

Thor Khazad

NAME

David

PLAYERNAME

Haela Brightaxe

DEITY

Chaotic Neutral

ALIGNMENT

Clr3 Ftr7

CLASS

45375

EXPERIENCE

Dwarf

RACE

Medium

SIZE

4'4"

HEIGHT

214 lbs.

WEIGHT

Darkvision (60'),

Normal

VISION

10

LEVEL

55000

NEXT LEVEL

58

AGE

Male

GENDER

EYES

HAIR

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4		
DEX Dexterity	17	+3		
CON Constitution	18	+4		
INT Intelligence	13	+1		
WIS Wisdom	18	+4		
CHA Charisma	18	+4		

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
hit points	103			Walk 20'
AC armor class	21	18	13	10
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
				SHIELD BONUS
				STAT MODIFIER
				SIZE MODIFIER
				NATURAL ARMOR
				MISC MODIFIER
				MISS CHANCE
				ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY
				SPELL RESISTANCE

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
	+3	+3	+0	+0
BASE ATTACK	bonus	+9/+4		

SKILLS					MAX RANKS: 13/6.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Appraise	INT	1	=	1	+ 0.0	+ 0
Balance	DEX	0	=	3	+ 0.0	+ -3
Bluff	CHA	4	=	4	+ 0.0	+ 0
Climb	STR	8	=	4	+ 5.0	+ -1
Concentration	CON	14	=	4	+ 10.0	+ 0
Craft (Untrained)	INT	1	=	1	+ 0.0	+ 0
Diplomacy	CHA	4	=	4	+ 0.0	+ 0
Disguise	CHA	4	=	4	+ 0.0	+ 0
Escape Artist	DEX	0	=	3	+ 0.0	+ -3
Forgery	INT	1	=	1	+ 0.0	+ 0
Gather Information	CHA	4	=	4	+ 0.0	+ 0
Handle Animal	CHA	9	=	4	+ 5.0	+ 0
Heal	WIS	9	=	4	+ 3.0	+ 2
Hide	DEX	0	=	3	+ 0.0	+ -3
Intimidate	CHA	8	=	4	+ 4.0	+ 0
Jump	STR	6	=	4	+ 5.0	+ -3
Knowledge (Arcana)	INT	2	=	1	+ 1.0	+ 0
Knowledge (History)	INT	2	=	1	+ 1.0	+ 0
Knowledge (Religion)	INT	3	=	1	+ 2.0	+ 0
Knowledge (The Planes)	INT	2	=	1	+ 1.0	+ 0
Listen	WIS	4	=	4	+ 0.0	+ 0
Move Silently	DEX	0	=	3	+ 0.0	+ -3
Ride	DEX	5	=	3	+ 5.0	+ -3
Search	INT	1	=	1	+ 0.0	+ 0
Sense Motive	WIS	4	=	4	+ 0.0	+ 0
Spellcraft	INT	4	=	1	+ 3.0	+ 0
Spot	WIS	4	=	4	+ 0.0	+ 0
Survival	WIS	4	=	4	+ 0.0	+ 0
Swim	STR	3	=	4	+ 5.0	+ -6
Use Rope	DEX	3	=	3	+ 0.0	+ 0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+12	=	+8	+4	+0	+0	+0	
REFLEX (dexterity)	+6	=	+3	+3	+0	+0	+0	
WILL (wisdom)	+9	=	+5	+4	+0	+0	+0	

MELEE	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	MISC	EPIC	TEMP
attack bonus	+13/+8	=	+9/+4	+4	+0	+0	+0
RANGED	+12/+7	=	+9/+4	+3	+0	+0	+0
attack bonus	+13/+8	=	+9/+4	4	+0	+0	+0
GRAPPLE		=	+9/+4		+0	+0	+0
attack bonus		=	+9/+4		+0	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8	1d3+4	20/x2

*+1 light shield			CURRENT HAND	TYPE	SIZE	CRITICAL
			Equipped	B	M	20/x2
To Hit		Dam	To Hit		Dam	
1H-P	+9/+4	1d3+4	2W-P-(OH)	+3/-2		1d3+4
1H-O	+5/+0	1d3+2	2W-P-(OL)	+5/+0		1d3+4
2H	+9/+4	1d3+4	2W-OH	+1		1d3+2
Special Properties		(Shield (Light/Metal/Masterwork/+1 (Enhancement to Shield)))				

*Dwarven Thrower			CURRENT HAND	TYPE	SIZE	CRITICAL
			Primary	B	M	20/x3
To Hit		Dam	To Hit		Dam	
1H-P	+17/+12	1d8+9	2W-P-(OH)	+11/+6	1d8+9	
1H-O	+13/+8	1d8+7	2W-P-(OL)	+13/+8	1d8+9	
2H	+17/+12	1d8+11	2W-OH	+7	1d8+7	
Special Properties						

	CURRENT HAND	TYPE	SIZE	CRITICAL
				/x
To Hit	Dam	To Hit	Dam	
1H-P		2W-P-(OH)		
1H-O		2W-P-(OL)		
2H		2W-OH		
Special Properties				

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+1 light shield	Light	+2	+0	5	

(Shield (Light/Metal/Masterwork/+1 (Enhancement to Shield)))

*+2 scale mail	Medium	+6	+3	-3	25
(Scale Mail (Masterwork/+2 (Enhancement to Armor)))					

(Scale Mail (Masterwork/+2 (Enhancement to Armor)))

SHIELD	TYPE	AC	CHECK	SPELL FAILURE
*+1 light shield	Light	+2	+0	5

(Shield (Light/Metal/Masterwork/+1 (Enhancement to Shield)))

✓: can be used untrained. X: exclusive skills

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn Level	0
Up to 0	Turn Level - 4	Turn damage	0d0 +0
1 - 3	Turn Level - 3	Turn check	1d20+0
4 - 6	Turn Level - 2	Turns/day	0
7 - 9	Turn Level - 1		
10 - 12	Turn Level		
13 - 15	Turn Level + 1		
16 - 18	Turn Level + 2		
19 - 21	Turn Level + 3		
22 +	Turn Level + 4		

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
+1 light shield	Equipped	1	6	2159
(Shield (Light/Metal/Masterwork/+1 (Enhancement to Shield)))				
+2 scale mail	Equipped	1	30	4200
(Scale Mail (Masterwork/+2 (Enhancement to Armor)))				
Backpack	Equipped	1	2	2
16.0 lbs., 7 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Waterskin				
Boots of Levitation	Equipped	1	1	7500
Climber's Kit	Equipped	1	5	80
Dust of Illusion	Pouch (Belt)	1	0	1200
Dwarven Thrower	Equipped	1	8	60312
Flint and Steel	Pouch (Belt)	1	0	1
Healer's Kit	Equipped	1	1	50
Holy Symbol (Silver)	Carried	1	1	25
Oil (1 Pt. Flask)	Pouch (Belt)	3	1	0.1
Outfit (Cold Weather)	Equipped	1	7	0
+5 circumstance bonus on Fort saves vs cold				
Potion of Gaseous Form	Pouch (Belt)	1	0	750
☐				
Potion of Electricity Protection from Energy	Pouch (Belt)	1	0	750
☐				
Pouch (Belt)	Equipped	1	0.5	1
3.0 lbs., 1 Potion (Gaseous Form), 3 Oil (1 Pt. Flask), 1 Flint and Steel				
Pouch (Belt)	Equipped	1	0.5	1
0.04 lbs., 1 Scroll (Bless), 2 Scroll (Neutralize Poison), 1 Scroll (Remove Curse)				
Pouch (Belt)	Equipped	1	0.5	1
0.0 lbs., 1 Dust of Illusion, 1 Potion (Protection from Energy/Electricity)				
Rations (Trail/Per Day)	Backpack	7	1	0.5
Ring of Spell Turning	Equipped	1	0	98280
Rope (Silk/50 Ft.)	Backpack	1	5	10
Scarab, Golembane	Equipped	1	0	2500
Scroll (Bless)	Pouch (Belt)	1	0.01	25
Scroll (Neutralize Poison)	Pouch (Belt)	2	0.01	1000
Scroll (Remove Curse)	Pouch (Belt)	1	0.01	700
Waterskin	Backpack	1	4	1
0.0 lbs.				
TOTAL WEIGHT CARRIED/VALUE		74.54 lbs.		249642.8 gp

WEIGHT ALLOWANCE					
Light	100.0	Medium	200.0	Heavy	300.0

MONEY	
Coin (Gold):	8779

MAGIC	
Dwarven Thrower: when hurled it does +1d8 points of bonus damage, or +2d8 points of bonus damage vs. giants, +1 enhancement bonus when used by a dwarf, it can be hurled with a 30' range increment (it returns to its thrower on the round after it was thrown)	

SPECIAL ABILITIES	
+1 racial bonus on attack rolls against orcs and goblinoids	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.	
+2 racial bonus on saving throws against poison.	
+2 racial bonus on saving throws against spells and spell-like effects.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
Spontaneous casting	
Stability	
Stonecunning	

FEATS	
Armor Proficiency (Heavy)	
Armor Proficiency (Light)	
Armor Proficiency (Medium)	
Cleave	
Dodge	
Martial Weapon Proficiency	
Mobility	
Power Attack	
Quick Draw	
Shield Proficiency	
Simple Weapon Proficiency	
Spring Attack	
Tower Shield Proficiency	
Weapon Focus (Warhammer)	
Weapon Specialization (Warhammer)	

DOMAINS	
Chaos	You cast chaos spells at +1 caster level.
Luck	You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

PROFICIENCIES	
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LANGUAGES	
Common, Dwarven, Giant	

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+1	2+1	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Create Water	14	None	1 standard action	Instantaneous	Close (30')	V, S	No	Conjuration	RSRD SpellsC.rtf
<i>Effect: Creates 6 gallons of pure water.</i>					<i>Target: Up to 6 gallons of water</i>				
□□□□□ Cure Minor Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration	RSRD SpellsC.rtf
<i>Effect: Cures 1 point of damage.</i>					<i>Target: Creature touched</i>				
□□□□□ Detect Magic	14	None	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	V, S	No	Divination	RSRD SpellsD-E.rtf
<i>Effect: Detects spells and magic items within 60 ft.</i>					<i>Target: Cone-shaped emanation</i>				
□□□□□ Detect Poison	14	None	1 standard action	Instantaneous	Close (30')	V, S	No	Divination	RSRD SpellsD-E.rtf
<i>Effect: Detects poison in one creature or small object.</i>					<i>Target: One creature, one object, or a 5-ft. cube</i>				
□□□□□ Guidance	14	Will negates (harmless)	1 standard action	3 minute or until discharged	Touch	V, S	Yes	Divination	RSRD SpellsF-G.rtf
<i>Effect: +1 on one attack roll, saving throw, or skill check.</i>					<i>Target: Creature touched</i>				
□□□□□ Inflict Minor Wounds	14	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD SpellsH-L.rtf
<i>Effect: Touch attack, 1 point of damage.</i>					<i>Target: Creature touched</i>				
□□□□□ Light	14	None	1 standard action	30 minutes [D]	Touch	V, M/DF	No	Evocation	RSRD SpellsH-L.rtf
<i>Effect: Object shines like a torch.</i>					<i>Target: Object touched</i>				
□□□□□ Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD SpellsM-O.rtf
<i>Effect: Makes minor repairs on an object.</i>					<i>Target: One object of up to 1 lb.</i>				
□□□□□ Purify Food and Drink	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD SpellsP-R.rtf
<i>Effect: Purifies 3 cu. ft. of food or water.</i>					<i>Target: 3 cu. ft. of contaminated food and water</i>				
□□□□□ Read Magic	14	None	1 standard action	30 minutes	Personal	V, S, F	No	Divination	RSRD SpellsP-R.rtf
<i>Effect: Read scrolls and spellbooks.</i>					<i>Target: You</i>				
□□□□□ Resistance	14	Will negates (harmless)	1 standard action	3 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD SpellsP-R.rtf
<i>Effect: Subject gains +1 on saving throws.</i>					<i>Target: Creature touched</i>				
□□□□□ Virtue	14	Fortitude negates (harmless)	1 standard action	3 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD SpellsT-Z.rtf
<i>Effect: Subject gains 1 temporary hp.</i>					<i>Target: Creature touched</i>				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bane	15	Will negates	1 standard action	3 minutes	50 ft.	V, S, DF	Yes	Enchantment	RSRD SpellsA-B.rtf
<i>Effect: Enemies take -1 on attack rolls and saves against fear.</i>					<i>Target: All enemies within 50 ft.</i>				
□□□□□ Bless	15	None	1 standard action	3 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment	RSRD SpellsA-B.rtf
<i>Effect: Allies gain +1 on attack rolls and +1 on saves against fear.</i>					<i>Target: The caster and all allies within a 50-ft. burst, centered on the caster</i>				
□□□□□ Bless Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation	RSRD SpellsA-B.rtf
<i>Effect: Makes holy water.</i>					<i>Target: Flask of water touched</i>				
□□□□□ Cause Fear	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (30')	V, S	Yes	Necromancy	RSRD SpellsC.rtf
<i>Effect: One creature of 5 HD or less flees for 1d4 rounds.</i>					<i>Target: One living creature with 5 or fewer HD</i>				
□□□□□ Command	15	Will negates	1 standard action	1 round	Close (30')	V	Yes	Enchantment	RSRD SpellsC.rtf
<i>Effect: One subject obeys selected command for 1 round.</i>					<i>Target: One living creature</i>				
□□□□□ Comprehend Languages	15	None	1 standard action	30 minutes	Personal	V, S, M/DF	No	Divination	RSRD SpellsC.rtf
<i>Effect: You understand all spoken and written languages.</i>					<i>Target: You</i>				
□□□□□ Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration	RSRD SpellsC.rtf
<i>Effect: Cures 1d8+3 damage</i>					<i>Target: Creature touched</i>				
□□□□□ Curse Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy	RSRD SpellsC.rtf
<i>Effect: Makes unholy water.</i>					<i>Target: Flask of water touched</i>				
□□□□□ Deathwatch	15	None	1 standard action	30 minutes	30 ft.	V, S	No	Necromancy	RSRD SpellsD-E.rtf
<i>Effect: Reveals how near death subjects within 30 ft. are.</i>					<i>Target: Cone-shaped emanation</i>				
□□□□□ Detect Chaos	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD SpellsD-E.rtf
<i>Effect: Reveals creatures, spells, or objects of selected alignment.</i>					<i>Target: Cone-shaped emanation</i>				
□□□□□ Detect Evil	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD SpellsD-E.rtf
<i>Effect: Reveals creatures, spells, or objects of selected alignment.</i>					<i>Target: Cone-shaped emanation</i>				
□□□□□ Detect Good	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD SpellsD-E.rtf
<i>Effect: Reveals creatures, spells, or objects of selected alignment.</i>					<i>Target: Cone-shaped emanation</i>				
□□□□□ Detect Law	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD SpellsD-E.rtf
<i>Effect: Reveals creatures, spells, or objects of selected alignment.</i>					<i>Target: Cone-shaped emanation</i>				
□□□□□ Detect Undead	15	None	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	V, S, M/DF	No	Divination	RSRD SpellsD-E.rtf
<i>Effect: Reveals undead within 60 ft.</i>					<i>Target: Cone-shaped emanation</i>				

* = Domain/Specialty Spell

□□□□□ Divine Favor	15	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	RSRD SpellsD-E.rtf
<i>Effect: You gain +1 on attack and damage rolls.</i>					<i>Target: You</i>				
□□□□□ Doom	15	Will negates	1 standard action	3 minutes	Medium (130')	V, S, DF	Yes	Necromancy	RSRD SpellsD-E.rtf
<i>Effect: One subject takes -2 on attack rolls, damage rolls, saves, and checks.</i>					<i>Target: One living creature</i>				
□□□□□ Endure Elements	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD SpellsD-E.rtf
<i>Effect: Exist comfortably in hot or cold environments.</i>					<i>Target: Creature touched</i>				
□□□□□ * Entropic Shield	15	None	1 standard action	3 minutes [D]	Personal	V, S	No	Abjuration	RSRD SpellsD-E.rtf
<i>Effect: Ranged attacks against you have 20% miss chance.</i>					<i>Target: You</i>				
□□□□□ Entropic Shield	15	None	1 standard action	3 minutes [D]	Personal	V, S	No	Abjuration	RSRD SpellsD-E.rtf
<i>Effect: Ranged attacks against you have 20% miss chance.</i>					<i>Target: You</i>				
□□□□□ Hide from Undead	15	Will negates (harmless); see text	1 standard action	30 minutes [D]	Touch	V, S, DF	Yes	Abjuration	RSRD SpellsH-L.rtf
<i>Effect: Undead can't perceive 3 subjects.</i>					<i>Target: 3 touched creatures</i>				
□□□□□ Inflict Light Wounds	15	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD SpellsH-L.rtf
<i>Effect: Touch deals 1d8+3 damage</i>					<i>Target: Creature touched</i>				
□□□□□ Magic Stone	15	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD SpellsM-O.rtf
<i>Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.</i>					<i>Target: Up to three pebbles touched</i>				
□□□□□ Magic Weapon	15	Will negates (harmless, object)	1 standard action	3 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD SpellsM-O.rtf
<i>Effect: Weapon gains +1 bonus.</i>					<i>Target: Weapon touched</i>				
□□□□□ Obscuring Mist	15	None	1 standard action	3 minutes	20 ft.	V, S	No	Conjuration	RSRD SpellsM-O.rtf
<i>Effect: Fog surrounds you.</i>					<i>Target: Cloud spreads in 20-ft. radius from you, 20 ft. high</i>				
□□□□□ Protection from Chaos	15	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration	RSRD SpellsP-R.rtf
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>					<i>Target: Creature touched</i>				
□□□□□ Protection from Evil	15	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration	RSRD SpellsP-R.rtf
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>					<i>Target: Creature touched</i>				
□□□□□ Protection from Good	15	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration	RSRD SpellsP-R.rtf
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>					<i>Target: Creature touched</i>				
□□□□□ * Protection from Law	15	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration	RSRD SpellsP-R.rtf
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>					<i>Target: Creature touched</i>				
□□□□□ Protection from Law	15	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration	RSRD SpellsP-R.rtf
<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>					<i>Target: Creature touched</i>				
□□□□□ Remove Fear	15	Will negates (harmless)	1 standard action	30 minutes; see text	Close (30')	V, S	Yes (harmless)	Abjuration	RSRD SpellsP-R.rtf
<i>Effect: Suppresses fear or gives +4 on saves against fear for 1 subjects</i>					<i>Target: 1 creatures, no two of which can be more than 30 ft. apart</i>				
□□□□□ Sanctuary	15	Will negates	1 standard action	3 rounds	Touch	V, S, DF	No	Abjuration	RSRD SpellsS.rtf
<i>Effect: Opponents can't attack you, and you can't attack.</i>					<i>Target: Creature touched</i>				
□□□□□ Shield of Faith	15	Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD SpellsS.rtf
<i>Effect: Aura grants +2 deflection bonus.</i>					<i>Target: Creature touched</i>				
□□□□□ Summon Monster I	15	None	1 round	3 rounds [D]	Close (30')	V, S, F/DF	No	Conjuration	RSRD SpellsS.rtf
<i>Effect: Calls extraplanar creature to fight for you.</i>					<i>Target: One summoned creature</i>				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Aid	16	None	1 standard action	3 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment	RSRD SpellsA-B.rtf
Effect: +1 on attack rolls, +1 against fear, 1d8+3 temporary hp.					Target: Living creature touched				
□□□□□ Aid	16	None	1 standard action	3 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment	RSRD SpellsA-B.rtf
Effect: +1 on attack rolls, +1 against fear, 1d8+3 temporary hp.					Target: Living creature touched				
□□□□□ Align Weapon	16	Will negates (harmless, object)	1 standard action	3 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD SpellsA-B.rtf
Effect: Weapon becomes good, evil, lawful, or chaotic.					Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]				
□□□□□ Augury	16	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	RSRD SpellsA-B.rtf
Effect: Learns whether an action will be good or bad.					Target: You				
□□□□□ Bear's Endurance	16	Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD SpellsA-B.rtf
Effect: Subject gains +4 to Con for 3 minutes.					Target: Creature touched				
□□□□□ Bull's Strength	16	Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD SpellsA-B.rtf
Effect: Subject gains +4 to Str for 3 minutes.					Target: Creature touched				
□□□□□ Calm Emotions	16	Will negates	1 standard action	Concentration, up to 3 rounds [D]	Medium (130')	V, S, DF	Yes	Enchantment	RSRD SpellsC.rtf
Effect: Calms creatures, negating emotion effects.					Target: Creatures in a 20-ft.-radius spread				
□□□□□ Consecrate	16	None	1 standard action	6 hours	Close (30')	V, S, M, DF	No	Evocation	RSRD SpellsC.rtf
Effect: Fills area with positive energy, making undead weaker.					Target: 20-ft.-radius emanation				
□□□□□ Cure Moderate Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration	RSRD SpellsC.rtf
Effect: Cures 2d8+3 damage					Target: Creature touched				
□□□□□ Darkness	16	None	1 standard action	30 minutes [D]	Touch	V, M/DF	No	Evocation	RSRD SpellsD-E.rtf
Effect: 20-ft. radius of supernatural shadow.					Target: Object touched				
* = Domain/Specialty Spell									

☐☐☐☐☐ Death Knell	16	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy	RSRD SpellsD-E.rtf
Effect: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.					Target: Living creature touched				
☐☐☐☐☐ Delay Poison	16	Fortitude negates (harmless)	1 standard action	3 hours	Touch	V, S, DF	Yes (harmless)	Conjuration	RSRD SpellsD-E.rtf
Effect: Stops poison from harming subject for 3 hours.					Target: Creature touched				
☐☐☐☐☐ Desecrate	16	None	1 standard action	6 hours	Close (30')	V, S, M, DF	Yes	Evocation	RSRD SpellsD-E.rtf
Effect: Fills area with negative energy, making undead stronger.					Target: 20-ft.-radius emanation				
☐☐☐☐☐ Eagle's Splendor	16	Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD SpellsD-E.rtf
Effect: Subject gains +4 to Cha for 3 minutes.					Target: Creature touched				
☐☐☐☐☐ Enthrall	16	Will negates; see text	1 round	3 hour or less	Medium (130')	V, S	Yes	Enchantment	RSRD SpellsD-E.rtf
Effect: Captivates all within 130 ft.					Target: Any number of creatures				
☐☐☐☐☐ Find Traps	16	None	1 standard action	3 minutes	Personal	V, S	No	Divination	RSRD SpellsF-G.rtf
Effect: Notice traps as a rogue does.					Target: You				
☐☐☐☐☐ Gentle Repose	16	Will negates (object)	1 standard action	3 days	Touch	V, S, M/DF	Yes (object)	Necromancy	RSRD SpellsF-G.rtf
Effect: Preserves one corpse.					Target: Corpse touched				
☐☐☐☐☐ Hold Person	16	Will negates; see text	1 standard action	3 rounds [D]; see text	Medium (130')	V, S, F/DF	Yes	Enchantment	RSRD SpellsH-L.rtf
Effect: Paralyzes one humanoid for 3 rounds.					Target: One humanoid creature				
☐☐☐☐☐ Inflict Moderate Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD SpellsH-L.rtf
Effect: Touch attack, 2d8+3 damage					Target: Creature touched				
☐☐☐☐☐ Make Whole	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (30')	V, S	Yes (harmless, object)	Transmutation	RSRD SpellsM-O.rtf
Effect: Repairs an object.					Target: One object of up to 30 cu. ft				
☐☐☐☐☐ Owl's Wisdom	16	Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD SpellsM-O.rtf
Effect: Subject gains +4 to Wis for 3 minutes.					Target: Creature touched				
☐☐☐☐☐ Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (30')	V, S	Yes (harmless)	Conjuration	RSRD SpellsP-R.rtf
Effect: Frees one or more creatures from paralysis or slow effect.					Target: Up to four creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Resist Energy	16	Fortitude negates (harmless)	1 standard action	30 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD SpellsP-R.rtf
Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.					Target: Creature touched				
☐☐☐☐☐ Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration	RSRD SpellsP-R.rtf
Effect: Dispel magical ability penalty or repairs 1d4 ability damage.					Target: Creature touched				
☐☐☐☐☐ * Shatter	16	Will negates (object); Will 1 negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (25')	V, S, M/DF	Yes (object), Yes (object)	Evocation	RSRD SpellsS.rtf
Effect: Sonic vibration damages objects or crystalline creatures.					Target: 5-ft.-radius spread; or one solid object or one crystalline creature				
☐☐☐☐☐ Shatter	16	Will negates (object); Will 1 negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (30')	V, S, M/DF	Yes (object), Yes (object)	Evocation	RSRD SpellsS.rtf
Effect: Sonic vibration damages objects or crystalline creatures.					Target: 5-ft.-radius spread; or one solid object or one crystalline creature				
☐☐☐☐☐ Shield Other	16	Will negates (harmless)	1 standard action	3 hours [D]	Close (30')	V, S, F	Yes (harmless)	Abjuration	RSRD SpellsS.rtf
Effect: You take half of subject's damage.					Target: One creature				
☐☐☐☐☐ Silence	16	Will negates; see text or none (object)	1 standard action	3 minutes [D]	Long (520')	V, S	Yes; see text or no (object)	Illusion	RSRD SpellsS.rtf
Effect: Negates sound in 15-ft. radius.					Target: 20 ft. radius emanation centered on a creature, object, or point in space				
☐☐☐☐☐ Sound Burst	16	Fortitude partial	1 standard action	Instantaneous	Close (30')	V, S, F/DF	Yes	Evocation	RSRD SpellsS.rtf
Effect: Deals 1d8 sonic damage to subjects; may stun them.					Target: 10-ft.-radius spread				
☐☐☐☐☐ Spiritual Weapon	16	None	1 standard action	3 rounds [D]	Medium (130')	V, S, DF	Yes	Evocation	RSRD SpellsS.rtf
Effect: Magical weapon attacks on its own.					Target: Magic weapon of force				
☐☐☐☐☐ Status	16	Will negates (harmless)	1 standard action	3 hours	Touch	V, S	Yes (harmless)	Divination	RSRD SpellsS.rtf
Effect: Monitors condition, position of allies.					Target: 1 living creatures touched				
☐☐☐☐☐ Summon Monster II	16	None	1 round	3 rounds [D]	Close (30')	V, S, F/DF	No	Conjuration	RSRD SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐ Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (30')	V, S	Yes (object)	Abjuration	RSRD SpellsT-Z.rtf
Effect: Conceals alignment for 24 hours.					Target: One creature or object				
☐☐☐☐☐ Zone of Truth	16	Will negates	1 standard action	3 minutes	Close (30')	V, S, DF	Yes	Enchantment	RSRD SpellsT-Z.rtf
Effect: Subjects within range cannot lie.					Target: 20-ft.-radius emanation				
* = Domain/Specialty Spell									

Spellbook: Prepared

Cleric

Level 0

- ☐ Guidance (DC:14)
- ☐ Light (DC:14)
- ☐ Resistance (DC:14)
- ☐ Virtue (DC:14)

Level 1

- ☐ Bless (DC:15)
- ☐ Divine Favor (DC:15)
- ☐ ** Entropic Shield (DC:15)
- ☐ Shield of Faith (DC:15)

Level 2

- ☐ ** Aid (DC:16)
- ☐ Bear's Endurance (DC:16)
- ☐ Bull's Strength (DC:16)

* = Domain/Specialty Power or Spell