

Stefan 'Stitch'

NAME

d10E1 Clr d6E4

CLASS

5

Character Level

10000

EXPERIENCE

15000

NEXT LEVEL

Max Johnson

PLAYERNAME

Human

RACE

75

AGE

Medium

SIZE

Male

GENDER

DEITY

6' 1"

HEIGHT

Blue

EYES

180 lbs.

WEIGHT

White, Balding

HAIR

Lawful Good

ALIGNMENT

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

4

-3

4

-3

4

-3

DEX

Dexterity

4

-3

4

-3

4

-3

CON

Constitution

8

-1

8

-1

8

-1

INT

Intelligence

18

+4

18

+4

18

+4

WIS

Wisdom

19

+4

19

+4

19

+4

CHA

Charisma

17

+3

17

+3

17

+3

HP

hit points

23

AC

armor class

15

INITIATIVE

modifier

-3

BASE ATTACK

bonus

+2

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft.

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

6

2

-3

0

0

0

0

0

0

15

-3

0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+5

=

+6

+

-1

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

-3

=

+0

+

-3

+

+0

+

+0

+

WILL

(wisdom)

+6

=

+2

+

+4

+

+0

+

+0

+

MELEE

attack bonus

-1

=

+2

+

-3

+

+0

+

+0

+

+0

+

RANGED

attack bonus

-1

=

+2

+

-3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

-1

=

+2

+

-3

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

-1

1d3-3

20/x2

5 ft.

*Club

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

M

20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

-1

1d6-3

2W-P-(OH)

-7

1d6-3

1H-O

-5

1d6-3

2W-P-(OL)

-5

1d6-3

2H

-1

1d6-3

2W-OH

-11

1d6-3

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

-1

-3

-5

-7

-9

Dam

1d6-3

1d6-3

1d6-3

1d6-3

1d6-3

Special Properties

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

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Mithral Chainmail +1

Light

+6

+6

+0

10

30hp/inch and 15 hardness

*Mithral Heavy Shield

Heavy

+2

+0

5

30hp/inch and 15 hardness

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

8/4

MISC MODIFIER

✓ Acrobatics

DEX

-6

=

-3

+

+

-3

✓ Appraise

INT

4

=

4

+

+

✓ Athletics

STR

-6

=

-3

+

+

-3

Athletics (Jump)

STR

-12

=

-3

+

1.0

+

-10

✓ Craft (Untrained)

INT

4

=

4

+

+

✓ Deception

CHA

3

=

3

+

+

✓ Endurance

CON

4

=

-1

+

8.0

+

-3

✓ Gather Information

CHA

3

=

3

+

+

✓ Heal

WIS

12

=

4

+

8.0

+

Knowledge (Arcana)

INT

6

=

4

+

2.0

+

Knowledge (Religion)

INT

9

=

4

+

5.0

+

✓ Perception

WIS

9

=

4

+

5.0

+

✓ Persuasion

CHA

11

=

3

+

8.0

+

✓ Ride

DEX

-3

=

-3

+

+

✓ Sense Motive

WIS

12

=

4

+

8.0

+

Spellcraft

INT

12

=

4

+

8.0

+

✓ Stealth

DEX

-6

=

-3

+

+

-3

✓ Survival

WIS

4

=

4

+

+

Survival (Find or follow tracks)

WIS

6

=

4

+

1.0

+

1

✓ Thievery

DEX

-3

=

-3

+

+

Use Magic Device

CHA

7

=

3

+

4.0

+

Use Magic Device (Scroll)

CHA

10

=

3

+

5.0

+

2

✓ Use Rope

DEX

-3

=

-3

+

+

=

+

+

=

+

+

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

Character: Stefan 'Stitch'

Player: Max Johnson

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

For suggestions please post to pcgen@yahoo.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
	ITEM	LOCATION	QTY	WT	COST
Club		Equipped	1	3.0	0.0
	Mithral Chainmail +1	Equipped	1	10.0	6300.0
	30hp/inch and 15 hardness				
	Mithral Heavy Shield	Equipped	1	7.5	1020.0
	30hp/inch and 15 hardness				
	TOTAL WEIGHT CARRIED/VALUE			20.5	7320.0
				lbs.	gp

WEIGHT ALLOWANCE					
Light	13	Medium	26	Heavy	40
Lift over head	40	Lift off ground	80	Push / Drag	200

Special Attacks	
Warcraft	[Eclipse, p.10]
+2 BAB	

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

+7/+2+7/+2

Feats	
Feat Conversion to CP ~ 6 (4x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

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

LANGUAGES
Common, Draconic, Dwarven, Infernal, Terran

TEMPLATES

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

DISADVANTAGES	
Aged	[Eclipse, p.18]
You didn't take up adventuring until late in life. You are middle-aged or older and may, at the option of the GM, have an extra level or two with the points assigned to abilities of little use in adventuring - giving you a starting edge at the cost of a long-term penalty.	
Compulsive (Hippocratic Oath - Must aid allies)	[Eclipse, p.18]
You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagant spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.	
Obligations (Military Service / The Church)	[Eclipse, p.19]
You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.	

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

Eclipse Abilities	
Action Hero ()	[Eclipse, p.23]
Action Hero - Stunt	[Eclipse]
temporarily enhances your current abilities by a total of +6 CP. Constant-effect abilities purchased in this fashion work for one minute. Other abilities last for one round. In any case, the extra CP can only be used to enhance abilities related to your current talents and must be approved by the Game Master. They may, however, exceed the normal purchase limits. "Stunts" may be Corrupted or Specialized under the usual rules. Popular uses of this ability include taking an extra Standard Action (Reflex Training), gaining an extra use of any "uses-per-time period" ability (Bonus Uses), or automatically stabilizing your condition (Grant of Aid). "Taking 20" when this is not normally allowed (Luck), making a mighty effort (Hysteria), instantly refreshing a spell slot (Invocation), or "throwing off" mental influences (Immunity; the influence is gone for good if the power in question has a specified duration, but comes back after a minute if it's permanent) are also popular.	
Adept (Endurance, Heal, Persuasion, Spellcraft)	[Eclipse, p.24]
(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.	
Bonus Uses +4	[Eclipse, p.22]
(+6 CP). Bonus Uses increases the number of times the user may indulge in a times-per-day (or other appropriate period) ability by +4. At GMO, the character may add a relevant attribute modifier to the number of uses instead. Bonus Uses may be purchased repeatedly.	
Grant of Aid	[Eclipse, p.32]
(6 CP). You are automatically healed of 1d8+5 points of damage or 1d3 points of attribute damage or 1 negative level (select as needed) once per day per three levels or part thereof. This does not require an action; the player simply decides when it happens.	
Metamagic / Easy	[Eclipse, p.57]
(6 CP). You have learned to substitute raw power for some of the usual requirements of your spells. Common applications of this technique include: ! Material (+1 SL) removes the need for most material components unless they're integral to the spell effect. If you have a spell which animates a sword to fight, you still need the sword. However, you won't need ruby dust to sprinkle it with. The classic Eschew Materials feat does not increase the spell level, but only works on materials and only for those costing 1 GP or less. If you want that version, it's bought as Easy, with the Streamline metamagical modifier, Specialized to materials costing 1 GP or less only, for a total of 6 CP. ! Verbal (+1 SL) removes the need for incantations. ! Somatic (+1 SL) removes the need for gestures and arcane spell failure chance. ! Temporal (+1 SL) allows the caster to use the spell as a Free Action. Unfortunately, since you can't take any time to speak, gesture, or get out components, you must also apply the Material, Verbal, and Somatic effects for a total of +4 spell levels. Using this effect on spells with lengthy casting times requires another +1 SL, +2 SL if the normal casting time is measured in hours or more. The classic Quicken feat states that "you can cast a spell with a moment's thought." It isn't quite clear as to what this means or whether it effectively includes the Silent Spell and Still Spell feats; official and unofficial statements seem to go both ways. If you feel that the +4 level cost does not include one more of the earlier effects simply increase the spell level adjustment for Temporal by the number you do not include.	
Metamagic / Extension	[Eclipse, p.58]
(6 CP). Extension covers the fine art of manipulating the range of spells. Common applications include: ! Extension (+1 SL per step) increases the range of a spell from Touch to Short, Short to Medium, Medium to Long, Long to Extreme (800 ft + 80 ft/Level), and Extreme to Line of Sight (limited only by the user's direct vision). ! Indirect Fire (+2 SL) allows the spell to hit targets within range which the user is aware of but cannot see; this is not compatible with Line of Sight. ! Global (+6 SL) amplifies the range so that it may hit any known target on a planet (or in the atmosphere). ! Trans-dimensional (+8 SL) allows the user to target through scrying effects, to hit targets across the dimensional boundary, or to target people at interstellar ranges. Strangely, Trans-dimensional doesn't take any more time to reach the target than normal.	
Metamagic / Triggering	[Eclipse, p.60]
(6 CP). You can set up delays or activation conditions and program your spells to choose between options on their own. Triggering options normally persist for 24 hours, except where noted otherwise. ! Holding keeps a touch spell ready while you do something else for up to 10 minutes. This costs no spell levels, although spontaneous casters do have the casting time extended as usual. ! Simple Conditions (+1 SL) or a time delay costs +1 spell level. This includes 'Activate on command,' 'Wait ten minutes,' and 'When the next group of people come by.' ! Complex Conditions (+2 SL) allow the caster to use multiple Simple triggers at once. ! Programmed Conditions (+3 SL) allow the caster to set up contingent effects (or several contingent effects) with a specified target, such as 'Activate when I reach half my hit points.' ! Mobile Focus (+1 SL) allows the spell to locate and select targets on its own initiative. These spells have a +0 ranged attack bonus, should it matter. This includes "Fire yourself at my enemies chasing after me past the obelisk." Also, this anchors the spell to a physical item which can be moved or left behind, w h e r e a s t h e previous versions either kept the spell near the caster or at a specific location. ! Clockwise (+1 SL) adds to the time limit. Casters may relax the limit by an additional 24 hours with Extension. This doesn't increase the spell's duration, but will allow a trigger to remain active for longer. The caster may stack as many of these as he or she can afford.	
Metamagic / Streamline (12x)	[Eclipse, p.60]
(6 CP) A favored ability for casters, this reduces the level cost of any two metamagic feats by -1. Casters may take this more than once, but cannot reduce the level cost below 0.	
Occult Sense (Diagnosis)	[Eclipse, p.38]

(6 CP). Occult Sense grants the character a new sense, such as lowlight vision, deathsense (allowing you to sense when someone is near death), the ability to accurately date objects by touch, the ability to sense radiation or magnetic fields, the ability to see ethereal spirits, automatically sensing the current astrological modifiers (if such things are used), and so on. Occult Sense generally counteracts minor penalties or allows minor added abilities. More powerful senses, such as Darkvision (where the character sees even in total darkness) cost the same, but come with limitations. This usually amounts to either being usable 3/day with a duration in rounds equal to the character's level or greatly limited range, usually 60'. Extremely powerful senses are usually only usable in special circumstances.

Opportunist

[Eclipse, p.39]

(6 CP). A character with Opportunist selects a particular type of action (most often a single attack) and particular situation when you normally could not take that action. You may use your action under that specific circumstance from now on. For example, the basic Rogue can attack opponents who were just injured by another character. You may take this ability multiple times. Each time it applies to a new action and/or situation.

Self Development

[Eclipse, p.42]

(6 CP). This feat increases a character's attribute by +1 for a specific purpose, such as Strength for to-hit bonuses or Dex for AC calculation. This ability helps low attributes more than high ones. Attributes with a base score of 3-6 or 7-9 go up by +3 or +2, respectively, instead of by +1.

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
□□□□□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,PHB: Mind-Affecting]	p.208
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 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	
□□□□□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	

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐Cure Light Wounds	15	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 6	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.									
☐☐☐☐☐Delay Disease	15	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 6	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.									
☐☐☐☐☐Detect Chaos		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 6	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Evil		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 6	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Good		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 6	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Law		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination Caster Level: 6	PHB: p.219
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
☐☐☐☐☐Detect Undead		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination Caster Level: 6	PHB: p.220
<i>Effect:</i> Reveals undead within 60 ft.									
☐☐☐☐☐Dispel Ward		None	1 standard action	Instantaneous	Medium (160 ft.)	V,S	No	Abjuration Caster Level: 6	SC: p.67
<i>Effect:</i> Functions like dispel magic; see text									
☐☐☐☐☐Divine Favor		None	Standard Action	1 minute	Personal	V,S, DF	No	Evocation Caster Level: 6	PHB: p.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]									
☐☐☐☐☐Doom	15	Will negates	Standard Action	1 minute/level	Medium (160 ft.)	V,S, DF	Yes	Necromancy [Fear,PHB: p.225 Mind-Affecting] Caster Level: 6	SC: p.77
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.									
☐☐☐☐☐Ebon Eyes		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation Caster Level: 6	SC: p.77
<i>Effect:</i> See normally in darkness both magical and natural.									
☐☐☐☐☐Endure Elements	15	Will negates (harmless)	Standard Action	24 hours	Touch	V,S	Yes (harmless)	Abjuration Caster Level: 6	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.									
☐☐☐☐☐Entropic Shield		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Abjuration Caster Level: 6	PHB: p.227
<i>Effect:</i> Ranged attacks against you have 20% miss chance.									
☐☐☐☐☐Faith Healing	15	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing) Caster Level: 6	SC: p.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.									
☐☐☐☐☐Foundation of Stone		None	1 standard action	1 round/level	Close (40 ft.)	V,M	Yes [harmless]	Transmutation [Earth] Caster Level: 6	SC: p.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.									
☐☐☐☐☐Grave Strike	15	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good] Caster Level: 6	SC: p.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.									
☐☐☐☐☐Guiding Light		None	1 standard action	1 minute/level [D]	Long (640 ft.)	V,S	Yes	Evocation Caster Level: 6	SC: p.108
<i>Effect:</i> +2 on ranged attacks									
☐☐☐☐☐Healthful Rest	15	Will negates [harmless]	10 minutes	24 hours	Close (40 ft.)	V,S	Yes [harmless]	Conjuration (Healing) Caster Level: 6	SC: p.111
<i>Effect:</i> Doubles the natural healing rate.									
☐☐☐☐☐Hide from Undead	15	Will negates (harmless); see text	Standard Action	10 minutes/level [D]	Touch	V,S, DF	Yes	Abjuration Caster Level: 6	PHB: p.241
<i>Effect:</i> Undead can't perceive 1 subject/level.									
☐☐☐☐☐Ice Gauntlet	15	N/A	1 standard action	1 minute/level [D]	Personal	V,DF	N/A	Evocation [Cold] Caster Level: 6	SC: p.119
<i>Effect:</i> Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.									
☐☐☐☐☐Incite	15	Will negates	1 swift action	1 minute/level	Close (40 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	SC: p.121
<i>Effect:</i> Forces creature to act, it cannot delay or ready an action.									
☐☐☐☐☐Inflict Light Wounds	15	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy Caster Level: 6	PHB: p.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.									
☐☐☐☐☐Inhibit	15	Will negates	1 standard action	Instantaneous	Medium (160 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	SC: p.123
<i>Effect:</i> Subject is forced to delay; see text.									
☐☐☐☐☐Invest Light Protection	15	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 6	PHB II: p.115
<i>Effect:</i> Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good.									
☐☐☐☐☐Ironguts	15	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Abjuration Caster Level: 6	SC: p.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.									
☐☐☐☐☐Light of Lunia		None	1 standard action	10 minutes/level [D]	Medium (160 ft.)	V,S	Yes; see text	Evocation [Good, Light] Caster Level: 6	SC: p.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text									
☐☐☐☐☐Magic Stone	15	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation Caster Level: 6	PHB: p.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.									
☐☐☐☐☐Magic Weapon	15	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation Caster Level: 6	PHB: p.251
<i>Effect:</i> Weapon gains +1 bonus.									

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ 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 receive 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		
☐☐☐☐☐ 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		
☐☐☐☐☐ 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		

* =Domain/Specialty Spell

Cleric Spells

■■■■■ 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, <i>Caster Level:</i> 6 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	
■■■■■ 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	1 day/level	Touch	V,S,M/DF	Yes (object)	Necromancy	PHB: p.235

* =Domain/Specialty Spell

Cleric Spells

Action									
<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	
■■■■■ 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	

* =Domain/Specialty Spell

Cleric Spells

□□□□□ 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		
□□□□□ 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		
□□□□□ Bestow Curse	17	Will negates	Standard Action	Permanent	Touch	V,S	Yes	Necromancy	PHB: p.203
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 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
<i>Effect:</i> Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds.					<i>Target:</i> Swordlike column of gnashing teeth		<i>Caster Level:</i> 6		
□□□□□ Blindness/Deafness	17	Fortitude negates	Standard Action	Permanent [D]	Medium (160 ft.)	V	Yes	Necromancy	PHB: p.206
<i>Effect:</i> Makes subject blinded or deafened.					<i>Target:</i> One living creature		<i>Caster Level:</i> 6		

* =Domain/Speciality Spell

Cleric Spells

■■■■■Blindsight	17	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.32
<i>Effect:</i> Grant blindsight to 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
■■■■■Chain of Eyes	17	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Divination	SC: p.45
<i>Effect:</i> Screying sensor passed along by touch.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 6		
■■■■■Channeled Divine Shield			See text	1 round/level	Personal	V,S		Abjuration	PHB II: p.106
<i>Effect:</i> Gain DR based upon casting time; See text.					<i>Target:</i> You		<i>Caster Level:</i> 6		
■■■■■Checkmate's Light		None	1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	SC: p.46
<i>Effect:</i> 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.					<i>Target:</i> Melee weapon touched		<i>Caster Level:</i> 6		
■■■■■Circle Dance	17	N/A	1 minute	Instantaneous	Personal	V,S	N/A	Divination	SC: p.46
<i>Effect:</i> Get direction and general status of a known target.					<i>Target:</i> You		<i>Caster Level:</i> 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
<i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].					<i>Target:</i> 60-ft.-radius emanation centered on you		<i>Caster Level:</i> 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
<i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.					<i>Target:</i> One color pool		<i>Caster Level:</i> 6		
■■■■■Continual Flame		None	Standard Action	Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: p.213
<i>Effect:</i> Makes a permanent, heatless torch.					<i>Target:</i> Object touched		Magical, heatless flame <i>Caster Level:</i> 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
<i>Effect:</i> Same as conviction, except it affects multiple allies at a distance.					<i>Target:</i> Allies in a 20-ft.-radius burst		<i>Caster Level:</i> 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
<i>Effect:</i> 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 long as they remain in the area.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 6		
■■■■■Create Food and Water		None	10 minutes	24 hours; see text	Close (40 ft.)	V,S	No	Conjuration (Creation)	PHB: p.214
<i>Effect:</i> Feeds 3 humans or 1 horses/level.					<i>Target:</i> Food and water to sustain 3 humans/level or one horse/level for 24 hours		<i>Caster Level:</i> 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
<i>Effect:</i> Wearer can compel undead with a one-word command once per minute. See text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 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
<i>Effect:</i> +2 Strength enhancement or discharge for +8 Strength for one round.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 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
<i>Effect:</i> +1 deflection bonus to AC and +1 resistance bonus on all saves.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 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
<i>Effect:</i> 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.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 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
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 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
<i>Effect:</i> Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed.					<i>Target:</i> One creature		<i>Caster Level:</i> 6		
■■■■■Darkfire		None	1 standard action	1 round/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	SC: p.59
<i>Effect:</i> Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6].					<i>Target:</i> Flame in your palm		<i>Caster Level:</i> 6		
■■■■■Daylight		None	Standard Action	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: p.216
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched		<i>Caster Level:</i> 6		
■■■■■Deeper Darkness		None	Standard Action	1 day/level [D]	Touch	V, M/DF	No	Evocation [Darkness]	PHB: p.217
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.					<i>Target:</i> Object touched		<i>Caster Level:</i> 6		
■■■■■Demon Dirge	17	NWill half	1 standard action	1d6 rounds; see text	Close (40 ft.)	V,S,DF	Yes	Transmutation	SC: p.63
<i>Effect:</i> 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.					<i>Target:</i> Living creature		<i>Caster Level:</i> 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
<i>Effect:</i> Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned..					<i>Target:</i> Living creature		<i>Caster Level:</i> 6		
■■■■■Dispel Magic		None	Standard Action	Instantaneous	Medium (160 ft.)	V,S	No	Abjuration	PHB: p.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 6		
■■■■■Divine Retaliation		None	1 swift action	1 round	0 ft.	V,S,DF	No	Evocation [Force]	PHB II: p.110
<i>Effect:</i> 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.					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 6		
■■■■■Downdraft	17	Reflex partial; see text	1 standard action	Instantaneous	Long (640 ft.)	V,S,M	Yes	Evocation [Air]	SC: p.72
<i>Effect:</i> 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.].					<i>Target:</i> Cylinder [20-ft. radius, 100 ft. high]		<i>Caster Level:</i> 6		
■■■■■Energized Shield		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: p.79
<i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6					<i>Target:</i> Touch		<i>Caster Level:</i> 6		
■■■■■Energy Aegis	17	Will negates (harmless)	1 immediate action	1 round	Close (40 ft.)	V,DF	Yes (harmless)	Abjuration	PHB II: p.111
<i>Effect:</i> Gain resistance 20 against one energy type for one attack.					<i>Target:</i> One creature		<i>Caster Level:</i> 6		

* =Domain/Speciality Spell

Cleric Spells

Energy Vortex	17	Reflex half	1 standard action	Instantaneous	20 ft.	V,S	Yes	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic] Caster Level: 6	SC: p.81
Effect: Choose an 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.									
Energy Vulnerability	17	Will negates	1 standard action	1 round/level	Medium (160 ft.)	V,S,M/DF	Yes	Abjuration Caster Level: 6	PHB II: p.112
Effect: 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.									
Favorable Sacrifice	17	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,S,M	Yes [harmless]	Abjuration Caster Level: 6	SC: p.89
Effect: Gain benefit from deity; see text.									
Fell the Greatest Foe	17	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation Caster Level: 6	SC: p.90
Effect: Deal 1d6 damage per size category difference.									
Flame of Faith		None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation Caster Level: 6	SC: p.95
Effect: Normal or masterwork weapon becomes temporary +1 flaming burst weapon.									
Ghost Touch Weapon	17	Will negates [harmless,object]	1 standard action	1 minute/level	Close (40 ft.)	V,S	Yes [harmless,object]	Transmutation Caster Level: 6	SC: p.102
Effect: Hit incorporeal normally.									
Girallon's Blessing	17	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation Caster Level: 6	SC: p.106
Effect: Gain an additional pair of arms; see text									
Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	No (object) and Yes; see text	Abjuration Caster Level: 6	PHB: p.236
Effect: Inscription harms those who pass it.									
Grace	17	N/A	1 swift action	1 round/level	Personal	V	N/A	Transmutation [Good] Caster Level: 6	SC: p.107
Effect: +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.									
Hamatula Barbs	17	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation Caster Level: 6	SC: p.109
Effect: Any creature hitting the subject takes 1d8 damage.									
Helping Hand		None	Standard Action	1 hour/level	5 miles	V,S, DF	No	Evocation Caster Level: 6	PHB: p.239
Effect: Ghostly hand leads subject to you.									
Hesitate	17	Will negates; see text	1 immediate action	1 round/level [D]; see text	Close (40 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	PHB II: p.114
Effect: Creature can only take move action on it's turn; retry save each round [swift action].									
Holy Storm		None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water] Caster Level: 6	SC: p.115
Effect: -4 penalty to Listen, Spot, and Search checks. Evil creatures take 2d6 damage each round [double if outsiders].									
Ice Axe		None	1 standard action	1 round/level [D]	0 ft.	V,S,M	Yes	Evocation [Cold] Caster Level: 6	SC: p.118
Effect: Axe deals 2d12 of cold damage +1/2 caster level [max +10].									
Inflict Serious Wounds	17	Will half	Standard Action	Instantaneous	Touch	V,S	Yes	Necromancy Caster Level: 6	PHB: p.244
Effect: Touch attack, 3d8 +1/level [max +15] damage.									
Insignia of Blessing		None	Standard Action	6 minutes	Long (640 ft.)	V,S,F	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	Race Des: p.166
Effect: +1 morale bonus on attack rolls and on saving throws against fear effects.									
Insignia of Healing	17	Will half (Harmless)	Standard Action	Instantaneous	Long (640 ft.)	V,S,F	Yes (harmless); see text	Conjuration (Healing) Caster Level: 6	Race Des: p.166
Effect: Heals 1d8+6 to all wearers.									
Insignia of Warding	17	Will negates (Harmless)	Standard Action	6 minutes	Long (640 ft.)	V,S,F	Yes (harmless)	Abjuration Caster Level: 6	Race Des: p.166
Effect: +1 divine bonus to AC and on Fort saves.									
Interplanar Message	17	Will negates [harmless]	1 standard action	24 hours/level	One creature	V,S	Yes [harmless]	Evocation [Language-Dependent] Caster Level: 6	SC: p.124
Effect: Send 25 words or less to the targeted creature; see text.									
Invest Moderate Protection	17	Will half (harmless); see text	1 standard action	Instantaneous; see text	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 6	PHB II: p.115
Effect: 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.									
Invisibility Purge		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Evocation Caster Level: 6	PHB: p.245
Effect: Disperses invisibility within 5 ft./level									
Knight's Move	17	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text Target: You	V,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 6	SC: p.129
Effect: Teleport and end up flanking an opponent.									
Know Opponent	17	Will negates	1 standard action	Instantaneous	Close (40 ft.)	S,DF	Yes	Divination Caster Level: 6	SC: p.129
Effect: Learn strengths or weaknesses of opponent; see text.									
Know Vulnerabilities	17	Will negates	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Divination Caster Level: 6	SC: p.129
Effect: Learn any vulnerabilities and resistances the target has.									
Light of Venya		None	1 standard action	10 minutes/level [D]	Medium (160 ft.)	V,S	Yes; see text	Evocation [Good, Light] Caster Level: 6	SC: p.132
Effect: Same as light of Lunia except damage is 3d6 or 6d6 vs. undead or outsiders; see text									
Locate Object		None	Standard Action	1 minute/level	Long (640 ft.)	V,S,F/DF	No	Divination Caster Level: 6	PHB: p.249
Effect: Senses direction toward object [specific or type].									
Magic Circle against Chaos	17	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Lawful] Caster Level: 6	PHB: p.249
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.									
* =Domain/Speciality Spell									

Cleric Spells

☐☐☐☐☐ 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 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)	PGIF: 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				
☐☐☐☐☐ 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 more than 30 ft. apart					<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				
☐☐☐☐☐ 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				

* =Domain/Specialty Spell

Cleric Spells

□□□□□ 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	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
□□□□□ Tremor	17	See text	1 standard action	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	17	Will negates [harmless]	1 standard action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Same as lesser vigor except it grants target fast healing ability for the duration of the spell at 2 hp automatically healed per round.				<i>Target:</i> Living creature touched				<i>Caster Level:</i> 6
□□□□□ Vigor, Mass Lesser	17	Will negates [harmless]	1 standard action	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	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	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	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 Energy	17	Fortitude negates [harmless,object]	1 standard action	Touch	V,S	Yes [harmless,object]	Transmutation [See text]	SC: p.236
<i>Effect:</i> Adds additional damage; see text.				<i>Target:</i> One weapon				<i>Caster Level:</i> 6
□□□□□ Weapon of Impact	17	Will negates [harmless,object]	1 standard action	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	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	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/Specialty Spell

Stefan 'Stitch'

HUMAN	Human
RACE	
AGE	75
AGE	
GENDER	Male
GENDER	
VISION	
ALIGNMENT	Lawful Good
ALIGNMENT	
DOMINANT HAND	Right
DOMINANT HAND	
HEIGHT	6' 1"
HEIGHT	
WEIGHT	180 lbs.
WEIGHT	
EYE COLOUR	Blue
EYE COLOUR	
SKIN COLOUR	
HAIR	White, Balding
HAIR	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE	
RESIDENCE	
LOCATION	
REGION	None
REGION	

Description:
Self-Development / Applied to Strength for Carrying Purposes (6 CP)

Biography:

Notes:

Character Sheet Notes: