

Iridius the Red

NAME

Point3 Clr Wiz

CLASS

3/4

Character Level/ECL

10000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	14	+2	14	+2	14	+2

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

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3+2	20/x2	5 ft.

*Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+4		1d3+2				
Special Properties						

Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit			Dam	
1H-P	+4	1d4+2	2W-P-(OH)	-2			1d4+2	
1H-O	+0	1d4+1	2W-P-(OL)	+0			1d4+2	
2H	+4	1d4+2	2W-OH	-4			1d4+1	
	10 ft.	20 ft.	30 ft.	40 ft.			50 ft.	
TH	+4	+2	+0	-2			-4	
Dam	1d4+2	1d4+2	1d4+2	1d4+2			1d4+2	
Special Properties								

*Longsword				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit			Dam	
1H-P	+4	1d8+2	2W-P-(OH)	-2			1d8+2	
1H-O	+0	1d8+1	2W-P-(OL)	+0			1d8+2	
2H	+4	1d8+3	2W-OH	-6			1d8+1	
Special Properties								

*: weapon is equipped

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Faerie Garb +3	Light	+4	+8	+0	0

George Cool

PLAYERNAME

Human

RACE

20

AGE

Medium

SIZE

Male

GENDER

DEITY

5' 9"

HEIGHT

Blue

EYES

174 lbs.

WEIGHT

Light Brown; Small

Beard, Straight

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

Low-light

VISION

-2

POINTS

HP		WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																							
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INITIATIVE modifier	+2	=	+2	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+2				

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
✓ Acrobatics	DEX	2	= 2	+	+
✓ Appraise	INT	3	= 3	+	+
✓ Athletics	STR	2	= 2	+	+
✓ Craft (Untrained)	INT	3	= 3	+	+
✓ Deception	CHA	2	= 2	+	+
✓ Endurance	CON	8	= 3	+	5.0
✓ Gather Information	CHA	2	= 2	+	+
✓ Heal	WIS	8	= 3	+	5.0
Knowledge (Arcana)	INT	8	= 3	+	5.0
Knowledge (Nature)	INT	7	= 3	+	4.0
Knowledge (Religion)	INT	5	= 3	+	2.0
Knowledge (The Planes)	INT	5	= 3	+	2.0
Linguistics	INT	5	= 3	+	2.0
✓ Perception	WIS	5	= 3	+	+
✓ Persuasion	CHA	2	= 2	+	+
Profession (Farmer)	WIS	5	= 3	+	2.0
✓ Ride	DEX	2	= 2	+	+
✓ Sense Motive	WIS	3	= 3	+	+
Spellcraft	INT	10	= 3	+	5.0
✓ Stealth	DEX	8	= 2	+	6.0
✓ Survival	WIS	7	= 3	+	4.0
✓ Thievery	DEX	2	= 2	+	+
✓ Use Rope	DEX	2	= 2	+	+
			=	+	+
			=	+	+

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

Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+4		1d6+3			
Special Properties					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Equipped	1	0.0	0.0	
Dagger	Carried	1	1.0	2.0	
Faerie Garb +3	Equipped	1	0.5	9151.0	
Longsword	Equipped	1	4.0	15.0	
Quarterstaff	Carried	1	4.0	0.0	
Special Boots	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			9.5 lbs.	9168.0 gp	

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

SPECIAL ATTACKS	
Natural Weapon (Claw)	[Is This It]
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.	
Warcraft	[Eclipse, p.10]
+2 BAB	

SPECIAL QUALITIES	
Weapon Prof ~ All Simple Weapons plus any one	[Eclipse, p.49]
Martial Weapon (Longsword)	
Grants Proficiency with all simple weapons and selected weapons.	

FEATS	
Feat Conversion to CP ~ 6 (4x)	[Eclipse, p.9]
Covert regular feat to six Character Points	
Dragonblood	[ds, web]
Sorcerer is a favored class for you. This is in addition to your favored class based on race.	

PROFICIENCIES	
Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Longsword, 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	
Celestial, Common, Draconic, Elven, Sylvan	

TEMPLATES	
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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.

Fast Learner

[Eclipse, p.17]

(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.

DISADVANTAGES

History

[Eclipse, p.19]

The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.

Hunted

[Eclipse, p.19]

Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.

Obligations

[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.

Eclipse Abilities

Base Caster Level ~ Specialized ~ Wizard and Cleric
(24x)

[Eclipse, p.11]

Companion

[Eclipse, p.27]

(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.

+4 racial bonus on saves against sleep and paralysis

[Is This It, p.]

Familiar

[Eclipse, p.27]

You have a familiar companion

Mental Link

[Is This It]

You are automatically in Mental Contact with your companions

Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis	19	Will negates [object]	1 standard action	10 minute/level	Close (45 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> 9	
□□□□□Create Water		None	1 standard action	Instantaneous	Close (45 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> 9	
□□□□□Cure Minor Wounds	19	Will half (harmless); see text	1 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> 9	
□□□□□Detect Magic		None	1 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> 9	
□□□□□Detect Poison		None	1 standard action	Instantaneous	Close (45 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> 9	
□□□□□Guidance	19	Will negates (harmless)	1 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> 9	
□□□□□Inflict Minor Wounds	19	Will negates	1 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> 9	
□□□□□Light		None	1 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> 9	
□□□□□Mending	19	Will negates (harmless, object)	1 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> 9	
□□□□□Purify Food and Drink	19	Will negates (object)	1 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> 9	
□□□□□Read Magic		None	1 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> 9	
□□□□□Resistance	19	Will negates (harmless)	1 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> 9	
□□□□□Virtue	19	Fortitude negates (harmless)	1 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> 9	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Anarchic Water	20	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> 9	
□□□□□Axiomatic Water	20	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> 9	
□□□□□Bane	20	Will negates	1 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> 9	
□□□□□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> 9	
□□□□□Bless		None	1 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> 9	
□□□□□Blessed Aim	20	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> 9	
□□□□□Bless Water	20	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> 9	
□□□□□Blood Wind	20	Will negates [harmless]	1 swift action	1 round	Close (45 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> 9	
□□□□□Cause Fear	20	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (45 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> 9	
□□□□□Cold Fire	20	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (45 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> 9	
□□□□□Command	20	Will negates	1 standard action	1 round	Close (45 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> 9	
□□□□□Comprehend Languages		None	1 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> 9	

* =Domain/Speciality Spell

Cleric Spells

■■■■■ Conviction	20	Will negates [harmless]	1 standard action	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.								
■■■■■ Cure Light Wounds	20	Will half (harmless); see text	1 standard Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.								
■■■■■ Delay Disease	20	Will negates [harmless]	1 standard 24 hours action	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.								
■■■■■ Detect Chaos		None	1 standard 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.								
■■■■■ Detect Evil		None	1 standard 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.								
■■■■■ Detect Good		None	1 standard 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.								
■■■■■ Detect Law		None	1 standard 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.								
■■■■■ Detect Undead		None	1 standard 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.								
■■■■■ Dispel Ward		None	1 standard Instantaneous action	Medium (190 ft.)	V,S	No	Abjuration	SC: p.67
<i>Effect:</i> Functions like dispel magic; see text								
■■■■■ Divine Favor		None	1 standard 1 minute action	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]								
■■■■■ Doom	20	Will negates	1 standard 1 minute/level action	Medium (190 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.								
■■■■■ Ebon Eyes		None	1 standard 10 minutes/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.77
<i>Effect:</i> See normally in darkness both magical and natural.								
■■■■■ Endure Elements	20	Will negates (harmless)	1 standard 24 hours action	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.								
■■■■■ Entropic Shield		None	1 standard 1 minute/level [D] action	Personal	V,S	No	Abjuration	PHB: p.227
<i>Effect:</i> Ranged attacks against you have 20% miss chance.								
■■■■■ Faith Healing	20	Will negates [harmless]	1 standard Instantaneous action	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.								
■■■■■ Foundation of Stone		None	1 standard 1 round/level action	Close (45 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.								
■■■■■ Grave Strike	20	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.								
■■■■■ Guiding Light		None	1 standard 1 minute/level [D] action	Long (760 ft.)	V,S	Yes	Evocation	SC: p.108
<i>Effect:</i> +2 on ranged attacks								
■■■■■ Healthful Rest	20	Will negates [harmless]	10 minutes 24 hours	Close (45 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.111
<i>Effect:</i> Doubles the natural healing rate.								
■■■■■ Hide from Undead	20	Will negates (harmless); see text	1 standard 10 minutes/level [D] action	Touch	V,S, DF	Yes	Abjuration	PHB: p.241
<i>Effect:</i> Undead can't perceive 1 subject/level.								
■■■■■ Ice Gauntlet	20	N/A	1 standard 1 minute/level [D] action	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.								
■■■■■ Incite	20	Will negates	1 swift action 1 minute/level	Close (45 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.								
■■■■■ Inflict Light Wounds	20	Will half	1 standard Instantaneous action	Touch	V,S	Yes	Necromancy	PHB: p.244
<i>Effect:</i> Touch deals 1d8 +1/level [max +5] damage.								
■■■■■ Inhibit	20	Will negates	1 standard Instantaneous action	Medium (190 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.123
<i>Effect:</i> Subject is forced to delay; see text.								
■■■■■ Invest Light Protection	20	Will half (harmless); see text	1 standard Instantaneous; see text action	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.								
■■■■■ Ironguts	20	Will negates	1 standard 10 minutes/level action	Touch	V,S,M	Yes	Abjuration	SC: p.126
<i>Effect:</i> Target gains +5 alchemical bonus on Fort saves against all poisons.								
■■■■■ Light of Lunia		None	1 standard 10 minutes/level [D] action	Medium (190 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								
■■■■■ Magic Stone	20	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	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.								

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Magic Weapon	20	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Weapon gains +1 bonus.									
☐☐☐☐☐ Moon Lust	20	Will negates [harmless]	1 standard action	1 round/level	Medium (190 ft.)	V,S,F	Yes	Illusion (Pattern) [Mind-Affecting]	SC: p.143
<i>Effect:</i> Creature becomes fascinated for the duration of the spell.									
☐☐☐☐☐ Nightshield	20	N/A	1 standard action	1 minute/level [D]	Personal	V,S	N/A	Abjuration	SC: p.148
<i>Effect:</i> +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.									
☐☐☐☐☐ Nimbus of Light	20	N/A	1 standard action	1 minute/level or until discharged [D]	Personal	V,S,DF	N/A	Evocation [Light]	SC: p.148
<i>Effect:</i> Creates light 30'. Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of [1d8 + caster level].									
☐☐☐☐☐ Obscuring Mist		None	1 standard action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<i>Effect:</i> Fog surrounds you.									
☐☐☐☐☐ Omen of Peril	20	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: p.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.									
☐☐☐☐☐ Portal Beacon		None	1 standard action	1 hour/level	Close (45 ft.)	V,S	No	Transmutation	SC: p.161
<i>Effect:</i> Up to six creatures can be chosen to recieve mental beacon.									
☐☐☐☐☐ Protection from Chaos	20	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M,DF	No; see text	Abjuration [Lawful]	PHB: p.266
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
☐☐☐☐☐ Protection from Evil	20	Will negates (harmless)	1 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.									
☐☐☐☐☐ Protection from Law	20	Will negates (harmless)	1 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.									
☐☐☐☐☐ Remove Fear	20	Will negates (harmless)	1 standard action	10 minutes; see text	Close (45 ft.)	V,S	Yes (harmless)	Abjuration	PHB: p.271
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for one subject/4 levels.									
☐☐☐☐☐ Resist Planar Alignment	20	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.									
☐☐☐☐☐ Resurgence	20	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.									
☐☐☐☐☐ Sanctuary	20	Will negates	1 standard action	1 round/level	Touch	V,S, DF	No	Abjuration	PHB: p.274
<i>Effect:</i> Opponents can't attack you, and you can't attack.									
☐☐☐☐☐ Scholar's Touch		None	1 standard action	Concentration, up to 9 rounds	Personal	V,S,M,F	No	Divination	Race Des: p.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.									
☐☐☐☐☐ Shield of Faith	20	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M	Yes (harmless)	Abjuration	PHB: p.278
<i>Effect:</i> Aura grants +3 deflection bonus.									
☐☐☐☐☐ Sign	20	N/A	1 standard action	10 minutes/level or until discharged	Personal	V,S,M	N/A	Enchantment (Compulsion) [Mind-Affecting]	SC: p.189
<i>Effect:</i> +4 bonus on your next initiative check.									
☐☐☐☐☐ Snowshoes	20	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.									
☐☐☐☐☐ Spell Flower	20	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.198
<i>Effect:</i> Hold the charge of one touch spell per arm; see text.									
☐☐☐☐☐ Summon Monster I		None	1 round	1 round/level [D]	Close (45 ft.)	V,S,F,DF	No	Conjuration (Summoning)	PHB: p.285
<i>Effect:</i> Calls extraplanar creature to fight for you.									
☐☐☐☐☐ Updraft	20	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: p.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.									
☐☐☐☐☐ Vigor, Lesser	20	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.									
☐☐☐☐☐ Vision of Glory		None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: p.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].									
☐☐☐☐☐ Wings of the Sea	20	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.									

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Aid		None	1 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.									
☐☐☐☐☐ Align Weapon	21	Will negates (harmless, object)	1 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.									
☐☐☐☐☐ Animalistic Power	21	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.									
☐☐☐☐☐ 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.									

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Aura Against Flame	21	N/A	1 standard 1 round/level action	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> 9		
☐☐☐☐☐ Avoid Planar Effects		None	1 immediate 1 minute/level action	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> 9		
☐☐☐☐☐ Balor Nimbus	21	N/A	1 standard 1 round/level action	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> 9		
☐☐☐☐☐ Bear's Endurance	21	Will negates (harmless)	1 standard 1 minute/level action	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> 9		
☐☐☐☐☐ Black Karma Curse	21	Will negates	1 standard Instantaneous action	Close (45 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> 9		
☐☐☐☐☐ Blade Brothers	21	Will negates (harmless)	1 standard 1 minute/level or until discharged action	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> 9		
☐☐☐☐☐ Body Blades	21	N/A	1 standard 1 minute/level action	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> 9		
☐☐☐☐☐ Brambles		None	1 standard 1 round/level action	Touch	V,S,M	No	Trasmutation	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> 9		
☐☐☐☐☐ Bull's Strength	21	Will negates (harmless)	1 standard 1 minute/level action	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> 9		
☐☐☐☐☐ Calm Emotions	21	Will negates	1 standard Concentration, up to 1 round/level [D] action	Medium (190 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> 9		
☐☐☐☐☐ Close Wounds	21	Will half [harmless]; see text	1 immediate Instantaneous action	Close (45 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> 9		
☐☐☐☐☐ Cloud of Knives			1 standard 1 round/level action	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> 9		
☐☐☐☐☐ Consecrate		None	1 standard 2 hours/level action	Close (45 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> 9		
☐☐☐☐☐ Cure Moderate Wounds	21	Will half (harmless); see text	1 standard Instantaneous action	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> 9		
☐☐☐☐☐ Curse of Ill Fortune	21	Will negates	1 standard 1 minute/level action	Medium (190 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> 9		
☐☐☐☐☐ Darkness		None	1 standard 10 minutes/level [D] action	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> 9		
☐☐☐☐☐ Dark Way		None	1 standard 1 round/level action	Close (45 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> 9		
☐☐☐☐☐ Deific Vegeance	21	Will half	1 standard Instantaneous action	Close (45 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> 9		
☐☐☐☐☐ Deific Vengeance	21	Will half	1 standard Instantaneous action	Close (45 ft.)	V,S,DF	Yes	Conjuration (Summoning)	Is This : Complete Divine
<i>Effect:</i> Cause 5d6 or 9d6 if the target is undead.				<i>Target:</i> One creature		<i>Caster Level:</i> 9		
☐☐☐☐☐ Delay Poison	21	Fortitude negates (harmless)	1 standard 1 hour/level action	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> 9		
☐☐☐☐☐ Divine Insight	21	N/A	1 standard 1 hour/level or until discharged [D] action	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> 9		
☐☐☐☐☐ Divine Interdiction	21	Will negates or None [object]; see text	1 standard 1 round/level action	Close (45 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> 9		
☐☐☐☐☐ Divine Protection	21	Will negates [harmless]	1 standard 1 minute/level action	Medium (190 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> 9		
☐☐☐☐☐ Eagle's Splendor	21	Will negates (harmless)	1 standard 1 minute/level action	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> 9		
☐☐☐☐☐ Energized Shield, Lesser		None	1 standard 1 round/level action	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 gan 5 resistance; see text				<i>Target:</i> Touch		<i>Caster Level:</i> 9		
☐☐☐☐☐ Enthral	21	Will negates; see text	1 round 1 hour or less	Medium (190 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> 9		
☐☐☐☐☐ Extend Tentacles	21	N/A	1 standard Instantaneous action	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> 9		
☐☐☐☐☐ Find Traps		None	1 standard 1 minute/level action	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> 9		

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐ Frost Breath	21	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> 9		
☐☐☐☐☐ Fuse Arms	21	Fortitude negates [harmless]	1 standard	10 minutes/level action	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> 9		
☐☐☐☐☐ Gentle Repose	21	Will negates (object)	1 standard	1 day/level action	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> 9		
☐☐☐☐☐ Ghost Touch Armor	21	Will negates [harmless]	1 standard	1 minute/level action	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> 9		
☐☐☐☐☐ 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> 9		
☐☐☐☐☐ Healing Lorecall	21	N/A	1 standard	10 minutes/level action	Personal	V,S,M	N/A	Divination	SC: p.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					<i>Target:</i> You		<i>Caster Level:</i> 9		
☐☐☐☐☐ Hold Person	21	Will negates; see text	1 standard	1 round/level [D]; see text action	Medium (190 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> 9		
☐☐☐☐☐ Inflict Moderate Wounds	21	Will half	1 standard	Instantaneous action	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> 9		
☐☐☐☐☐ Inky Cloud		None	1 standard	10 minutes/level action	30 ft.	V,S,M	No	Conjuration (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> 9		
☐☐☐☐☐ Insight of Good Fortune	21	Will negates (harmless)	1 standard	1 minute/level or until discharged action	Close (45 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> 9		
☐☐☐☐☐ Insignia of Alarm		None	1 standard	Instantaneous action	Long (760 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> 9		
☐☐☐☐☐ Iron Silence	21	Will negates [harmless,object]	1 standard	1 hour/level [D] action	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> 9		
☐☐☐☐☐ Light of Mercuria		None	1 standard	10 minutes/level [D] action	Medium (190 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> 9		
☐☐☐☐☐ Living Undeath	21	Fortitude negates [harmless]	1 standard	1 minute/level action	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> 9		
☐☐☐☐☐ Make Whole	21	Will negates (harmless, object)	1 standard	Instantaneous action	Close (45 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> 9		
☐☐☐☐☐ Mark of Judgement	21	Will negates	1 standard	1 round/level action	Medium (190 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> 9		
☐☐☐☐☐ Mark of the Outcast	21	Will negates	1 standard	Permanent action	Close (45 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> 9		
☐☐☐☐☐ Master's Touch (Skillful)	21	Will negates (harmless)	1	Instantaneous immediate action	Close (45 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> 9		
☐☐☐☐☐ Owl's Wisdom	21	Will negates (harmless)	1 standard	1 minute/level action	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> 9		
☐☐☐☐☐ Protection from Negative Energy	21	Will negates [harmless]	1 standard	10 minutes/level action	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> 9		
☐☐☐☐☐ Protection from Positive Energy	21	Will negates [harmless]	1 standard	10 minutes/level action	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> 9		
☐☐☐☐☐ Quick March	21	Will negates [harmless]	1 standard	1 round action	Medium (190 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> 9		
☐☐☐☐☐ Remove Paralysis	21	Will negates (harmless)	1 standard	Instantaneous action	Close (45 ft.)	V,S	Yes (harmless)	Conjuration (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> 9		
☐☐☐☐☐ Resist Energy	21	Fortitude negates (harmless)	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		
☐☐☐☐☐ Restoration, Lesser	21	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (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> 9		
☐☐☐☐☐ Share Talents	21	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> 9		
☐☐☐☐☐ Shatter	21	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard	Instantaneous action	Close (45 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> 9		
☐☐☐☐☐ Shield Other	21	Will negates (harmless)	1 standard	1 hour/level [D] action	Close (45 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> 9		

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Shroud of Undeath	21	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> 9		
☐☐☐☐☐ Silence	21	Will negates; see text or none (object)	1 standard action	1 minute/level [D]	Long (760 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> 9		
☐☐☐☐☐ Sound Burst	21	Fortitude partial	1 standard action	Instantaneous	Close (45 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> 9		
☐☐☐☐☐ Spawn Screen	21	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> 9		
☐☐☐☐☐ Spell Immunity, Lesser	21	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> 9		
☐☐☐☐☐ Spiritual Weapon		None	1 standard action	1 round/level [D]	Medium (190 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> 9		
☐☐☐☐☐ Stabilize	21	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> 9		
☐☐☐☐☐ Status	21	Will negates (harmless)	1 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> 9		
☐☐☐☐☐ Stay the Hand	21	Will negates	1 immediate action	Instantaneous	Medium (190 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> 9		
☐☐☐☐☐ Stone Bones	21	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> 9		
☐☐☐☐☐ Stone Fist		None	1 standard action	9 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> 9		
☐☐☐☐☐ Stretch Weapon	21	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> 9		
☐☐☐☐☐ Summon Elysian Thrush		None	10 minutes	8 hours	Close (45 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> 9		
☐☐☐☐☐ Summon Monster II		None	1 round	1 round/level [D]	Close (45 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> 9		
☐☐☐☐☐ Undetectable Alignment	21	Will negates (object)	1 standard action	24 hours	Close (45 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> 9		
☐☐☐☐☐ Veil of Shadow	21	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> 9		
☐☐☐☐☐ Zone of Truth	21	Will negates	1 standard action	1 minute/level	Close (45 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> 9		

* =Domain/Speciality Spell

Wizard Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 9	PHB: p.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	19	Will negates [object]	1 standard action	10 minute/level	Close (45 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 9	SC: p.9
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 9	PHB: p.201
Caltrops <i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.		None	1 standard action	1 round/level	Close (45 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 9	SC: p.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	1 standard action	1 minute/level [D]	Medium (190 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 9	PHB: p.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	19	Will negates	1 standard action	1 round	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 9	PHB: p.217
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 9	PHB: p.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (45 ft.)	V,S	No	Divination <i>Caster Level:</i> 9	PHB: p.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 9	PHB: p.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 9	SC: p.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	19	Fortitude negates	1 standard action	Instantaneous	Close (45 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 9	PHB: p.232
Ghost Sound <i>Effect:</i> Figment sounds.	19	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (45 ft.)	V,S,M	No	Illusion (Figment) <i>Caster Level:</i> 9	PHB: p.235
Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 9	SC: p.130
Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.		None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 9	SC: p.130
Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 9	PHB: p.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (45 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 9	PHB: p.249
Mending <i>Effect:</i> Makes minor repairs on an object.	19	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 9	PHB: p.253
Message <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	10 minutes/level	Medium (190 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 9	PHB: p.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	19	Will negates (object)	1 standard action	Instantaneous	Close (45 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 9	PHB: p.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	19	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 9	PHB: p.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 9	PHB: p.269
Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 9	PHB: p.269
Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 9	SC: p.173
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	19	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 9	PHB: p.272
Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	19	Will negates [object]	1 standard action	1 minute/level [D]	Close (45 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 9	SC: p.190
Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	19	Will partial	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 9	SC: p.195

* =Domain/Specialty Spell

Wizard Spells

□□□□□Stick	19	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
<i>Effect:</i> Sticks one object to another; see text.									
□□□□□Touch of Fatigue	19	Fortitude negates	1 standard action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294
<i>Effect:</i> Touch attack fatigues target.									
					<i>Target:</i> Creature touched		<i>Caster Level:</i> 9		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Alarm		None	1 standard action	2 hours/level [D]	Close (45 ft.)	V,S,F/DF	No	Abjuration	PHB: p.197
<i>Effect:</i> Wards an area for 2 hours/level.									
□□□□□Color Spray	20	Will negates	1 standard action	Instantaneous; see text	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting]	PHB: p.210
<i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.									
□□□□□Expeditious Retreat		None	1 standard action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: p.228
<i>Effect:</i> Your speed increases by 30 ft.									
□□□□□Feather Fall	20	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	Close (45 ft.)	V	Yes (object)	Transmutation	PHB: p.229
<i>Effect:</i> Objects or creatures fall slowly.									
□□□□□Identify		None	1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: p.243
<i>Effect:</i> Determines properties of magic item.									
□□□□□Mage Armor	20	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
<i>Effect:</i> Gives subject +4 armor bonus.									
□□□□□Magic Missile		None	1 standard action	Instantaneous	Medium (190 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
<i>Effect:</i> 1 missile/2 levels [max 5] that do 1d4+1 damage each.									
					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart		<i>Caster Level:</i> 9		

* =Domain/Speciality Spell

Iridius the Red

RACE	Human
AGE	20
GENDER	Male
VISION	Darkvision (60 ft.), Low-light
ALIGNMENT	Neutral Good
DOMINANT HAND	Right
HEIGHT	5' 9"
WEIGHT	174 lbs.
EYE COLOUR	Blue
SKIN COLOUR	Light Brown; Small Beard, Straight
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE	
RESIDENCE	
LOCATION	None
REGION	

Description:
Light Brown; Straight; Small Beard dressed in faded red robes

Biography:

Notes:

Character Sheet Notes: