

Liam Archon

NAME

d10E4 Clr

6000

CLASS

EXPERIENCE

4

10000

Character Level

NEXT LEVEL

Nick Fuller

PLAYERNAME

Human

Medium

6' 0"

190 lbs.

VISION

0

AGE

16

Male

Brown

Blonde,

POINTS

DEITY

ALIGNMENT

Neutral Good

ALIGNMENT

Neutral Good

| | | | | | | |
|---------------------|------------|----------|---------------|-------------|------------|----------|
| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
| STR Strength | 14 | +2 | 14 | +2 | 14 | +2 |
| DEX Dexterity | 19 | +4 | 19 | +4 | 19 | +4 |
| CON Constitution | 14 | +2 | 14 | +2 | 14 | +2 |
| INT Intelligence | 12 | +1 | 12 | +1 | 12 | +1 |
| WIS Wisdom | 19 | +4 | 19 | +4 | 19 | +4 |
| CHA Charisma | 12 | +1 | 12 | +1 | 12 | +1 |

HP
hit points

45

WOUNDS/CURRENT HP

AC
armor class

20

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
modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+4

=

+2

+2

+0

+0

+0

REFLEX
(dexterity)

+7

=

+3

+4

+0

+0

+0

WILL
(wisdom)

+7

=

+3

+4

+0

+0

+0

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+6

=

+2

+2

+0

+2

+0

RANGED
attack bonus

+8

=

+2

+4

+0

+2

+0

GRAPPLE
attack bonus

+6

=

+2

+2

+0

+2

+0

Martial Arts

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+12

2d10+4

20/x2

5 ft.

Dagger of Red Beard One Eye

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

19-20/x3

5 ft.

To Hit

Dam

1H-P

+4

1d6+4

2W-P-(OH)

-2

1d6+4

1H-O

+0

1d6+3

2W-P-(OL)

+0

1d6+4

2H

+4

1d6+5

2W-OH

-6

1d6+3

30 ft.

60 ft.

120 ft.

180 ft.

240 ft.

TH

+6

+6

+4

+2

+0

Dam

1d6+4

1d6+4

1d6+4

1d6+4

1d6+4

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

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

| SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 7/3.5 |
|----------------------------------|-----|-------------|----------------|------------------|-----------|-------|
| ✓ Acrobatics | DEX | 11 | = | 4 | + 7.0 | + |
| ✓ Appraise | INT | 1 | = | 1 | + | + |
| ✓ Athletics | STR | 9 | = | 2 | + 7.0 | + |
| ✓ Craft (Untrained) | INT | 1 | = | 1 | + | + |
| ✓ Deception | CHA | 1 | = | 1 | + | + |
| ✓ Endurance | CON | 9 | = | 2 | + 7.0 | + |
| ✓ Gather Information | CHA | 1 | = | 1 | + | + |
| ✓ Heal | WIS | 4 | = | 4 | + | + |
| ✓ Insight | WIS | 4 | = | 4 | + | + |
| ✓ Martial Arts (Street Fighting) | DEX | 11 | = | 4 | + 7.0 | + |
| ✓ Perception | WIS | 11 | = | 4 | + 7.0 | + |
| ✓ Persuasion | CHA | 1 | = | 1 | + | + |
| ✓ Ride | DEX | 4 | = | 4 | + | + |
| ✓ Spellcraft | INT | 4 | = | 1 | + 3.0 | + |
| ✓ Stealth | DEX | 11 | = | 4 | + 7.0 | + |
| ✓ Survival | WIS | 4 | = | 4 | + | + |
| Survival (Find or follow tracks) | WIS | 6 | = | 4 | + 1.0 | 1 |
| ✓ Thievery | DEX | 4 | = | 4 | + | + |
| ✓ Use Rope | DEX | 4 | = | 4 | + | + |
| | | | = | + | + | + |
| | | | = | + | + | + |

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

| EQUIPMENT | | | | |
|---|----------|-----|--------|--------|
| ITEM | LOCATION | QTY | WT | COST |
| Dagger of Red Beard One Eye | Carried | 1 | 0.0 | 0.0 |
| Wrappings of Unarmed Precision +2 | Equipped | 1 | 0.0 | 0.0 |
| Increase your unarmed attacks by +2 to hit. | | | | |
| TOTAL WEIGHT CARRIED/VALUE | | | 0 lbs. | 0.0 gp |

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

| Special Attacks | |
|---|-----------------|
| Martial Arts (5x) [Damage 2d10] | [Eclipse, p.53] |
| Warcraft +2 BAB | [Eclipse, p.10] |
| Warcraft / +1 to Weapon, no bab (4x) | [Eclipse, p.10] |

| Recurring Bonuses | |
|---|-----------------|
| Duties (To Merrick) You have duties. Grants 2 CP per level. [+8 total CP]. | [Eclipse, p.17] |
| Fast Learner/ Specialized for increased effect (For Increased HD) +2 CP a level towards selected item. [+8 total CP]. | [Eclipse, p.17] |

| DISADVANTAGES | |
|---|-----------------|
| Irreverent (No Dieties) You do not believe in a higher power. | [Eclipse, p.19] |
| Obligations (To Merrick and Studies) You have the listed obligations. | [Eclipse, p.19] |
| Unarmored You can not wear armor. | [Eclipse, p.20] |

| Spell Caster Information | |
|---|-----------------|
| Cleric Cleric Level 6, Casterlevel is 6 | [Eclipse, p.11] |

| Eclipse Abilities | |
|--|-----------------|
| Adept (Acrobatics, Athletics, Endurance, Martial Arts, Martial Arts ~ Cangmarg, Martial Arts ~ Street Fighting, Perception, Survival) Choose four related skills that only cost 1/2 a Character Point for each skill rank. | [Eclipse, p.24] |
| Immunity (Immunity to XP cost of 1st Level) See immunity | [Eclipse, p.34] |
| Innate Enchantment adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP. | [Eclipse, p.34] |
| Innate Enchantment / Enhanced Attribute (+2 Dexterity) [At Will] Grants +2 Enhancement Bonus to Dexterity | [Eclipse] |
| Innate Enchantment / Enhanced Attribute (+2 Wisdom) [At Will] Grants +2 Enhancement Bonus to Wisdom | [Eclipse] |
| Innate Enchantment / Force Shield I [At Will] As Shield Spell, grants +4 Shield AC. | [Eclipse] |
| Power Words Store up to 4 total spell levels; 1/round [Move-Equivalent] release a spell. | [Eclipse, p.39] |

| Martial Arts | |
|---|-----------------|
| Martial Arts Basic / Attack (2x) Gain additional +1 each time taken [currently +2] bonus on rolls to Attack, Throw, Grapple, and Trip opponents. | [Eclipse, p.81] |
| Martial Arts Basic / Defenses (2x) Gain additional +1 each time taken [currently +2] bonus to AC when you are unarmored or lightly armored. | [Eclipse, p.81] |
| Martial Arts Basic / Power (2x) Increase your unarmed damage by +1 or increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently. | [Eclipse, p.81] |
| Martial Arts Basic / Power / Increase Damage (2x) Increase your unarmed damage by +1. [Currently +2] | [Eclipse, p.81] |

| PROFICIENCIES |
|--|
| Gauntlet, Grapple, Spells(Ray), Unarmed Strike |

| LANGUAGES |
|----------------|
| Common, Sylvan |

| TEMPLATES |
|-----------|
|-----------|

Cleric Spells

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

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|---------------------------------|-------------------|--|--|----------|--------------------------|--------------------------------|------------|
| □□□□□Amanuesis | 14 | Will negates [object] | 1 standard action | 10 minute/level | Close (40 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> 6 | |
| □□□□□Create Water | | None | Standard Action | Instantaneous | Close (40 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> 6 | |
| □□□□□Cure Minor Wounds | 14 | 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> 6 | |
| □□□□□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> 6 | |
| □□□□□Detect Poison | | None | Standard Action | Instantaneous | Close (40 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> 6 | |
| □□□□□Guidance | 14 | 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> 6 | |
| □□□□□Inflict Minor Wounds | 14 | 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> 6 | |
| □□□□□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> 6 | |
| □□□□□Mending | 14 | 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> 6 | |
| □□□□□Purify Food and Drink | 14 | 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> 6 | |
| □□□□□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> 6 | |
| □□□□□Resistance | 14 | 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> 6 | |
| □□□□□Virtue | 14 | 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> 6 | |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|-----------------------------|-------------------|--|--|----------|------------------|---|---------------|
| □□□□□Anarchic Water | 15 | Will negates [object] | 1 minute | Instantaneous | Touch | V,S,M | Yes [object] | Transmutation [Chaotic] | SC: p.11 |
| <i>Effect:</i> Chaos imbued damages lawful outsiders for 2d4 points. | | | | | <i>Target:</i> Flask of water touched | | | <i>Caster Level:</i> 6 | |
| □□□□□Axiomatic Water | 15 | 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> 6 | |
| □□□□□Bane | 15 | 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> 6 | |
| □□□□□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> 6 | |
| □□□□□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> 6 | |
| □□□□□Blessed Aim | 15 | 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> 6 | |
| □□□□□Bless Water | 15 | 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> 6 | |
| □□□□□Blood Wind | 15 | Will negates [harmless] | 1 swift action | 1 round | Close (40 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> 6 | |
| □□□□□Cause Fear | 15 | Will partial | Standard Action | 1d4 rounds or 1 round; see text | Close (40 ft.) | V,S | Yes | Necromancy [Fear, Mind-Affecting] | PHB: 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> 6 | |
| □□□□□Cold Fire | 15 | No [fire] or Fortitude half | 1 standard action | 1 minute/level [fire source] or Instantaneous [creature] | Close (40 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> 6 | |
| □□□□□Command | 15 | Will negates | Standard Action | 1 round | Close (40 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> 6 | |
| □□□□□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> 6 | |

* =Domain/Speciality Spell

Cleric Spells

| | | | | | | | | | |
|---|----|-----------------------------------|-------------------|---|---|----------|--------------------------|---|---------------|
| ■■■■■ Conviction | 15 | 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> 6 | | |
| ■■■■■ Cure Light Wounds | 15 | Will half (harmless); see text | Standard Action | Instantaneous | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | PHB: p.215 |
| <i>Effect:</i> Cures 1d8 +1/level [max +5] damage. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Delay Disease | 15 | Will negates [harmless] | 1 standard action | 24 hours | Touch | V,S,DF | Yes [harmless] | Conjuration (Healing) | SC: p.63 |
| <i>Effect:</i> Halts any nonmagical disease for the duration of the spell. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Detect Chaos | | None | Standard Action | Concentration, up to 10 minutes/level [D] | 60 ft. | V,S, DF | No | Divination | PHB: p.218 |
| <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | | | | | <i>Target:</i> Cone-shaped emanation | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Detect Evil | | None | Standard Action | Concentration, up to 10 minutes/level [D] | 60 ft. | V,S, DF | No | Divination | PHB: p.218 |
| <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | | | | | <i>Target:</i> Cone-shaped emanation | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Detect Good | | None | Standard Action | Concentration, up to 10 minutes/level [D] | 60 ft. | V,S, DF | No | Divination | PHB: p.219 |
| <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | | | | | <i>Target:</i> Cone-shaped emanation | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Detect Law | | None | Standard Action | Concentration, up to 10 minutes/level [D] | 60 ft. | V,S, DF | No | Divination | PHB: p.219 |
| <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment. | | | | | <i>Target:</i> Cone-shaped emanation | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Detect Undead | | None | Standard Action | Concentration, up to 1 minutes/level [D] | 60 ft. | V,S,M/DF | No | Divination | PHB: p.220 |
| <i>Effect:</i> Reveals undead within 60 ft. | | | | | <i>Target:</i> Cone-shaped emanation | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Dispel Ward | | None | 1 standard action | Instantaneous | Medium (160 ft.) | V,S | No | Abjuration | SC: p.67 |
| <i>Effect:</i> Functions like dispel magic; see text | | | | | <i>Target:</i> One warded object or area | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Divine Favor | | None | Standard Action | 1 minute | Personal | V,S, DF | No | Evocation | PHB: p.224 |
| <i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6] | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Doom | 15 | Will negates | Standard Action | 1 minute/level | Medium (160 ft.) | V,S, DF | Yes | Necromancy [Fear,PHB: Mind-Affecting] | p.225 |
| <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks. | | | | | <i>Target:</i> One living creature | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Ebon Eyes | | None | 1 standard action | 10 minutes/level | Touch | V,S,M | Yes [harmless] | Transmutation | SC: p.77 |
| <i>Effect:</i> See normally in darkness both magical and natural. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Endure Elements | 15 | Will negates (harmless) | Standard Action | 24 hours | Touch | V,S | Yes (harmless) | Abjuration | PHB: p.226 |
| <i>Effect:</i> Exist comfortably in hot or cold environments. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Entropic Shield | | None | Standard Action | 1 minute/level [D] | Personal | V,S | No | Abjuration | PHB: p.227 |
| <i>Effect:</i> Ranged attacks against you have 20% miss chance. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Faith Healing | 15 | Will negates [harmless] | 1 standard action | Instantaneous | Touch | V,S | Yes [harmless] | Conjuration (Healing) | SC: p.87 |
| <i>Effect:</i> Heal 8 + caster level [max +5] hit points. | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Foundation of Stone | | None | 1 standard action | 1 round/level | Close (40 ft.) | V,M | Yes [harmless] | Transmutation [Earth] | SC: p.99 |
| <i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush. | | | | | <i>Target:</i> One creature/level, no two of which are more than 30 ft. apart | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Grave Strike | 15 | N/A | 1 swift action | 1 round | Personal | V,DF | N/A | Divination [Good] | SC: p.107 |
| <i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Guiding Light | | None | 1 standard action | 1 minute/level [D] | Long (640 ft.) | V,S | Yes | Evocation | SC: p.108 |
| <i>Effect:</i> +2 on ranged attacks | | | | | <i>Target:</i> Creatures in a 5-ft.-radius burst | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Healthful Rest | 15 | Will negates [harmless] | 10 minutes | 24 hours | Close (40 ft.) | V,S | Yes [harmless] | Conjuration (Healing) | SC: p.111 |
| <i>Effect:</i> Doubles the natural healing rate. | | | | | <i>Target:</i> One creature/level, no two of which can be more than 30 feet apart | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Hide from Undead | 15 | Will negates (harmless); see text | Standard Action | 10 minutes/level [D] | Touch | V,S, DF | Yes | Abjuration | PHB: p.241 |
| <i>Effect:</i> Undead can't perceive 1 subject/level. | | | | | <i>Target:</i> One touched creature/level | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Ice Gauntlet | 15 | N/A | 1 standard action | 1 minute/level [D] | Personal | V,DF | N/A | Evocation [Cold] | SC: p.119 |
| <i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Incite | 15 | Will negates | 1 swift action | 1 minute/level | Close (40 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] | SC: p.121 |
| <i>Effect:</i> Forces creature to act, it cannot delay or ready an action. | | | | | <i>Target:</i> Creatures in a 10-ft. burst | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Inflict Light Wounds | 15 | Will half | Standard Action | Instantaneous | Touch | V,S | Yes | Necromancy | PHB: p.244 |
| <i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Inhibit | 15 | Will negates | 1 standard action | Instantaneous | Medium (160 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] | SC: p.123 |
| <i>Effect:</i> Subject is forced to delay; see text. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Invest Light Protection | 15 | Will half (harmless); see text | 1 standard action | Instantaneous; see text | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | 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. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Ironguts | 15 | Will negates | 1 standard action | 10 minutes/level | Touch | V,S,M | Yes | Abjuration | SC: p.126 |
| <i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Light of Lunia | | None | 1 standard action | 10 minutes/level [D] | Medium (160 ft.) | V,S | Yes; see text | Evocation [Good, Light] | 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 | | | | | <i>Target:</i> You and up to two rays; see text | | <i>Caster Level:</i> 6 | | |
| ■■■■■ Magic Stone | 15 | Will negates (harmless, object) | Standard Action | 30 minutes or until discharged | Touch | V,S, DF | Yes (harmless, object) | Transmutation | PHB: p.251 |
| <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage. | | | | | <i>Target:</i> Up to three pebbles touched | | <i>Caster Level:</i> 6 | | |

* =Domain/Specialty Spell

Cleric Spells

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|---|----|---------------------------------|-------------------|--|---|----------|------------------------|---|-----------------|
| ☐☐☐☐☐ Magic Weapon | 15 | Will negates (harmless, object) | Standard Action | 1 minute/level | Touch | V,S, DF | Yes (harmless, object) | Transmutation | PHB: p.251 |
| <i>Effect:</i> Weapon gains +1 bonus. | | | | | <i>Target:</i> Weapon touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Moon Lust | 15 | Will negates [harmless] | 1 standard action | 1 round/level | Medium (160 ft.) | V,S,F | Yes | Illusion (Pattern) [Mind-Affecting] | SC: p.143 |
| <i>Effect:</i> Creature becomes fascinated for the duration of the spell. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Nightshield | 15 | 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. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Nimbus of Light | 15 | 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]. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Obscuring Mist | | None | Standard Action | 1 minute/level | 20 ft. | V,S | No | Conjuration (Creation) | PHB: p.258 |
| <i>Effect:</i> Fog surrounds you. | | | | | <i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Omen of Peril | 15 | 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. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Portal Beacon | | None | 1 standard action | 1 hour/level | Close (40 ft.) | V,S | No | Transmutation | SC: p.161 |
| <i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon. | | | | | <i>Target:</i> One interplanar gate or portal | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Protection from Chaos | 15 | 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. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Protection from Evil | 15 | 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. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Protection from Law | 15 | Will negates (harmless) | Standard Action | 1 minute/level [D] | Touch | V,S,M,DF | No; see text | Abjuration [Chaotic] | PHB: p.266 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Remove Fear | 15 | Will negates (harmless) | Standard Action | 10 minutes; see text | Close (40 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. | | | | | <i>Target:</i> One creature/4 levels, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Resist Planar Alignment | 15 | 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. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Resurgence | 15 | 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. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Sanctuary | 15 | 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. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Scholar's Touch | | None | Standard Action | Concentration, up to 6 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. | | | | | <i>Target:</i> One book/round | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Shield of Faith | 15 | Will negates (harmless) | Standard Action | 1 minute/level | Touch | V,S,M | Yes (harmless) | Abjuration | PHB: p.278 |
| <i>Effect:</i> Aura grants +3 deflection bonus. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Sign | 15 | 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. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Snowshoes | 15 | 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. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Spell Flower | 15 | 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. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Summon Monster I | | None | 1 round | 1 round/level [D] | Close (40 ft.) | V,S,F,DF | No | Conjuration (Summoning) | PHB: p.285 |
| <i>Effect:</i> Calls extraplanar creature to fight for you. | | | | | <i>Target:</i> One summoned creature | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Updraft | 15 | 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. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Vigor, Lesser | 15 | 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. | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ 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]. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Wings of the Sea | 15 | 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. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |

LEVEL 2

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|---------------------------------|-------------------|----------------|---|---------|------------------------|---|---------------|
| ☐☐☐☐☐ Aid | | None | Standard Action | 1 minute/level | Touch | V,S, DF | Yes (harmless) | Enchantment (Compulsion) [Mind-Affecting] | PHB: p.196 |
| <i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8 +1/level [max +10] temporary hp. | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Align Weapon | 16 | Will negates (harmless, object) | Standard Action | 1 minute/level | Touch | V,S, DF | Yes (harmless, object) | Transmutation | PHB: p.197 |
| <i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic. | | | | | <i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting] | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Animalistic Power | 16 | Will negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,M | Yes [harmless] | Transmutation | PHB II: p.101 |
| <i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Augury | | None | 1 minute | Instantaneous | Personal | V,S,M,F | No | Divination | PHB: p.202 |
| <i>Effect:</i> Learns whether an action will be good or bad. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |

* =Domain/Specialty Spell

Cleric Spells

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|--|----|---|--------------------|--|--|-----------|------------------------------|---|---------------|
| ☐☐☐☐☐ Aura Against Flame | 16 | N/A | 1 standard action | 1 round/level | Personal | V,S | N/A | Abjuration | SC: p.18 |
| <i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Avoid Planar Effects | | None | 1 immediate action | 1 minute/level | 20 ft. | V | Yes [harmless] | Abjuration | SC: p.19 |
| <i>Effect:</i> Gain temporary respite from the natural effects of a specific plane. | | | | | <i>Target:</i> One creature/level in a 20-ft. radius burst centered on you | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Balor Nimbus | 16 | N/A | 1 standard action | 1 round/level | Personal | V,S,M/DF | N/A | Transmutation | SC: p.24 |
| <i>Effect:</i> Any creature grappling you takes 6d6 points of fire damage. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Bear's Endurance | 16 | Will negates (harmless) | Standard Action | 1 minute/level | Touch | V,S, DF | Yes | Transmutation | PHB: p.203 |
| <i>Effect:</i> Subject gains +4 to Con for 1 minutes/level. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Black Karma Curse | 16 | Will negates | 1 standard action | Instantaneous | Close (40 ft.) | V,S | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB II: p.103 |
| <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. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Blade Brothers | 16 | Will negates (harmless) | 1 standard action | 1 minute/level or until discharged | Touch | V,S | Yes (harmless) | Abjuration | PHB II: p.103 |
| <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. | | | | | <i>Target:</i> Two willing creatures | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Body Blades | 16 | N/A | 1 standard action | 1 minute/level | Personal | V,S | N/A | Transmutation | SC: p.35 |
| <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. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Brambles | | None | 1 standard action | 1 round/level | Touch | V,S,M | No | Transmutation | SC: p.38 |
| <i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage. | | | | | <i>Target:</i> Wooden weapon touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Bull's Strength | 16 | Will negates (harmless) | Standard Action | 1 minute/level | Touch | V,S,M/DF | Yes (harmless) | Transmutation | PHB: p.207 |
| <i>Effect:</i> Subject gains +4 to Str for 1 minutes/level. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Calm Emotions | 16 | Will negates | Standard Action | Concentration, up to 1 round/level [D] | Medium (160 ft.) | V,S, DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: p.207 |
| <i>Effect:</i> Calms creatures, negating emotion effects. | | | | | <i>Target:</i> Creatures in a 20-ft.-radius spread | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Close Wounds | 16 | Will half [harmless]; see text | 1 immediate action | Instantaneous | Close (40 ft.) | V | Yes [harmless] | Conjuration (Healing) | SC: p.48 |
| <i>Effect:</i> Cure 1d4 +1/level [max +5]. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Cloud of Knives | | | 1 standard action | 1 round/level | Personal | V,S,M | | Conjuration | PHB II: p.107 |
| <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. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Consecrate | | None | Standard Action | 2 hours/level | Close (40 ft.) | V,S,M, DF | No | Evocation [Good] | PHB: p.212 |
| <i>Effect:</i> Fills area with positive energy, making undead weaker. | | | | | <i>Target:</i> 20-ft.-radius emanation | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Cure Moderate Wounds | 16 | Will half (harmless); see text | Standard Action | Instantaneous | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | PHB: p.216 |
| <i>Effect:</i> Cures 2d8 +1/level [max +10] damage. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Curse of Ill Fortune | 16 | Will negates | 1 standard action | 1 minute/level | Medium (160 ft.) | V,S,DF | Yes | Necromancy | SC: p.56 |
| <i>Effect:</i> Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks. | | | | | <i>Target:</i> One living creature | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Darkness | | None | Standard Action | 10 minutes/level [D] | Touch | V, M/DF | No | Evocation [Darkness] | PHB: p.216 |
| <i>Effect:</i> 20-ft. radius of supernatural shadow. | | | | | <i>Target:</i> Object touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Dark Way | | None | 1 standard action | 1 round/level | Close (40 ft.) | V,S,DF | Yes | Illusion (Shadow) | SC: p.58 |
| <i>Effect:</i> Create a ribbonlike, weightless, unbreakable bridge. | | | | | <i>Target:</i> One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Deific Vegeance | 16 | Will half | 1 standard action | Instantaneous | Close (40 ft.) | V,S,DF | Yes | Conjuration (Summoning) | SC: p.62 |
| <i>Effect:</i> Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6]. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Deific Vengeance | 16 | Will half | Standard Action | Instantaneous | Close (40 ft.) | V,S,DF | Yes | Conjuration (Summoning) | cmpdiv: null |
| <i>Effect:</i> Cause 3d6 or 6d6 if the target is undead. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Delay Poison | 16 | Fortitude negates (harmless) | Standard Action | 1 hour/level | Touch | V,S, DF | Yes (harmless) | Conjuration (Healing) | PHB: p.217 |
| <i>Effect:</i> Stops poison from harming subject for 1 hour/level. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Divine Insight | 16 | N/A | 1 standard action | 1 hour/level or until discharged [D] | Personal | V,S,DF | N/A | Divination | SC: p.70 |
| <i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Divine Interdiction | 16 | Will negates or None [object]; see text | 1 standard action | 1 round/level | Close (40 ft.) | V | Yes or No [object]; see text | Abjuration | SC: p.70 |
| <i>Effect:</i> Temp loss of turning power & domain powers. | | | | | <i>Target:</i> 10-ft.-radius emanation centered on a creature, object, or point in space | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Divine Protection | 16 | Will negates [harmless] | 1 standard action | 1 minute/level | Medium (160 ft.) | V,S,DF | Yes [harmless] | Enchantment (Compulsion) [Mind-Affecting] | SC: p.70 |
| <i>Effect:</i> +1 morale bonus to AC and saving throws. | | | | | <i>Target:</i> Allies in a 20-ft.-radius burst | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Eagle's Splendor | 16 | Will negates (harmless) | Standard Action | 1 minute/level | Touch | V,S,M/DF | Yes | Transmutation | PHB: p.225 |
| <i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Energized Shield, Lesser | | None | 1 standard action | 1 round/level | Touch | V,S,DF | No | Abjuration [See text] | SC: p.79 |
| <i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic]. you can 5 resistance; see text | | | | | <i>Target:</i> Touch | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Enthral | 16 | Will negates; see text | 1 round | 1 hour or less | Medium (160 ft.) | V,S | Yes | Enchantment (Charm) | PHB: p.227 |
| <i>Effect:</i> Captivates all within 100 ft. +10 ft./level | | | | | <i>Target:</i> Any number of creatures | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Extend Tentacles | 16 | N/A | 1 standard action | Instantaneous | Personal | V | N/A | Transmutation | SC: p.86 |
| <i>Effect:</i> Extends your tentacles by 5 ft. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Find Traps | | None | Standard Action | 1 minute/level | Personal | V,S | No | Divination | PHB: p.230 |
| <i>Effect:</i> Notice traps as a rogue does. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |

* =Domain/Speciality Spell

Cleric Spells

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|---|----|--|--------------------|------------------------------------|---|----------|------------------------|---|-----------------|
| ☐☐☐☐☐ Frost Breath | 16 | Reflex half | 1 standard action | Instantaneous | 30 ft. | V,S,M | Yes | Evocation [Cold] | SC: p.100 |
| <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. | | | | | <i>Target:</i> Cone-shaped burst | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Fuse Arms | 16 | Fortitude negates [harmless] | 1 standard action | 10 minutes/level | Touch | V,S | Yes [harmless] | Transmutation | SC: p.100 |
| <i>Effect:</i> Gain +4 Str for every set of limbs fused to the primary limb. | | | | | <i>Target:</i> Creature with at least two arms or tentacles touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Gentle Repose | 16 | Will negates (object) | Standard Action | 1 day/level | Touch | V,S,M/DF | Yes (object) | Necromancy | PHB: p.235 |
| <i>Effect:</i> Preserves one corpse. | | | | | <i>Target:</i> Corpse touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Ghost Touch Armor | 16 | Will negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,M | Yes [harmless] | Transmutation | SC: p.102 |
| <i>Effect:</i> Armor gains Ghost Touch property. | | | | | <i>Target:</i> Armor of creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Hand of Divinity | | None | 1 minute | 1 minute/level | Touch | V,S,DF | No | Evocation [See text] | SC: p.109 |
| <i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Healing Lorecall | 16 | N/A | 1 standard action | 10 minutes/level | Personal | V,S,M | N/A | Divination | SC: p.110 |
| <i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjunction [Healing] spells. Can also heal more; see text. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Hold Person | 16 | Will negates; see text | Standard Action | 1 round/level [D]; see text | Medium (160 ft.) | V,S,F/DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: p.241 |
| <i>Effect:</i> Paralyzes one humanoid for 1 round/level. | | | | | <i>Target:</i> One humanoid creature | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Inflict Moderate Wounds | 16 | Will half | Standard Action | Instantaneous | Touch | V,S | Yes | Necromancy | PHB: p.244 |
| <i>Effect:</i> Touch attack, 2d8 +1/level [max +10] damage. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Inky Cloud | | None | 1 standard action | 10 minutes/level | 30 ft. | V,S,M | No | Conjunction (Creation) | SC: p.123 |
| <i>Effect:</i> Inky cloud that works under water. | | | | | <i>Target:</i> 30-ft.-radius spread centered on you | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Insight of Good Fortune | 16 | Will negates (harmless) | 1 standard action | 1 minute/level or until discharged | Close (40 ft.) | V,S,M | Yes (harmless) | Divination | PHB II: p.115 |
| <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. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Insignia of Alarm | | None | Standard Action | Instantaneous | Long (640 ft.) | V,S,F | Yes (harmless) | Abjuration | Race Des: p.166 |
| <i>Effect:</i> Spell alerts all wearers. | | | | | <i>Target:</i> All wearers of special insignia within range | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Iron Silence | 16 | Will negates [harmless,object] | 1 standard action | 1 hour/level [D] | Touch | V,S,DF | Yes [harmless,object] | Transmutation | SC: p.125 |
| <i>Effect:</i> Hide and Move Silent check ignore the Armor penalty during the duration of the spell. | | | | | <i>Target:</i> One suit of armor touched/3 levels | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Light of Mercuria | | None | 1 standard action | 10 minutes/level [D] | Medium (160 ft.) | V,S | Yes; see text | Evocation [Good, Light] | SC: p.132 |
| <i>Effect:</i> Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders. | | | | | <i>Target:</i> You and up to two rays; see text | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Living Undeath | 16 | Fortitude negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,DF | Yes [harmless] | Necromancy | SC: p.134 |
| <i>Effect:</i> Not subject to sneak attacks or criticals; -4 penalty to Cha score. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Make Whole | 16 | Will negates (harmless, object) | Standard Action | Instantaneous | Close (40 ft.) | V,S | Yes (harmless, object) | Transmutation | PHB: p.252 |
| <i>Effect:</i> Repairs an object. | | | | | <i>Target:</i> One object of up to 10 cu. ft./level | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Mark of Judgement | 16 | Will negates | 1 standard action | 1 round/level | Medium (160 ft.) | V,S,DF | Yes | Necromancy | PHB II: p.119 |
| <i>Effect:</i> Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage. | | | | | <i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Mark of the Outcast | 16 | Will negates | 1 standard action | Permanent | Close (40 ft.) | V,S,DF | Yes | Necromancy | SC: p.138 |
| <i>Effect:</i> Creates an indelible mark on the subjects face; see text. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Master's Touch (Skillful) | 16 | Will negates (harmless) | 1 immediate action | Instantaneous | Close (40 ft.) | V | Yes (harmless) | Divination | PHB II: p.119 |
| <i>Effect:</i> Subject gains +4 insight bonus to one skill check. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Owl's Wisdom | 16 | Will negates (harmless) | Standard Action | 1 minute/level | Touch | V,S,M/DF | Yes | Transmutation | PHB: p.259 |
| <i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Protection from Negative Energy | 16 | Will negates [harmless] | 1 standard action | 10 minutes/level | Touch | V,S | Yes [harmless] | Abjuration | SC: p.163 |
| <i>Effect:</i> Subtract 10 hp worth of damage from each negative energy attack. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Protection from Positive Energy | 16 | Will negates [harmless] | 1 standard action | 10 minutes/level | Touch | V,S | Yes [harmless] | Abjuration | SC: p.163 |
| <i>Effect:</i> Subtract 10 hp worth of damage from each positive energy attack. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Quick March | 16 | Will negates [harmless] | 1 standard action | 1 round | Medium (160 ft.) | V,S,DF | Yes [harmless] | Transmutation | SC: p.164 |
| <i>Effect:</i> Subjects base land speed increased by 30 feet. | | | | | <i>Target:</i> Allies in a 20-ft.-radius burst | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Remove Paralysis | 16 | Will negates (harmless) | Standard Action | Instantaneous | Close (40 ft.) | V,S | Yes (harmless) | Conjunction (Healing) | PHB: p.271 |
| <i>Effect:</i> Frees one or more creatures from paralysis or slow effect. | | | | | <i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Resist Energy | 16 | Fortitude negates (harmless) | Standard Action | 10 minutes/level | Touch | V,S, DF | Yes (harmless) | Abjuration | PHB: p.272 |
| <i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Restoration, Lesser | 16 | Will negates (harmless) | 3 rounds | Instantaneous | Touch | V,S | Yes (harmless) | Conjunction (Healing) | PHB: p.272 |
| <i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Share Talents | 16 | Will negates (harmless) | 1 round | 10 minutes/level | Touch | V,S,M | Yes (harmless) | Transmutation | PHB II: p.124 |
| <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. | | | | | <i>Target:</i> Two willing creatures touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Shatter | 16 | Will negates (object); Will negates (object) or Fortitude half; see text | Standard Action | Instantaneous | Close (40 ft.) | V,S,M/DF | Yes (object) | Evocation [Sonic] | PHB: p.278 |
| <i>Effect:</i> Sonic vibration damages objects or crystalline creatures. | | | | | <i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Shield Other | 16 | Will negates (harmless) | Standard Action | 1 hour/level [D] | Close (40 ft.) | V,S,F | Yes (harmless) | Abjuration | PHB: p.278 |
| <i>Effect:</i> You take half of subject's damage. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 6 | | |

* =Domain/Specialty Spell

Cleric Spells

| | | | | | | | | | |
|---|----|---|--------------------|----------------------|--|----------|------------------------------|---|-----------------|
| ☐☐☐☐☐ Shroud of Undeath | 16 | N/A | 1 standard action | 10 minutes/level [D] | Personal | V,S,M | N/A | Necromancy | SC: p.189 |
| <i>Effect:</i> Shroud yourself in invisible negative energy so nonintelligent undead perceive you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Silence | 16 | Will negates; see text or none (object) | Standard Action | 1 minute/level [D] | Long (640 ft.) | V,S | Yes; see text or no (object) | Illusion (Glamer) | PHB: p.279 |
| <i>Effect:</i> Negates sound in 15-ft. radius. | | | | | <i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Sound Burst | 16 | Fortitude partial | Standard Action | Instantaneous | Close (40 ft.) | V,S,F/DF | Yes | Evocation [Sonic] | PHB: p.281 |
| <i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them. | | | | | <i>Target:</i> 10-ft.-radius spread | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Spawn Screen | 16 | Will negates [harmless] | 1 standard action | 1 hour/level | Touch | V,S,DF | Yes [harmless] | Necromancy | SC: p.197 |
| <i>Effect:</i> Subject will not rise as spawn if killed by an undead capable of creating spawn. | | | | | <i>Target:</i> One creature/level | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Spell Immunity, Lesser | 16 | Will negates [harmless] | 1 standard action | 10 minutes/level | Touch | V,S | Yes [harmless] | Abjuration | SC: p.199 |
| <i>Effect:</i> Protects one creature from a single 1st- or 2nd-level spell; see text. | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Spiritual Weapon | | None | Standard Action | 1 round/level [D] | Medium (160 ft.) | V,S, DF | Yes | Evocation [Force] | PHB: p.283 |
| <i>Effect:</i> Magical weapon attacks on its own. | | | | | <i>Target:</i> Magic weapon of force | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Stabilize | 16 | Will negates [harmless]; see text | 1 swift action | Instantaneous | See text | V,S,DF | Yes [harmless] | Conjuration (Healing) | SC: p.204 |
| <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]. | | | | | <i>Target:</i> 50-ft.-radius burst centered on you | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Status | 16 | Will negates (harmless) | Standard Action | 1 hour/level | Touch | V,S | Yes (harmless) | Divination | PHB: p.284 |
| <i>Effect:</i> Monitors condition, position of allies. | | | | | <i>Target:</i> One/per 3 levels living creatures touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Stay the Hand | 16 | Will negates | 1 immediate action | Instantaneous | Medium (160 ft.) | V | Yes | Enchantment (Charm) [Mind-Affecting] | PHB II: p.126 |
| <i>Effect:</i> Target refrains from attacking you or targeting you with spells for the remainder of the current round. | | | | | <i>Target:</i> One humanoid | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Stone Bones | 16 | Will negates [harmless] | 1 standard action | 10 minutes/level | Touch | V,S,F | Yes [harmless] | Transmutation | SC: p.208 |
| <i>Effect:</i> Target gains natural armor AC bonus of +3. | | | | | <i>Target:</i> Corporeal undead creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Stone Fist | | None | Standard Action | 6 rounds [D] | Personal | V,S,DF | No | Transmutation | Race Sto: p.163 |
| <i>Effect:</i> Acts as if armed and your hands become hard inflicting damage; see text. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Stretch Weapon | 16 | Will negates (harmless, object) | 1 swift action | One attack | 0 ft. | V | Yes (harmless, object) | Transmutation | PHB II: p.126 |
| <i>Effect:</i> Adds 5 feet of reach for one attack. | | | | | <i>Target:</i> Melee weapon wielded | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Summon Elysian Thrush | | None | 10 minutes | 8 hours | Close (40 ft.) | V,S,DF | No | Conjuration (Summoning) [Good] | SC: p.214 |
| <i>Effect:</i> Summons a Elysian thrush [Planar Handbook 118]; see text | | | | | <i>Target:</i> One summoned Elysian thrush | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Summon Monster II | | None | 1 round | 1 round/level [D] | Close (40 ft.) | V,S,F/DF | No | Conjuration (Summoning) | PHB: p.286 |
| <i>Effect:</i> Calls extraplanar creature to fight for you. | | | | | <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Undetectable Alignment | 16 | Will negates (object) | Standard Action | 24 hours | Close (40 ft.) | V,S | Yes (object) | Abjuration | PHB: p.297 |
| <i>Effect:</i> Conceals alignment for 24 hours. | | | | | <i>Target:</i> One creature or object | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Veil of Shadow | 16 | N/A | 1 standard action | 1 minute/level | Personal | V,S | N/A | Evocation [Darkness] | SC: p.228 |
| <i>Effect:</i> Grants you a 20% miss chance from concealment. | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Zone of Truth | 16 | Will negates | Standard Action | 1 minute/level | Close (40 ft.) | V,S, DF | Yes | Enchantment (Compulsion) [Mind-Affecting] | PHB: p.303 |
| <i>Effect:</i> Subjects within range cannot lie. | | | | | <i>Target:</i> 20-ft.-radius emanation | | <i>Caster Level:</i> 6 | | |

LEVEL 3

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|---------------------------------|--------------------|-------------------------|--|----------|------------------------|---|---------------|
| ☐☐☐☐☐ Aid, Mass | | None | 1 standard action | 1 minute/level | Close (40 ft.) | V,S,DF | Yes [harmless] | Enchantment (Compulsion) [Mind-Affecting] | SC: p.8 |
| <i>Effect:</i> +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp. | | | | | <i>Target:</i> One or more creatures, no two of which are more than 30 ft. apart | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Air Breathing | 17 | Will negates [harmless] | 1 standard action | 2 hours/level; see text | Touch | S,M/DF | Yes [harmless] | Transmutation | SC: p.8 |
| <i>Effect:</i> Grants creatures the ability to breath air. | | | | | <i>Target:</i> Living creatures touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Align Weapon, Mass | 17 | Will negates [harmless, object] | 1 standard action | 1 minute/level | Close (40 ft.) | V,S,DF | Yes [harmless, object] | Transmutation [See text] | SC: p.9 |
| <i>Effect:</i> Functions like align weapon, except it effects multiple weapons or projectiles at a distance. | | | | | <i>Target:</i> One weapon/level, no two of which are more than 30 ft. apart | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Alter Fortune | | None | 1 immediate action | Instantaneous | Close (40 ft.) | V,X | No | Divination | PHB II: p.101 |
| <i>Effect:</i> Target must reroll any die roll it just made taking the second roll. | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Anarchic Storm | | None | 1 standard action | 1 round/level [D] | 20 ft. | V,S,M,DF | No | Conjuration (Creation) [Chaotic, Water] | SC: p.11 |
| <i>Effect:</i> Storm imposes penalties and damages lawful creatures. | | | | | <i>Target:</i> Cylinder [20-ft. radius, 20 ft. high] | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Antidragon Aura | 17 | Will negates [harmless] | 1 standard action | 1 minute/level | Close (40 ft.) | V,S,M,DF | Yes [harmless] | Abjuration | SC: p.14 |
| <i>Effect:</i> All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text | | | | | <i>Target:</i> One creature/2 levels, no two of which are more than 30 ft. apart | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Attune Form | 17 | N/A | 1 standard action | 24 hours | Touch | V,S,M/DF | N/A | Transmutation | SC: p.17 |
| <i>Effect:</i> Attunes the affected creatures to the plane you are currently on, negating harmful effects. | | | | | <i>Target:</i> One creature/3 levels | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Awaken Sin | 17 | Will negates | 1 standard action | Instantaneous | Touch | V,S,DF | Yes | Enchantment (Compulsion) [Fear, Good, Mind-Affecting] | SC: p.21 |
| <i>Effect:</i> Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage. | | | | | <i>Target:</i> One evil creature with Intelligence 3+ | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Axiomatic Storm | | None | 1 standard action | 1 round/level | 20 ft. | V,S,M,DF | No | Conjuration (Creation) [Lawful, Water] | SC: p.22 |
| <i>Effect:</i> Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid. | | | | | <i>Target:</i> Cylinder [20-ft. radius, 20 ft. high] | | <i>Caster Level:</i> 6 | | |

* =Domain/Specialty Spell

Character: Liam Archon

Player: Nick Fuller

Created using PCGen on Nov 13, 2010 at 7:52:54 PM

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pccgen@yahoo.com with "OS Suggestion" in the subject line.

Cleric Spells

| | | | | | | | | | | | | | |
|---|--|--|--|--|----|-------------------------------------|-------------------|--------------------------------------|--|---------|--------------------------|-------------------------------------|---------------|
| Bestow Curse | | | | | 17 | Will negates | Standard Action | Permanent | Touch | V,S | Yes | Necromancy | PHB: p.203 |
| Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action. | | | | | | | | | Target: Creature touched | | Caster Level: 6 | | |
| Blade of Pain and Fear | | | | | 17 | Will partial | 1 standard action | 1 minute/level [D] | 0 ft. | V,S,DF | Yes | Evocation | SC: p.30 |
| Effect: Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds. | | | | | | | | | Target: Swordlike column of gnashing teeth | | Caster Level: 6 | | |
| Blindness/Deafness | | | | | 17 | Fortitude negates | Standard Action | Permanent [D] | Medium (160 ft.) | V | Yes | Necromancy | PHB: p.206 |
| Effect: Makes subject blinded or deafened. | | | | | | | | | Target: One living creature | | Caster Level: 6 | | |
| Blindsight | | | | | 17 | Will negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S | Yes [harmless] | Transmutation | SC: p.32 |
| Effect: Grant blindsight to 30 ft. | | | | | | | | | Target: Creature touched | | Caster Level: 6 | | |
| Chain of Eyes | | | | | 17 | Will negates | 1 standard action | 1 hour/level | Touch | V,S | Yes | Divination | SC: p.45 |
| Effect: Scrying sensor passed along by touch. | | | | | | | | | Target: Living creature touched | | Caster Level: 6 | | |
| Channeled Divine Shield | | | | | | | See text | 1 round/level | Personal | V,S | | Abjuration | PHB II: p.106 |
| Effect: Gain DR based upon casting time; See text. | | | | | | | | | Target: You | | Caster Level: 6 | | |
| Checkmate's Light | | | | | | None | 1 standard action | 1 round/level [D] | Touch | V,S,DF | No | Evocation [Lawful] | SC: p.46 |
| Effect: Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light. | | | | | | | | | Target: Melee weapon touched | | Caster Level: 6 | | |
| Circle Dance | | | | | 17 | N/A | 1 minute | Instantaneous | Personal | V,S | N/A | Divination | SC: p.46 |
| Effect: Get direction and general status of a known target. | | | | | | | | | Target: You | | Caster Level: 6 | | |
| Cloak of Bravery | | | | | 17 | Will negates [harmless] | 1 standard action | 10 minutes/level | 60 ft. | V,S | Yes [harmless] | Abjuration [Mind-Affecting] | SC: p.47 |
| Effect: You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10]. | | | | | | | | | Target: 60-ft.-radius emanation centered on you | | Caster Level: 6 | | |
| Cloak Pool | | | | | 17 | Will negates [harmless,object] | 1 standard action | 1 hour/level [D] | Close (40 ft.) | V,S | No | Illusion (Glamour) [Mind-Affecting] | SC: p.48 |
| Effect: Causes a color pool on the Astral Plane to seemingly cease to exist. | | | | | | | | | Target: One color pool | | Caster Level: 6 | | |
| Continual Flame | | | | | | None | Standard Action | Permanent | Touch | V,S,M | No | Evocation [Light] | PHB: p.213 |
| Effect: Makes a permanent, heatless torch. | | | | | | | | | Target: Object touched Magical, heatless flame | | Caster Level: 6 | | |
| Conviction, Mass | | | | | 17 | Will negates [harmless] | 1 standard action | 10 minutes/level | Medium (160 ft.) | V,S,M | Yes [harmless] | Abjuration | SC: p.52 |
| Effect: Same as conviction, except it affects multiple allies at a distance. | | | | | | | | | Target: Allies in a 20-ft.-radius burst | | Caster Level: 6 | | |
| Corona of Cold | | | | | 17 | Fortitude negates | 1 standard action | 1 round/level [D] | 10 ft. | V,S,DF | Yes | Evocation [Cold] | SC: p.52 |
| Effect: Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as ong as they remain in the area. | | | | | | | | | Target: 20-ft.-radius spread | | Caster Level: 6 | | |
| Create Food and Water | | | | | | None | 10 minutes | 24 hours; see text | Close (40 ft.) | V,S | No | Conjuration (Creation) | PHB: p.214 |
| Effect: Feeds 3 humans or 1 horses/level. | | | | | | | | | Target: Food and water to sustain 3 humans/level or one horse/level for 24 hours | | Caster Level: 6 | | |
| Crown of Grave | | | | | 17 | Will negates (harmless) | 1 standard action | 1 hour/level [D] or until discharged | Touch | V,S,M,F | Yes (harmless) | Necromancy | PHB II: p.108 |
| Effect: Wearer can compel undead with a one-word command once per minute. See text. | | | | | | | | | Target: Creature touched | | Caster Level: 6 | | |
| Crown of Might | | | | | 17 | Will negates (harmless) | 1 standard action | 1 hour/level [D] or until discharged | Touch | V,S,F | Yes (harmless) | Transmutation | PHB II: p.108 |
| Effect: +2 Strength enhancement or discharge for +8 Strength for one round. | | | | | | | | | Target: Creature touched | | Caster Level: 6 | | |
| Crown of Protection | | | | | 17 | Will negates (harmless) | 1 standard action | 1 hour/level [D] or until discharged | Touch | V,S,F | Yes (harmless) | Transmutation | PHB II: p.108 |
| Effect: +1 deflection bonus to AC and +1 resistance bonus on all saves. | | | | | | | | | Target: Creature touched | | Caster Level: 6 | | |
| Crown of Smiting | | | | | 17 | Will negates (harmless) | 1 standard action | 1 hour/level [D] or until discharged | Touch | V,S,F | Yes (harmless) | Evocation | PHB II: p.108 |
| Effect: Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls no next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus. | | | | | | | | | Target: Creature touched | | Caster Level: 6 | | |
| Cure Serious Wounds | | | | | 17 | Will half (harmless); see text | Standard Action | Instantaneous | Touch | V,S | Yes (harmless); see text | Conjuration (Healing) | PHB: p.216 |
| Effect: Cures 3d8 +1/level [max +15] damage. | | | | | | | | | Target: Creature touched | | Caster Level: 6 | | |
| Curse of Arrow Attraction | | | | | 17 | Will negates | 1 standard action | 1 round/level | Medium (160 ft.) | V,S,M | Yes | Transmutation | PHB II: p.109 |
| Effect: Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed. | | | | | | | | | Target: One creature | | Caster Level: 6 | | |
| Darkfire | | | | | | None | 1 standard action | 1 round/level [D] | 0 ft. | V,S | Yes | Evocation [Fire] | SC: p.59 |
| Effect: Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6]. | | | | | | | | | Target: Flame in your palm | | Caster Level: 6 | | |
| Daylight | | | | | | None | Standard Action | 10 minutes/level [D] | Touch | V,S | No | Evocation [Light] | PHB: p.216 |
| Effect: 60-ft. radius of bright light. | | | | | | | | | Target: Object touched | | Caster Level: 6 | | |
| Deeper Darkness | | | | | | None | Standard Action | 1 day/level [D] | Touch | V, M/DF | No | Evocation [Darkness] | PHB: p.217 |
| Effect: Object sheds supernatural shadow in 60-ft. radius. | | | | | | | | | Target: Object touched | | Caster Level: 6 | | |
| Demon Dirge | | | | | 17 | NWill half | 1 standard action | 1d6 rounds; see text | Close (40 ft.) | V,S,DF | Yes | Transmutation | SC: p.63 |
| Effect: Deals 2d6 damage to any creature with both Chaotic and Evil subtypes [No Save. If the creature is Tanar'ri it is also stunned unless it saves. | | | | | | | | | Target: Living creature | | Caster Level: 6 | | |
| Devil Blight | | | | | 17 | None or Fortitude partial; see text | 1 standard action | 1d6 rounds | Close (40 ft.) | V,S,DF | Yes | Transmutation | SC: p.64 |
| Effect: Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned.. | | | | | | | | | Target: Living creature | | Caster Level: 6 | | |
| Dispel Magic | | | | | | None | Standard Action | Instantaneous | Medium (160 ft.) | V,S | No | Abjuration | PHB: p.223 |
| Effect: Cancels magical spells and effects. | | | | | | | | | Target: One spellcaster, creature, or object; or 20-ft.-radius burst | | Caster Level: 6 | | |
| Divine Retaliation | | | | | | None | 1 swift action | 1 round | 0 ft. | V,S,DF | No | Evocation [Force] | PHB II: p.110 |
| Effect: Create divine weapon that mimics deity's favored weapon. Attack modifier is caster level + Str or Wis modifier [your choice]. Damage is the same as base weapon + 1-1/2 Str or Wis modifier [your choice]. The weapon strikes for like amount against any creature that attacks you. | | | | | | | | | Target: Magic weapon of force | | Caster Level: 6 | | |
| Downdraft | | | | | 17 | Reflex partial; see text | 1 standard action | Instantaneous | Long (640 ft.) | V,S,M | Yes | Evocation [Air] | SC: p.72 |
| Effect: Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.]. | | | | | | | | | Target: Cylinder [20-ft. radius, 100 ft. high] | | Caster Level: 6 | | |
| * =Domain/Specialty Spell | | | | | | | | | | | | | |

Cleric Spells

| | |
|--|---|
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Energized Shield</div> </div> <div> <div>None</div> <div>1 standard action</div> <div>1 round/level</div> </div> <div> <div>Touch</div> <div>V,S,DF</div> <div>No</div> </div> <div> <div>Abjuration [See text]</div> <div>SC: p.79</div> </div> | |
| <div> <div>Effect:</div> <div>As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6</div> </div> | <div> <div>Target: Touch</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Energy Aegis</div> </div> <div> <div>17</div> <div>Will negates (harmless)</div> <div>1 immediate action</div> <div>1 round</div> </div> <div> <div>Close (40 ft.)</div> <div>V,DF</div> <div>Yes (harmless)</div> </div> <div> <div>Abjuration</div> <div>PHB II: p.111</div> </div> | |
| <div> <div>Effect:</div> <div>Gain resistance 20 against one energy type for one attack.</div> </div> | <div> <div>Target: One creature</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Energy Vortex</div> </div> <div> <div>17</div> <div>Reflex half</div> <div>1 standard action</div> <div>Instantaneous</div> </div> <div> <div>20 ft.</div> <div>V,S</div> <div>Yes</div> </div> <div> <div>Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]</div> <div>SC: p.81</div> </div> | |
| <div> <div>Effect:</div> <div>Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage centered on you as well.</div> </div> | <div> <div>Target: All creatures within a 20-ft.-radius burst centered on you</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Energy Vulnerability</div> </div> <div> <div>17</div> <div>Will negates</div> <div>1 standard action</div> <div>1 round/level</div> </div> <div> <div>Medium (160 ft.)</div> <div>V,S,M/DF</div> <div>Yes</div> </div> <div> <div>Abjuration</div> <div>PHB II: p.112</div> </div> | |
| <div> <div>Effect:</div> <div>You can affect a number of creatures with total hit dice equal to twice your caster level. You select which creatures are affected. Choose an energy type and that creature takes an additional 50% damage from that type.</div> </div> | <div> <div>Target: One or more creatures within a 10-ft.-radius burst</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Favorable Sacrifice</div> </div> <div> <div>17</div> <div>Will negates [harmless]</div> <div>1 standard action</div> <div>1 hour/level</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>Yes [harmless]</div> </div> <div> <div>Abjuration</div> <div>SC: p.89</div> </div> | |
| <div> <div>Effect:</div> <div>Gain benefit from deity; see text.</div> </div> | <div> <div>Target: Creature touched</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fell the Greatest Foe</div> </div> <div> <div>17</div> <div>Fortitude negates [harmless]</div> <div>1 standard action</div> <div>1 round/level</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>Yes [harmless]</div> </div> <div> <div>Transmutation</div> <div>SC: p.90</div> </div> | |
| <div> <div>Effect:</div> <div>Deal 1d6 damage per size category difference.</div> </div> | <div> <div>Target: Creature touched</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Flame of Faith</div> </div> <div> <div>None</div> <div>1 standard action</div> <div>1 round/level</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>No</div> </div> <div> <div>Evocation</div> <div>SC: p.95</div> </div> | |
| <div> <div>Effect:</div> <div>Normal or masterwork weapon becomes temporary +1 flaming burst weapon.</div> </div> | <div> <div>Target: Nonmagical weapon touched</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ghost Touch Weapon</div> </div> <div> <div>17</div> <div>Will negates [harmless,object]</div> <div>1 standard action</div> <div>1 minute/level</div> </div> <div> <div>Close (40 ft.)</div> <div>V,S</div> <div>Yes [harmless,object]</div> </div> <div> <div>Transmutation</div> <div>SC: p.102</div> </div> | |
| <div> <div>Effect:</div> <div>Hit incorporeal normally.</div> </div> | <div> <div>Target: One weapon or fifty projectiles [all in contact at time of casting]</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Girallon's Blessing</div> </div> <div> <div>17</div> <div>Fortitude negates [harmless]</div> <div>1 standard action</div> <div>10 minutes/level</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>Yes [harmless]</div> </div> <div> <div>Transmutation</div> <div>SC: p.106</div> </div> | |
| <div> <div>Effect:</div> <div>Gain an additional pair of arms; see text</div> </div> | <div> <div>Target: Creature touched</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Glyph of Warding</div> </div> <div> <div>17</div> <div>See text</div> <div>10 minutes</div> <div>Permanent until discharged [D]</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>No (object) and Yes; see text</div> </div> <div> <div>Abjuration</div> <div>PHB: p.236</div> </div> | |
| <div> <div>Effect:</div> <div>Inscription harms those who pass it.</div> </div> | <div> <div>Target: Object touched or up to 5 sq. ft/level</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Grace</div> </div> <div> <div>17</div> <div>N/A</div> <div>1 swift action</div> <div>1 round/level</div> </div> <div> <div>Personal</div> <div>V</div> <div>N/A</div> </div> <div> <div>Transmutation [Good]</div> <div>SC: p.107</div> </div> | |
| <div> <div>Effect:</div> <div>+2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.</div> </div> | <div> <div>Target: You</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hamatula Barbs</div> </div> <div> <div>17</div> <div>Fortitude negates</div> <div>1 standard action</div> <div>10 minutes/level</div> </div> <div> <div>Touch</div> <div>V,S,M</div> <div>Yes [harmless]</div> </div> <div> <div>Transmutation</div> <div>SC: p.109</div> </div> | |
| <div> <div>Effect:</div> <div>Any creature hitting the subject takes 1d8 damage.</div> </div> | <div> <div>Target: Creature touched</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Helping Hand</div> </div> <div> <div>None</div> <div>Standard Action</div> <div>1 hour/level</div> </div> <div> <div>5 miles</div> <div>V,S, DF</div> <div>No</div> </div> <div> <div>Evocation</div> <div>PHB: p.239</div> </div> | |
| <div> <div>Effect:</div> <div>Ghostly hand leads subject to you.</div> </div> | <div> <div>Target: Ghostly hand</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hesitate</div> </div> <div> <div>17</div> <div>Will negates; see text</div> <div>1 immediate action</div> <div>1 round/level [D]; see text</div> </div> <div> <div>Close (40 ft.)</div> <div>V,S</div> <div>Yes</div> </div> <div> <div>Enchantment [Compulsion] [Mind-Affecting]</div> <div>PHB II: p.114</div> </div> | |
| <div> <div>Effect:</div> <div>Creature can only take move action on it's turn; retry save each round [swift action].</div> </div> | <div> <div>Target: One living creature</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Holy Storm</div> </div> <div> <div>None</div> <div>1 standard action</div> <div>1 round/level [D]</div> </div> <div> <div>20 ft.</div> <div>V,S,M,DF</div> <div>No</div> </div> <div> <div>Conjuration (Creation) [Good, Water]</div> <div>SC: p.115</div> </div> | |
| <div> <div>Effect:</div> <div>-4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].</div> </div> | <div> <div>Target: Cylinder [20-ft. radius, 20 ft. high]</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Ice Axe</div> </div> <div> <div>None</div> <div>1 standard action</div> <div>1 round/level [D]</div> </div> <div> <div>0 ft.</div> <div>V,S,M</div> <div>Yes</div> </div> <div> <div>Evocation [Cold]</div> <div>SC: p.118</div> </div> | |
| <div> <div>Effect:</div> <div>Axe deals 2d12 of cold damage +1/2 caster level [max +10].</div> </div> | <div> <div>Target: Battleaxe-shaped weapon of swirling ice</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Inflict Serious Wounds</div> </div> <div> <div>17</div> <div>Will half</div> <div>Standard Action</div> <div>Instantaneous</div> </div> <div> <div>Touch</div> <div>V,S</div> <div>Yes</div> </div> <div> <div>Necromancy</div> <div>PHB: p.244</div> </div> | |
| <div> <div>Effect:</div> <div>Touch attack, 3d8 +1/level [max +15] damage.</div> </div> | <div> <div>Target: Creature touched</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Insignia of Blessing</div> </div> <div> <div>None</div> <div>Standard Action</div> <div>6 minutes</div> </div> <div> <div>Long (640 ft.)</div> <div>V,S,F</div> <div>Yes (harmless)</div> </div> <div> <div>Enchantment [Compulsion] [Mind-Affecting]</div> <div>Race Des: p.166</div> </div> | |
| <div> <div>Effect:</div> <div>+1 morale bonus on attack rolls and on saving throws against fear effects.</div> </div> | <div> <div>Target: All wearers of special insignia within range</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Insignia of Healing</div> </div> <div> <div>17</div> <div>Will half (Harmless)</div> <div>Standard Action</div> <div>Instantaneous</div> </div> <div> <div>Long (640 ft.)</div> <div>V,S,F</div> <div>Yes (harmless);see text</div> </div> <div> <div>Conjuration (Healing)</div> <div>Race Des: p.166</div> </div> | |
| <div> <div>Effect:</div> <div>Heals 1d8+6 to all wearers.</div> </div> | <div> <div>Target: All wearers of special insignia within range</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Insignia of Warding</div> </div> <div> <div>17</div> <div>Will negates (Harmless)</div> <div>Standard Action</div> <div>6 minutes</div> </div> <div> <div>Long (640 ft.)</div> <div>V,S,F</div> <div>Yes (harmless)</div> </div> <div> <div>Abjuration</div> <div>Race Des: p.166</div> </div> | |
| <div> <div>Effect:</div> <div>+1 divine bonus to AC and on Fort saves.</div> </div> | <div> <div>Target: All wearers of special insignia within range</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Interplanar Message</div> </div> <div> <div>17</div> <div>Will negates [harmless]</div> <div>1 standard action</div> <div>24 hours/level</div> </div> <div> <div>One creature</div> <div>V,S</div> <div>Yes [harmless]</div> </div> <div> <div>Evocation [Language-Dependent]</div> <div>SC: p.124</div> </div> | |
| <div> <div>Effect:</div> <div>Send 25 words or less to the targeted creature; see text.</div> </div> | <div> <div>Target: One creature</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Invest Moderate Protection</div> </div> <div> <div>17</div> <div>Will half (harmless); see text</div> <div>1 standard action</div> <div>Instantaneous; see text</div> </div> <div> <div>Touch</div> <div>V,S</div> <div>Yes (harmless); see text</div> </div> <div> <div>Conjuration (Healing)</div> <div>PHB II: p.115</div> </div> | |
| <div> <div>Effect:</div> <div>Living creature healed 3d4 +1 per two caster levels [max +6] and gains DR:1/evil for 1 minute, undead damaged by likewise amount. On failed save undead take an extra 3 points of damage from a weapon that overcomes DR/good.</div> </div> | <div> <div>Target: Creature touched</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Invisibility Purge</div> </div> <div> <div>None</div> <div>Standard Action</div> <div>1 minute/level [D]</div> </div> <div> <div>Personal</div> <div>V,S</div> <div>No</div> </div> <div> <div>Evocation</div> <div>PHB: p.245</div> </div> | |
| <div> <div>Effect:</div> <div>Dispels invisibility within 5 ft./level</div> </div> | <div> <div>Target: You</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Knight's Move</div> </div> <div> <div>17</div> <div>N/A</div> <div>1 swift action</div> <div>Instantaneous</div> </div> <div> <div>5 ft./2 levels; see text</div> <div>V,S,DF</div> <div>N/A</div> </div> <div> <div>Transmutatin (Teleportation)</div> <div>SC: p.129</div> </div> | |
| <div> <div>Effect:</div> <div>Teleport and end up flanking an opponent.</div> </div> | <div> <div>Target: You</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Know Opponent</div> </div> <div> <div>17</div> <div>Will negates</div> <div>1 standard action</div> <div>Instantaneous</div> </div> <div> <div>Close (40 ft.)</div> <div>S,DF</div> <div>Yes</div> </div> <div> <div>Divination</div> <div>SC: p.129</div> </div> | |
| <div> <div>Effect:</div> <div>Learn strengths or weaknesses of opponent; see text.</div> </div> | <div> <div>Target: One creature</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Know Vulnerabilities</div> </div> <div> <div>17</div> <div>Will negates</div> <div>1 standard action</div> <div>Instantaneous</div> </div> <div> <div>Close (40 ft.)</div> <div>V,S</div> <div>Yes</div> </div> <div> <div>Divination</div> <div>SC: p.129</div> </div> | |
| <div> <div>Effect:</div> <div>Learn any vulnerabilities and resistances the target has.</div> </div> | <div> <div>Target: One creature</div> </div> |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Light of Venya</div> </div> <div> <div>None</div> <div>1 standard action</div> <div>10 minutes/level [D]</div> </div> <div> <div>Medium (160 ft.)</div> <div>V,S</div> <div>Yes; see text</div> </div> <div> <div>Evocation [Good, Light]</div> <div>SC: p.132</div> </div> | |
| <div> <div>Effect:</div> <div>Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text</div> </div> | <div> <div>Target: You and up to two rays; see text</div> </div> |

* =Domain/Speciality Spell

Cleric Spells

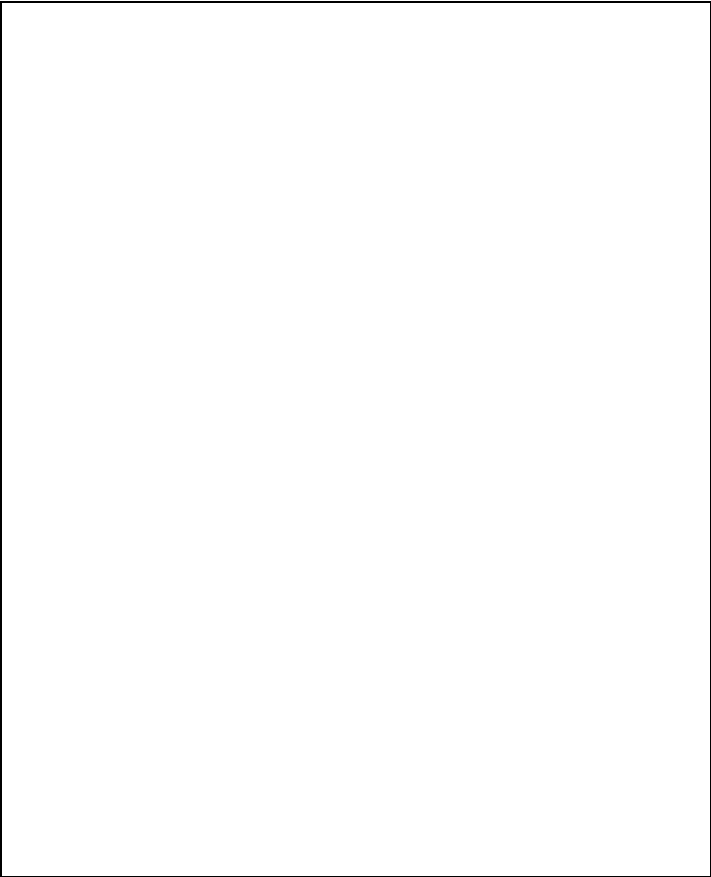
| | | | | | | | | | | |
|--|--|--|------|---------------------------------|-------------------|--|------------------|------------------------|------------------------|--|
| □□□□□ Locate Object | | | None | Standard Action | 1 minute/level | Long (640 ft.) | V,S,F/DF | No | Divination | PHB: p.249 |
| <i>Effect:</i> Senses direction toward object [specific or type]. | | | | | | <i>Target:</i> Circle, centered on you, with a radius of 400 + 40 ft. per level | | <i>Caster Level:</i> 6 | | |
| □□□□□ Magic Circle against Chaos | | | 17 | Will negates (harmless) | Standard Action | 10 minutes/level | Touch | V,S,M/DF | No; see text | Abjuration [Lawful] PHB: p.249 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level. | | | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | <i>Caster Level:</i> 6 | | |
| □□□□□ Magic Circle against Evil | | | 17 | Will negates (harmless) | Standard Action | 10 minutes/level | Touch | V,S,M/DF | No; see text | Abjuration [Good] PHB: p.249 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level. | | | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | <i>Caster Level:</i> 6 | | |
| □□□□□ Magic Circle against Law | | | 17 | Will negates (harmless) | Standard Action | 10 minutes/level | Touch | V,S,M/DF | No; see text | Abjuration [Chaotic] PHB: p.250 |
| <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level. | | | | | | <i>Target:</i> 10-ft.-radius emanation from touched creature | | <i>Caster Level:</i> 6 | | |
| □□□□□ Magic Vestment | | | 17 | Will negates (harmless, object) | Standard Action | 1 hour/level | Touch | V,S, DF | Yes (harmless, object) | Transmutation PHB: p.251 |
| <i>Effect:</i> Armor or shield gains +1/4 levels [max +5] enhancement | | | | | | <i>Target:</i> Armor or shield touched | | <i>Caster Level:</i> 6 | | |
| □□□□□ Mantle of Chaos | | | 17 | N/A | 1 standard action | 10 minutes/level [D] | Personal | V,S,M | N/A | Abjuration [Chaos] SC: p.137 |
| <i>Effect:</i> Gain SR 12 + your caster level against spells with the lawful descriptor. | | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| □□□□□ Mantle of Law | | | 17 | N/A | 1 standard action | 10 minutes/level [D] | Personal | V,S,M | N/A | Abjuration [Law] SC: p.138 |
| <i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor. | | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| □□□□□ Mark of Doom | | | | None | 1 standard action | 1 round/level | Medium (160 ft.) | V,S,DF | No | Necromancy PHB II: p.119 |
| <i>Effect:</i> Subject marked takes 1d6 damage any time it continues fighting; see text. | | | | | | <i>Target:</i> One creature | | <i>Caster Level:</i> 6 | | |
| □□□□□ Meld into Stone | | | | None | Standard Action | 10 minutes/level | Personal | V,S, DF | No | Transmutation [Earth] PHB: p.252 |
| <i>Effect:</i> You and your gear merge with stone. | | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| □□□□□ Mold Touch | | | | None | Standard Action | Instantaneous | Touch | V,S, DF | No | Conjuration (Creation) PGtF: p.106 |
| <i>Effect:</i> NATURE GRANTED:Create 5-foot-diameter patch of brown mold to appear; see text | | | | | | <i>Target:</i> Patch of brown mold | | <i>Caster Level:</i> 6 | | |
| □□□□□ Nauseating Breath | | | 17 | Fortitude negates | 1 standard action | Instantaneous | 30 ft. | V,S,M | No | Conjuration (Creation) SC: p.146 |
| <i>Effect:</i> Creatures in area must save or be nauseated for 1d6 rounds. | | | | | | <i>Target:</i> Cone-shaped burst | | <i>Caster Level:</i> 6 | | |
| □□□□□ Obscure Object | | | 17 | Will negates (object) | Standard Action | 8 hours [D] | Touch | V,S,M/DF | Yes (object) | Abjuration PHB: p.258 |
| <i>Effect:</i> Masks object against scrying. | | | | | | <i>Target:</i> One object touched of up to 100 lbs/level | | <i>Caster Level:</i> 6 | | |
| □□□□□ Prayer | | | | None | Standard Action | 1 round/level | 40 ft. | V,S, DF | Yes | Enchantment (Compulsion) [Mind-Affecting] PHB: p.264 |
| <i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty. | | | | | | <i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you | | <i>Caster Level:</i> 6 | | |
| □□□□□ Protection from Energy | | | 17 | Fortitude negates (harmless) | Standard Action | 10 minutes/level or until discharged | Touch | V,S, DF | Yes (harmless) | Abjuration PHB: p.266 |
| <i>Effect:</i> Absorb 12 points of damage/level [max 120] from one kind of energy. | | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| □□□□□ Remove Blindness/Deafness | | | 17 | Fortitude negates (harmless) | Standard Action | Instantaneous | Touch | V,S | Yes (harmless) | Conjuration (Healing) PHB: p.270 |
| <i>Effect:</i> Cures normal or magical conditions. | | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| □□□□□ Remove Curse | | | 17 | Will negates (harmless) | Standard Action | Instantaneous | Touch | V,S | Yes (harmless) | Abjuration PHB: p.270 |
| <i>Effect:</i> Frees object or person from curse. | | | | | | <i>Target:</i> Creature or item touched | | <i>Caster Level:</i> 6 | | |
| □□□□□ Remove Disease | | | 17 | Fortitude negates (harmless) | Standard Action | Instantaneous | Touch | V,S | Yes (harmless) | Conjuration (Healing) PHB: p.271 |
| <i>Effect:</i> Cures all diseases affecting subject. | | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| □□□□□ Resist Energy, Mass | | | 17 | Fortitude negates [harmless] | 1 standard action | 10 minutes/level | Close (40 ft.) | V,S,DF | Yes [harmless] | Abjuration SC: p.174 |
| <i>Effect:</i> As resist energy, except that it affects all targeted creatures. | | | | | | <i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 6 | | |
| □□□□□ Resurgence, Mass | | | 17 | Will negates [harmless] | 1 standard action | Instantaneous | Close (40 ft.) | V,S,DF | Yes [harmless] | Abjuration SC: p.175 |
| <i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability. | | | | | | <i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 6 | | |
| □□□□□ Ring of Blades | | | 17 | N/A | 1 standard action | 1 minute/level | Personal | V,S,M | N/A | Conjuration (Creation) SC: p.177 |
| <i>Effect:</i> Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage. | | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| □□□□□ Safety | | | 17 | None or Will negates [harmless] | 1 standard action | 10 minutes/level | Touch | V,S | No or Yes [harmless] | Abjuration SC: p.179 |
| <i>Effect:</i> Subject can find the shortest, most direct route to safety; see text. | | | | | | <i>Target:</i> Creature touched | | <i>Caster Level:</i> 6 | | |
| □□□□□ Searing Light | | | | None | Standard Action | Instantaneous | Medium (160 ft.) | V,S | Yes | Evocation PHB: p.275 |
| <i>Effect:</i> Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 6 to undead vulnerable to bright light; construct or inanimate object only takes 3d6 damage. | | | | | | <i>Target:</i> Ray | | <i>Caster Level:</i> 6 | | |
| □□□□□ Sheltered Vitality | | | 17 | Fortitude negates [harmless] | 1 standard action | 1 minute/level | Touch | V,S,DF | Yes [harmless] | Abjuration SC: p.188 |
| <i>Effect:</i> Subject gains immunity to fatigue, exhaustion, and ability damage or drain. | | | | | | <i>Target:</i> Living creature touched | | <i>Caster Level:</i> 6 | | |
| □□□□□ Shield of Warding | | | 17 | Will negates [object,harmless] | 1 standard action | 1 minute/level | Touch | V,S | No | Abjuration [Good] SC: p.188 |
| <i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5]. | | | | | | <i>Target:</i> One shield or buckler touched | | <i>Caster Level:</i> 6 | | |
| □□□□□ Sink | | | 17 | Will negates | 1 standard action | 1 round | Close (40 ft.) | V,S,DF | Yes | Transmutation SC: p.190 |
| <i>Effect:</i> Affect creatures sink 100 ft./round; see text. | | | | | | <i>Target:</i> One creature/level, no two of which are more than 30 ft. apart | | <i>Caster Level:</i> 6 | | |
| □□□□□ Skull Watch | | | 17 | See text | 1 standard action | Permanent | Touch | V,S,F | No | Necromancy SC: p.191 |
| <i>Effect:</i> Alarm affect; see text | | | | | | <i>Target:</i> One humanoid skull | | <i>Caster Level:</i> 6 | | |
| □□□□□ Slashing Darkness | | | | None | 1 standard action | Instantaneous | Medium (160 ft.) | V,S | Yes | Evocation SC: p.191 |
| <i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage. | | | | | | <i>Target:</i> Ray | | <i>Caster Level:</i> 6 | | |
| □□□□□ Snowshoes, Mass | | | 17 | Will negates [harmless] | 1 standard action | 1 hour/level [D] | Close (40 ft.) | V,S | Yes [harmless] | Transmutation SC: p.194 |
| <i>Effect:</i> Same as Snowshoes, except as noted. | | | | | | <i>Target:</i> One creature/level, no two of which are more than 30 ft. apart | | <i>Caster Level:</i> 6 | | |
| □□□□□ Sonorous Hum | | | 17 | N/A | 1 standard action | 1 minute/level [D] | Personal | V,S | N/A | Evocation [Sonic] SC: p.196 |
| <i>Effect:</i> The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you. | | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| * =Domain/Specialty Spell | | | | | | | | | | |

Cleric Spells

| | | | | | | | | | |
|--|----|-------------------------------------|-------------------|------------------------------------|--|----------|------------------------|---------------------------------|-------------------------|
| ☐☐☐☐☐ Spark of Life | 17 | Will negates | 1 standard action | 1 round/level | Touch | V,S | Yes | Necromancy | SC: p.196 |
| <i>Effect:</i> Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead. | | | | | <i>Target:</i> Undead creature touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Speak with Dead | 17 | Will negates; see text | 10 minutes | 1 minute/level | 10 ft. | V,S,DF | No | Necromancy [Language-Dependent] | PHB: p.281 |
| <i>Effect:</i> Corpse answers one question/2 levels. | | | | | <i>Target:</i> One dead creature | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Spikes | | None | 1 standard action | 1 hour/level | Touch | V,S,M | No | Transmutation | SC: p.202 |
| <i>Effect:</i> As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled. | | | | | <i>Target:</i> Wooden weapon touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Stone Shape | | None | Standard Action | Instantaneous | Touch | V,S,M/DF | No | Transmutation [Earth] | PHB: p.284 |
| <i>Effect:</i> Sculpts stone into any shape. | | | | | <i>Target:</i> Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Summon Monster III | | None | 1 round | 1 round/level [D] | Close (40 ft.) | V,S,F/DF | No | Conjuration (Summoning) | PHB: p.286 |
| <i>Effect:</i> Calls extraplanar creature to fight for you. | | | | | <i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Suppress Glyph | 17 | Will negates [object] | 1 standard action | 1 minute/level | 100 ft. | V,S | Yes [object] | Abjuration | SC: p.216 |
| <i>Effect:</i> Gain enhanced awareness of magical writing such as a glyph of warding; see text. | | | | | <i>Target:</i> 100-ft.-radius emanation centered on you | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Telepathic Bond, Lesser | | None | 1 standard action | 60 minutes | 30 feet | V, S | No | Divination [Mind-Affecting] | RSRD: PsionicSpells.rtf |
| <i>Effect:</i> You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher. | | | | | <i>Target:</i> You and One willing creature within 30' | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Tremor | 17 | See text | 1 standard action | 1 round/3 levels | Medium (160 ft.) | V,S,DF | No | Evocation [Earth] | SC: p.223 |
| <i>Effect:</i> Disrupts concentration; see text. | | | | | <i>Target:</i> 40-ft.-radius spread | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Vigor, Mass Lesser | 17 | Will negates [harmless] | 1 standard action | 10 rounds + 1 round/level [max 25] | 20 ft. | V,S | Yes [harmless] | Conjuration (Healing) | SC: p.229 |
| <i>Effect:</i> Same as lesser vigor except it grants all targets fast healing ability for the duration of the spell at 1 hp automatically healed per round. | | | | | <i>Target:</i> One creature/2 levels, no two of which can be more than 30 ft. apart | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Visage of the Deity, Lesser | 17 | N/A | 1 standard action | 1 round/level | Personal | V,S,DF | N/A | Transmutation | SC: p.231 |
| <i>Effect:</i> Your form becomes more like your deity's; see text | | | | | <i>Target:</i> You | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Wall of Light | | None | 1 standard action | 1 minute/level [D] | Close (40 ft.) | V,S,M | Yes; see text | Evocation [Light] | SC: p.234 |
| <i>Effect:</i> Any creature passing through the wall becomes dazzled. You can see through the wall; see text. | | | | | <i>Target:</i> A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Water Breathing | 17 | Will negates (harmless) | Standard Action | 2 hours/level; see text | Touch | V,S,M/DF | Yes (harmless) | Transmutation | PHB: p.300 |
| <i>Effect:</i> Subjects can breathe underwater. | | | | | <i>Target:</i> Living creatures touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Water Walk | 17 | Will negates (harmless) | Standard Action | 10 minutes/level [D] | Touch | V,S, DF | Yes (harmless) | Transmutation [Water] | PHB: p.300 |
| <i>Effect:</i> Subject treads on water as if solid. | | | | | <i>Target:</i> One touched creature/level | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Weapon of Impact | 17 | Will negates [harmless,object] | 1 standard action | 10 minutes/level | Touch | V,S | Yes [harmless,object] | Transmutation | SC: p.237 |
| <i>Effect:</i> Double threat range of weapon. | | | | | <i>Target:</i> One bludgeoning weapon or fifty blunt projectiles [all of which must be touching] | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Weapon of the Deity | 17 | Fortitude negates [harmless,object] | 1 standard action | 1 round/level | Touch | V,DF | Yes [harmless,object] | Transmutation | SC: p.237 |
| <i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text. | | | | | <i>Target:</i> Weapon touched | | <i>Caster Level:</i> 6 | | |
| ☐☐☐☐☐ Wind Wall | 17 | None; see text | Standard Action | 1 round/level | Medium (160 ft.) | V,S,M/DF | Yes | Evocation [Air] | PHB: p.302 |
| <i>Effect:</i> Deflects arrows, smaller creatures, and gases. | | | | | <i>Target:</i> Wall up to 10 ft./level long and 5 ft./level high [S] | | <i>Caster Level:</i> 6 | | |

* =Domain/Speciality Spell

Liam Archon



| |
|--------------------|
| Human |
| RACE |
| 16 |
| AGE |
| Male |
| GENDER |
| VISION |
| Neutral Good |
| ALIGNMENT |
| Right |
| DOMINANT HAND |
| 6' 0" |
| HEIGHT |
| 190 lbs. |
| WEIGHT |
| Brown |
| EYE COLOUR |
| SKIN COLOUR |
| Blonde, |
| HAIR |
| PHOBIAS |
| , |
| PERSONALITY TRAITS |
| INTERESTS |
| , |
| SPOKEN STYLE |
| RESIDENCE |
| LOCATION |
| None |
| REGION |

Description:

Spellpoints at Cleric level 6 = 64 [Wis 19]

Biography: