

Dr. Blake

Character Name

d10E 3, Cleric , d4E 1

CLASS

4 (4)

6000 / 10000

Character Level (CR)

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10		+0		
DEX Dexterity	11		+0		
CON Constitution	12		+1		
INT Intelligence	17		+3		
WIS Wisdom	17		+3		
CHA Charisma	11		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+3	= +2	+1	+0	+0	+0		
REFLEX (dexterity)	+2	= +2	+0	+0	+0	+0		
WILL (wisdom)	+7	= +4	+3	+0	+0	+0		

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

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

Touch Attack (Ray)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
Ray	+2	As Spell	20 /x2	0>

*Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+2	1d4	2W-P-(OH)	-4	1d4	
1H-O	-2	1d4	2W-P-(OL)	-2	1d4	
2H	+2	1d4	2W-OH	-6	1d4	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+2	+0	-2	-4	-6	
Dam	1d4	1d4	1d4	1d4	1d4	

*: 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
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Calvin

Player Name

Human / Humanoid

RACE

27

Male

AGE

GENDER

HP
hit points

32

WOUNDS/CURRENT HP

AC
armor class

18

18

10

10

4

4

0

0

0

0

0

0

0

0

0

0

0

0

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

REFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE
modifier

+0

+0

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

None

Deity

Medium / 5 ft.

SIZE / FACE

Brown

EYES

None

Region

6' 0" / 200 lbs.

HEIGHT / WEIGHT

Brown

HAIR

Lawful Good

Alignment

Normal

VISION

TOTAL SKILLPOINTS: 36		SKILLS		MAX RANKS: 7/3.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS MISC MODIFIER
✓ Acrobatics	DEX	0	=	0	
✓ Appraise	INT	3	=	3	
✓ Athletics	STR	0	=	0	
✓ Craft (Untrained)	INT	3	=	3	
✓ Deception	CHA	0	=	0	
Diagnose	INT	10	=	3 + 7	
✓ Endurance	CON	1	=	1	
✓ Gather Information	CHA	0	=	0	
✓ Heal	WIS	3	=	3	
✓ Insight	WIS	10	=	3 + 7	
✓ Perception	WIS	10	=	3 + 7	
✓ Persuasion	CHA	0	=	0	
✓ Persuasion (Diplomacy)	CHA	2	=	0 + 2	
Research	INT	10	=	3 + 7	
✓ Ride	DEX	0	=	0	
Science	INT	10	=	3 + 7	
✓ Stealth	DEX	0	=	0	
✓ Survival	WIS	3	=	3	
✓ Survival (Find or follow tracks)	WIS	5	=	3 + 2	
✓ Thievery	DEX	0	=	0	
✓ Use Rope	DEX	0	=	0	
			=	+ +	
			=	+ +	

POSITIVE ENERGY			
INTENSITY CHECK RESULT	ENERGY Intensity (Level)	Intensity Check	1d20+0
Up to 0	-4	Channeling level	4
1 - 3	-3		
4 - 6	-2	Magnitude Range	2d6 +4 60
7 - 9	-1		
10 - 12	0		
13 - 15	1		
16 - 18	2		
19 - 21	3		
22 - 25	4		
26+	5		
You can channel positive energy effects			
POSITIVE/DAY			

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Dagger	Equipped	1	1 / 2	
TOTAL WEIGHT CARRIED/VALUE		1 lbs.	2gp	

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

LANGUAGES	
Common, Draconic	

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

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -13	
1 extra feat at 1st level.	[Is This It]
1 extra feat at 1st level.	
Humanoid Traits	[Is This It, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
Duties (To help those who you can)	[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 (Focused on Skills)	[Eclipse, p.17]
(+2) This ability grants 2 Skills per eclipse character level.	

DISADVANTAGES	
Hunted (Family Murderers)	[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.	
Valuable	[Eclipse, p.20]
You are worth a lot of money. This usually means that there's a reward out on you, but it may mean that you will bring a vast price on the slave market, have some mystic quality about you which makes you priceless to a mage, or, for truly exotic character races, that your body parts are extremely valuable.	
Vows (To slay the Family Murderers)	[Eclipse, p.20]
While closely related to Compulsive, Vows are generally more restrictive. They're also far more dangerous; those who fail to live up to their vows face some form of retribution. On the other hand, they also get some support; characters gain a +/- 3 bonus (as needed) against attempts to make them break their vows.	

Spell Caster Information	
Cleric	[Eclipse, p.11]
Cleric Level 7, Casterlevel is 7	
Healing	[Eclipse, SpellListl.rtf]
You cast healing spells at +1 caster level.	
Protection	[Eclipse, SpellListl.rtf]
You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 162	
Immunity / XP Cost Initial Innate Enchantment	[Eclipse]
(2 CP) Handles initial Innate Enchantment, L1 only.	
Innate Enchantment	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP. [Additional Total Granted 0]	
Innate Enchantment / Detect Magic	[Eclipse]
(+700) At-will personal use at L1 caster level.	
Innate Enchantment / Force Armor I	[Eclipse]
Grants +4 Armor Bonus to AC At Will	
Innate Enchantment / Force Shield I	[Eclipse]
Grants +4 Shield Bonus to AC at will.	
Spell Conversion (Healing spells)	[Eclipse]
(6 CP). A character with Spell Conversion selects a limited number of spells according to his or her class theme, usually nine (one for each spell level). The user may convert a prepared spell of equal or higher level into one of them spontaneously. The user must already have access to the spells he or she selects for Spell Conversion. Clerics use this the most, but anyone may have it.	

Channeling	
Channeling / Positive	[Eclipse, p.66]
Channel Positive Energy 3/day, Channeling Check 1d20+0 [Intensity Base=4], Magnitude 2d6+4 with a Range of 60 feet, Channeling Level=4	

Feats	
Feat Conversion to CP ~ 6 (2x)	[Eclipse, p.9]

DOMAINS	
Community	
Use calm emotions as a spell-like ability once per day. Gain a +2 competence bonus on Diplomacy checks.	
Healing	
You cast healing spells at +1 caster level.	

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	

TEMPLATES	
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Class Spell-like Abilities

Name	School	Time	Duration	Range	Source
<div><div></div><div>(1/) Calm Emotions</div></div>	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	Concentration, up to 1 round/level [D]	Medium (110 ft.)	PHB:p.207
[V,S, DF] TARGET: Creatures in a 20-ft.-radius spread; <i>EFFECT</i> : Calms creatures, negating emotion effects. [SR:Yes; DC:10, Will negates] (Caster Level:1) * =Domain/Specialty Spell					

Cleric Spells

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

LEVEL 0 / Per Day:6 / Caster Level:7

Name	School	Time	Duration	Range	Source
<div><div></div><div>Amanuesis</div></div>	Transmutation	1 standard action	10 minute/level	Close (40 ft.)	SC:p.9
[V,S] TARGET: Object or objects with writing; <i>EFFECT</i> : Copies 250 words per minute. [SR:Yes [object]; DC:13, Will negates [object]]					
<div><div></div><div>Create Water</div></div>	Conjuration (Creation) [Water]	Standard Action	Instantaneous	Close (40 ft.)	PHB:p.215
[V,S] TARGET: Up to 2 gallons/level of water; <i>EFFECT</i> : Creates 2 gallons/level of pure water. [SR:No]					
<div><div></div><div>Cure Minor Wounds</div></div>	Conjuration (Healing)	Standard Action	Instantaneous	Touch	PHB:p.216
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1 point of damage. [SR:Yes (harmless); see text; DC:13, Will half (harmless); see text]					
<div><div></div><div>Detect Magic</div></div>	Divination	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	PHB:p.219
[V,S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Detects spells and magic items within 60 ft. [SR:No]					
<div><div></div><div>Detect Poison</div></div>	Divination	Standard Action	Instantaneous	Close (40 ft.)	PHB:p.219
[V,S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : Detects poison in one creature or small object. [SR:No]					
<div><div></div><div>Guidance</div></div>	Divination	Standard Action	1 minute or until discharged	Touch	PHB:p.238
[V,S] TARGET: Creature touched; <i>EFFECT</i> : +1 on one attack roll, saving throw, or skill check. [SR:Yes; DC:13, Will negates (harmless)]					
<div><div></div><div>Inflict Minor Wounds</div></div>	Necromancy	Standard Action	Instantaneous	Touch	PHB:p.244
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Touch attack, 1 point of damage. [SR:Yes; DC:13, Will negates]					
<div><div></div><div>Light</div></div>	Evocation [Light]	Standard Action	10 minutes/level [D]	Touch	PHB:p.248
[V, MDF] TARGET: Object touched; <i>EFFECT</i> : Object shines like a torch. [SR:No]					
<div><div></div><div>Mending</div></div>	Transmutation	Standard Action	Instantaneous	10 ft.	PHB:p.253
[V,S] TARGET: One object of up to 1 lb.; <i>EFFECT</i> : Makes minor repairs on an object. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]					
<div><div></div><div>Purify Food and Drink</div></div>	Transmutation	Standard Action	Instantaneous	10 ft.	PHB:p.267
[V,S] TARGET: 1 cu. ft./level, of contaminated food and water; <i>EFFECT</i> : Purifies 1 cu. ft./level of food or water. [SR:Yes (object); DC:13, Will negates (object)]					
<div><div></div><div>Read Magic</div></div>	Divination	Standard Action	10 minutes/level	Personal	PHB:p.269
[V,S,F] TARGET: You; <i>EFFECT</i> : Read scrolls and spellbooks. [SR:No]					
<div><div></div><div>Resistance</div></div>	Abjuration	Standard Action	1 minute	Touch	PHB:p.272
[V,S,MDF] TARGET: Creature touched; <i>EFFECT</i> : You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. Arcane Material - Component A miniature cloak. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
<div><div></div><div>Virtue</div></div>	Transmutation	Standard Action	1 min.	Touch	PHB:p.298
[V,S, DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains 1 temporary hp. [SR:Yes (harmless); DC:13, Fortitude negates (harmless)]					

LEVEL 1 / Per Day:5 / Caster Level:7

Name	School	Time	Duration	Range	Source
<div><div></div><div>Axiomatic Water</div></div>	Transmutation [Lawful]	1 minute	Instantaneous	Touch	SC:p.22
[V,S,M] TARGET: Flask of water touched; <i>EFFECT</i> : Water damages chaotic outsiders for 2d4 points of damage. [SR:Yes [object]; DC:14, Will negates [object]]					
<div><div></div><div>Bane</div></div>	Enchantment (Compulsion) [Fear, Mind-Affecting]	Standard Action	1 minute/level	50 ft.	PHB:p.203
[V,S, DF] TARGET: All enemies within 50 ft.; <i>EFFECT</i> : Enemies take -1 on attack rolls and saves against fear. [SR:Yes; DC:14, Will negates]					
<div><div></div><div>Blade of Blood</div></div>	Necromancy	1 swift action	1 round/level or until discharged	Touch	Is This :p.103
[V,S] TARGET: Weapon touched; <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. [SR:No]					
<div><div></div><div>Bless</div></div>	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 minute/level	50 ft.	PHB:p.205
[V,S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; <i>EFFECT</i> : Allies gain +1 Morale bonus on attack rolls and on saves against fear. [SR:Yes (harmless)]					
<div><div></div><div>Blessed Aim</div></div>	Divination	1 standard action	1 minute/level	50 ft.	SC:p.31
[V,S] TARGET: 50 ft. spread, centered on you; <i>EFFECT</i> : +2 morale bonus on ranged attacks for your allies within the spread. [SR:No; DC:14, Will negates [harmless]]					
<div><div></div><div>Bless Water</div></div>	Transmutation [Good]	1 minute	Instantaneous	Touch	PHB:p.205
[V,S,M] TARGET: Flask of water touched; <i>EFFECT</i> : Makes holy water. [SR:Yes (object); DC:14, Will negates (object)]					
<div><div></div><div>Blood Wind</div></div>	Evocation	1 swift action	1 round	Close (40 ft.)	SC:p.33
[V,S] TARGET: A single creature with Intelligence 4 or higher; <i>EFFECT</i> : Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text [SR:Yes (harmless); DC:14, Will negates (harmless)]					
<div><div></div><div>Cause Fear</div></div>	Necromancy [Fear, Mind-Affecting]	Standard Action	1d4 rounds or 1 round; see text	Close (40 ft.)	PHB:p.208
[V,S] TARGET: One living creature with 5 or fewer HD; <i>EFFECT</i> : One creature of 5 HD or less flees for 1d4 rounds. [SR:Yes; DC:14, Will partial]					
<div><div></div><div>Cold Fire</div></div>	Transmutation [Cold]	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (40 ft.)	SC:p.50
[V,S,DF] TARGET: One fire source [up to a 20-ft. cube] or one creature; see text; <i>EFFECT</i> : Flames deal cold damage; see text [SR:Yes [creature]; DC:14, No [fire] or Fortitude half]					
<div><div></div><div>Command</div></div>	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	Standard Action	1 round	Close (40 ft.)	PHB:p.211
[V] TARGET: One living creature; <i>EFFECT</i> : One subject obeys selected command for 1 round. [SR:Yes; DC:14, Will negates]					
<div><div></div><div>Comprehend Languages</div></div>	Divination	Standard Action	10 minutes/level	Personal	PHB:p.212
[V,S,MDF] TARGET: You; <i>EFFECT</i> : You understand all spoken and written languages. [SR:No]					
<div><div></div><div>Conviction</div></div>	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.52
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : +2 morale bonus to saves, +1 for every six levels [max +5 at 18th level]; see text. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
<div><div></div><div>Cure Light Wounds</div></div>	Conjuration (Healing)	Standard Action	Instantaneous	Touch	PHB:p.215
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1d8 +1/level [max +5] damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
<div><div></div><div>Delay Disease</div></div>	Conjuration (Healing)	1 standard action	24 hours	Touch	SC:p.63
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Halts any nonmagical disease for the duration of the spell. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
<div><div></div><div>Detect Chaos</div></div>	Divination	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	PHB:p.218
[V,S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]					
<div><div></div><div>Detect Evil</div></div>	Divination	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	PHB:p.218
[V,S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]					
<div><div></div><div>Detect Good</div></div>	Divination	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	PHB:p.219
[V,S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]					
<div><div></div><div>Detect Law</div></div>	Divination	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	PHB:p.219
[V,S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]					
<div><div></div><div>Detect Undead</div></div>	Divination	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	PHB:p.220
[V,S,M/DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals undead within 60 ft. [SR:No]					
<div><div></div><div>Dispel Ward</div></div>	Abjuration	1 standard action	Instantaneous	Medium (170 ft.)	SC:p.67
[V,S] TARGET: One warded object or area; <i>EFFECT</i> : Functions like dispel magic; see text [SR:No]					
<div><div></div><div>Divine Favor</div></div>	Evocation	Standard Action	1 minute	Personal	PHB:p.224
[V,S, DF] TARGET: You; <i>EFFECT</i> : You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6] [SR:No]					
<div><div></div><div>Doom</div></div>	Necromancy [Fear, Mind-Affecting]	Standard Action	1 minute/level	Medium (170 ft.)	PHB:p.225
[V,S, DF] TARGET: One living creature; <i>EFFECT</i> : One subject takes -2 on attack rolls, damage rolls, saves, and checks. [SR:Yes; DC:14, Will negates]					
<div><div></div><div>Ebon Eyes</div></div>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.77
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : See normally in darkness both magical and natural. [SR:Yes [harmless]]					
<div><div></div><div>Endure Elements</div></div>	Abjuration	Standard Action	24 hours	Touch	PHB:p.226
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:14, Will negates (harmless)] * =Domain/Specialty Spell					

Cleric Spells

Entropic Shield	Abjuration	Standard Action	1 minute/level [D]	Personal	PHB:p.227
[V,S] TARGET: You; <i>EFFECT</i> : Ranged attacks against you have 20% miss chance. [SR:No]					
Faith Healing	Conjuration (Healing)	1 standard action	Instantaneous	Touch	SC:p.87
[V,S] TARGET: Living creature touched; <i>EFFECT</i> : Heal 8 + caster level [max +5] hit points. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
Foundation of Stone	Transmutation [Earth]	1 standard action	1 round/level	Close (40 ft.)	SC:p.99
[V,M] TARGET: One creature/level, no two of which are more than 30 ft. apart; <i>EFFECT</i> : As long as subjects don't move they gain +2 AC and +4 to Str against bull rush. [SR:Yes [harmless]]					
Grave Strike	Divination [Good]	1 swift action	1 round	Personal	SC:p.107
[V,DF] TARGET: You; <i>EFFECT</i> : Allows you to make sneak attacks against undead if you have the ability.					
Guiding Light	Evocation	1 standard action	1 minute/level [D]	Long (680 ft.)	SC:p.108
[V,S] TARGET: Creatures in a 5-ft.-radius burst; <i>EFFECT</i> : +2 on ranged attacks [SR:Yes]					
Healthful Rest	Conjuration (Healing)	10 minutes	24 hours	Close (40 ft.)	SC:p.111
[V,S] TARGET: One creature/level, no two of which can be more than 30 feet apart; <i>EFFECT</i> : Doubles the natural healing rate. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
Hide from Undead	Abjuration	Standard Action	10 minutes/level [D]	Touch	PHB:p.241
[V,S, DF] TARGET: One touched creature/level; <i>EFFECT</i> : Undead can't perceive 1 subject/level. [SR:Yes; DC:14, Will negates (harmless); see text]					
Ice Gauntlet	Evocation [Cold]	1 standard action	1 minute/level [D]	Personal	SC:p.119
[V,DF] TARGET: You; <i>EFFECT</i> : Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage..					
Incite	Enchantment (Compulsion) [Mind-Affecting]	1 swift action	1 minute/level	Close (40 ft.)	SC:p.121
[V,S] TARGET: Creatures in a 10-ft. burst; <i>EFFECT</i> : Forces creature to act, it cannot delay or ready an action. [SR:Yes; DC:14, Will negates]					
Inflict Light Wounds	Necromancy	Standard Action	Instantaneous	Touch	PHB:p.244
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Touch deals 1d8 +1/level [max +5] damage. [SR:Yes; DC:14, Will half]					
Inhibit	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Instantaneous	Medium (170 ft.)	SC:p.123
[V,S] TARGET: One creature; <i>EFFECT</i> : You inhibit your foe from acting. The subject is forced to delay until the following round, acting immediately before you on your initiative count. [SR:Yes; DC:14, Will negates]					
Invest Light Protection	Conjuration (Healing)	1 standard action	Instantaneous; see text	Touch	Is This :p.115
[V,S] TARGET: Creature touched; <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. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
Ironguts	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.126
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : Target gains +5 alchemical bonus on Fort saves against all poisons. [SR:Yes; DC:14, Will negates]					
Light of Lunia	Evocation [Good, Light]	1 standard action	10 minutes/level [D]	Medium (170 ft.)	SC:p.132
[V,S] TARGET: You and up to two rays; see text; <i>EFFECT</i> : The silvery radiance created by this spell emanates from you in a 30-foot radius, and dim light extends for an additional 30 feet. Beginning one turn after you cast this spell, you can choose to expend some or all of the light of Lunia as a ray of light. You must succeed on a ranged touch attack with the ray to strike a target. You can make a single ranged touch attack that deals 1d6 points of damage, or 2d6 points of damage against undead or evil outsiders, with a range of 30 feet. Spell resistance applies to this attack. This dims your silvery radiance to half 15. You can choose to fire one additional ray with the same characteristics either on the same round or on a subsequent round. Firing the second ray quenches your radiance and ends the spell. [SR:Yes; see text]					
Magic Stone	Transmutation	Standard Action	30 minutes or until discharged	Touch	PHB:p.251
[V,S, DF] TARGET: Up to three pebbles touched; <i>EFFECT</i> : Three stones gain +1 on attack rolls, deal 1d6+1 damage. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
Magic Weapon	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.251
[V,S, DF] TARGET: Weapon touched; <i>EFFECT</i> : Weapon gains +1 bonus. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
Moon Lust	Illsion (Pattern) [Mind-Affecting]	1 standard action	1 round/level	Medium (170 ft.)	SC:p.143
[V,S,F] TARGET: Creature touched; <i>EFFECT</i> : Creature becomes fascinated for the duration of the spell. [SR:Yes; DC:14, Will negates [harmless]]					
Nightshield	Abjuration	1 standard action	1 minute/level [D]	Personal	SC:p.148
[V,S] TARGET: You; <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	Evocation [Light]	1 standard action	1 minute/level or until discharged [D]	Personal	SC:p.148
[V,S,DF] TARGET: You; <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	Conjuration (Creation)	Standard Action	1 minute/level	20 ft.	PHB:p.258
[V,S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; <i>EFFECT</i> : Fog surrounds you. [SR:No]					
Omen of Peril	Divination	1 round	Instantaneous	Personal	SC:p.149
[V,F] TARGET: You; <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	Transmutation	1 standard action	1 hour/level	Close (40 ft.)	SC:p.161
[V,S] TARGET: One interplanar gate or portal; <i>EFFECT</i> : Up to six creatures can be chosen to recieve mental beacon. [SR:No]					
Protection from Chaos	Abjuration [Lawful]	Standard Action	1 minute/level [D]	Touch	PHB:p.266
[V,S,M,DF] TARGET: Creature touched; <i>EFFECT</i> : +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:14, Will negates (harmless)]					
Protection from Evil	Abjuration [Good]	Standard Action	1 minute/level [D]	Touch	PHB:p.266
[V,S,M,DF] TARGET: Creature touched; <i>EFFECT</i> : vs. Evil gain a +2 Deflection bonus to AC and +2 Resistance bonus to saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:14, Will negates (harmless)]					
Remove Fear	Abjuration	Standard Action	10 minutes; see text	Close (40 ft.)	PHB:p.271
[V,S] TARGET: One creature/4 levels, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Suppresses fear or gives +4 on saves against fear for one subject/4 levels. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
Resist Planar Alignment	Abjuration	1 standard action	1 round/level	Touch	SC:p.174
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Grants limited protection from a plane's alignment traits; see text. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
Resurgence	Abjuration	1 standard action	Instantaneous	Touch	SC:p.174
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
Sanctuary	Abjuration	Standard Action	1 round/level	Touch	PHB:p.274
[V,S, DF] TARGET: Creature touched; <i>EFFECT</i> : Opponents can't attack you, and you can't attack. [SR:No; DC:14, Will negates]					
Scholar's Touch	Divination	Standard Action	Concentration, up to 7 rounds	Personal	Race Des:p.167
[V,S,M,F] TARGET: One book/round; <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. [SR:No]					
Shield of Faith	Abjuration	Standard Action	1 minute/level	Touch	PHB:p.278
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : Aura grants +3 deflection bonus. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
Sign	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	10 minutes/level or until discharged	Personal	SC:p.189
[V,S,M] TARGET: You; <i>EFFECT</i> : +4 bonus on your next initiative check.					
Snowshoes	Transmutation	1 standard action	1 hour/level [D]	Touch	SC:p.194
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
Spell Flower	Transmutation	1 standard action	1 round/level	Personal	SC:p.198
[V,S] TARGET: You; <i>EFFECT</i> : Hold the charge of one touch spell per arm; see text.					
Summon Monster I	Conjuration (Summoning)	1 round	1 round/level [D]	Close (40 ft.)	PHB:p.285
[V,S,FIDF] TARGET: One summoned creature; <i>EFFECT</i> : This spell summons an extraplanar creature [typically an outsider, elemental, or magical beast native to another plane]. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type. Arcane Focus - A tiny bag and a small [not necessarily lit] candle. Celestial dog LG; Celestial owl LG; Celestial giant fire beetle NG; Celestial porpoise1 NG; Celestial badger CG; Celestial monkey CG; Fiendish dire rat LE; Fiendish raven LE; Fiendish monstrous centipede, Medium NE; Fiendish monstrous scorpion, Small NE; Fiendish hawk CE; Fiendish monstrous spider, Small CE; Fiendish octopus1 CE; Fiendish snake, Small viper CE [SR:No]					
Updraft	Conjuration (Creation) [Air]	1 swift action	Instantaneous	Personal	SC:p.228
[V,S,M] TARGET: You; <i>EFFECT</i> : Gain 10 ft. per level of altitude, and then gently float back to the ground.					
Vigor, Lesser	Conjuration (Healing)	1 standard action	10 rounds + 1 round/level [max 15]	Touch	SC:p.229
[V,S] TARGET: Living creature touched; <i>EFFECT</i> : Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
Vision of Glory	Divination	1 standard action	1 minute or until discharged	Touch	SC:p.231
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Grants a +1 morale bonus to a single saving throw [target's choice]. [SR:Yes]					
Wings of the Sea	Transmutation	1 standard action	1 minute/level	Touch	SC:p.240
[S,M] TARGET: Creature touched; <i>EFFECT</i> : Increases creatures swim speed by 30 ft. [SR:Yes [harmless]; DC:14, Fortitude negates [harmless]]					

LEVEL 2 / Per Day:4 / Caster Level:7

Name	School	Time	Duration	Range	Source
Aid	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 minute/level	Touch	PHB:p.196
[V,S, DF] TARGET: Living creature touched; <i>EFFECT</i> : +1 Morale Bonus on attack rolls, +1 against fear, and grants 1d8 +1/level [max +10] temporary hp. [SR:Yes (harmless)]					
Align Weapon	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.197
[V,S, DF] TARGET: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]; <i>EFFECT</i> : Weapon becomes good, evil, lawful, or chaotic. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					

* =Domain/Specialty Spell

Cleric Spells

■■■■■Animalistic Power	Transmutation	1 standard action	1 minute/level	Touch	Is This .p.101
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : Subject is imbued with +2 to Strength, Dexterity and Constitution. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
■■■■■Augury	Divination	1 minute	Instantaneous	Personal	PHB:p.202
[V,S,M,F] TARGET: You; <i>EFFECT</i> : Learns whether an action will be good or bad. [SR:No]					
■■■■■Aura Against Flame	Abjuration	1 standard action	1 round/level	Personal	SC:p.18
[V,S] TARGET: You; <i>EFFECT</i> : Protects against first 10 points of fire damage, it also extinguishes flames; see text.					
■■■■■Avoid Planar Effects	Abjuration	1 immediate action	1 minute/level	20 ft.	SC:p.19
[V] TARGET: One creature/level in a 20-ft. radius burst centered on you; <i>EFFECT</i> : Gain temporary respite from the natural effects of a specific plane. [SR:Yes [harmless]]					
■■■■■Balor Nimbus	Transmutation	1 standard action	1 round/level	Personal	SC:p.24
[V,S,M/DF] TARGET: You; <i>EFFECT</i> : Any creature grappling you takes 6d6 points of fire damage.					
■■■■■Bear's Endurance	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.203
[V,S, DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +4 to Con for 1 minutes/level. [SR:Yes; DC:15, Will negates (harmless)]					
■■■■■Black Karma Curse	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Instantaneous	Close (40 ft.)	Is This .p.103
[V,S] TARGET: One creature; <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. [SR:Yes; DC:15, Will negates]					
■■■■■Blade Brothers	Abjuration	1 standard action	1 minute/level or until discharged	Touch	Is This .p.103
[V,S] TARGET: Two willing creatures; <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. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■Body Blades	Transmutation	1 standard action	1 minute/level	Personal	SC:p.35
[V,S] TARGET: You; <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.					
■■■■■Brambles	Transmutation	1 standard action	1 round/level	Touch	SC:p.38
[V,S,M] TARGET: Wooden weapon touched; <i>EFFECT</i> : Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage. [SR:No]					
■■■■■Bull's Strength	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.207
[V,S,M/DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +4 to Str for 1 minutes/level. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■Calm Emotions	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	Concentration, up to 1 round/level [D]	Medium (170 ft.)	PHB:p.207
[V,S, DF] TARGET: Creatures in a 20-ft.-radius spread; <i>EFFECT</i> : Calms creatures, negating emotion effects. [SR:Yes; DC:15, Will negates]					
■■■■■Close Wounds	Conjuration (Healing)	1 immediate action	Instantaneous	Close (40 ft.)	SC:p.48
[V] TARGET: One creature; <i>EFFECT</i> : Cure 1d4 +1/level [max +5]. [SR:Yes [harmless]; DC:15, Will half [harmless]; see text]					
■■■■■Cloud of Knives	Conjuration	1 standard action	1 round/level	Personal	Is This .p.107
[V,S,M] TARGET: You; <i>EFFECT</i> : Each round as a free action you can release a knife at any opponent you can see within 30 ft. Attack bonus = Caster level + Key Ability. Damage 1d6 +1/3 level [max +5] Crit 19-20.					
■■■■■Consecrate	Evocation [Good]	Standard Action	2 hours/level	Close (40 ft.)	PHB:p.212
[V,S,M, DF] TARGET: 20-ft.-radius emanation; <i>EFFECT</i> : Fills area with positive energy, making undead weaker. [SR:No]					
■■■■■Cure Moderate Wounds	Conjuration (Healing)	Standard Action	Instantaneous	Touch	PHB:p.216
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Cures 2d8 +1/level [max +10] damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
■■■■■Curse of Ill Fortune	Necromancy	1 standard action	1 minute/level	Medium (170 ft.)	SC:p.56
[V,S,DF] TARGET: One living creature; <i>EFFECT</i> : Cause -3 penalty on attack rolls, saving throws, ability checks and skill checks. [SR:Yes; DC:15, Will negates]					
■■■■■Darkness	Evocation [Darkness]	Standard Action	10 minutes/level [D]	Touch	PHB:p.216
[V, M/DF] TARGET: Object touched; <i>EFFECT</i> : This spell causes an object to radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment [20% miss chance]. Even creatures that can normally see in such conditions [such as with darkvision or low-light vision] have the miss chance in an area shrouded in magical darkness. Normal lights [torches, candles, lanterns, and so forth] are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. Darkness counters or dispels any light spell of equal or lower spell level. Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal. [SR:No]					
■■■■■Dark Way	Illusion (Shadow)	1 standard action	1 round/level	Close (40 ft.)	SC:p.58
[V,S,DF] TARGET: One bridge of force 5 ft. wide, 1 in. thick, and up to 20 ft./level long; <i>EFFECT</i> : Create a ribbonlike, weightless, unbreakable bridge. [SR:Yes]					
■■■■■Deific Vegeance	Conjuration (Summoning)	1 standard action	Instantaneous	Close (40 ft.)	SC:p.62
[V,S,DF] TARGET: One creature; <i>EFFECT</i> : Causes 1d6/2 caster levels [Max 5d6] or 1d6/caster level if undead [max 10d6]. [SR:Yes; DC:15, Will half]					
■■■■■Deific Vengeance	Conjuration (Summoning)	Standard Action	Instantaneous	Close (40 ft.)	cmpdiv:null
[V,S,DF] TARGET: One creature; <i>EFFECT</i> : Cause 4d6 or 7d6 if the target is undead. [SR:Yes; DC:15, Will half]					
■■■■■Delay Poison	Conjuration (Healing)	Standard Action	1 hour/level	Touch	PHB:p.217
[V,S, DF] TARGET: Creature touched; <i>EFFECT</i> : Stops poison from harming subject for 1 hour/level. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
■■■■■Divine Insight	Divination	1 standard action	1 hour/level or until discharged [D]	Personal	SC:p.70
[V,S,DF] TARGET: You; <i>EFFECT</i> : Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.					
■■■■■Divine Interdiction	Abjuration	1 standard action	1 round/level	Close (40 ft.)	SC:p.70
[V] TARGET: 10-ft.-radius emanation centered on a creature, object, or point in space; <i>EFFECT</i> : Temp loss of turning power & domain powers. [SR:Yes or No [object]; see text; DC:15, Will negates or None [object]; see text]					
■■■■■Divine Protection	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minute/level	Medium (170 ft.)	SC:p.70
[V,S,DF] TARGET: Allies in a 20-ft.-radius burst; <i>EFFECT</i> : +1 morale bonus to AC and saving throws. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
■■■■■Eagle's Splendor	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.225
[V,S,M/DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +4 to Cha for 1 minutes/level. [SR:Yes; DC:15, Will negates (harmless)]					
■■■■■Energized Shield, Lesser	Abjuration [See text]	1 standard action	1 round/level	Touch	SC:p.79
[V,S,DF] TARGET: Touch; <i>EFFECT</i> : Protects against on energy type [fire, cold, electricity, acid, or sonic], you can 5 resistance; see text [SR:No]					
■■■■■Enthrall	Enchantment (Charm)	1 round	1 hour or less	Medium (170 ft.)	PHB:p.227
[V,S] TARGET: Any number of creatures; <i>EFFECT</i> : Captivates all within 100 ft. +10 ft./level [SR:Yes; DC:15, Will negates; see text]					
■■■■■Extend Tentacles	Transmutation	1 standard action	Instantaneous	Personal	SC:p.86
[V] TARGET: You; <i>EFFECT</i> : Extends your tentacles by 5 ft.					
■■■■■Find Traps	Divination	Standard Action	1 minute/level	Personal	PHB:p.230
[V,S] TARGET: You; <i>EFFECT</i> : Notice traps as a rogue does. [SR:No]					
■■■■■Frost Breath	Evocation [Cold]	1 standard action	Instantaneous	30 ft.	SC:p.100
[V,S,M] TARGET: Cone-shaped burst; <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. [SR:Yes; DC:15, Reflex half]					
■■■■■Fuse Arms	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.100
[V,S] TARGET: Creature with at least two arms or tentacles touched; <i>EFFECT</i> : Gain +4 Str for every set of limbs fused to the primary limb. [SR:Yes [harmless]; DC:15, Fortitude negates [harmless]]					
■■■■■Gentle Repose	Necromancy	Standard Action	1 day/level	Touch	PHB:p.235
[V,S,M/DF] TARGET: Corpse touched; <i>EFFECT</i> : Preserves one corpse. [SR:Yes (object); DC:15, Will negates (object)]					
■■■■■Ghost Touch Armor	Transmutation	1 standard action	1 minute/level	Touch	SC:p.102
[V,S,M] TARGET: Armor of creature touched; <i>EFFECT</i> : Armor gains Ghost Touch property. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
■■■■■Hand of Divinity	Evocation [See text]	1 minute	1 minute/level	Touch	SC:p.109
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Grant +2 [Profane or Sacred] bonus to all saving throws. [SR:No]					
■■■■■Healing Lorecall	Divination	1 standard action	10 minutes/level	Personal	SC:p.110
[V,S,M] TARGET: You; <i>EFFECT</i> : Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					
■■■■■Hold Person	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 round/level [D]; see text	Medium (170 ft.)	PHB:p.241
[V,S,F/DF] TARGET: One humanoid creature; <i>EFFECT</i> : Paralyzes one humanoid for 1 round/level. [SR:Yes; DC:15, Will negates; see text]					
■■■■■Inflict Moderate Wounds	Necromancy	Standard Action	Instantaneous	Touch	PHB:p.244
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Touch attack, 2d8 +1/level [max +10] damage. [SR:Yes; DC:15, Will half]					
■■■■■Inky Cloud	Conjuration (Creation)	1 standard action	10 minutes/level	30 ft.	SC:p.123
[V,S,M] TARGET: 30-ft.-radius spread centered on you; <i>EFFECT</i> : Inky cloud that works under water. [SR:No]					
■■■■■Insight of Good Fortune	Divination	1 standard action	1 minute/level or until discharged	Close (40 ft.)	Is This .p.115
[V,S,M] TARGET: One creature; <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. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■Insignia of Alarm	Abjuration	Standard Action	Instantaneous	Long (680 ft.)	Race Des:p.166
[V,S,F] TARGET: All wearers of special insignia within range; <i>EFFECT</i> : Spell alerts all wearers. [SR:Yes (harmless)]					
■■■■■Iron Silence	Transmutation	1 standard action	1 hour/level [D]	Touch	SC:p.125
[V,S,DF] TARGET: One suit of armor touched/3 levels; <i>EFFECT</i> : Hide and Move Silent check ignore the Armor penalty during the duration of the spell. [SR:Yes [harmless,object]; DC:15, Will negates [harmless,object]]					
■■■■■Light of Mercuria	Evocation [Good, Light]	1 standard action	10 minutes/level [D]	Medium (170 ft.)	SC:p.132
[V,S] TARGET: You and up to two rays; see text; <i>EFFECT</i> : Same as light of Lunia except damage is 2d6 or 4d6 vs. undead or outsiders. [SR:Yes; see text]					
■■■■■Living Undeath	Necromancy	1 standard action	1 minute/level	Touch	SC:p.134
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Not subject to sneak attacks or criticals; -4 penalty to Cha score. [SR:Yes [harmless]; DC:15, Fortitude negates [harmless]]					
* =Domain/Specialty Spell					

Cleric Spells

■■■■■ Make Whole	Transmutation	Standard Action	Instantaneous	Close (40 ft.)	PHB:p.252
[V,S] TARGET: One object of up to 10 cu. ft./level; EFFECT: Repairs an object. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
■■■■■ Mark of Judgement	Necromancy	1 standard action	1 round/level	Medium (170 ft.)	Is This :p.119
[V,S,DF] TARGET: One creature/3 levels, no two of which are more than 30 ft. apart; EFFECT: Whenever a creature succeeds on a melee or ranged attack against the marked creature, that attacker heals 2 points of damage. [SR:Yes; DC:15, Will negates]					
■■■■■ Mark of the Outcast	Necromancy	1 standard action	Permanent	Close (40 ft.)	SC:p.138
[V,S,DF] TARGET: One creature; EFFECT: Creates an indelible mark on the subjects face; see text. [SR:Yes; DC:15, Will negates]					
■■■■■ Master's Touch (Skillful)	Divination	1 immediate action	Instantaneous	Close (40 ft.)	Is This :p.119
[V] TARGET: One creature; EFFECT: Subject gains +4 insight bonus to one skill check. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Owl's Wisdom	Transmutation	Standard Action	1 minute/level	Touch	PHB:p.259
[V,S,M,DF] TARGET: Creature touched; EFFECT: Subject gains +4 to Wis for 1 minutes/level. [SR:Yes; DC:15, Will negates (harmless)]					
■■■■■ Protection from Negative Energy	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.163
[V,S] TARGET: Creature touched; EFFECT: Subtract 10 hp worth of damage from each negative energy attack. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
■■■■■ Protection from Positive Energy	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.163
[V,S] TARGET: Creature touched; EFFECT: Subtract 10 hp worth of damage from each positive energy attack. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
■■■■■ Quick March	Transmutation	1 standard action	1 round	Medium (170 ft.)	SC:p.164
[V,S,DF] TARGET: Allies in a 20-ft.-radius burst; EFFECT: Subjects base land speed increased by 30 feet. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
■■■■■ Remove Paralysis	Conjuration (Healing)	Standard Action	Instantaneous	Close (40 ft.)	PHB:p.271
[V,S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; EFFECT: Frees one or more creatures from paralysis or slow effect. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Resist Energy	Abjuration	Standard Action	10 minutes/level	Touch	PHB:p.272
[V,S, DF] TARGET: Creature touched; EFFECT: Ignores first 20 points of damage/attack from specified energy type. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
■■■■■ Restoration, Lesser	Conjuration (Healing)	3 rounds	Instantaneous	Touch	PHB:p.272
[V,S] TARGET: Creature touched; EFFECT: Dispel magical ability penalty or repairs 1d4 ability damage. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Share Talents	Transmutation	1 round	10 minutes/level	Touch	Is This :p.124
[V,S,M] TARGET: Two willing creatures touched; EFFECT: Creatures get a +2 bonus on any skill checks they make as long as one has at least 1 rank in the skill. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Shatter	Evocation [Sonic]	Standard Action	Instantaneous	Close (40 ft.)	PHB:p.278
[V,S,M,DF] TARGET: 5-ft.-radius spread; or one solid object or one crystalline creature; EFFECT: Sonic vibration damages objects or crystalline creatures. [SR:Yes (object); DC:15, Will negates (object); Will negates (object) or Fortitude half; see text]					
■■■■■ Shield Other	Abjuration	Standard Action	1 hour/level [D]	Close (40 ft.)	PHB:p.278
[V,S,F] TARGET: One creature; EFFECT: You take half of subject's damage. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Shroud of Undeath	Necromancy	1 standard action	10 minutes/level [D]	Personal	SC:p.189
[V,S,M] TARGET: You; EFFECT: Shroud yourself in invisbile negative energy so nonintelligent undead percieve you as a fellow undead. Cure and inflict spells have the opposite effect on you as if you were undead.					
■■■■■ Silence	Illusion (Glamer)	Standard Action	1 minute/level [D]	Long (680 ft.)	PHB:p.279
[V,S] TARGET: 20 ft. radius emanation centered on a creature, object, or point in space; EFFECT: Negates sound in 15-ft. radius. [SR:Yes; see text or no (object); DC:15, Will negates; see text or none (object)]					
■■■■■ Sound Burst	Evocation [Sonic]	Standard Action	Instantaneous	Close (40 ft.)	PHB:p.281
[V,S,F,DF] TARGET: 10-ft.-radius spread; EFFECT: Deals 1d8 sonic damage to subjects; may stun them. [SR:Yes; DC:15, Fortitude partial]					
■■■■■ Spawn Screen	Necromancy	1 standard action	1 hour/level	Touch	SC:p.197
[V,S,DF] TARGET: One creature/level; EFFECT: Subject will not rise as spawn if killed by an undead capable of creating spawn. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
■■■■■ Spell Immunity, Lesser	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.199
[V,S] TARGET: Creature touched; EFFECT: Protects one creature from a single 1st- or 2nd-level spell; see text. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
■■■■■ Spiritual Weapon	Evocation [Force]	Standard Action	1 round/level [D]	Medium (170 ft.)	PHB:p.283
[V,S, DF] TARGET: Magic weapon of force; EFFECT: Magical weapon attacks on its own. [SR:Yes]					
■■■■■ Stabilize	Conjuration (Healing)	1 swift action	Instantaneous	See text	SC:p.204
[V,S,DF] TARGET: 50-ft.-radius burst centered on you; EFFECT: Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates]. [SR:Yes [harmless]; DC:15, Will negates [harmless]; see text]					
■■■■■ Status	Divination	Standard Action	1 hour/level	Touch	PHB:p.284
[V,S] TARGET: One/per 3 levels living creatures touched; EFFECT: Monitors condition, position of allies. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Stay the Hand	Enchantment (Charm) [Mind-Affecting]	1 immediate action	Instantaneous	Medium (170 ft.)	Is This :p.126
[V] TARGET: One humanoid; EFFECT: Target refrains from attacking you or targetting you with spells for the remainder of the current round. [SR:Yes; DC:15, Will negates]					
■■■■■ Stone Bones	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.208
[V,S,F] TARGET: Corporeal undead creature touched; EFFECT: Target gains natural armor AC bonus of +3. [SR:Yes [harmless]; DC:15, Will negates [harmless]]					
■■■■■ Stone Fist	Transmutation	Standard Action	7 rounds [D]	Personal	Race Sto:p.163
[V,S,DF] TARGET: You; EFFECT: Acts as if armed and your hands become hard inflicting damage; see text. [SR:No]					
■■■■■ Stretch Weapon	Transmutation	1 swift action	One attack	0 ft.	Is This :p.126
[V] TARGET: Melee weapon wielded; EFFECT: Adds 5 feet of reach for one attack. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
■■■■■ Summon Elysian Thrush	Conjuration (Summoning) [Good]	10 minutes	8 hours	Close (40 ft.)	SC:p.214
[V,S,DF] TARGET: One summoned Elysian thrush; EFFECT: Summons a Elysian thrush [Planar Handbook 118]; see text [SR:No]					
■■■■■ Summon Monster II	Conjuration (Summoning)	1 round	1 round/level [D]	Close (40 ft.)	PHB:p.286
[V,S,F,DF] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. Celestial giant bee LG; Celestial giant bombardier beetle NG; Celestial riding dog NG; Celestial eagle CG; Lemure [devil] LE; Fiendish squid 1 LE; Fiendish wolf LE; Fiendish monstrous centipede, Large NE; Fiendish monstrous scorpion, Medium NE; Fiendish shark, Medium 1 NE; Fiendish monstrous spider, Medium CE; Fiendish snake, Medium viper CE [SR:No]					
■■■■■ Undetectable Alignment	Abjuration	Standard Action	24 hours	Close (40 ft.)	PHB:p.297
[V,S] TARGET: One creature or object; EFFECT: Conceals alignment for 24 hours. [SR:Yes (object); DC:15, Will negates (object)]					
■■■■■ Veil of Shadow	Evocation [Darkness]	1 standard action	1 minute/level	Personal	SC:p.228
[V,S] TARGET: You; EFFECT: Grants you a 20% miss chance from concealment.					
■■■■■ Zone of Truth	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 minute/level	Close (40 ft.)	PHB:p.303
[V,S, DF] TARGET: 20-ft.-radius emanation; EFFECT: Subjects within range cannot lie. [SR:Yes; DC:15, Will negates]					

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Name	School	Time	Duration	Range	Source
■■■■■ Aid, Mass	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minute/level	Close (40 ft.)	SC:p.8
[V,S,DF] TARGET: One or more creatures, no two of which are more than 30 ft. apart; EFFECT: +1 on attack rolls, +1 against fear, all creatures gain 1d8 +1/caster level [max 15] temporary hp. [SR:Yes [harmless]]					
■■■■■ Air Breathing	Transmutation	1 standard action	2 hours/level; see text	Touch	SC:p.8
[S,M,DF] TARGET: Living creatures touched; EFFECT: Grants creatures the ability to breath air. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
■■■■■ Align Weapon, Mass	Transmutation [See text]	1 standard action	1 minute/level	Close (40 ft.)	SC:p.9
[V,S,DF] TARGET: One weapon/level, no two of which are more than 30 ft. apart; EFFECT: Functions like align weapon, except it effects multiple weapons or projectiles at a distance. [SR:Yes [harmless, object]; DC:16, Will negates [harmless, object]]					
■■■■■ Alter Fortune	Divination	1 immediate action	Instantaneous	Close (40 ft.)	Is This :p.101
[V,X] TARGET: One creature; EFFECT: Target must reroll any die roll it just made taking the second roll. [SR:No]					
■■■■■ Antidragon Aura	Abjuration	1 standard action	1 minute/level	Close (40 ft.)	SC:p.14
[V,S,M,DF] TARGET: One creature/2 levels, no two of which are more than 30 ft. apart; EFFECT: All subjects granted +2 luck bonus to AC, saves against anything dragon, bonus increase +1 per four levels above 5th; see text [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
■■■■■ Attune Form	Transmutation	1 standard action	24 hours	Touch	SC:p.17
[V,S,M,DF] TARGET: One creature/3 levels; EFFECT: Attunes the affected creatures to the plane you are currently on, negating harmful effects.					
■■■■■ Awaken Sin	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	1 standard action	Instantaneous	Touch	SC:p.21
[V,S,DF] TARGET: One evil creature with Intelligence 3+; EFFECT: 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. [SR:Yes; DC:16, Will negates]					
■■■■■ Axiomatic Storm	Conjuration (Creation) [Lawful, Water]	1 standard action	1 round/level	20 ft.	SC:p.22
[V,S,M,DF] TARGET: Cylinder [20-ft. radius, 20 ft. high]; EFFECT: 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. [SR:No]					
■■■■■ Bestow Curse	Necromancy	Standard Action	Permanent	Touch	PHB:p.203
[V,S] TARGET: Creature touched; EFFECT: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action. [SR:Yes; DC:16, Will negates]					
■■■■■ Blade of Pain and Fear	Evocation	1 standard action	1 minute/level [D]	0 ft.	SC:p.30
[V,S,DF] TARGET: Swordlike column of gnashing teeth; EFFECT: Melee touch attack deals 1d6 +1/2 levels [max +10]. Save or become frightened for 1d4 rounds. [SR:Yes; DC:16, Will partial]					
* =Domain/Specialty Spell					

Cleric Spells

■■■■■ Blindness/Deafness	Necromancy	Standard Action	Permanent [D]	Medium (170 ft.)	PHB:p.206
[V] TARGET: One living creature; EFFECT: Makes subject blinded or deafened. [SR:Yes; DC:16, Fortitude negates]					
■■■■■ Blindsight	Transmutation	1 standard action	1 minute/level	Touch	SC:p.32
[V,S] TARGET: Creature touched; EFFECT: Grant blindsight to 30 ft. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
■■■■■ Chain of Eyes	Divination	1 standard action	1 hour/level	Touch	SC:p.45
[V,S] TARGET: Living creature touched; EFFECT: Scrying sensor passed along by touch. [SR:Yes; DC:16, Will negates]					
■■■■■ Channeled Divine Shield	Abjuration	See text	1 round/level	Personal	Is This :p.106
[V,S] TARGET: You; EFFECT: Gain DR based upon casting time; See text.					
■■■■■ Checkmate's Light	Evocation [Lawful]	1 standard action	1 round/level [D]	Touch	SC:p.46
[V,S,DF] TARGET: Melee weapon touched; EFFECT: Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light. [SR:No]					
■■■■■ Circle Dance	Divination	1 minute	Instantaneous	Personal	SC:p.46
[V,S] TARGET: You; EFFECT: Get direction and general status of a known target.					
■■■■■ Cloak of Bravery	Abjuration [Mind-Affecting]	1 standard action	10 minutes/level	60 ft.	SC:p.47
[V,S] TARGET: 60-ft.-radius emanation centered on you; EFFECT: You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10]. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
■■■■■ Cloak Pool	Illusion (Glamer) [Mind-Affecting]	1 standard action	1 hour/level [D]	Close (40 ft.)	SC:p.48
[V,S] TARGET: One color pool; EFFECT: Causes a color pool on the Astral Plane to seemingly cease to exist. [SR:No; DC:16, Will negates [harmless,object]]					
■■■■■ Continual Flame	Evocation [Light]	Standard Action	Permanent	Touch	PHB:p.213
[V,S,M] TARGET: Object touched Magical, heatless flame; EFFECT: Makes a permanent, heatless torch. [SR:No]					
■■■■■ Conviction, Mass	Abjuration	1 standard action	10 minutes/level	Medium (170 ft.)	SC:p.52
[V,S,M] TARGET: Allies in a 20-ft.-radius burst; EFFECT: Same as conviction, except it affects multiple allies at a distance. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
■■■■■ Corona of Cold	Evocation [Cold]	1 standard action	1 round/level [D]	10 ft.	SC:p.52
[V,S,DF] TARGET: 20-ft.-radius spread; EFFECT: Gain fire resistance 10, and deal 1d12 damage to all in your area of effect. Creatures so affected have -2 to Str & Dex, move at half speed for as ong as they remain in the area. [SR:Yes; DC:16, Fortitude negates]					
■■■■■ Create Food and Water	Conjuration (Creation)	10 minutes	24 hours; see text	Close (40 ft.)	PHB:p.214
[V,S] TARGET: Food and water to sustain 3 humans/level or one horse/level for 24 hours; EFFECT: Feeds 3 humans or 1 horses/level. [SR:No]					
■■■■■ Crown of Grave	Necromancy	1 standard action	1 hour/level [D] or until discharged	Touch	Is This :p.108
[V,S,M,F] TARGET: Creature touched; EFFECT: Wearer can compel undead with a one-word command once per minute. See text. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Crown of Might	Transmutation	1 standard action	1 hour/level [D] or until discharged	Touch	Is This :p.108
[V,S,F] TARGET: Creature touched; EFFECT: +2 Strength enhancement or discharge for +8 Strength for one round. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Crown of Protection	Transmutation	1 standard action	1 hour/level [D] or until discharged	Touch	Is This :p.108
[V,S,F] TARGET: Creature touched; EFFECT: +1 deflection bonus to AC and +1 resistance bonus on all saves. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Crown of Smiting	Evocation	1 standard action	1 hour/level [D] or until discharged	Touch	Is This :p.108
[V,S,F] TARGET: Creature touched; EFFECT: Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls no next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Cure Serious Wounds	Conjuration (Healing)	Standard Action	Instantaneous	Touch	PHB:p.216
[V,S] TARGET: Creature touched; EFFECT: Cures 3d8 +1/level [max +15] damage. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]					
■■■■■ Curse of Arrow Attraction	Transmutation	1 standard action	1 round/level	Medium (170 ft.)	Is This :p.109
[V,S,M] TARGET: One creature; EFFECT: Subjects AC against any ranged attack is -5, including projectile weapons, thrown weapons, and ranged attacks. In addition, any critical threats are automatically confirmed. [SR:Yes; DC:16, Will negates]					
■■■■■ Darkfire	Evocation [Fire]	1 standard action	1 round/level [D]	0 ft.	SC:p.59
[V,S] TARGET: Flame in your palm; EFFECT: Produce a flame that can be used for touch attack or ranged attack [120 ft. no penalty] dealing 1d6/2 levels [Max 5d6]. [SR:Yes]					
■■■■■ Daylight	Evocation [Light]	Standard Action	10 minutes/level [D]	Touch	PHB:p.216
[V,S] TARGET: Object touched; EFFECT: 60-ft. radius of bright light. The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness. [SR:No]					
■■■■■ Deeper Darkness	Evocation [Darkness]	Standard Action	1 day/level [D]	Touch	PHB:p.217
[V, MDF] TARGET: Object touched; EFFECT: Object sheds supernatural shadow in 60-ft. radius. [SR:No]					
■■■■■ Demon Dirge	Transmutation	1 standard action	1d6 rounds; see text	Close (40 ft.)	SC:p.63
[V,S,DF] TARGET: Living creature; EFFECT: Deals 2d6 damage to any creature with both Chaotic and Evil subtypes [No Save. If the creature is Tanar'ri it is also stunned unless it saves. [SR:Yes; DC:16, NW/ill half]					
■■■■■ Devil Blight	Transmutation	1 standard action	1d6 rounds	Close (40 ft.)	SC:p.64
[V,S,DF] TARGET: Living creature; EFFECT: Creatures of Evil and Lawful subtypes take 2d6 damage [no save]. Baatezu must save or be Stunned.. [SR:Yes; DC:16, None or Fortitude partial; see text]					
■■■■■ Dispel Magic	Abjuration	Standard Action	Instantaneous	Medium (170 ft.)	PHB:p.223
[V,S] TARGET: One spellcaster, creature, or object; or 20-ft.-radius burst; EFFECT: Cancels magical spells and effects. [SR:No]					
■■■■■ Divine Retaliation	Evocation [Force]	1 swift action	1 round	0 ft.	Is This :p.110
[V,S,DF] TARGET: Magic weapon of force; EFFECT: Create divine weapon that mimics deity's favored weapon. Attack modifier is caster level + Str or Wis modifier [your choice]. Damage is the same as base weapon + 1-1/2 Str or Wis modifier [your choice]. The weapon strikes for like amount against any creature that attacks you. [SR:No]					
■■■■■ Downdraft	Evocation [Air]	1 standard action	Instantaneous	Long (680 ft.)	SC:p.72
[V,S,M] TARGET: Cylinder [20-ft. radius, 100 ft. high]; EFFECT: Either send a flying creature down 50 ft. or 100 ft. They take fall damage if they collide with the ground [1d6 per 10 ft.]. [SR:Yes; DC:16, Reflex partial; see text]					
■■■■■ Energized Shield	Abjuration [See text]	1 standard action	1 round/level	Touch	SC:p.79
[V,S,DF] TARGET: Touch; EFFECT: As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6 [SR:No]					
■■■■■ Energy Aegis	Abjuration	1 immediate action	1 round	Close (40 ft.)	Is This :p.111
[V,DF] TARGET: One creature; EFFECT: Gain resistance 20 against one energy type for one attack. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Energy Vortex	Evocation [Choose:Acid, Cold, Fire, Electricity, Sonic]	1 standard action	Instantaneous	20 ft.	SC:p.81
[V,S] TARGET: All creatures within a 20-ft.-radius burst centered on you; EFFECT: Choose a energy type and it causes 1d8 +1/caster level [max +20]. You may double the damage if you forgoe a save and take the damage as well. [SR:Yes; DC:16, Reflex half]					
■■■■■ Energy Vulnerability	Abjuration	1 standard action	1 round/level	Medium (170 ft.)	Is This :p.112
[V,S,MDF] TARGET: One or more creatures within a 10-ft.-radius burst; 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. [SR:Yes; DC:16, Will negates]					
■■■■■ Favorable Sacrifice	Abjuration	1 standard action	1 hour/level	Touch	SC:p.89
[V,S,M] TARGET: Creature touched; EFFECT: Gain benefit from deity; see text. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
■■■■■ Fell the Greatest Foe	Transmutation	1 standard action	1 round/level	Touch	SC:p.90
[V,S,M] TARGET: Creature touched; EFFECT: Deal 1d6 damage per size category difference. [SR:Yes [harmless]; DC:16, Fortitude negates [harmless]]					
■■■■■ Flame of Faith	Evocation	1 standard action	1 round/level	Touch	SC:p.95
[V,S,M] TARGET: Nonmagical weapon touched; EFFECT: Normal or masterwork weapon becomes temporary +1 flaming burst weapon. [SR:No]					
■■■■■ Ghost Touch Weapon	Transmutation	1 standard action	1 minute/level	Close (40 ft.)	SC:p.102
[V,S] TARGET: One weapon or fifty projectiles [all in contact at time of casting]; EFFECT: Hit incorporeal normally. [SR:Yes [harmless,object]; DC:16, Will negates [harmless,object]]					
■■■■■ Girallon's Blessing	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.106
[V,S,M] TARGET: Creature touched; EFFECT: Gain an additional pair of arms; see text [SR:Yes [harmless]; DC:16, Fortitude negates [harmless]]					
■■■■■ Glyph of Warding	Abjuration	10 minutes	Permanent until discharged [D]	Touch	PHB:p.236
[V,S,M] TARGET: Object touched or up to 5 sq. ft/level; EFFECT: Inscription harms those who pass it. [SR:No (object) and Yes; see text; DC:16, See text]					
■■■■■ Grace	Transmutation [Good]	1 swift action	1 round/level	Personal	SC:p.107
[V] TARGET: You; EFFECT: +2 sacred bonus to Dex, Land speed increases by 10 ft. -20 penalty to Hide checks.					
■■■■■ Hamatula Barbs	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.109
[V,S,M] TARGET: Creature touched; EFFECT: Any creature hitting the subject takes 1d8 damage. [SR:Yes [harmless]; DC:16, Fortitude negates]					
■■■■■ Helping Hand	Evocation	Standard Action	1 hour/level	5 miles	PHB:p.239
[V,S, DF] TARGET: Ghostly hand; EFFECT: Ghostly hand leads subject to you. [SR:No]					
■■■■■ Hesitate	Enchantment (Compulsion) [Mind-Affecting]	1 immediate action	1 round/level [D]; see text	Close (40 ft.)	Is This :p.114
[V,S] TARGET: One living creature; EFFECT: Creature can only take move action on it's turn; retry save each round [swift action]. [SR:Yes; DC:16, Will negates; see text]					
■■■■■ Holy Storm	Conjuration (Creation) [Good, Water]	1 standard action	1 round/level [D]	20 ft.	SC:p.115
[V,S,M,DF] TARGET: Cylinder [20-ft. radius, 20 ft. high]; EFFECT: -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders]. [SR:No]					
■■■■■ Ice Axe	Evocation [Cold]	1 standard action	1 round/level [D]	0 ft.	SC:p.118
[V,S,M] TARGET: Battleaxe-shaped weapon of swirling ice; EFFECT: Axe deals 2d12 of cold damage +1/2 caster level [max +10]. [SR:Yes]					
* =Domain/Specialty Spell					

Cleric Spells

■■■■■Inflict Serious Wounds	Necromancy	Standard Action	Instantaneous	Touch	PHB:p.244
[V,S] TARGET: Creature touched; EFFECT: Touch attack, 3d8 +1/level [max +15] damage. [SR:Yes; DC:16, Will half]					
■■■■■Insignia of Blessing	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	7 minutes	Long (680 ft.)	Race Des:p.166
[V,S,F] TARGET: All wearers of special insignia within range; EFFECT: +1 morale bonus on attack rolls and on saving throws against fear effects. [SR:Yes (harmless)]					
■■■■■Insignia of Healing	Conjuration (Healing)	Standard Action	Instantaneous	Long (680 ft.)	Race Des:p.166
[V,S,F] TARGET: All wearers of special insignia within range; EFFECT: Heals 1d8+7 to all wearers. [SR:Yes (harmless); see text; DC:16, Will half (Harmless)]					
■■■■■Insignia of Warding	Abjuration	Standard Action	7 minutes	Long (680 ft.)	Race Des:p.166
[V,S,F] TARGET: All wearers of special insignia within range; EFFECT: +1 divine bonus to AC and on Fort saves. [SR:Yes (harmless); DC:16, Will negates (Harmless)]					
■■■■■Interplanar Message	Evocation [Language-Dependent]	1 standard action	24 hours/level	One creature	SC:p.124
[V,S] TARGET: One creature; EFFECT: Send 25 words or less to the targeted creature; see text. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■Invest Moderate Protection	Conjuration (Healing)	1 standard action	Instantaneous; see text	Touch	Is This :p.115
[V,S] TARGET: Creature touched; 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. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]					
■■■■■Invisibility Purge	Evocation	Standard Action	1 minute/level [D]	Personal	PHB:p.245
[V,S] TARGET: You; EFFECT: Dispel invisibility within 5 ft./level [SR:No]					
■■■■■Knight's Move	Transmutatin (Teleportation)	1 swift action	Instantaneous	5 ft./2 levels; see text	SC:p.129
[V,S,DF] TARGET: You; EFFECT: Teleport and end up flanking an opponent.					
■■■■■Know Opponent	Divination	1 standard action	Instantaneous	Close (40 ft.)	SC:p.129
[S,DF] TARGET: One creature; EFFECT: Learn strengths or weaknesses of opponent; see text. [SR:Yes; DC:16, Will negates]					
■■■■■Know Vulnerabilities	Divination	1 standard action	Instantaneous	Close (40 ft.)	SC:p.129
[V,S] TARGET: One creature; EFFECT: Learn any vulnerabilities and resistances the target has. [SR:Yes; DC:16, Will negates]					
■■■■■Light of Venya	Evocation [Good, Light]	1 standard action	10 minutes/level [D]	Medium (170 ft.)	SC:p.132
[V,S] TARGET: You and up to two rays; see text; EFFECT: This spell functions like light of Lunia, except that a softy pearly radiance is created. Your light rays deal 3d6 points of damage, or 6d6 points of damage against undead and evil outsiders. Alternatively, you can choose for the ray to heal 1d6 points of damage + your divine spellcaster level 10 to a living, non-evil creature. [SR:Yes; see text]					
■■■■■Locate Object	Divination	Standard Action	1 minute/level	Long (680 ft.)	PHB:p.249
[V,S,DF] TARGET: Circle, centered on you, with a radius of 400 + 40 ft. per level; EFFECT: Senses direction toward object [specific or type]. [SR:No]					
■■■■■Magic Circle against Chaos	Abjuration [Lawful]	Standard Action	10 minutes/level	Touch	PHB:p.249
[V,S,MDF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level. [SR:No; see text; DC:16, Will negates (harmless)]					
■■■■■Magic Circle against Evil	Abjuration [Good]	Standard Action	10 minutes/level	Touch	PHB:p.249
[V,S,MDF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level. [SR:No; see text; DC:16, Will negates (harmless)]					
■■■■■Magic Vestment	Transmutation	Standard Action	1 hour/level	Touch	PHB:p.251
[V,S, DF] TARGET: Armor or shield touched; EFFECT: Armor or shield gains +1/4 levels [max +5] enhancement [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
■■■■■Mantle of Chaos	Abjuration [Chaos]	1 standard action	10 minutes/level [D]	Personal	SC:p.137
[V,S,M] TARGET: You; EFFECT: Gain SR 12 + your caster level against spells with the lawful descriptor.					
■■■■■Mantle of Law	Abjuration [Law]	1 standard action	10 minutes/level [D]	Personal	SC:p.138
[V,S,M] TARGET: You; EFFECT: Gain SR 12 + your caster level against spells with the chaos descriptor.					
■■■■■Mark of Doom	Necromancy	1 standard action	1 round/level	Medium (170 ft.)	Is This :p.119
[V,S,DF] TARGET: One creature; EFFECT: Subject marked takes 1d6 damage any time it continues fighting; see text. [SR:No]					
■■■■■Meld into Stone	Transmutation [Earth]	Standard Action	10 minutes/level	Personal	PHB:p.252
[V,S, DF] TARGET: You and your gear merge with stone. [SR:No]					
■■■■■Mold Touch	Conjuration (Creation)	Standard Action	Instantaneous	Touch	PGtF:p.106
[V,S, DF] TARGET: Patch of brown mold; EFFECT: NATURE GRANTED:Create 5-foot-diameter patch of brown mold to appear; see text [SR:No]					
■■■■■Nauseating Breath	Conjuration (Creation)	1 standard action	Instantaneous	30 ft.	SC:p.146
[V,S,M] TARGET: Cone-shaped burst; EFFECT: Creatures in area must save or be nauseated for 1d6 rounds. [SR:No; DC:16, Fortitude negates]					
■■■■■Obscure Object	Abjuration	Standard Action	8 hours [D]	Touch	PHB:p.258
[V,S,MDF] TARGET: One object touched of up to 100 lbs/level; EFFECT: Masks object against scrying. [SR:Yes (object); DC:16, Will negates (object)]					
■■■■■Prayer	Enchantment (Compulsion) [Mind-Affecting]	Standard Action	1 round/level	40 ft.	PHB:p.264
[V,S, DF] TARGET: All allies and foes within a 40-ft.-radius burst centered on you; EFFECT: Allies +1 bonus on most rolls, enemies -1 penalty. [SR:Yes]					
■■■■■Protection from Energy	Abjuration	Standard Action	10 minutes/level or until discharged	Touch	PHB:p.266
[V,S, DF] TARGET: Creature touched; EFFECT: Absorb 12 points of damage/level [max 120] from one kind of energy. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
■■■■■Remove Blindness/Deafness	Conjuration (Healing)	Standard Action	Instantaneous	Touch	PHB:p.270
[V,S] TARGET: Creature touched; EFFECT: Cures normal or magical conditions. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
■■■■■Remove Curse	Abjuration	Standard Action	Instantaneous	Touch	PHB:p.270
[V,S] TARGET: Creature or item touched; EFFECT: Frees object or person from curse. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■Remove Disease	Conjuration (Healing)	Standard Action	Instantaneous	Touch	PHB:p.271
[V,S] TARGET: Creature touched; EFFECT: Cures all diseases affecting subject. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
■■■■■Resist Energy, Mass	Abjuration	1 standard action	10 minutes/level	Close (40 ft.)	SC:p.174
[V,S,DF] TARGET: One creature/level, no two of which can be more than 30 ft. apart; EFFECT: As resist energy, except that it affects all targeted creatures. [SR:Yes [harmless]; DC:16, Fortitude negates [harmless]]					
■■■■■Resurgence, Mass	Abjuration	1 standard action	Instantaneous	Close (40 ft.)	SC:p.175
[V,S,DF] TARGET: One creature/level, no two of which can be more than 30 ft. apart; EFFECT: Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability. [SR:Yes (harmless); DC:16, Will negates [harmless]]					
■■■■■Ring of Blades	Conjuration (Creation)	1 standard action	1 minute/level	Personal	SC:p.177
[V,S,M] TARGET: You; EFFECT: Deals 1d6 +1 per caster level [max +10] points of damage to all adjacent squares. DR does apply to damage.					
■■■■■Safety	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.179
[V,S] TARGET: Creature touched; EFFECT: Subject can find the shortest, most direct route to safety; see text. [SR:No or Yes [harmless]; DC:16, None or Will negates [harmless]]					
■■■■■Searing Light	Evocation	Standard Action	Instantaneous	Medium (170 ft.)	PHB:p.275
[V,S] TARGET: Ray; EFFECT: Range deals 1d8/2 levels [max 5d8] damage; 1d6/level [max 10d6] against undead; 7 to undead vulnerable to bright light; construct or inanimate object only takes 3d6 damage. [SR:Yes]					
■■■■■Sheltered Vitality	Abjuration	1 standard action	1 minute/level	Touch	SC:p.188
[V,S,DF] TARGET: Living creature touched; EFFECT: Subject gains immunity to fatigue, exhaustion, and ability damage or drain. [SR:Yes [harmless]; DC:16, Fortitude negates [harmless]]					
■■■■■Shield of Warding	Abjuration [Good]	1 standard action	1 minute/level	Touch	SC:p.188
[V,S] TARGET: One shield or buckler touched; EFFECT: Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5]. [SR:No; DC:16, Will negates [object,harmless]]					
■■■■■Sink	Transmutation	1 standard action	1 round	Close (40 ft.)	SC:p.190
[V,S,DF] TARGET: One creature/level, no two of which are more than 30 ft. apart; EFFECT: Affect creatures sink 100 ft./round; see text. [SR:Yes; DC:16, Will negates]					
■■■■■Skull Watch	Necromancy	1 standard action	Permanent	Touch	SC:p.191
[V,S,F] TARGET: One humanoid skull; EFFECT: Alarm affect; see text [SR:No; DC:16, See text]					
■■■■■Slashing Darkness	Evocation	1 standard action	Instantaneous	Medium (170 ft.)	SC:p.191
[V,S] TARGET: Ray; EFFECT: Deal 1d8/2 caster levels [max 5d8] damage, undead heal equal damage. [SR:Yes]					
■■■■■Snowshoes, Mass	Transmutation	1 standard action	1 hour/level [D]	Close (40 ft.)	SC:p.194
[V,S] TARGET: One creature/level, no two of which are more than 30 ft. apart; EFFECT: Same as Snowshoes, except as noted. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
■■■■■Sonorous Hum	Evocation [Sonic]	1 standard action	1 minute/level [D]	Personal	SC:p.196
[V,S] TARGET: You; EFFECT: The next spell you cast during the effect of sonorous hum that requires concentration to maintain is maintained for you.					
■■■■■Spark of Life	Necromancy	1 standard action	1 round/level	Touch	SC:p.196
[V,S] TARGET: Undead creature touched; EFFECT: Undead touched temporarily acts as if it were alive and vulnerable as if it weren't undead. [SR:Yes; DC:16, Will negates]					
■■■■■Speak with Dead	Necromancy [Language-Dependent]	10 minutes	1 minute/level	10 ft.	PHB:p.281
[V,S, DF] TARGET: One dead creature; EFFECT: Corpse answers one question/2 levels. [SR:No; DC:16, Will negates; see text]					
■■■■■Spikes	Transmutation	1 standard action	1 hour/level	Touch	SC:p.202
[V,S,M] TARGET: Wooden weapon touched; EFFECT: As brambles, except affected weapon gains +2 enhancement bonus and threat range doubled. [SR:No]					
■■■■■Stone Shape	Transmutation [Earth]	Standard Action	Instantaneous	Touch	PHB:p.284
[V,S,M,DF] TARGET: Stone or stone object touched, up to 10 cu. ft. +1 cu. ft./level; EFFECT: Sculpts stone into any shape. [SR:No]					
* =Domain/Specialty Spell					

Cleric Spells

☐☐☐☐☐	Summon Monster III	Conjuration (Summoning)	1 round	1 round/level [D]	Close (40 ft.)	PHB:p.286
[V,S,DF] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. Celestial black bear LG; Celestial bison NG; Celestial dire badger CG; Celestial hippogriff CG; Elemental, Small [any] N; Fiendish ape LE; Fiendish dire weasel LE; Hell hound LE; Fiendish snake, constrictor LE; Fiendish boar NE; Fiendish dire bat NE; Fiendish monstrous centipede, Huge NE; Fiendish crocodile CE; Dretch [demon] CE; Fiendish snake, Large viper CE; Fiendish wolverine CE [SR:No]						
☐☐☐☐☐	Suppress Glyph	Abjuration	1 standard action	1 minute/level	100 ft.	SC:p.216
[V,S] TARGET: 100-ft.-radius emanation centered on you; <i>EFFECT</i> : Gain enhanced awareness of magical writing such as a glyph of warding; see text. [SR:Yes [object]; DC:16, Will negates [object]]						
☐☐☐☐☐	Telepathic Bond, Lesser	Divination [Mind-Affecting]	1 standard action	70 minutes	30 feet	RSRD:PsionicSpells.rtf
[V, S] TARGET: You and One willing creature within 30'; <i>EFFECT</i> : You forge a telepathic bond with another creature with an Intelligence score of 6 or higher. The bond can be established only with a willing subject. You can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance [although not from one plane to another]. [SR:No]						
☐☐☐☐☐	Tremor	Evocation [Earth]	1 standard action	1 round/3 levels	Medium (170 ft.)	SC:p.223
[V,S,DF] TARGET: 40-ft.-radius spread; <i>EFFECT</i> : Disrupts concentration; see text. [SR:No; DC:16, See text]						
☐☐☐☐☐	Vigor, Mass Lesser	Conjuration (Healing)	1 standard action	10 rounds + 1 round/level [max 25]	20 ft.	SC:p.229
[V,S] TARGET: One creature/2 levels, no two of which can be more than 30 ft. apart; <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. [SR:Yes [harmless]; DC:16, Will negates [harmless]]						
☐☐☐☐☐	Visage of the Deity, Lesser	Transmutation	1 standard action	1 round/level	Personal	SC:p.231
[V,S,DF] TARGET: You; <i>EFFECT</i> : Your form becomes more like your deity's; see text						
☐☐☐☐☐	Wall of Light	Evocation [Light]	1 standard action	1 minute/level [D]	Close (40 ft.)	SC:p.234
[V,S,M] TARGET: A straight wall whose area is up to one 10-ft. square/level or hemi/sphere 5 ft./2 levels; <i>EFFECT</i> : Any creature passing through the wall becomes dazzled. You can see through the wall; see text. [SR:Yes; see text]						
☐☐☐☐☐	Water Breathing	Transmutation	Standard Action	2 hours/level; see text	Touch	PHB:p.300
[V,S,M,DF] TARGET: Living creatures touched; <i>EFFECT</i> : Subjects can breathe underwater. [SR:Yes (harmless); DC:16, Will negates (harmless)]						
☐☐☐☐☐	Water Walk	Transmutation [Water]	Standard Action	10 minutes/level [D]	Touch	PHB:p.300
[V,S, DF] TARGET: One touched creature/level; <i>EFFECT</i> : Subject treads on water as if solid. [SR:Yes (harmless); DC:16, Will negates (harmless)]						
☐☐☐☐☐	Weapon of Impact	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.237
[V,S] TARGET: One bludgeoning weapon or fifty blunt projectiles [all of which must be touching]; <i>EFFECT</i> : You pass your hands over the weapon, and its head glows with a blue-gold radiance. This spell makes a bludgeoning weapon have greater impact, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. If the spell is cast on sling bullets of other bludgeoning projectiles, the weapon of impact effect on a particular projectile ends after one use, whether or not the missile strikes its intended target. Multiple effects that increase a weapon's threat range, such as the Improved Critical feat, don't stack. [SR:Yes [harmless,object]; DC:16, Will negates [harmless,object]]						
☐☐☐☐☐	Weapon of the Deity	Transmutation	1 standard action	1 round/level	Touch	SC:p.237
[V,DF] TARGET: Weapon touched; <i>EFFECT</i> : Imbue a weapon favored by your deity with special enhancements and abilities. See text. [SR:Yes [harmless,object]; DC:16, Fortitude negates [harmless,object]]						
☐☐☐☐☐	Wind Wall	Evocation [Air]	Standard Action	1 round/level	Medium (170 ft.)	PHB:p.302
[V,S,M,DF] TARGET: Wall up to 10 ft./level long and 5 ft./level high [S]; <i>EFFECT</i> : Deflects arrows, smaller creatures, and gases. [SR:Yes; DC:16, None; see text]						

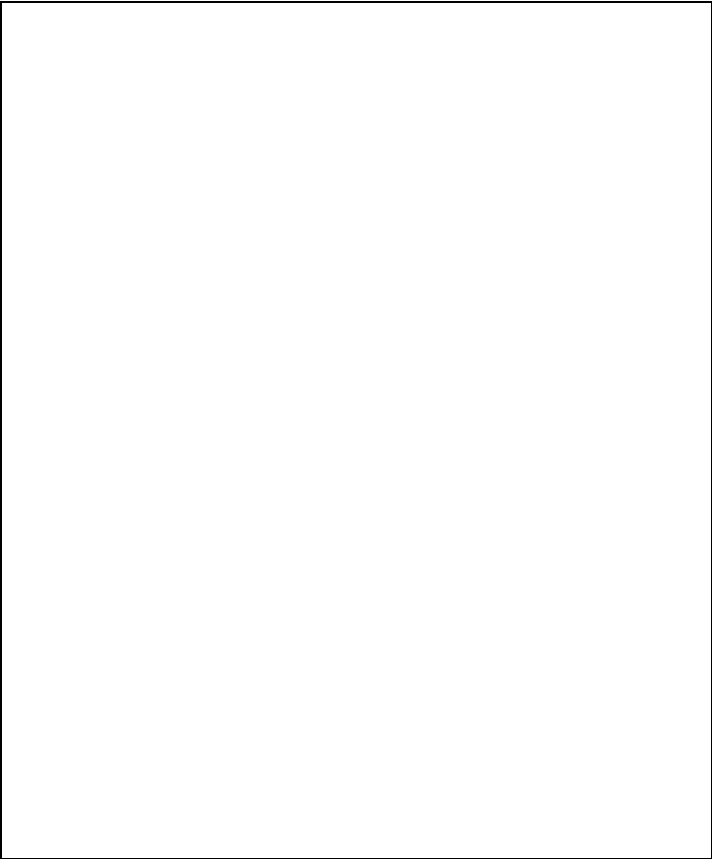
* =Domain/Specialty Spell

Class Spell-like Abilities

☐Calm Emotions (DC:10)

Dr. Blake

Human
RACE
27
AGE
Vision Test: Normal
Male
GENDER
VISION
Lawful Good
ALIGNMENT
Right
DOMINANT HAND
6' 0"
HEIGHT
200 lbs.
WEIGHT
Brown
EYE COLOUR
SKIN COLOUR
Brown,
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
None
DEITY
Humanoid
Race Type
Race Sub Type
Any
Favored Class
EXP Factor: 100%; EXP Penalty: 0%
Normal



Description:
Biography: