

NAME		PLAYERNAME		DEITY		ALIGNMENT
Gia14 Clr5	253000	Frost Giant	Large	0 cm	0 kg	Low-light
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
19/23	276000	0	Maschio			0
Character Level/ECL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

$$\begin{array}{|c|} \hline \text{INITIATIVE} \\ \hline \text{modifier} \end{array} \quad \begin{array}{|c|} \hline +3 \\ \hline \end{array} = \begin{array}{|c|} \hline -1 \\ \hline \end{array} + \begin{array}{|c|} \hline +4 \\ \hline \end{array}$$

TOTAL DEX MISC
MODIFIER MODIFIER


$$\begin{array}{|c|} \hline \text{BASE ATTACK} \\ \hline \text{bonus} \end{array} \quad \begin{array}{|c|} \hline +13/+8/+3 \\ \hline \end{array}$$

Thrown Rock				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	B	L	20/x2	10 ft.
	3 m	6 m	9 m	12 m		15 m		
TH	+13	+11	+9	+7		+5		
Dam	2d6+11	2d6+11	2d6+11	2d6+11		2d6+11		
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.

Skill Name		Skills				Failure	Penalty
		Key Ability	Skill Modifier	Ability Modifier	Max Ranks	22/11 Misc Modifier	
✓	Appraise	INT	0	= 0	+	+	
✓	Balance	DEX	-3	= -1	+	+ -2	
✓	Bluff	CHA	0	= 0	+	+	
✓	Climb	STR	14	= 10	+ 6.0	+ -2	
✓	Concentration	CON	15	= 5	+ 10.0	+	
	Concentration (Cast defensively)	CON	19	= 5	+ 10.0	+ 4	
	Craft (Armorsmithing)	INT	6	= 0	+ 6.0	+	
✓	Craft (Untrained)	INT	0	= 0	+	+	
✓	Diplomacy	CHA	0	= 0	+	+	
✓	Disguise	CHA	0	= 0	+	+	
✓	Escape Artist	DEX	-3	= -1	+	+ -2	
✓	Forgery	INT	0	= 0	+	+	
✓	Gather Information	CHA	0	= 0	+	+	
✓	Heal	WIS	2	= 2	+	+	
✓	Hide	DEX	-7	= -1	+	+ -6	
✓	Intimidate	CHA	6	= 0	+ 6.0	+	
✓	Jump	STR	18	= 10	+ 6.0	+ 2	
✓	Listen	WIS	2	= 2	+	+	
✓	Move Silently	DEX	-3	= -1	+	+ -2	
✓	Ride	DEX	-1	= -1	+	+	
✓	Search	INT	0	= 0	+	+	
✓	Sense Motive	WIS	2	= 2	+	+	
✓	Spot	WIS	12	= 2	+ 10.0	+	
✓	Survival	WIS	2	= 2	+	+	
✓	Swim	STR	6	= 10	+	+ -4	
✓	Use Rope	DEX	-1	= -1	+	+	
				=	+	+	
					+	+	

✓: can be used untrained, X: exclusive skills

REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check
Up to 0	1	1d20+0
1 - 3	2	Turn level 5
4 - 6	3	Turn damage 2d6 +5
7 - 9	4	You command Undead
10 - 12	5	creatures with total hit dice up to 5.
13 - 15	6	
16 - 18	7	
19 - 21	8	
22+	9	
REBUKE/DAY 		

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Chain Shirt (Large)	Equipped	1	25.0	200.0
Greataxe (Large)	Equipped	1	12.0	40.0
Holy Symbol (Silver)	Equipped	1	NaN	25.0
Outfit (Traveler's/Large)	Equipped	1	NaN	0.0
Slam	Equipped	1	0.0	0.0
Thrown Rock	Carried	1	0.0	0.0
Wand (Dispel Magic/Cleric/5th)	Equipped	1	0.0	4500.0
□□□□□ □□□□□ □□□□□ □□□□□				
TOTAL WEIGHT CARRIED/VALUE			37,5 kg	4765.0 gp

WEIGHT ALLOWANCE					
Light	533	Medium	1066,5	Heavy	1600
Lift over head	1600	Lift off ground	3200	Push / Drag	8000

SPECIAL ABILITIES	
Aura of Chaos (Ex) Strong	
Giants eat/sleep/breathe	
Immunity to Cold (Ex)	
Rebuke Undead (Su) 3/day (turn level 5) (turn damage 2d6+5)	
Rock Catching (Ex)	
Rock Throwing (Ex)	
Spontaneous casting - Can spontaneously cast Inflict spells	
Vulnerability to Fire (Ex)	

FEATS	
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Combat Casting	You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Overrun	When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent.
Improved Sunder	When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity. You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 13 from all melee attack rolls and add the same number to all melee damage rolls.
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	
Death	You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save)..
Chaos	You cast chaos spells at +1 caster level.

PROFICIENCIES
Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Slam, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Thrown Rock, Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Giant

TEMPLATES

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	1+1	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Create Water	12	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	12	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> 5	
□□□□□ Detect Magic	12	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	12	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	12	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	12	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	12	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	12	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	
□□□□□ Purify Food and Drink	12	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	12	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	12	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	12	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	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bane	13	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	
□□□□□ Bless	13	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	
□□□□□ Cause Fear	13	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (10,5 m)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	RSRD: SpellsC.rtf
<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	
□□□□□ **Cause Fear	13	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (10,5 m)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	RSRD: SpellsC.rtf
<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	13	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	13	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	
□□□□□ Cure Light Wounds	13	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 1d8+5 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□ Curse Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes unholy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 5	
□□□□□ Deathwatch	13	None	1 standard action	50 minutes	30 ft.	V, S	No	Necromancy [Evil]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals how near death subjects within 30 ft. are.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□ Detect Chaos	13	None	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□ Detect Evil	13	None	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□ Detect Good	13	None	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□ Detect Law	13	None	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Detect Undead	13	None	1 standard Concentration, up to 5 minutes [D] action	60 ft.	V, S, M/DF No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.							
☐☐☐☐☐ Divine Favor	13	None	1 standard 1 minute action	Personal	V, S, DF No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain +1 on attack and damage rolls.							
☐☐☐☐☐ Doom	13	Will negates	1 standard 5 minutes action	Medium (45 m)	V, S, DF Yes	Necromancy [Fear, RSRD: SpellsD-E.rtf Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.							
☐☐☐☐☐ Endure Elements	13	Will negates (harmless)	1 standard 24 hours action	Touch	V, S Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.							
☐☐☐☐☐ Entropic Shield	13	None	1 standard 5 minutes [D] action	Personal	V, S No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Ranged attacks against you have 20% miss chance.							
☐☐☐☐☐ Hide from Undead	13	Will negates (harmless); see text	1 standard 50 minutes [D] action	Touch	V, S, DF Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Undead can't perceive 5 subjects.							
☐☐☐☐☐ Inflict Light Wounds	13	Will half	1 standard Instantaneous action	Touch	V, S Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch deals 1d8+5 damage.							
☐☐☐☐☐ Magic Stone	13	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V, S, DF Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.							
☐☐☐☐☐ Magic Weapon	13	Will negates (harmless, object)	1 standard 5 minutes action	Touch	V, S, DF Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.							
☐☐☐☐☐ Obscuring Mist	13	None	1 standard 5 minutes action	20 ft.	V, S No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.							
☐☐☐☐☐ Protection from Good	13	Will negates (harmless)	1 standard 5 minutes [D] action	Touch	V, S, M/DF No; see text	Abjuration [Evil]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.							
☐☐☐☐☐ Protection from Law	13	Will negates (harmless)	1 standard 6 minutes [D] action	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.							
☐☐☐☐☐ **Protection from Law	13	Will negates (harmless)	1 standard 6 minutes [D] action	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.							
☐☐☐☐☐ Remove Fear	13	Will negates (harmless)	1 standard 10 minutes; see text action	Close (10,5 m)	V, S Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 2 subjects.							
☐☐☐☐☐ Sanctuary	13	Will negates	1 standard 5 rounds action	Touch	V, S, DF No	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Opponents can't attack you, and you can't attack.							
☐☐☐☐☐ Shield of Faith	13	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Aura grants +2 deflection bonus.							
☐☐☐☐☐ Summon Monster I	13	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.							

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Aid	14	None	1 standard 5 minutes action		Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+5 temporary hp.									
☐☐☐☐☐ Align Weapon	14	Will negates (harmless, object)	1 standard 5 minutes action		Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.									
☐☐☐☐☐ Augury	14	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	RSRD: SpellsA-B.rtf
<i>Effect:</i> Learns whether an action will be good or bad.									
☐☐☐☐☐ Bear's Endurance	14	Will negates (harmless)	1 standard 5 minutes action		Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 5 minutes.									
☐☐☐☐☐ Bull's Strength	14	Will negates (harmless)	1 standard 5 minutes action		Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 5 minutes.									
☐☐☐☐☐ Calm Emotions	14	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.									
☐☐☐☐☐ Cure Moderate Wounds	14	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+5 damage.									
☐☐☐☐☐ Darkness	14	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.									
☐☐☐☐☐ Death Knell	14	Will negates	1 standard Instantaneous/10 minutes per HD of action subject; see text		Touch	V, S	Yes	Necromancy [Death, Evil]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.									
☐☐☐☐☐ **Death Knell	14	Will negates	1 standard Instantaneous/10 minutes per HD of action subject; see text		Touch	V, S	Yes	Necromancy [Death, Evil]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.									
☐☐☐☐☐ Delay Poison	14	Fortitude negates (harmless)	1 standard 5 hours action		Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 5 hours.									

* =Domain/Specialty Spell

Cleric Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Desecrate</div> </div> <div> <div>Effect:</div> <div>Fills area with negative energy, making undead stronger.</div> </div>	14	None	1 standard action	10 hours	Close (10,5 m)	V, S, M, DF	Yes	Evocation [Evil]	RSRD: SpellsD-E.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Eagle's Splendor</div> </div> <div> <div>Effect:</div> <div>Subject gains +4 to Cha for 5 minutes.</div> </div>	14	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Enthrall</div> </div> <div> <div>Effect:</div> <div>Captivates all within 150 ft.</div> </div>	14	Will negates; see text	1 round	1 hour or less	Medium (45 m)	V, S	Yes	Enchantment (Charm)	RSRD: SpellsD-E.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Find Traps</div> </div> <div> <div>Effect:</div> <div>Notice traps as a rogue does.</div> </div>	14	None	1 standard action	5 minutes	Personal	V, S	No	Divination	RSRD: SpellsF-G.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Gentle Repose</div> </div> <div> <div>Effect:</div> <div>Preserves one corpse.</div> </div>	14	Will negates (object)	1 standard action	5 days	Touch	V, S, M/DF	Yes (object)	Necromancy	RSRD: SpellsF-G.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hold Person</div> </div> <div> <div>Effect:</div> <div>Paralyzes one humanoid for 5 rounds.</div> </div>	14	Will negates; see text	1 standard action	5 rounds [D]; see text	Medium (45 m)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Inflict Moderate Wounds</div> </div> <div> <div>Effect:</div> <div>Touch attack, 2d8+5 damage.</div> </div>	14	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Make Whole</div> </div> <div> <div>Effect:</div> <div>Repairs an object.</div> </div>	14	Will negates (harmless, object)	1 standard action	Instantaneous	Close (10,5 m)	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Owl's Wisdom</div> </div> <div> <div>Effect:</div> <div>Subject gains +4 to Wis for 5 minutes.</div> </div>	14	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Remove Paralysis</div> </div> <div> <div>Effect:</div> <div>Frees one or more creatures from paralysis or slow effect.</div> </div>	14	Will negates (harmless)	1 standard action	Instantaneous	Close (10,5 m)	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Resist Energy</div> </div> <div> <div>Effect:</div> <div>Ignores first 10 points of damage/attack from specified energy type.</div> </div>	14	Fortitude negates (harmless)	1 standard action	50 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Restoration, Lesser</div> </div> <div> <div>Effect:</div> <div>Dispels magical ability penalty or repairs 1d4 ability damage.</div> </div>	14	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shatter</div> </div> <div> <div>Effect:</div> <div>Sonic vibration damages objects or crystalline creatures.</div> </div>	14	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (10,5 m)	V, S, M/DF	Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>**Shatter</div> </div> <div> <div>Effect:</div> <div>Sonic vibration damages objects or crystalline creatures.</div> </div>	14	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (10,5 m)	V, S, M/DF	Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Shield Other</div> </div> <div> <div>Effect:</div> <div>You take half of subject's damage.</div> </div>	14	Will negates (harmless)	1 standard action	5 hours [D]	Close (10,5 m)	V, S, F	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Silence</div> </div> <div> <div>Effect:</div> <div>Negates sound in 15-ft. radius.</div> </div>	14	Will negates; see text or none (object)	1 standard action	5 minutes [D]	Long (180 m)	V, S	Yes; see text or no (object)	Illusion (Glamer)	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Sound Burst</div> </div> <div> <div>Effect:</div> <div>Deals 1d8 sonic damage to subjects; may stun them.</div> </div>	14	Fortitude partial	1 standard action	Instantaneous	Close (10,5 m)	V, S, F/DF	Yes	Evocation [Sonic]	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spiritual Weapon</div> </div> <div> <div>Effect:</div> <div>Magical weapon attacks on its own.</div> </div>	14	None	1 standard action	5 rounds [D]	Medium (45 m)	V, S, DF	Yes	Evocation [Force]	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Status</div> </div> <div> <div>Effect:</div> <div>Monitors condition, position of allies.</div> </div>	14	Will negates (harmless)	1 standard action	5 hours	Touch	V, S	Yes (harmless)	Divination	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster II</div> </div> <div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div>	14	None	1 round	5 rounds [D]	Close (10,5 m)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Undetectable Alignment</div> </div> <div> <div>Effect:</div> <div>Conceals alignment for 24 hours.</div> </div>	14	Will negates (object)	1 standard action	24 hours	Close (10,5 m)	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Zone of Truth</div> </div> <div> <div>Effect:</div> <div>Subjects within range cannot lie.</div> </div>	14	Will negates	1 standard action	5 minutes	Close (10,5 m)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Animate Dead</div> </div> <div> <div>Effect:</div> <div>Creates undead skeletons and zombies.</div> </div>	15	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]	RSRD: SpellsA-B.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>**Animate Dead</div> </div> <div> <div>Effect:</div> <div>Creates undead skeletons and zombies.</div> </div>	15	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]	RSRD: SpellsA-B.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Bestow Curse</div> </div> <div> <div>Effect:</div> <div>-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.</div> </div>	15	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	RSRD: SpellsA-B.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Blindness/Deafness</div> </div> <div> <div>Effect:</div> <div>Makes subject blinded or deafened.</div> </div>	15	Fortitude negates	1 standard action	Permanent [D]	Medium (45 m)	V	Yes	Necromancy	RSRD: SpellsA-B.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Contagion</div> </div> <div> <div>Effect:</div> <div>Infects subject with chosen disease.</div> </div>	15	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	RSRD: SpellsC.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Continual Flame</div> </div>	15	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]	RSRD: SpellsC.rtf
* =Domain/Specialty Spell									

Cleric Spells

				action					
<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	15	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		
□□□□□ Cure Serious Wounds	15	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+5 damage.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5		
□□□□□ Daylight	15	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	15	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		
□□□□□ Dispel Magic	15	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		
□□□□□ Glyph of Warding	15	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		
□□□□□ Helping Hand	15	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		
□□□□□ Inflict Serious Wounds	15	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		
□□□□□ Invisibility Purge	15	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		
□□□□□ Locate Object	15	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 Good	15	Will negates (harmless)	1 standard 50 minutes action	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	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	15	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	15	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	15	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					
□□□□□ Meld into Stone	15	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	15	Will negates (object)	1 standard 8 hours [D] action	Touch	V, S, M/DF	Yes (object)	Abjuration	RSRD: SpellsM-O.rtf	
<i>Effect:</i> Masks object against scrying.				<i>Target:</i> One object touched of up to 500 lbs <i>Caster Level:</i> 5					
□□□□□ Prayer	15	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	15	Fortitude negates (harmless)	1 standard 50 minutes or until discharged action	Touch	V, S, DF	Yes (harmless)	Abjuration	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					
□□□□□ Remove Blindness/Deafness	15	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> 5					
□□□□□ Remove Curse	15	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	15	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> 5					
□□□□□ Searing Light	15	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					
□□□□□ Speak with Dead	15	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					
□□□□□ Stone Shape	15	None	1 standard Instantaneous action	Touch	V, S, M/DF	No	Transmutation [Earth]	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					
□□□□□ Summon Monster III	15	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					
□□□□□ Telepathic Bond, Lesser	15	None	1 standard 50 minutes action	30 feet	V, S	No	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf	
<i>Effect:</i> You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.				<i>Target:</i> You and One willing creature within 30' <i>Caster Level:</i> 5					
□□□□□ Water Breathing	15	Will negates (harmless)	1 standard 10 hours; see text action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf	
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched <i>Caster Level:</i> 5					
□□□□□ Water Walk	15	Will negates (harmless)	1 standard 50 minutes [D] action	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					
* =Domain/Specialty Spell									

Cleric Spells

□□□□□ Wind Wall	15	None; see text	1 standard 5 rounds action	Medium (45 m)	V, S, M/DF Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
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Effect:
Deflects arrows, smaller creatures, and gases.

Target: Wall up to 50 ft. long and 25 ft. high [S]
Caster Level: 5

* =Domain/Speciality Spell

Spellbook: Prepared Spells

Cleric

Level 0

- ☐ Detect Magic (DC:12)
- ☐ Light (DC:12)
- ☐ Read Magic (DC:12)
- ☐ Resistance (DC:12)
- ☐ Virtue (DC:12)

Level 1

- ☐ Cause Fear (DC:13)
- ☐ Divine Favor (DC:13)
- ☐ Magic Weapon (DC:13)
- ☐ Protection from Good (DC:13)

Level 2

- ☐ Bull's Strength (DC:14)
- ☐ Hold Person (DC:14)
- ☐ Spiritual Weapon (DC:14)

Level 3

- ☐ Magic Circle against Good (DC:15)

Spellbook: Domain Spells

Cleric

Level 1

- ☐ *Cause Fear (DC:13)

Level 2

- ☐ *Shatter (DC:14)

Level 3

- ☐ *Magic Circle against Law (DC:15)

Notes:

Character Sheet Notes: