

Mathias Shaw

NAME

PLAYERNAME

Lurue

Chaotic Good

DEITY

ALIGNMENT

Clr5

10000

Human

Medium

0 cm

0 kg

VISION

CLASS

EXPERIENCE

RACE

SIZE

HEIGHT

WEIGHT

5

15000

22

Maschio

25

Character Level

NEXT LEVEL

AGE

GENDER

EYES

HAIR

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

13

+1

13

+1

13

+1

DEX

8

-1

8

-1

8

-1

CON

14

+2

14

+2

14

+2

INT

10

+0

10

+0

10

+0

WIS

16

+3

16

+3

16

+3

CHA

12

+1

12

+1

12

+1

HP

36

WOUNDS/CURRENT HP

36

Subdual Damage

0

DAMAGE REDUCTION

0

SPEED

Walk 6 m

AC

21

TOTAL

21

FLAT

9

TOUCH

10

BASE

9

ARMOR BONUS

3

SHIELD BONUS

-1

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

50

ARCANE SPELL FAILURE

-6

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

-1

TOTAL

-1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

+3

bonus

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

REFLEX

+2

=

+1

+

-1

+

+0

+

+2

+

+0

+

WILL

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

MELEE

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

RANGED

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

+2

=

+3

+

-1

+

+0

+

+0

+

+0

+

GRAPPLE

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+4

1d3+1

20/x2

1,5 m

Crossbow, Light

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

19-20/x2

1,5 m

Ammunition: Bolts (Crossbow/10)

9 m

24 m

48 m

72 m

96 m

TH

+2

+2

+0

-2

-4

Dam

1d8

1d8

1d8

1d8

1d8

Special Properties

\*Masterwork Morningstar

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BP

M

20/x2

1,5 m

To Hit

Dam

To Hit

Dam

1H-P

+5

1d8+1

2W-P-(OH)

-1

1d8+1

1H-O

+1

1d8

2W-P-(OL)

+1

1d8+1

2H

+5

1d8+1

2W-OH

-5

1d8

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

\*Full Plate +1

Heavy

+9

+1

-5

35

\*Shield +1 (Heavy/Metal)

Heavy

+3

-1

15

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4
					RANKS	MISC MODIFIER
✓ Appraise	INT	0	=	0	+	+
✓ Balance	DEX	-7	=	-1	+	+ -6
✓ Bluff	CHA	1	=	1	+	+
✓ Climb	STR	-5	=	1	+	+ -6
✓ Concentration	CON	9	=	2	+	7.0 +
✓ Craft (Untrained)	INT	0	=	0	+	+
✓ Diplomacy	CHA	1	=	1	+	+
✓ Disguise	CHA	1	=	1	+	+
✓ Escape Artist	DEX	-7	=	-1	+	+ -6
✓ Forgery	INT	0	=	0	+	+
✓ Gather Information	CHA	1	=	1	+	+
✓ Heal	WIS	9	=	3	+	6.0 +
✓ Hide	DEX	-7	=	-1	+	+ -6
✓ Intimidate	CHA	1	=	1	+	+
✓ Jump	STR	-11	=	1	+	+ -12
Knowledge (Religion)	INT	5	=	0	+	5.0 +
✓ Listen	WIS	3	=	3	+	+
✓ Move Silently	DEX	-7	=	-1	+	+ -6
✓ Ride	DEX	-1	=	-1	+	+
✓ Search	INT	0	=	0	+	+
✓ Sense Motive	WIS	3	=	3	+	+
Spellcraft	INT	6	=	0	+	6.0 +
✓ Spot	WIS	3	=	3	+	+
✓ Survival	WIS	3	=	3	+	+
✓ Swim	STR	-11	=	1	+	+ -12
✓ Use Rope	DEX	-1	=	-1	+	+
			=		+	+
			=		+	+

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

TURN UNDEAD

TURNING CHECK RESULT

UNDEAD AFFECTED (MAXIMUM HIT DICE)

Turning Check

1d20+3

Up to 0

1

Turn level

5

1 - 3

2

Turn damage

2d6+6

4 - 6

3

You destroy Undead creatures with total hit dice up to 2.

7 - 9

4

10 - 12

5

13 - 15

6

16 - 18

7

19 - 21

8

22+

9

TURN/DAY

□□□□

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Equipped	1	1.0	2.0	
5,01 kg, 2 Scroll (Cure Light Wounds), 10 Torch					
Bolts, Crossbow (10)	Crossbow, Light	1	NaN	1.0	
□□□□□ □□□□□					
Crossbow, Light	Carried	1	2.0	35.0	
0,5 kg, 1 Bolts, Crossbow (10)					
Full Plate +1	Equipped	1	25.0	2650.0	
Holy Symbol (Wooden)	Equipped	1	0.0	1.0	
Masterwork Morningstar	Equipped	1	3.0	308.0	
Outfit (Explorer's)	Equipped	1	4.0	0.0	
Scroll (Cure Light Wounds)	Backpack	2	NaN (NaN)	25.0 (50.0)	
□□					
Shield +1 (Heavy/Metal)	Equipped	1	NaN	1170.0	
Torch	Backpack	10	NaN (NaN)	0.01 (0.1)	
□□□□□ □□□□□					
TOTAL WEIGHT CARRIED/VALUE			44,01 kg	4217.1 gp	

WEIGHT ALLOWANCE					
Light	25	Medium	50	Heavy	75
Lift over head	75	Lift off ground	150	Push / Drag	375

SPECIAL ATTACKS	
Turn Undead	4/day (turn level 5) (turn damage 2d6+6)

SPECIAL QUALITIES	
Spontaneous casting - Sanctified spells (Su)	Can spontaneously cast Sanctified spells.
Aura of Chaos (Ex)	Strong
Aura of Good (Ex)	Strong
Spontaneous casting - Cure spells	

FEATS	
Augment Healing	See Text, Healing spells do +2 per spell level
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Spellcasting Prodigy (I)	See Text, Treat primary spellcasting ability score as 2 higher for spells and save DC.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

DOMAINS	
Chaos	You cast chaos spells at +1 caster level.
Healing	You cast healing spells at +1 caster level.

PROFICIENCIES	
Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Barbed), Dagger (Punching), Dart, Gauntlet, Gauntlet (Bladed), Gauntlet (Spiked), Grapple, Halfspear, Halfspear (Salamander), Javelin, Longspear, Longstaff, Mace (Heavy), Mace (Light), Morningstar, Muspelrule, Pincerstaff, Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Shortsphear, Shortsphear (Salamander), Sickle, Sickle (Heavy), Sling, Spear, Spells(Ray), Tail Club, Unarmed Strike	

LANGUAGES	
Common	

TEMPLATES	
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# Cleric Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Clearwater		None	1 standard action	5 hours	Personal	V, S, DF	None	Divination	Ssh: Ssh
<i>Effect:</i> The character can see through cloudy water					<i>Target:</i> The character			<i>Caster Level:</i> 5	
☐☐☐☐☐ Create Water		None	1 standard action	Instantaneous	Close (10,5 m)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 10 gallons of pure water.					<i>Target:</i> Up to 10 gallons of water			<i>Caster Level:</i> 5	
☐☐☐☐☐ Cure Minor Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
☐☐☐☐☐ Detect Magic		None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
☐☐☐☐☐ Detect Poison		None	1 standard action	Instantaneous	Close (10,5 m)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 5	
☐☐☐☐☐ Guidance	14	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐☐ Inflict Minor Wounds	14	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐☐ Light		None	1 standard action	50 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 5	
☐☐☐☐☐ Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 5	
☐☐☐☐☐ No Light		None	1 standard action	1 minute/level	Close (10,5 m)	V, S	No	Transmutation	BoVD: BoVD
<i>Effect:</i> Prevents normal light from illuminating.					<i>Target:</i> 20-ft radius spread			<i>Caster Level:</i> 5	
☐☐☐☐☐ Preserve Organ	14	Fortitude negates (harmless)	10 minutes	24 hours	Touch	V, S, DF	Yes	Necromancy	BoVD: BoVD
<i>Effect:</i> Protects one detached organ from decay for 24 hours.					<i>Target:</i> one organ			<i>Caster Level:</i> 5	
☐☐☐☐☐ 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:</i> Purifies 5 cu. ft. of food or water.					<i>Target:</i> 5 cu. ft. of contaminated food and water			<i>Caster Level:</i> 5	
☐☐☐☐☐ Read Magic		None	1 standard action	50 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 5	
☐☐☐☐☐ Resistance	14	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐☐ Virtue	14	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐☐ Vista Offuscata	14	Reflex negates	1 standard action	1 round	Touch	V, S, M/DF	Yes	Evocation [Darkness]	Nep: Nep
<i>Effect:</i> Fumo nerastro avvolge il volto della vittima, concedendo agli avversari occultamento totale					<i>Target:</i> One creature			<i>Caster Level:</i> 5	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Anarchic Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes	Transmutation [Chaotic]	PH: PH
<i>Effect:</i> Makes chaotic-aligned anarchic water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 6	
☐☐☐☐☐ Angry Ache	15	Fortitude negates	1 standard action	1 minute/level	Close (10,5 m)	V, S	Yes	Necromancy	BoVD: BoVD
<i>Effect:</i> Subject takes -2 penalty on attack rolls.					<i>Target:</i> one living creature			<i>Caster Level:</i> 5	
☐☐☐☐☐ Bane	15	Will negates	1 standard action	5 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 5	
☐☐☐☐☐ Blade of Blood		None	1 swift action	1 round/level or until discharged	Touch	V, S	No	Necromancy	PHB2: PHB2
<i>Effect:</i> See text, Weapon deals +1d6 damage, or 3d6 if you take 5 points of damage.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 5	
☐☐☐☐☐ Bless		None	1 standard action	5 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 5	
☐☐☐☐☐ Bless Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 5	
☐☐☐☐☐ Cause Fear	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (10,5 m)	V, S	Yes	Necromancy [Fear,RSRD: SpellsC.rtf Mind-Affecting]	
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 5	
☐☐☐☐☐ Command	15	Will negates	1 standard action	1 round	Close (10,5 m)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 5	
☐☐☐☐☐ Comprehend Languages		None	1 standard action	50 minutes	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 5	

\* =Domain/Specialty Spell

# Cleric Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Cure Light Wounds</b>	15	Will half (harmless); see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level: 6</i>	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+5 damage.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>**Cure Light Wounds</b>	15	Will half (harmless); see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level: 6</i>	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+5 damage.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Chaos</b>	None		1 standard	Concentration, up to 50 minutes [D] action	60 ft.	V, S, DF	No	Divination <i>Caster Level: 5</i>	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Evil</b>	None		1 standard	Concentration, up to 50 minutes [D] action	60 ft.	V, S, DF	No	Divination <i>Caster Level: 5</i>	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Good</b>	None		1 standard	Concentration, up to 50 minutes [D] action	60 ft.	V, S, DF	No	Divination <i>Caster Level: 5</i>	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Law</b>	None		1 standard	Concentration, up to 50 minutes [D] action	60 ft.	V, S, DF	No	Divination <i>Caster Level: 5</i>	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Undead</b>	None		1 standard	Concentration, up to 5 minutes [D] action	60 ft.	V, S, M/DF	No	Divination <i>Caster Level: 5</i>	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Divine Favor</b>	None		1 standard	1 minute action	Personal	V, S, DF	No	Evocation <i>Caster Level: 5</i>	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain +1 on attack and damage rolls.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Divine Inspiration</b>	15	None (harmless)	1 standard	1d4 rounds action	Touch	Sacrifice	No	Divination <i>Caster Level: 5</i>	EXD: EXD
<i>Effect:</i> Target gains #3 sacred bonus on attack toll against evil creature. Sacrifice: 1d2 points of STR damage.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Doom</b>	15	Will negates	1 standard	5 minutes action	Medium (45 m)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting] <i>Caster Level: 5</i>	RSRD: SpellsD-E.rtf
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Drug Resistance</b>	15	Fortitude negates (harmless)	1 standard	1 hour/level action	Touch	V, M	Yes	Enchantment <i>Caster Level: 5</i>	BoVD: BoVD
<i>Effect:</i> Subject is immune to addiction.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Endure Elements</b>	15	Will negates (harmless)	1 standard	24 hours action	Touch	V, S	Yes (harmless)	Abjuration [WuJenEarth, WuJenFire, WuJenMetal, WuJenWater, WuJenWood] <i>Caster Level: 5</i>	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Entropic Shield</b>	None		1 standard	5 minutes [D] action	Personal	V, S	No	Abjuration <i>Caster Level: 5</i>	RSRD: SpellsD-E.rtf
<i>Effect:</i> Ranged attacks against you have 20% miss chance.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Extract Drug</b>	None		1 minute	Permanent	Touch	V, S, F	No	Conjuration (Creation) <i>Caster Level: 5</i>	BoVD: BoVD
<i>Effect:</i> Creates drug from inanimate object.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Eyes of the Avoral</b>	15	Will negates (harmless)	1 standard	10 minutes/level action	Touch	S	Yes	Transmutation <i>Caster Level: 5</i>	EXD: EXD
<i>Effect:</i> Subject gets +8 on Spot checks.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Faith Healing</b>	15	Will half (harmless)	1 standard	Instantaneous action	Touch	V, S	Yes	Conjuration (Healing) <i>Caster Level: 6</i>	MoF: MoF
<i>Effect:</i> See text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Grave Strike</b>	None		1 swift	1 round action	Personal	V, FD	No	Divination [Good] <i>Caster Level: 5</i>	CAd: CAd
<i>Effect:</i> See text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Hide from Undead</b>	15	Will negates (harmless); see text	1 standard	50 minutes [D] action	Touch	V, S, DF	Yes	Abjuration <i>Caster Level: 5</i>	RSRD: SpellsH-L.rtf
<i>Effect:</i> Undead can't perceive 5 subjects.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Individuazione degli Esterni</b>	None		1 standard	Concentration, up to 1 minute/level action	30 ft.	V, S	No	Divination <i>Caster Level: 5</i>	Nep: Nep
<i>Effect:</i> Permette di percepire l'aura delle creature provenienti dai piani esterni									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Inflict Light Wounds</b>	15	Will half	1 standard	Instantaneous action	Touch	V, S	Yes	Necromancy <i>Caster Level: 5</i>	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch deals 1d8+5 damage.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Invest Light Protection</b>	15	Will half (harmless); See text	1 standard	Instantaneous; See text action	Touch	V, S	Yes	Conjuration (Healing) <i>Caster Level: 6</i>	PHB2: PHB2
<i>Effect:</i> See text, Heal 1d4 damage + 1/2 levels. Grant DR 1/evil.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Lantern Light</b>	None		1 standard	1 round/level action	Close (10,5 m)	S, Abstinence	Yes	Evocation [Good, Light] <i>Caster Level: 5</i>	EXD: EXD
<i>Effect:</i> Ranged touch attacks deal 1d6 points of damage. Abstinence: abstain from sexual intercourse for 24 hours.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Light of Lunia</b>	None		1 standard	10 minutes/level or until used up action	Medium (45 m)	V, S	Yes	Evocation [Good, Light] <i>Caster Level: 5</i>	PH: PH
<i>Effect:</i> You radiate silvery light, which you can expend as 2 bolts that deal 1d6 damage.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Magic Stone</b>	15	Will negates (harmless, object)	1 standard	30 minutes or until discharged action	Touch	V, S, DF	Yes (harmless, object)	Transmutation <i>Caster Level: 5</i>	RSRD: SpellsM-O.rtf
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Magic Weapon</b>	15	Will negates (harmless, object)	1 standard	5 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation [WuJenMetal] <i>Caster Level: 5</i>	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Murk and Gloom</b>	None		1 standard	1 round/level action	Medium (45 m)	V, S, M	No	Transmutation <i>Caster Level: 5</i>	SoB: SoB
<i>Effect:</i> See text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Nimbus of Light</b>	None		1 standard	1 minute/level or until discharged action	Personal	V, S, DF	No	Evocation [Light] <i>Caster Level: 5</i>	CD: CD
<i>Effect:</i> Sunlight illuminates you until released as an attack for 1d8+1/level damage									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Obscuring Mist</b>	None		1 standard	5 minutes action	20 ft.	V, S	No	Conjuration (Creation) [WuJenWater] <i>Caster Level: 5</i>	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.									
<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high									
* =Domain/Speciality Spell									

# Cleric Spells

<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Omen of Peril</div></div>	None	1 full round	Instantaneous	Personal	V, F	No	Divination	CD: CD
<div>Effect:</div> <div>You know how dangerous the future will be</div> <div>Target: You</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Predict Weather</div></div>	None	1 minute	Instantaneous	Personal	V, S	No	Divination	SoB: SoB
<div>Effect:</div> <div>See text.</div> <div>Target: 1 mile/level</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Protection from Evil</div></div>	15	Will negates (harmless)	1 standard 5 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
<div>Effect:</div> <div>+2 to AC and saves, counter mind control, hedge out elementals and outsiders.</div> <div>Target: Creature touched</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Protection from Law</div></div>	15	Will negates (harmless)	1 standard 6 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	RSRD: SpellsP-R.rtf
<div>Effect:</div> <div>+2 to AC and saves, counter mind control, hedge out elementals and outsiders.</div> <div>Target: Creature touched</div> <div>Caster Level: 6</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>**Protection from Law</div></div>	15	Will negates (harmless)	1 standard 6 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	RSRD: SpellsP-R.rtf
<div>Effect:</div> <div>+2 to AC and saves, counter mind control, hedge out elementals and outsiders.</div> <div>Target: Creature touched</div> <div>Caster Level: 6</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Ray of Hope</div></div>	15	Will negates (harmless)	1 standard 1 round/level action	Close (10,5 m)	V, S	Yes	Enchantment [Compulsion] [Good, Mind-Affecting]	EXD: EXD
<div>Effect:</div> <div>Subject gains +2 bonus on attacks, saves, and checks.</div> <div>Target: one living creature</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Remove Fear</div></div>	15	Will negates (harmless)	1 standard 10 minutes; see text action	Close (10,5 m)	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<div>Effect:</div> <div>Suppresses fear or gives +4 on saves against fear for 2 subjects.</div> <div>Target: 2 creatures, no two of which can be more than 30 ft. apart</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Repel Water</div></div>	15	Will negates (harmless)	1 standard 2 hours/level action	Touch	V, S	Yes	Abjuration	SoB: SoB
<div>Effect:</div> <div>See text.</div> <div>Target: Living creature touched</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Resist Planat Alignment</div></div>	15	Fortitude negates (harmless)	1 standard 10 minutes/level action	Touch	V, S, DF	Yes	Abjuration	PH: PH
<div>Effect:</div> <div>Subject can resist penalties for being on an opposed aligned Outer Plane.</div> <div>Target: creature touched</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Resurgence</div></div>	15	Will negates (harmless)	1 standard Instantaneous action	Touch	V, S, DF	Yes	Abjuration	CD: CD
<div>Effect:</div> <div>You grant subject a second chance at a saving throw</div> <div>Target: Creature touched</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Sanctuary</div></div>	15	Will negates	1 standard 5 rounds action	Touch	V, S, DF	No	Abjuration	RSRD: SpellsS.rtf
<div>Effect:</div> <div>Opponents can't attack you, and you can't attack.</div> <div>Target: Creature touched</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Shield of Faith</div></div>	15	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<div>Effect:</div> <div>Aura grants +2 deflection bonus.</div> <div>Target: Creature touched</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Sonno Rinfrancante</div></div>	15	None (harmless)	1 standard See text action	Touch	V, S	No	Conjuration [Healing]	Nep: Nep
<div>Effect:</div> <div>Cura 1 punto ferita e 1 punto di caratteristica extra per livello a una creatura addormentata</div> <div>Target: Creature touched</div> <div>Caster Level: 6</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Spell Flower</div></div>	None	1 standard 1 round/level action	Personal	V, S	No	Transmutation	SS: SS	
<div>Effect:</div> <div>Hold the charge on one touch spell per forelimb.</div> <div>Target: You</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Spider Hand</div></div>	None	1 standard Concentration, up to 1 minute/level action	Personal	V, S	No	Transmutation	BoVD: BoVD	
<div>Effect:</div> <div>Caster's hand becomes a small monstrous spider.</div> <div>Target: caster's land</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Storm of Shards</div></div>	15	See text	1 standard Instantaneous action	0-ft	V, S, Sacrifice	Yes	Evocation [Good]	EXD: EXD
<div>Effect:</div> <div>Evil creatures are blinded for 1 round; evil outsiders and undead also take 1d6 damage/level. Sacrifice: 1d3 points of STR drain.</div> <div>Target: 80-ft radius spread</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Stupor</div></div>	15	Fortitude negates	1 minute 1 hour/level	Touch	S, M	Yes	Enchantment [Mind-Affecting]	BoVD: BoVD
<div>Effect:</div> <div>One helpless subject is put in a state that allows him to be moved but take no other action.</div> <div>Target: one helpless creature</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Summon Monster I</div></div>	None	1 round 5 rounds [D]	Close (10,5 m)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf	
<div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> <div>Target: One summoned creature</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Suspend Disease</div></div>	15	Fortitude negates (harmless)	1 standard 24 hours action	Touch	V, S, M	Yes	Abjuration	BoVD: BoVD
<div>Effect:</div> <div>Keeps disease from harming creature for 24 hours.</div> <div>Target: One creature</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Twilight Luck</div></div>	15	None (harmless)	1 standard 1 minute/level action	Touch	V, Abstinence	Yes	Abjuration [Good]	EXD: EXD
<div>Effect:</div> <div>Target gains +1 luck bonus on all saving throws. Abstinence: abstain from imbibing alcohol for 3 days.</div> <div>Target: one nonevil creature touched</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Vigor, Lesser</div></div>	15	Will negates (harmless)	1 standard 10 rounds + 1 round/level [max 15 rounds]	Touch	V, S	Yes	Conjuration [Healing]	CD: CD
<div>Effect:</div> <div>Creature heals 1 hp/round [max 15 rounds]</div> <div>Target: Living creature touched</div> <div>Caster Level: 6</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Vision of Glory</div></div>	None	1 standard 1 minute or until discharged action	Touch	V, S, DF	Yes	Divination	MoF: MoF	
<div>Effect:</div> <div>See text</div> <div>Target: Creature touched</div> <div>Caster Level: 5</div>								
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Vision of Heaven</div></div>	15	Will negates	1 standard 1 round action	Close (10,5 m)	V	Yes	Enchantment [Mind-Affecting]	EXD: EXD
<div>Effect:</div> <div>Evil creature is dazed for 1 round.</div> <div>Target: one evil creature</div> <div>Caster Level: 5</div>								

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Addiction	16	Fortitude negates	1 standard	Instantaneous action	Touch	V, S, Drug	Yes	Enchantment	BoVD: BoVD
Effect: Subject becomes addicted to a drug. Drug:the chosen drug for the addiction.					Target: one living creature			Caster Level: 5	
■■■■■Aid		None	1 standard	5 minutes action	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
Effect: +1 on attack rolls, +1 against fear, 1d8+5 temporary hp.					Target: Living creature touched			Caster Level: 5	
■■■■■Align Weapon	16	Will negates (harmless, object)	1 standard	5 minutes action	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]			Caster Level: 5	
■■■■■Animalistic Power	16	Will negates (harmless)	1 standard	1 minute/level action	Touch	V, S, M	Yes	Transmutation	PHB2: PHB2
Effect: See text, Subjects gains +2 bonus to STR, DEX and CON.					Target: Creature touched			Caster Level: 5	
■■■■■Augury		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			Caster Level: 5	
* =Domain/Specialty Spell									

\* =Domain/Specialty Spell

# Cleric Spells

☐☐☐☐☐ Aura against Flame	None	1 standard	1 round/level action	Personal	V, S	No	Abjuration	MoF: MoF
<i>Effect:</i> See text				<i>Target:</i> You			<i>Caster Level:</i> 5	
☐☐☐☐☐ Avoid Planar Effect	16	None (harmless)	1 standard 1 minute/level action	20-ft.	V	Yes	Abjuration	PH: PH
<i>Effect:</i> Provides temporary protection against overtly damaging planar traits.				<i>Target:</i> One creature in a 20-ft radius burst centered on you.			<i>Caster Level:</i> 5	
☐☐☐☐☐ Ayalla's Radiant Burst	16	See text	1 standard Instantaneous action	60-ft	V, S, Sacrifice	Yes	Evocation [Good]	EXD: EXD
<i>Effect:</i> Evil creatures are blinded for 1 round and take 1d6 damage/2 levels. Sacrifice: 1d2 points of STR damage.				<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 5	
☐☐☐☐☐ Babele Oscura	16	Will Negates	1 standard Permanent action	Close (10,5 m)	V, S	Yes	Necromancy	Nep: Nep
<i>Effect:</i> La vittima non e' piu' in grado di parlare la propria lingua				<i>Target:</i> One creature			<i>Caster Level:</i> 5	
☐☐☐☐☐ Bear's Endurance	16	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, DF	Yes	Transmutation [WuJenEarth]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 5 minutes.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐☐ Black Karma Curse	16	Will negates	1 standard Instantaneous action	Close (10,5 m)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB2: PHB2
<i>Effect:</i> See text, Subject damages self with melee attack.				<i>Target:</i> One creature			<i>Caster Level:</i> 5	
☐☐☐☐☐ Blade Brothers	16	Will negates (harmless)	1 standard 1 minute/level or until discharged action	Touch	V, S	Yes	Abjuration	PHB2: PHB2
<i>Effect:</i> See text, Use higher saving throw result between two creatures, but both suffer effects if the saves fail.				<i>Target:</i> Two willing creatures			<i>Caster Level:</i> 5	
☐☐☐☐☐ Blade of Pain and Fear	16	Will partial	1 standard 1 minute/level action	0 ft.	V, S, DF	Yes	Evocation	LM: LM
<i>Effect:</i> Creates blade of gnashing teeth.				<i>Target:</i> Swordlike column of gnashing teeth			<i>Caster Level:</i> 5	
☐☐☐☐☐ Blood Wind	16	Will Negates (harmless)	1 standard 1 round/level action	Close (10,5 m)	V, S	Yes	Evocation	SS: SS
<i>Effect:</i> Subject uses natural weapon as thrown weapon.				<i>Target:</i> A single creature with intelligence of 4 or higher			<i>Caster Level:</i> 5	
☐☐☐☐☐ Brambles	None		1 standard 1 round/level action	Touch	V, S, M	No	Transmutation	CD: CD
<i>Effect:</i> Wooden weapon grows spikes that deal +1 damage/caster level 10				<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 5	
☐☐☐☐☐ Bridge of Sound	None		1 standard Concentration plus 1 round/level action	Close (10,5 m)	V, S, DF	Yes	Conjuration (Summoning) [Sonic]	SS: SS
<i>Effect:</i> Invisible bridge spans gap of 10 ft/level.				<i>Target:</i> One bridge of sound 5-ft wide, 1-in thick and up to 10-ft/level long			<i>Caster Level:</i> 5	
☐☐☐☐☐ Bull's Strength	16	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation [WuJenEarth]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 5 minutes.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐☐ Calm Emotions	16	Will negates	1 standard Concentration, up to 5 rounds [D] action	Medium (45 m)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Calms creatures, negating emotion effects.				<i>Target:</i> Creatures in a 20-ft.-radius spread			<i>Caster Level:</i> 5	
☐☐☐☐☐ Cloud of Knives	None		1 standard 1 round/level action	Personal	V, S, M	No	Conjuration	PHB2: PHB2
<i>Effect:</i> See text, Release one knife/round, takes best result.				<i>Target:</i> You			<i>Caster Level:</i> 5	
☐☐☐☐☐ Consecrate	None		1 standard 10 hours action	Close (10,5 m)	V, S, M, DF	No	Evocation [Good]	RSRD: SpellsC.rtf
<i>Effect:</i> Fills area with positive energy, making undead weaker.				<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 5	
☐☐☐☐☐ Cure Moderate Wounds	16	Will half (harmless); see text	1 standard Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+6 damage.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
☐☐☐☐☐ **Cure Moderate Wounds	16	Will half (harmless); see text	1 standard Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+6 damage.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
☐☐☐☐☐ Curse of Ill Fortune	16	Will negates	1 standard 1 minute/level action	Medium (45 m)	V, S, DF	Yes	Transmutation	CD: CD
<i>Effect:</i> Target suffer -3 penalty on attacks, checks and saves				<i>Target:</i> One living creature			<i>Caster Level:</i> 5	
☐☐☐☐☐ Darkness	None		1 standard 50 minutes [D] action	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched			<i>Caster Level:</i> 5	
☐☐☐☐☐ Deific Vengeance	16	Will half	1 standard Instantaneous action	Close (10,5 m)	V, S, DF	Yes	Conjuration (Summoning)	CD: CD
<i>Effect:</i> God's punishment deals 1d6 damage/2 caster levels [max 5d6]				<i>Target:</i> One creature			<i>Caster Level:</i> 5	
☐☐☐☐☐ Delay Poison	16	Fortitude negates (harmless)	1 standard 6 hours action	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 6 hours.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
☐☐☐☐☐ Detect Water	None		1 standard Concentration up to 1 minute/level action	60-ft.	V, S	No	Divination	G: SS, scomparso
<i>Effect:</i> Finds water within quarter-circle out to long range.				<i>Target:</i> Cone shaped emanation			<i>Caster Level:</i> 5	
☐☐☐☐☐ Distil Water	16	Fort halves; See text	1 standard Instantaneous action	Close (10,5 m)	V, S, DF	No	Transmutation	SoB: SoB
<i>Effect:</i> See text.				<i>Target:</i> 20-ft radius spread			<i>Caster Level:</i> 5	
☐☐☐☐☐ Divine Insight	None		1 standard 1 hour/level or until discharged action	Personal	V, S, DF	No	Divination	CAd: CAd
<i>Effect:</i> See text				<i>Target:</i> You			<i>Caster Level:</i> 5	
☐☐☐☐☐ Eagle's Splendor	16	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject gains +4 to Cha for 5 minutes.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐☐ Ease Pain	16	Will negates (harmless)	1 standard Instantaneous action	Touch	S, DF	Yes	Conjuration (Healing)	EXD: EXD
<i>Effect:</i> Remove lingering effects of pain.				<i>Target:</i> creature touched			<i>Caster Level:</i> 6	
☐☐☐☐☐ Elation	16	Will negates (harmless)	1 standard 1 round/level action	80-ft	V, S	Yes	Enchantment [Mind-Affecting]	EXD: EXD
<i>Effect:</i> Allies gains +2 to STR and DEX, +5-ft of speed.				<i>Target:</i> allies in an 80-ft radius spread of you			<i>Caster Level:</i> 5	
☐☐☐☐☐ Enthral	16	Will negates; see text	1 round 1 hour or less	Medium (45 m)	V, S	Yes	Enchantment (Charm)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Captivates all within 150 ft.				<i>Target:</i> Any number of creatures			<i>Caster Level:</i> 5	
☐☐☐☐☐ Estanna's Stew	16	Will half (harmless); See text	1 round Instantaneous [see text]	0-ft	V, S, F	Yes	Conjuration (Healing)	EXD: EXD
<i>Effect:</i> Conjures stew that heals 1d6+1 per serving.				<i>Target:</i> fills pot with healing stew 0			<i>Caster Level:</i> 6	

\* =Domain/Speciality Spell

# Cleric Spells

Find Traps	None	1 standard	5 minutes	Personal	V, S	No	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> Notice traps as a rogue does.								
Fins to Feet	16	Fort Negates (harmless)	1 minute 10 minutes/level	Touch	V, S	Yes	Transmutation	SS: SS
<i>Effect:</i> Transforms tails and fins onto legs and feet-								
Gaze Screen	16	Will negates (harmless)	1 standard 10 minutes/level	Touch	V, S	Yes	Abjuration	G: MMay
<i>Effect:</i> You create a shimmering, mirrorlike area in the air before the recipient's eyes.								
Gentle Repose	16	Will negates (object)	1 standard 5 days	Touch	V, S, M/DF	Yes (object)	Necromancy	RSRD: SpellsF-G.rtf
<i>Effect:</i> Preserves one corpse.								
Ghost Touch Armor	16	Will negates (harmless)	1 standard 1 minute/level	Touch	V, S, M	Yes	Transmutation	LM: LM
<i>Effect:</i> Armor works normally against incorporeal attacks.								
Hand of Divinity	16	Will negates (harmless); See text	1 standard 1 minute/level	Touch	V, S, DF	Yes	Evocation [See text]	MoF: MoF
<i>Effect:</i> See text								
Healing Lorecall	None		1 standard 1 minute/level	Personal	V, S, M	No	Divination	CAd: CAd
<i>Effect:</i> See text								
Hold Person	16	Will negates; see text	1 standard 5 rounds [D]; see text	Medium (45 m)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one humanoid for 5 rounds.								
Inflict Moderate Wounds	16	Will half	1 standard Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 2d8+5 damage.								
Inky Cloud	None		1 standard 10 minutes/level	30-ft	V, S, M	No	Conjuration (Creation)	SS: SS
<i>Effect:</i> Obscure sight underwater beyond 5 ft.								
Insight of Good Fortune	16	Will negates (harmless)	1 standard 1 minute/level or until discharged	Close (10,5 m)	V, S, M	Yes	Divination	PHB2: PHB2
<i>Effect:</i> See text, Subject rolls twice, take the best result.								
Iron Silence	16	Will negates (harmless,object)	1 standard 1 hour/level	Touch	V, S, DF	Yes	Transmutation	CAd: CAd
<i>Effect:</i> See text								
Lastai's Caress	None		1 standard 1 round/level	Touch	V, S, M	Yes	Enchantment (Compulsion) [Good, Mind-Affecting]	EXD: EXD
<i>Effect:</i> Intense feelings of good leave evil subject cowering, frightened nauseated or shaken.								
Light of Mercuria	None		1 standard 10 minutes/level or until used up	Medium (45 m)	V, S	Yes	Evocation [Good, Light]	PH: PH
<i>Effect:</i> You radiate golden light, which you can expend as 2 bolts that deal 1d6 damage, 2d6 against undead and evil outsiders.								
Luminous Armor	16	None (harmless)	1 standard 1 hour/level	Touch	Sacrifice	Yes	Abjuration	EXD: EXD
<i>Effect:</i> Shimmering light around target grants +5 armor bonus, dispels magical darkness and impose a -4 penalty on opponents' melee attacks. Sacrifice: 1d2 points of STR damage.								
Make Whole	16	Will negates (harmless, object)	1 standard Instantaneous	Close (10,5 m)	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Repairs an object.								
Mark of Judgement	16	Will negates	1 standard 1 round/level	Medium (45 m)	V, S, DF	Yes	Necromancy	PHB2: PHB2
<i>Effect:</i> See text, Creatures that attack subject heal 2 points of damage each succesful hit.								
Master's Touch	16	Will negates (harmless)	1 immediate Instantaneous	Close (10,5 m)	V	Yes	Divination	PHB2: PHB2
<i>Effect:</i> See text, Subject gains immediate +4 bonus on a skill check.								
Owl's Wisdom	16	Will negates (harmless)	1 standard 5 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 5 minutes.								
Penitenza di Guarigione	16	See text	1 standard Instantaneous	Touch	V, S	Yes	Conjuration (Healing)	Nep: Nep
<i>Effect:</i> Cura 1d3 danni per ogni caratteristica danneggiata e trasforma un ammontare di danni letali in danni non letali pari a 2d8 danni+1 danno per livello; l'incantatore rischia di perdere i sensi per 1d67 round								
Rapid Burrowing	16	Fort Negates (harmless)	1 standard 1 minute/level	Touch	V, S, F/DF	Yes	Transmutation	SS: SS
<i>Effect:</i> +20 ft to subject's burrow speed.								
Remove Addiction	16	Fortitude negates (harmless)	1 standard Instantaneous	Touch	V, S	Yes	Conjuration (Healing)	EXD: EXD
<i>Effect:</i> Cures target of drugs addictions.								
Remove Paralysis	16	Will negates (harmless)	1 standard Instantaneous	Close (12 m)	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.								
Repair Ship	None		1 minute Instantaneous	Touch	V, S, M	Yes	Transmutation	SoB: SoB
<i>Effect:</i> See text.								
Resistance, Major	16	Will Negates (harmless)	1 standard 1 hour/level	Touch	V, S, M/DF	Yes	Abjuration	SS: SS
<i>Effect:</i> Subject gains +3 on saving throws.								
Resist Energy	16	Fortitude negates (harmless)	1 standard 50 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration [WuJenEarth, WuJenFire, WuJenMetal, WuJenWater, WuJenWood]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.								
Restoration, Lesser	16	Will negates (harmless)	3 rounds Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.								

\* =Domain/Speciality Spell

# Cleric Spells

Seavision	16	None (harmless)	1 standard	1 hour/level	Touch	V, S, M	Yes	Transmutation	SoB: SoB
<i>Effect:</i> See text.					<i>Target:</i> One living creature touched		<i>Caster Level:</i> 5		
Share Talents	16	Will negates (harmless)	1 full round	10 minutes/level	Touch	V, S, M	Yes	Transmutation	PHB2: PHB2
<i>Effect:</i> See text, Subjects gain +2 bonus on skill checks.					<i>Target:</i> Two willing creatures touched		<i>Caster Level:</i> 5		
Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard	Instantaneous	Close (10,5 m)	V, S, M/DF	Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature		<i>Caster Level:</i> 5		
**Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard	Instantaneous	Close (10,5 m)	V, S, M/DF	Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature		<i>Caster Level:</i> 5		
Shield Other	16	Will negates (harmless)	1 standard	5 hours [D]	Close (10,5 m)	V, S, F	Yes (harmless)	Abjuration [Good]	RSRD: SpellsS.rtf
<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature		<i>Caster Level:</i> 5		
Silence	16	Will negates; see text or none (object)	1 standard	5 minutes [D]	Long (180 m)	V, S	Yes; see text or no (object)	Illusion (Glamer)	RSRD: SpellsS.rtf
<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space		<i>Caster Level:</i> 5		
Sound Burst	16	Fortitude partial	1 standard	Instantaneous	Close (10,5 m)	V, S, F/DF	Yes	Evocation [Sonic]	RSRD: SpellsS.rtf
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					<i>Target:</i> 10-ft.-radius spread		<i>Caster Level:</i> 5		
Spawn Screen	16	Will negates (harmless)	1 standard	1 hour/level	Touch	V, S, DF	Yes	Necromancy	LM: LM
<i>Effect:</i> You resist being transformed into an undead spawn if slain.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 5		
Spider Legs		None	1 standard	1 minute/level	Personal	V, S, F	No	Transmutation	BoVD: BoVD
<i>Effect:</i> Caster grows long spider legs that have a speed of 30-ft and move on vertical surfaces.					<i>Target:</i> You		<i>Caster Level:</i> 5		
Spiritual Weapon		None	1 standard	5 rounds [D]	Medium (45 m)	V, S, DF	Yes	Evocation [Force]	RSRD: SpellsS.rtf
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 5		
Status	16	Will negates (harmless)	1 standard	5 hours	Touch	V, S	Yes (harmless)	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> 1 living creatures touched		<i>Caster Level:</i> 5		
Stay the Hand	16	Will negates	1	Instantaneous	Medium (45 m)	V	Yes	Enchantment (Charm) [Mind-Affecting]	PHB2: PHB2
<i>Effect:</i> See text, Change the subject creature's attitude to helpful for 1 round.					<i>Target:</i> One humanoid		<i>Caster Level:</i> 5		
Stone Bones	16	Will negates (harmless)	1 standard	10 minutes/level	Touch	V, S, F	Yes	Transmutation	MoF: MoF
<i>Effect:</i> See text					<i>Target:</i> Corporeal undead creature touched		<i>Caster Level:</i> 5		
Stretch Weapon	16	Will negates (harmless, object)	1 swift	One attack	0 ft.	V	Yes	Transmutation	PHB2: PHB2
<i>Effect:</i> See text, Melee weapon gains 5 ft of reach for one attack.					<i>Target:</i> Melee weapon wielded		<i>Caster Level:</i> 5		
Summon Elysian Thrush		None	10 round	8 hours.	Close (10,5 m)	V, S, DF	No	Conjuration (Summoning) [Good]	PH: PH
<i>Effect:</i> Summon an Elysian Thrush, wich accelerates natural healing.					<i>Target:</i> One called Elysian thrush		<i>Caster Level:</i> 5		
Summon Monster II		None	1 round	5 rounds [D]	Close (10,5 m)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 5		
Undetectable Alignment	16	Will negates (object)	1 standard	24 hours	Close (10,5 m)	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 5		
Wings of the Sea	16	Fort Negates (harmless)	1 standard	1 minute/level	Touch	S, M	Yes	Transmutation	SS: SS
<i>Effect:</i> +30 ft to subject's swim speed.					<i>Target:</i> You or person touched		<i>Caster Level:</i> 5		
Zone of Truth	16	Will negates	1 standard	5 minutes	Close (10,5 m)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 5		

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Affliction	17	Fortitude negates	1 standard	Instantaneous	Touch	V, S	Yes	Necromancy [Good]	EXD: EXD
<i>Effect:</i> Infects evil subject with chosen affliction.					<i>Target:</i> Evil creature touched		<i>Caster Level:</i> 5		
Air Breathing	17	Will negates	1 standard	10 hours	Touch	V, S, M/DF	Yes	Transmutation	Ssh: Ssh
<i>Effect:</i> The transmuted creature can breath air freely					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 5		
Alter Fortune		None	1	Instantaneous	Close (10,5 m)	V, XP	No	Divination	PHB2: PHB2
<i>Effect:</i> See text, Cause one creature to reroll any die roll.					<i>Target:</i> One creature		<i>Caster Level:</i> 5		
Amanuensis	17	Will negates (object)	1 standard	10 minutes/level	Close (10,5 m)	V, S, M	Yes	Transmutation	MoF: MoF
<i>Effect:</i> See text					<i>Target:</i> Object or objects with writing.		<i>Caster Level:</i> 5		
Analyze Touchstone	17	See text	1 minute	Concentration, up to 1 round/level	60-ft.	V, S, M	No	Divination	PH: PH
<i>Effect:</i> Find a nearby planar touchstone and discover its properties.					<i>Target:</i> A quarter circle emanating from you to the extreme of the range.		<i>Caster Level:</i> 5		
Anarchic Storm		None	1 standard	1 round/level	Personal	V, S, M/DF	No	Conjuration (Creation) [Chaotic, Water]	PH: PH
<i>Effect:</i> Chaotic-aligned rain falls in 20-ft radius.					<i>Target:</i> 20-ft radius, centered on you.		<i>Caster Level:</i> 6		
Atrofia dello Scheletro	17	Fort negates	1 standard	1 round/2 level	Close (10,5 m)	V, S	Yes	Necromancy	Nep: Nep
<i>Effect:</i> Le ossa della vittima perdono solidita', infliggendo una penalita' di -4 al tiro per colpire e alla CA					<i>Target:</i> One creature		<i>Caster Level:</i> 5		

\* =Domain/Speciality Spell



# Cleric Spells

□□□□□ Attune Form	None	1 standard	2 hours/level action	Touch	V, S, M/DF	No	Transmutation	PH: PH
<i>Effect:</i> Grant target creature temporary protection against overtly damaging planar traits.				<i>Target:</i> One or more living creature touched		<i>Caster Level:</i> 5		
□□□□□ Bestow Curse	17	Will negates	1 standard Permanent action	Touch	V, S	Yes	Necromancy	RSRD: SpellsA-B.rtf
<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□□ Blessed Aim	17	Will negates (harmless)	1 standard Concentration action	60 ft.	V, S	No	Divination	CD: CD
<i>Effect:</i> +2 bonus for allies' ranged attacks				<i>Target:</i> 60-ft-spread, centered on you		<i>Caster Level:</i> 5		
□□□□□ Blessed Sight	None		1 standard 1 minute/level action	Personal	V, S	No	Divination	EXD: EXD
<i>Effect:</i> Evil auras becomes visible to you.				<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Blindness/Deafness	17	Fortitude negates	1 standard Permanent [D] action	Medium (45 m)	V	Yes	Necromancy	RSRD: SpellsA-B.rtf
<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature		<i>Caster Level:</i> 5		
□□□□□ Blindsight	17	Will negates (harmless)	1 standard 1 minute/level action	Touch	V, S	Yes	Transmutation	PGIF: PGIF
<i>Effect:</i> Grants blindsight out to 30-ft.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□□ Briar Web	17	Reflex negates; See text	1 standard 1 minute/level action	Medium (45 m)	V, S, DF	No	Transmutation	CD: CD
<i>Effect:</i> Area entangles creatures and thorns deal 2d6 damage				<i>Target:</i> Plants in a 20-ft radius spread		<i>Caster Level:</i> 5		
□□□□□ Brilliant Emanation	17	Fortitude partial	1 standard 1d4 rounds action	100-ft+10-ft/level	Sacrifice	Yes	Evocation [Good]	EXD: EXD
<i>Effect:</i> Reflective surfaces shed brilliant light that blinds evil creatures. Sacrifice: 1d3 points of STR damage.				<i>Target:</i> 100-ft radius emanation + 10-ft radius/level		<i>Caster Level:</i> 5		
□□□□□ Celestial Aspect	17	Fortitude negates (harmless); See text	1 standard 1 minute/level action	Touch	V, Sacrifice	Yes	Transmutation [Good]	EXD: EXD
<i>Effect:</i> Target gains one of four celestial potepies; sword archon's armlade, firre eyes, cervidal horns, or deva wings.				<i>Target:</i> One creature touched		<i>Caster Level:</i> 5		
□□□□□ Chain of Eyes	17	Will negates	1 standard 1 hour/level action	Touch	V, S	Yes	Divination	CD: CD
<i>Effect:</i> You send magical sensor to infiltrate an area				<i>Target:</i> Living creature touched		<i>Caster Level:</i> 5		
□□□□□ Channelled Divine Shield	None		See text 1 round/level	Personal	V, S	No	Abjuration	PHB2: PHB2
<i>Effect:</i> See text, Gain DR, amount based on casting time.				<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Circle Dance	None		1 minute Instantaneous	Personal	V, S	No	Divination	MoF: MoF
<i>Effect:</i> See text				<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Cloak of Bravery	17	Will negates (harmless)	1 standard 10 minute/level action	60 ft.	V, S	Yes	Abjuration [Mind-Affecting]	CW: CW
<i>Effect:</i> +1/caster level resistance bonus against fear				<i>Target:</i> 60 ft. Radius emanation centered on you		<i>Caster Level:</i> 5		
□□□□□ Continual Flame	None		1 standard Permanent action	Touch	V, S, M	No	Evocation [Light]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched Magical, heatless flame		<i>Caster Level:</i> 5		
□□□□□ Create Food and Water	None		10 minutes 24 hours; see text	Close (10,5 m)	V, S	No	Conjuration (Creation)	RSRD: SpellsC.rtf
<i>Effect:</i> Feeds 15 humans or 5 horses.				<i>Target:</i> Food and water to sustain 15 humans or 5 horses for 24 hours		<i>Caster Level:</i> 5		
□□□□□ Crown of Might	17	Will negates (harmless)	1 standard 1 hour/level or until discharged action	Touch	V, S, F	Yes	Transmutation	PHB2: PHB2
<i>Effect:</i> See text, Gain +2 STR, discharge to gain +8 bonus for 1 round.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□□ Crown of Protection	17	Will negates (harmless)	1 standard 1 hour/level or until discharged action	Touch	V, S, F	Yes	Transmutation	PHB2: PHB2
<i>Effect:</i> See text, +1 deflection bonus to AC, +1 resistance bonus on saves, discharge to gain +4 for 1 round.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□□ Crown of Smiting	17	Will negates (harmless)	1 standard 1 hour/level or until discharged action	Touch	V, S, F	Yes	Evocation	PHB2: PHB2
<i>Effect:</i> See text, +2 damage bonus, discharge to gain +8 damage on single attack.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□□ Crown of the Grave	17	Will negates (harmless)	1 standard 1 hour/level or until discharged action	Touch	V, S, M, F	Yes	Necromancy	PHB2: PHB2
<i>Effect:</i> See text, Command undead, discharge to gain +4 on turn or rebuke.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□□ Cure Serious Wounds	17	Will half (harmless); see text	1 standard Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 3d8+6 damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
□□□□□ **Cure Serious Wounds	17	Will half (harmless); see text	1 standard Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 3d8+6 damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
□□□□□ Curse of Arrow Attraction	17	Will negates	1 standard 1 round/level action	Medium (45 m)	V, S, M	Yes	Transmutation	PHB2: PHB2
<i>Effect:</i> See text, Subject takes -5 penalty to AC against ranged attacks.				<i>Target:</i> One creature		<i>Caster Level:</i> 5		
□□□□□ Daylight	None		1 standard 50 minutes [D] action	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched		<i>Caster Level:</i> 5		
□□□□□ Deeper Darkness	None		1 standard 5 days [D] action	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.				<i>Target:</i> Object touched		<i>Caster Level:</i> 5		
□□□□□ Devil Blight	17	See text	1 standard Instantaneous or 1d6 rounds action	Close (10,5 m)	V, S, DF	See text	Transmutation	PH: PH
<i>Effect:</i> Damage and confuse baatezu; damage other lawful and evil creatures.				<i>Target:</i> Living creature		<i>Caster Level:</i> 5		
□□□□□ Dispel Magic	None		1 standard Instantaneous action	Medium (45 m)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 5		
□□□□□ Divine Retaliation	None		1 swift 1 round action	0 ft.	V, S, DF	No	Evocation [Force]	PHB2: PHB2
<i>Effect:</i> See text, Weapon appears and strikes those who attack you.				<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 5		
□□□□□ Energize Potion	17	Reflex half	1 standard Instantaneous action	Close (10,5 m)	V, S, M	Yes	Transmutation	EXD: EXD
<i>Effect:</i> Transforms potion into a gmade that deals energy damage in a 10-ft radius burst.				<i>Target:</i> 10-ft radius burst		<i>Caster Level:</i> 5		
□□□□□ Energy Aegis	17	Will negates (harmless)	1 immediate 1 round action	Close (10,5 m)	V, DF	Yes	Abjuration	PHB2: PHB2
<i>Effect:</i> See text, Subject gains resistance 20 against one energy type for one attack.				<i>Target:</i> One creature		<i>Caster Level:</i> 5		

\* =Domain/Speciality Spell

# Cleric Spells

Farstroke	17	Will negates (harmless)	1 standard 1 round/level action	Touch	V, S, M	Yes	Abjuration	SoB: SoB
<i>Effect:</i> See text.				<i>Target:</i> One living creature touched		<i>Caster Level:</i> 5		
Find the Gap		None	1 standard 1 round/level action	Personal	V	No	Divination	Drac: Drac
<i>Effect:</i> Your attacks ignore armor and natural armor.				<i>Target:</i> You		<i>Caster Level:</i> 5		
Flame of Faith		None	1 standard 1 round/level action	Touch	V, S, M	No	Evocation	CD: CD
<i>Effect:</i> Gives weapon the flaming burst quality				<i>Target:</i> Nonmagical weapon touched		<i>Caster Level:</i> 5		
Fobia Inferiore	17	Will Negates	1 standard Permanent action	Close (10,5 m)	V, S	Yes	Necromancy [Fear,Nep: Nep Mind-Affecting]	
<i>Effect:</i> Come Fobia ma la vittima e' scossa anzicha' spaventata				<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 5		
Fuse Arms	17	Fort Negates (harmless)	1 standard 10 minutes/level action	Touch	V, S	Yes	Transmutation	SS: SS
<i>Effect:</i> Multiple arms/tentacle become one pair of stronger limbs.				<i>Target:</i> Creature with at least four arms or tentacles touched		<i>Caster Level:</i> 5		
Girallon's Blessing	17	Fort Negates (harmless)	1 standard 10 minutes/level action	Touch	V, S, M	Yes	Transmutation	SS: SS
<i>Effect:</i> Subject gains one additional pair of arms per four levels.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
Glyph of Warding	17	See text	10 minutes Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Inscription harms those who pass it.				<i>Target:</i> Object touched or up to 25 sq. ft		<i>Caster Level:</i> 5		
Hamatula Barbs	17	Fortitude negates (harmless)	1 standard 10 minutes/level action	Touch	V, S, M/DF	Yes	Transmutation	PH: PH
<i>Effect:</i> Subjects grow barbs, which damage foes that attack subject in melee.				<i>Target:</i> creature touched		<i>Caster Level:</i> 5		
Hammer of Righteousness	17	Fortitude half	1 standard Instantaneous action	Medium (45 m)	V, S, Sacrifice	Yes	Evocation [Force, Good]	EXD: EXD
<i>Effect:</i> Deals 1d6 pounts of damage per caster level, or 1d8 points of damage per caster level if the target is evil.Sacrifice: 1d3 points of STR damage.				<i>Target:</i> magic warhammer of force		<i>Caster Level:</i> 5		
Heart's Ease	17	Will negates (harmless)	1 standard Permanent action	Close (10,5 m)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	EXD: EXD
<i>Effect:</i> Remove fear, despair, confusion, insanity and some mind-influencing effects; restores 2d4 points of temporary WIS damage.				<i>Target:</i> one creature/level		<i>Caster Level:</i> 5		
Helping Hand		None	1 standard 5 hours action	5 miles	V, S, DF	No	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Ghostly hand leads subject to you.				<i>Target:</i> Ghostly hand		<i>Caster Level:</i> 5		
Hesitate	17	Will negates; See text	1 immediate 1 round/level action	Close (10,5 m)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB2: PHB2
<i>Effect:</i> See text, Force subject to lose actions				<i>Target:</i> One living creature		<i>Caster Level:</i> 5		
Holy Storm		None	1 standard 1 round/level action	Personal	V, S, M, DF	No	Conjuration (Creation) [Good, Water]	PH: PH
<i>Effect:</i> Good-aligned rain falls in 20-ft radius.				<i>Target:</i> 20-ft radius, centered on you.		<i>Caster Level:</i> 5		
Inflict Serious Wounds	17	Will half	1 standard Instantaneous action	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 3d8+5 damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
Inspired Aim	17	Will negates (harmless)	1 standard Concentration action	40-ft	V	Yes	Enchantment (Compulsion) [Language-Depentent, Mind-Affecting]	EXD: EXD
<i>Effect:</i> Allies within 40-ft gain +2 insight bonus on ranged attack rolls.				<i>Target:</i> allies within 40-ft radius emanation centered on you		<i>Caster Level:</i> 5		
Invest Moderate Protection	17	Will half (harmless); See text	1 standard Instantaneous; See text action	Touch	V, S	Yes	Conjuration (Healing)	PHB2: PHB2
<i>Effect:</i> See text, Heal 3d4 damage + 1/2 levels. Grant DR 3/evil.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
Invisibility Purge		None	1 standard 5 minutes [D] action	Personal	V, S	No	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Dispels invisibility within 25 ft				<i>Target:</i> You		<i>Caster Level:</i> 5		
Laogzed-s Breath	17	Fort Negates	1 standard Instantaneous action	Close (10,5 m)	V, S, M	Yes	Conjuration (Creation) [Air]	SS: SS
<i>Effect:</i> Nauseating vapors within cone persist for 10 rounds.				<i>Target:</i> Cone		<i>Caster Level:</i> 5		
Light of Venya		None	1 standard 10 minutes/level or until used up action	Medium (45 m)	V, S	Yes	Evocation [Good, Light]	PH: PH
<i>Effect:</i> You radiate golden light, which you can expend as 2 bolts that deal 3d6 against undead and evil outsiders or heal 3d6 points of damage.				<i>Target:</i> You and creature[s] touched with ray [up to 2]		<i>Caster Level:</i> 5		
Locate Object		None	1 standard 5 minutes action	Long (180 m)	V, S, F/DF	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> Senses direction toward object [specific or type].				<i>Target:</i> Circle, centered on you, with a radius of 600 ft.		<i>Caster Level:</i> 5		
Magic Circle against Evil	17	Will negates (harmless)	1 standard 50 minutes action	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 50 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 5		
Magic Circle against Law	17	Will negates (harmless)	1 standard 60 minutes action	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	RSRD: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 60 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 6		
**Magic Circle against Law	17	Will negates (harmless)	1 standard 60 minutes action	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	RSRD: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 60 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature		<i>Caster Level:</i> 6		
Magic Vestment	17	Will negates (harmless, object)	1 standard 5 hours action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Armor or shield gains 1 enhancement				<i>Target:</i> Armor or shield touched		<i>Caster Level:</i> 5		
Mantle of Chaos		None	1 standard 10 minutes/level action	Personal	V, S, M/DF	Yes	Abjuration [Chaotic]	PH: PH
<i>Effect:</i> You gain SR 12 + caster level against spells with the law descriptor.				<i>Target:</i> You		<i>Caster Level:</i> 6		
Mantle of Good		None	1 standard 10 minutes/level action	Personal	V, S, M/DF	Yes	Abjuration [Good]	PH: PH
<i>Effect:</i> You gain SR 12 + caster level against spells with the evil descriptor.				<i>Target:</i> You		<i>Caster Level:</i> 5		
Mark of Doom		None	1 standard 1 round/level action	Medium (45 m)	V, S, DF	No	Necromancy	PHB2: PHB2
<i>Effect:</i> See text, Subject takes 1d6 damage for each hostile action.				<i>Target:</i> One creature		<i>Caster Level:</i> 5		
Meld into Stone		None	1 standard 50 minutes action	Personal	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You		<i>Caster Level:</i> 5		
Obscure Object	17	Will negates (object)	1 standard 8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration	RSRD: SpellsM-O.rtf

\* =Domain/Specialty Spell

# Cleric Spells

<i>Effect:</i> Masks object against scrying.			action	<i>Target:</i> One object touched of up to 500 lbs			<i>Caster Level:</i> 5	
Path of the Exalted	None	1 standard 1 decision; See text action	Personal	V, Abstinence	No	Divination	EXD: EXD	
<i>Effect:</i> Caster receives divine guidance from higher power. Abstinence: abstain from casting Divination spells for 24 hours.			<i>Target:</i> you			<i>Caster Level:</i> 5		
Phieran's Resolve	17 Will negates (harmless)	1 standard 1 minute/level action	20-ft	V, S, DF, Sacrifice	Yes	Abjuration [Good]	EXD: EXD	
<i>Effect:</i> +4 sacred bonus on saves against spells with the Evil descriptor. Sacrifice: 1d3 points of STR damage.			<i>Target:</i> one good creature/level in a 20-ft radius burst centered on you			<i>Caster Level:</i> 5		
Prayer	None	1 standard 5 rounds action	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsP-R.rtf	
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.			<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you			<i>Caster Level:</i> 5		
Protection from Energy	17 Fortitude negates (harmless)	1 standard 50 minutes or until discharged action	Touch	V, S, DF	Yes (harmless)	Abjuration [WuJenEarth, WuJenFire, WuJenMetal, WuJenWater, WuJenWood]	RSRD: SpellsP-R.rtf	
<i>Effect:</i> Absorb 60 points of damage from one kind of energy.			<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
Protection from Negative Energy	17 Will negates (harmless)	1 standard 10 minutes/level action	Touch	V, S	Yes	Abjuration	PH: PH	
<i>Effect:</i> Ignore 10 points of negative energy damage per attack.			<i>Target:</i> Living creature touched			<i>Caster Level:</i> 5		
Protection from Negative Energy	17 Will negates (harmless)	1 standard 10 minutes/level action	Touch	V, S	Yes	Abjuration	LM: LM	
<i>Effect:</i> Ignore 10 points of negative energy damage per attack.			<i>Target:</i> Living creature touched			<i>Caster Level:</i> 5		
Protection from Positive Energy	17 Will negates (harmless)	1 standard 10 minutes/level action	Touch	V, S	Yes	Abjuration	PH: PH	
<i>Effect:</i> Ignore 10 points of positive energy damage per attack.			<i>Target:</i> Undead creature touched			<i>Caster Level:</i> 5		
Protection from Positive Energy	17 Will negates (harmless)	1 standard 10 minutes/level action	Touch	V, S	Yes	Abjuration	LM: LM	
<i>Effect:</i> Ignore 10 points of positive energy damage per attack.			<i>Target:</i> Undead creature touched			<i>Caster Level:</i> 5		
Refreshment	17 Will negates (harmless)	1 standard Instantaneous action	20-ft	V, S	Yes	Conjuration (Healing) [Good]	EXD: EXD	
<i>Effect:</i> Cures all nonlethal damage on one creature.			<i>Target:</i> 20-ft radius burst centered on you			<i>Caster Level:</i> 6		
Remedy Moderate Wounds	17 Will negates (harmless)	1 standard 10 rounds + 1 round/2 levels action	Touch	V, S	Yes	Conjuration (Healing)	MoF: MoF	
<i>Effect:</i> See text			<i>Target:</i> Living creature touched			<i>Caster Level:</i> 6		
Remove Blindness/Deafness	17 Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf	
<i>Effect:</i> Cures normal or magical conditions.			<i>Target:</i> Creature touched			<i>Caster Level:</i> 6		
Remove Curse	17 Will negates (harmless)	1 standard Instantaneous action	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf	
<i>Effect:</i> Frees object or person from curse.			<i>Target:</i> Creature or item touched			<i>Caster Level:</i> 5		
Remove Disease	17 Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf	
<i>Effect:</i> Cures all diseases affecting subject.			<i>Target:</i> Creature touched			<i>Caster Level:</i> 6		
Remove Nausea	17 Will negates (harmless)	1 standard Instantaneous action	Touch	V, DF	Yes	Conjuration (Healing)	EXD: EXD	
<i>Effect:</i> Cure a nauseated or sickened character.			<i>Target:</i> creature touched			<i>Caster Level:</i> 6		
Resist Energy, Mass	17 Fort negates (harmless)	1 standard 10 minute/level action	Close (10,5 m)	V, S, DF	Yes	Abjuration	CA: CA	
<i>Effect:</i> Targeted creatures ignore damage from specified energy type			<i>Target:</i> One creature/level, no two of wich can be more than 30-ft apart			<i>Caster Level:</i> 5		
Ring of Blades	None	1 standard 1 minute/level action	Personal	V, S, M	No	Conjuration (Creation)	CA: CA	
<i>Effect:</i> Blades surround you, damaging other creatures 2147483647			<i>Target:</i> You			<i>Caster Level:</i> 5		
Riposo Indisturbato	17 None (harmless)	10 minutes 24 hours	Touch	V, S, M	No	Abjuration	Nep: Nep	
<i>Effect:</i> Protegge dagli effetti del sonno magico e da tutti gli incantesimi che agiscono sulle creature addormentate			<i>Target:</i> One creature every 2 levels			<i>Caster Level:</i> 5		
Sea Hag's Visage	17 Will negates	1 standard 2d4 rounds action	Personal	V, S	Yes	Illusion (Glamer)	Ssh: Ssh	
<i>Effect:</i> The character transforms his appearance into the horrible visage of a sea hag			<i>Target:</i> Self			<i>Caster Level:</i> 5		
Searing Light	None	1 standard Instantaneous action	Medium (45 m)	V, S	Yes	Evocation	RSRD: SpellsS.rtf	
<i>Effect:</i> Range deals 2d8 damage; 5d6 against undead; 5 to undead vulnerable to bright light; construct or inanimate object only takes 2d6 damage.			<i>Target:</i> Ray			<i>Caster Level:</i> 5		
Sheltered Vitality	17 Fort negates (harmless)	1 standard 1 minute/level action	Touch	V, S, DF	Yes	Abjuration	LM: LM	
<i>Effect:</i> Subject gains immunity to fatigue, exhaustion, ability damage, and ability drain.			<i>Target:</i> Living creature touched			<i>Caster Level:</i> 5		
Shield of Warding	17 Will negates (object, harmless)	1 standard 1 minute/level action	Touch	V	No	Abjuration	Drac: Drac	
<i>Effect:</i> Shield grants +1 bonus on Reflex saves/5 levels 5.			<i>Target:</i> One shield or buckler			<i>Caster Level:</i> 5		
Skull Watch	None	1 standard 1 hour/level or until discharged action	Touch	V, S, DF	No	Necromancy	PGtF: PGtF	
<i>Effect:</i> Skull shrieks when creature enters warded area.			<i>Target:</i> One humanoid skull			<i>Caster Level:</i> 5		
Sonorous Hum	None	1 standard 1 minute/level action	Personal	V, S	No	Evocation [Sonic]	SS: SS	
<i>Effect:</i> Removes need to concentrate to maintain next spell cast.			<i>Target:</i> You			<i>Caster Level:</i> 5		
Sound Lance	17 Fort Half	1 standard Instantaneous action	Medium (45 m)	V, S	Yes	Evocation [Sonic]	SS: SS	
<i>Effect:</i> Sonic energy deals 1d6/level damage.			<i>Target:</i> One creature or onject			<i>Caster Level:</i> 5		
Speak with Dead	17 Will negates; see text	10 minutes 5 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]	RSRD: SpellsS.rtf	
<i>Effect:</i> Corpse answers 2 questions.			<i>Target:</i> One dead creature			<i>Caster Level:</i> 5		
Spikes	None	1 standard 1 hour/level action	Touch	V, S, M	No	Transmutation	CD: CD	
<i>Effect:</i> As Brambles, but weapon gains +2 bonus and double threat range			<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 5		
Stone Shape	None	1 standard Instantaneous action	Touch	V, S, M/DF	No	Transmutation [Earth, WuJenEarth]	RSRD: SpellsS.rtf	
<i>Effect:</i> Sculpts stone into any shape.			<i>Target:</i> Stone or stone object touched, up to 15 cu. ft.			<i>Caster Level:</i> 5		

\* =Domain/Speciality Spell

## Cleric Spells

☐☐☐☐☐ Summon Monster III	None	1 round	5 rounds [D]	Close (10,5 m)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you., See EXD,p.190.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 5
☐☐☐☐☐ Telepathic Bond, Lesser	None	1 standard action	50 minutes	30 feet	V, S	No	Divination [Mind-Affecting]	RSRD: CD
<i>Effect:</i> You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher., As Rary's Telepathic Bond, but you and one another creature				<i>Target:</i> You and One willing creature within 30'				<i>Caster Level:</i> 5
☐☐☐☐☐ Telepathy Tap	None	1 standard action	1 round/level	Personal	Sacrifice	No	Divination	EXD: EXD
<i>Effect:</i> Overhear creatures' telepathic communications. Sacrifice: 1d3 points of STR damage.				<i>Target:</i> 10-ft/level radius emanation				<i>Caster Level:</i> 5
☐☐☐☐☐ Tentazione	17 Will negates; See text	1 standard action	1 minute	Medium (45 m)	V	Yes	Enchantment (Compulsion) [Mind-Affecting]	Nep: Nep
<i>Effect:</i> Costringe la vittima a compiere un atto normalmente contrario alla sua etica e al suo allineamento				<i>Target:</i> One creature				<i>Caster Level:</i> 5
☐☐☐☐☐ Transmute Water to Blood	17 See Text	1 standard action	Permanent	Medium (45 m)	V, S, M/DF	None	Transmutation	Ssh: Ssh
<i>Effect:</i> Transforms normal water of any depth into blood				<i>Target:</i> 10 10-ft. cubes				<i>Caster Level:</i> 5
☐☐☐☐☐ Vigor	17 Will negates (harmless)	1 standard action	10 rounds + 1 round/level [max 25 rounds]	Touch	V, S	Yes	Conjuration (Healing)	CD: CD
<i>Effect:</i> As Lesser Vigor, but 2 hp/round [max 25 rounds]				<i>Target:</i> Living creature touched				<i>Caster Level:</i> 6
☐☐☐☐☐ Vigor, Mass Lesser	17 Will negates (harmless)	1 standard action	10 rounds + 1 round/level [max 25 rounds]	20 ft.	V, S	Yes	Conjuration (Healing)	CD: CD
<i>Effect:</i> As Lesser Vigor, but multiple targets [max 25 rounds]				<i>Target:</i> One creature/level, no two of wick can be more than 30-ft apart				<i>Caster Level:</i> 6
☐☐☐☐☐ Water Breathing	17 Will negates (harmless)	1 standard action	10 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation [WuJenWater]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				<i>Caster Level:</i> 5
☐☐☐☐☐ Water Crush	17 Fort halves; See text	1 standard action	1 round/level	Close (10,5 m)	V, S, M	Yes	Transmutation	SoB: SoB
<i>Effect:</i> See text.				<i>Target:</i> One creature or object				<i>Caster Level:</i> 5
☐☐☐☐☐ Water Walk	17 Will negates (harmless)	1 standard action	50 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 5 touched creatures				<i>Caster Level:</i> 5
☐☐☐☐☐ Weapon of Impact	17 Will negates (harmless,object)	1 standard action	10 minutes/level	Close (10,5 m)	V, S	Yes	Transmutation	MoF: MoF
<i>Effect:</i> See text				<i>Target:</i> One weapon or fifty blunt projectiles, all of wick must be in contact with one another at the time of casting.				<i>Caster Level:</i> 5
☐☐☐☐☐ Wind Wall	17 None; see text	1 standard action	5 rounds	Medium (45 m)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 50 ft. long and 25 ft. high [S]				<i>Caster Level:</i> 5

\* =Domain/Specialty Spell

## Notes:

Character Sheet Notes: