i> Yes	Standard Action	1 minute/level	Touch	V,S, DF	PHB: p.203
Black Karma Curse <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> If the target fails it's save, it immediately takes damage as if struck by it's currently held weapon or most damaging natural attack.	DC: 17, Will negates <i>SR:</i> Yes	1 standard action	Instantaneous	Close (35 ft.)	V,S	PHB II: p.103
Blade Brothers <i>School:</i> Abjuration <i>Effect:</i> Once during the spell, if a subject attempts a saving throw, both recipients can roll and use the most favorable result. If both saves fail, both are affected by the spell.	DC: 17, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 minute/level or until discharged	Touch	V,S	PHB II: p.103
Body Blades <i>School:</i> Transmutation <i>Effect:</i> Sprouts dagger blades across your body able to inflict 1d6 +1/level [max +5] piercing damage with a melee attack; see text.	DC: 17, N/A <i>SR:</i> N/A	1 standard action	1 minute/level	Personal	V,S	SC: p.35
Brambles <i>School:</i> Transmutation	<i>SR:</i> No <i>Target:</i> Wooden weapon touched * =Domain/Specialty Spell	1 standard action	1 round/level	Touch	V,S,M	SC: p.38

Cleric Spells

<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.							
□□□□□ Bull's Strength	DC: 17, Will negates [harmless]	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.207	
<i>School:</i> Transmutation	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched		<i>Caster Level:</i> 4			
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.							
□□□□□ Calm Emotions	DC: 17, Will negates	Standard Action	Concentration, up to 1 round/level [D]	Medium (140 ft.)	V,S, DF	PHB: p.207	
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> Creatures in a 20-ft.-radius spread		<i>Caster Level:</i> 4			
<i>Effect:</i> Calms creatures, negating emotion effects.							
□□□□□ Close Wounds	DC: 17, Will half [harmless]; see text	1 immediate action	Instantaneous	Close (35 ft.)	V	SC: p.48	
<i>School:</i> Conjunction (Healing)	<i>SR:</i> Yes [harmless]	<i>Target:</i> One creature		<i>Caster Level:</i> 4			
<i>Effect:</i> Cure 1d4 +1/level [max +5].							
□□□□□ Cloud of Knives		1 standard action	1 round/level	Personal	V,S,M	PHB II: p.107	
<i>School:</i> Conjunction	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 4			
<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		Standard Action	2 hours/level	Close (35 ft.)	V,S,M, DF	PHB: p.212	
<i>School:</i> Evocation [Good]	<i>SR:</i> No	<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 4			
<i>Effect:</i> Fills area with positive energy, making undead weaker.							
□□□□□ Cure Moderate Wounds	DC: 17, Will half [harmless]; see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216	
<i>School:</i> Conjunction (Healing)	<i>SR:</i> Yes [harmless]; see text	<i>Target:</i> Creature touched		<i>Caster Level:</i> 4			
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.							
□□□□□ Curse of Ill Fortune	DC: 17, Will negates	1 standard action	1 minute/level	Medium (140 ft.)	V,S,DF	SC: p.56	
<i>School:</i> Necromancy	<i>SR:</i> Yes	<i>Target:</i> One living creature		<i>Caster Level:</i> 4			
<i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks.							
□□□□□ Darkness		Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.216	
<i>School:</i> Evocation [Darkness]	<i>SR:</i> No	<i>Target:</i> Object touched		<i>Caster Level:</i> 4			
<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.							
□□□□□ Dark Way		1 standard action	1 round/level	Close (35 ft.)	V,S,DF	SC: p.58	
<i>School:</i> Illusion (Shadow)	<i>SR:</i> Yes	<i>Target:</i> One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long		<i>Caster Level:</i> 4			
<i>Effect:</i> Create a ribbonlike, weightless, unbreakable bridge.							
□□□□□ Deific Vegeance	DC: 17, Will half	1 standard action	Instantaneous	Close (35 ft.)	V,S,DF	SC: p.62	
<i>School:</i> Conjunction (Summoning)	<i>SR:</i> Yes	<i>Target:</i> One creature		<i>Caster Level:</i> 4			
<i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6].							
□□□□□ Deific Vengeance	DC: 17, Will half	Standard Action	Instantaneous	Close (35 ft.)	V,S,DF	cmpdiv: null	
<i>School:</i> Conjunction (Summoning)	<i>SR:</i> Yes	<i>Target:</i> One creature		<i>Caster Level:</i> 4			
<i>Effect:</i> Cause 2d6 or 4d6 if the target is undead.							
□□□□□ Delay Poison	DC: 17, Fortitude negates [harmless]	Standard Action	1 hour/level	Touch	V,S, DF	PHB: p.217	
<i>School:</i> Conjunction (Healing)	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature touched		<i>Caster Level:</i> 4			
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.							
□□□□□ Divine Insight	DC: 17, N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	SC: p.70	
<i>School:</i> Divination	<i>SR:</i> N/A	<i>Target:</i> You		<i>Caster Level:</i> 4			
<i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.							
□□□□□ Divine Interdiction	DC: 17, Will negates or None [object]; see text	1 standard action	1 round/level	Close (35 ft.)	V	SC: p.70	
<i>School:</i> Abjuration	<i>SR:</i> Yes or No [object]; see text	<i>Target:</i> 10-ft.-radius emanation centered on a creature, object, or point in space		<i>Caster Level:</i> 4			
<i>Effect:</i> Temp loss of turning power & domain powers.							
□□□□□ Divine Protection	DC: 17, Will negates [harmless]	1 standard action	1 minute/level	Medium (140 ft.)	V,S,DF	SC: p.70	
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes [harmless]	<i>Target:</i> Allies in a 20-ft.-radius burst		<i>Caster Level:</i> 4			
<i>Effect:</i> +1 morale bonus to AC and saving throws.							
□□□□□ Eagle's Splendor	DC: 17, Will negates [harmless]	Standard Action	1 minute/level	Touch	V,S,M/DF	PHB: p.225	
<i>School:</i> Transmutation	<i>SR:</i> Yes	<i>Target:</i> Creature touched		<i>Caster Level:</i> 4			
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.							
□□□□□ Energized Shield, Lesser		1 standard action	1 round/level	Touch	V,S,DF	SC: p.79	
<i>School:</i> Abjuration [See text]	<i>SR:</i> No	<i>Target:</i> Touch		<i>Caster Level:</i> 4			
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you gain 5 resistance; see text							
□□□□□ Enthral	DC: 17, Will negates; see text	1 round	1 hour or less	Medium (140 ft.)	V,S	PHB: p.227	
<i>School:</i> Enchantment (Charm)	<i>SR:</i> Yes	<i>Target:</i> Any number of creatures		<i>Caster Level:</i> 4			
<i>Effect:</i> Captivates all within 100 ft. +10 ft./level							
□□□□□ Extend Tentacles	DC: 17, N/A	1 standard action	Instantaneous	Personal	V	SC: p.86	
<i>School:</i> Transmutation	<i>SR:</i> N/A	<i>Target:</i> You		<i>Caster Level:</i> 4			
<i>Effect:</i> Extends your tentacles by 5 ft.							
□□□□□ Find Traps		Standard Action	1 minute/level	Personal	V,S	PHB: p.230	
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> You		<i>Caster Level:</i> 4			
<i>Effect:</i> Notice traps as a rogue does.							
□□□□□ Frost Breath	DC: 17, Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	SC: p.100	
<i>School:</i> Evocation [Cold]	<i>SR:</i> Yes	<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 4			
<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.							
□□□□□ Fuse Arms	DC: 17, Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S	SC: p.100	
<i>School:</i> Transmutation	<i>SR:</i> Yes [harmless]	<i>Target:</i> Creature with at least two arms or tentacles touched		<i>Caster Level:</i> 4			
<i>Effect:</i> Gain +4 Str for every set of limbs fused to the primary limb.							
□□□□□ Gentle Repose	DC: 17, Will negates (object)	Standard Action	1 day/level	Touch	V,S,M/DF	PHB: p.235	
<i>School:</i> Necromancy	<i>SR:</i> Yes (object)	<i>Target:</i> Corpse touched		<i>Caster Level:</i> 4			
<i>Effect:</i> Preserves one corpse.							
□□□□□ Ghost Touch Armor	DC: 17, Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	SC: p.102	
<i>School:</i> Transmutation	<i>SR:</i> Yes [harmless]	<i>Target:</i> Armor of creature touched		<i>Caster Level:</i> 4			
<i>Effect:</i> Armor gains Ghost Touch property.							
□□□□□ Hand of Divinity		1 minute	1 minute/level	Touch	V,S,DF	SC: p.109	
<i>School:</i> Evocation [See text]	<i>SR:</i> No	<i>Target:</i> Creature touched		<i>Caster Level:</i> 4			
<i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.							
□□□□□ Healing Lorecall	DC: 17, N/A	1 standard action	10 minutes/level	Personal	V,S,M	SC: p.110	
<i>School:</i> Divination	<i>SR:</i> N/A	<i>Target:</i> You		<i>Caster Level:</i> 4			
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjunction [Healing] spells. Can also heal more; see text.							
□□□□□ Hold Person	DC: 17, Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (140 ft.)	V,S,F/DF	PHB: p.241	
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 4			
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.							
□□□□□ Inflict Moderate Wounds	DC: 17, Will half	Standard Action	Instantaneous	Touch	V,S	PHB: p.244	
<i>School:</i> Necromancy	<i>SR:</i> Yes	<i>Target:</i> Creature touched		<i>Caster Level:</i> 4			
<i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage.							
□□□□□ Inky Cloud		1 standard action	10 minutes/level	30 ft.	V,S,M	SC: p.123	
<i>School:</i> Conjunction (Creation)	<i>SR:</i> No	<i>Target:</i> 30-ft.-radius spread centered on you		<i>Caster Level:</i> 4			
<i>Effect:</i> Inky cloud that works under water.							
□□□□□ Insight of Good Fortune	DC: 17, Will negates [harmless]	1 standard action	1 minute/level or until discharged	Close (35 ft.)	V,S,M	PHB II: p.115	
<i>School:</i> Divination	<i>SR:</i> Yes [harmless]	<i>Target:</i> One creature		<i>Caster Level:</i> 4			
<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.							
□□□□□ Insignia of Alarm		Standard Action	Instantaneous	Long (560 ft.)	V,S,F	Race Des: p.166	
<i>School:</i> Abjuration	<i>SR:</i> Yes [harmless]	<i>Target:</i> All wearers of special insignia within range		<i>Caster Level:</i> 4			
<i>Effect:</i> Spell alerts all wearers.							
* =Domain/Specialty Spell							

Cleric Spells

<p>■■■■■ Iron Silence</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Hide and Move Silent check ignore the Armor penalty during the duration of the spell.</p>	<p>DC: 17, Will negates [harmless,object]</p> <p>SR: Yes [harmless,object]</p>	<p>1 standard action</p> <p>1 hour/level [D]</p> <p><i>Target:</i> One suit of armor touched/3 levels</p>	<p>Touch</p>	<p>V,S,DF</p> <p><i>Caster Level:</i> 4</p>	<p>SC: p.125</p>
<p>■■■■■ Light of Mercuria</p> <p><i>School:</i> Evocation [Good, Light]</p> <p><i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders.</p>	<p>SR: Yes; see text</p> <p>DC: 17, Fortitude negates [harmless]</p>	<p>1 standard action</p> <p>10 minutes/level [D]</p> <p><i>Target:</i> You and up to two rays; see text</p>	<p>Medium (140 ft.)</p>	<p>V,S</p> <p><i>Caster Level:</i> 4</p>	<p>SC: p.132</p>
<p>■■■■■ Living Undeath</p> <p><i>School:</i> Necromancy</p> <p><i>Effect:</i> Not subject to sneak attacks or criticals; -4 penalty to Cha score.</p>	<p>SR: Yes [harmless]</p> <p>DC: 17, Will negates (harmless, object)</p>	<p>1 standard action</p> <p>1 minute/level</p> <p><i>Target:</i> Creature touched</p>	<p>Touch</p>	<p>V,S,DF</p> <p><i>Caster Level:</i> 4</p>	<p>SC: p.134</p>
<p>■■■■■ Make Whole</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Repairs an object.</p>	<p>SR: Yes (harmless, object)</p>	<p>Standard Action</p> <p>Instantaneous</p> <p><i>Target:</i> One object of up to 10 cu. ft./level</p>	<p>Close (35 ft.)</p>	<p>V,S</p> <p><i>Caster Level:</i> 4</p>	<p>PHB: p.252</p>
<p>■■■■■ Mark of Judgement</p> <p><i>School:</i> Necromancy</p> <p><i>Effect:</i> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage.</p>	<p>DC: 17, Will negates</p> <p>SR: Yes</p>	<p>1 standard action</p> <p>1 round/level</p> <p><i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart</p>	<p>Medium (140 ft.)</p>	<p>V,S,DF</p> <p><i>Caster Level:</i> 4</p>	<p>PHB II: p.119</p>
<p>■■■■■ Mark of the Outcast</p> <p><i>School:</i> Necromancy</p> <p><i>Effect:</i> Creates an indelible mark on the subjects face; see text.</p>	<p>DC: 17, Will negates</p> <p>SR: Yes</p>	<p>1 standard action</p> <p>Permanent</p> <p><i>Target:</i> One creature</p>	<p>Close (35 ft.)</p>	<p>V,S,DF</p> <p><i>Caster Level:</i> 4</p>	<p>SC: p.138</p>
<p>■■■■■ Master's Touch (Skillful)</p> <p><i>School:</i> Divination</p> <p><i>Effect:</i> Subject gains +4 insight bonus to one skill check.</p>	<p>DC: 17, Will negates (harmless)</p> <p>SR: Yes (harmless)</p>	<p>1 immediate action</p> <p>Instantaneous</p> <p><i>Target:</i> One creature</p>	<p>Close (35 ft.)</p>	<p>V</p> <p><i>Caster Level:</i> 4</p>	<p>PHB II: p.119</p>
<p>■■■■■ Owl's Wisdom</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.</p>	<p>DC: 17, Will negates (harmless)</p> <p>SR: Yes</p>	<p>Standard Action</p> <p>1 minute/level</p> <p><i>Target:</i> Creature touched</p>	<p>Touch</p>	<p>V,S,M/DF</p> <p><i>Caster Level:</i> 4</p>	<p>PHB: p.259</p>
<p>■■■■■ Protection from Negative Energy</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack.</p>	<p>DC: 17, Will negates [harmless]</p> <p>SR: Yes [harmless]</p>	<p>1 standard action</p> <p>10 minutes/level</p> <p><i>Target:</i> Creature touched</p>	<p>Touch</p>	<p>V,S</p> <p><i>Caster Level:</i> 4</p>	<p>SC: p.163</p>
<p>■■■■■ Protection from Positive Energy</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack.</p>	<p>DC: 17, Will negates [harmless]</p> <p>SR: Yes [harmless]</p>	<p>1 standard action</p> <p>10 minutes/level</p> <p><i>Target:</i> Creature touched</p>	<p>Touch</p>	<p>V,S</p> <p><i>Caster Level:</i> 4</p>	<p>SC: p.163</p>
<p>■■■■■ Quick March</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Subjects base land speed increased by 30 feet.</p>	<p>DC: 17, Will negates [harmless]</p> <p>SR: Yes [harmless]</p>	<p>1 standard action</p> <p>1 round</p> <p><i>Target:</i> Allies in a 20-ft.-radius burst</p>	<p>Medium (140 ft.)</p>	<p>V,S,DF</p> <p><i>Caster Level:</i> 4</p>	<p>SC: p.164</p>
<p>■■■■■ Remove Paralysis</p> <p><i>School:</i> Conjunction (Healing)</p> <p><i>Effect:</i> Frees one or more creatures from paralysis or slow effect.</p>	<p>DC: 17, Will negates (harmless)</p> <p>SR: Yes (harmless)</p>	<p>Standard Action</p> <p>Instantaneous</p> <p><i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart</p>	<p>Close (35 ft.)</p>	<p>V,S</p> <p><i>Caster Level:</i> 4</p>	<p>PHB: p.271</p>
<p>■■■■■ Resist Energy</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.</p>	<p>DC: 17, Fortitude negates (harmless)</p> <p>SR: Yes (harmless)</p>	<p>Standard Action</p> <p>10 minutes/level</p> <p><i>Target:</i> Creature touched</p>	<p>Touch</p>	<p>V,S, DF</p> <p><i>Caster Level:</i> 4</p>	<p>PHB: p.272</p>
<p>■■■■■ Restoration, Lesser</p> <p><i>School:</i> Conjunction (Healing)</p> <p><i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.</p>	<p>DC: 17, Will negates (harmless)</p> <p>SR: Yes (harmless)</p>	<p>3 rounds</p> <p>Instantaneous</p> <p><i>Target:</i> Creature touched</p>	<p>Touch</p>	<p>V,S</p> <p><i>Caster Level:</i> 4</p>	<p>PHB: p.272</p>
<p>■■■■■ Share Talents</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill.</p>	<p>DC: 17, Will negates (harmless)</p> <p>SR: Yes (harmless)</p>	<p>1 round</p> <p>10 minutes/level</p> <p><i>Target:</i> Two willing creatures touched</p>	<p>Touch</p>	<p>V,S,M</p> <p><i>Caster Level:</i> 4</p>	<p>PHB II: p.124</p>
<p>■■■■■ Shatter</p> <p><i>School:</i> Evocation [Sonic]</p> <p><i>Effect:</i> Sonic vibration damages objects or crystalline creatures.</p>	<p>DC: 17, Will negates (object); Will negates (object) or Fortitude half; see text</p> <p>SR: Yes (object)</p>	<p>Standard Action</p> <p>Instantaneous</p> <p><i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature</p>	<p>Close (35 ft.)</p>	<p>V,S,M/DF</p> <p><i>Caster Level:</i> 4</p>	<p>PHB: p.278</p>
<p>■■■■■ Shield Other</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> You take half of subject's damage.</p>	<p>DC: 17, Will negates (harmless)</p> <p>SR: Yes (harmless)</p>	<p>Standard Action</p> <p>1 hour/level [D]</p> <p><i>Target:</i> One creature</p>	<p>Close (35 ft.)</p>	<p>V,S,F</p> <p><i>Caster Level:</i> 4</p>	<p>PHB: p.278</p>
<p>■■■■■ Shroud of Undeath</p> <p><i>School:</i> Necromancy</p> <p><i>Effect:</i> Shroud yourself in invisibile negative energy so nonintelligent undead percieve you as a fellow undead.</p>	<p>DC: 17, N/A</p> <p>SR: N/A</p>	<p>1 standard action</p> <p>10 minutes/level [D]</p> <p><i>Target:</i> You</p>	<p>Personal</p>	<p>V,S,M</p> <p><i>Caster Level:</i> 4</p>	<p>SC: p.189</p>
<p>■■■■■ Silence</p> <p><i>School:</i> Illusion (Glamer)</p> <p><i>Effect:</i> Negates sound in 15-ft. radius.</p>	<p>DC: 17, Will negates; see text or none (object)</p> <p>SR: Yes; see text or no (object)</p>	<p>Standard Action</p> <p>1 minute/level [D]</p> <p><i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space</p>	<p>Long (560 ft.)</p>	<p>V,S</p> <p><i>Caster Level:</i> 4</p>	<p>PHB: p.279</p>
<p>■■■■■ Sound Burst</p> <p><i>School:</i> Evocation [Sonic]</p> <p><i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.</p>	<p>DC: 17, Fortitude partial</p> <p>SR: Yes</p>	<p>Standard Action</p> <p>Instantaneous</p> <p><i>Target:</i> 10-ft.-radius spread</p>	<p>Close (35 ft.)</p>	<p>V,S,F/DF</p> <p><i>Caster Level:</i> 4</p>	<p>PHB: p.281</p>
<p>■■■■■ Spawn Screen</p> <p><i>School:</i> Necromancy</p> <p><i>Effect:</i> Subject will not rise as spawn if killed by an undead capable of creating spawn.</p>	<p>DC: 17, Will negates [harmless]</p> <p>SR: Yes [harmless]</p>	<p>1 standard action</p> <p>1 hour/level</p> <p><i>Target:</i> One creature/level</p>	<p>Touch</p>	<p>V,S,DF</p> <p><i>Caster Level:</i> 4</p>	<p>SC: p.197</p>
<p>■■■■■ Spell Immunity, Lesser</p> <p><i>School:</i> Abjuration</p> <p><i>Effect:</i> Protects one creature from a single 1st- or 2nd-level spell; see text.</p>	<p>DC: 17, Will negates [harmless]</p> <p>SR: Yes [harmless]</p>	<p>1 standard action</p> <p>10 minutes/level</p> <p><i>Target:</i> Creature touched</p>	<p>Touch</p>	<p>V,S</p> <p><i>Caster Level:</i> 4</p>	<p>SC: p.199</p>
<p>■■■■■ Spiritual Weapon</p> <p><i>School:</i> Evocation [Force]</p> <p><i>Effect:</i> Magical weapon attacks on its own.</p>	<p>SR: Yes</p>	<p>Standard Action</p> <p>1 round/level [D]</p> <p><i>Target:</i> Magic weapon of force</p>	<p>Medium (140 ft.)</p>	<p>V,S, DF</p> <p><i>Caster Level:</i> 4</p>	<p>PHB: p.283</p>
<p>■■■■■ Stabilize</p> <p><i>School:</i> Conjunction (Healing)</p> <p><i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].</p>	<p>DC: 17, Will negates [harmless]; see text</p> <p>SR: Yes [harmless]</p>	<p>1 swift action</p> <p>Instantaneous</p> <p><i>Target:</i> 50-ft.-radius burst centered on you</p>	<p>See text</p>	<p>V,S,DF</p> <p><i>Caster Level:</i> 4</p>	<p>SC: p.204</p>
<p>■■■■■ Status</p> <p><i>School:</i> Divination</p> <p><i>Effect:</i> Monitors condition, position of allies.</p>	<p>DC: 17, Will negates (harmless)</p> <p>SR: Yes (harmless)</p>	<p>Standard Action</p> <p>1 hour/level</p> <p><i>Target:</i> One/per 3 levels living creatures touched</p>	<p>Touch</p>	<p>V,S</p> <p><i>Caster Level:</i> 4</p>	<p>PHB: p.284</p>
<p>■■■■■ Stay the Hand</p> <p><i>School:</i> Enchantment (Charm) [Mind-Affecting]</p> <p><i>Effect:</i> Target refrains from attacking you or targetting you with spells for the remainder of the current round.</p>	<p>DC: 17, Will negates</p> <p>SR: Yes</p>	<p>1 immediate action</p> <p>Instantaneous</p> <p><i>Target:</i> One humanoid</p>	<p>Medium (140 ft.)</p>	<p>V</p> <p><i>Caster Level:</i> 4</p>	<p>PHB II: p.126</p>
<p>■■■■■ Stone Bones</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Target gains natural armor AC bonus of +3.</p>	<p>DC: 17, Will negates [harmless]</p> <p>SR: Yes [harmless]</p>	<p>1 standard action</p> <p>10 minutes/level</p> <p><i>Target:</i> Corporeal undead creature touched</p>	<p>Touch</p>	<p>V,S,F</p> <p><i>Caster Level:</i> 4</p>	<p>SC: p.208</p>
<p>■■■■■ Stone Fist</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Acts as if armed and your hands become hard inflicting damage; see text.</p>	<p>SR: No</p> <p>DC: 17, Will negates (harmless, object)</p>	<p>Standard Action</p> <p>4 rounds [D]</p> <p><i>Target:</i> You</p>	<p>Personal</p>	<p>V,S,DF</p> <p><i>Caster Level:</i> 4</p>	<p>Race Sto: p.163</p>
<p>■■■■■ Stretch Weapon</p> <p><i>School:</i> Transmutation</p> <p><i>Effect:</i> Adds 5 feet of reach for one attack.</p>	<p>SR: Yes (harmless, object)</p>	<p>1 swift action</p> <p>One attack</p> <p><i>Target:</i> Melee weapon wielded</p>	<p>0 ft.</p>	<p>V</p> <p><i>Caster Level:</i> 4</p>	<p>PHB II: p.126</p>
<p>■■■■■ Summon Elysian Thrush</p> <p><i>School:</i> Conjunction (Summoning) [Good]</p> <p><i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text</p>	<p>SR: No</p>	<p>10 minutes</p> <p>8 hours</p> <p><i>Target:</i> One summoned Elysian thrush</p>	<p>Close (35 ft.)</p>	<p>V,S,DF</p> <p><i>Caster Level:</i> 4</p>	<p>SC: p.214</p>
<p>■■■■■ Summon Monster II</p> <p><i>School:</i> Conjunction (Summoning)</p> <p><i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. Celestial giant bee LG; Celestial giant bombardier beetle NG; Celestial riding dog NG; Celestial eagle CG; Lemure [devil] LE; Fiendish squid1 LE; Fiendish wolf LE; Fiendish monstrous centipede, Large NE; Fiendish monstrous scorpion, Medium NE; Fiendish shark, Medium1 NE; Fiendish monstrous spider, Medium CE; Fiendish snake, Medium viper CE</p>	<p>SR: No</p>	<p>1 round</p> <p>1 round/level [D]</p> <p><i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart</p>	<p>Close (35 ft.)</p>	<p>V,S,F/DF</p> <p><i>Caster Level:</i> 4</p>	<p>PHB: p.286</p>

* =Domain/Specialty Spell

Cleric Spells

<div><div>▣▣▣▣▣</div><div>Undetectable Alignment</div><div>School: Abjuration</div><div>Effect: Conceals alignment for 24 hours.</div></div>	<div><div>DC: 17, Will negates (object)</div><div>SR: Yes (object)</div></div>	<div><div>Standard Action24 hours</div><div>Target: One creature or object</div></div>	<div><div>Close (35 ft.)</div></div>	<div><div>V,S</div><div>Caster Level: 4</div></div>	<div><div>PHB: p.297</div></div>
<div><div>▣▣▣▣▣</div><div>Veil of Shadow</div><div>School: Evocation [Darkness]</div><div>Effect: Grants you a 20% miss chance from concealment.</div></div>	<div><div>DC: 17, N/A</div><div>SR: N/A</div></div>	<div><div>1 standard action1 minute/level</div><div>Target: You</div></div>	<div><div>Personal</div></div>	<div><div>V,S</div><div>Caster Level: 4</div></div>	<div><div>SC: p.228</div></div>
<div><div>▣▣▣▣▣</div><div>Zone of Truth</div><div>School: Enchantment (Compulsion) [Mind-Affecting]</div><div>Effect: Subjects within range cannot lie.</div></div>	<div><div>DC: 17, Will negates</div><div>SR: Yes</div></div>	<div><div>Standard Action1 minute/level</div><div>Target: 20-ft.-radius emanation</div></div>	<div><div>Close (35 ft.)</div></div>	<div><div>V,S, DF</div><div>Caster Level: 4</div></div>	<div><div>PHB: p.303</div></div>

* =Domain/Speciality Spell

Innate

☐ Daylight (DC:)