

NAME	
Clr6 HprPr2	28000
CLASS	EXPERIENCE
8	36000

PLAYERNAME	
Human	Medium
RACE	SIZE
22	Female

DEITY	
5' 9"	145 lbs.
HEIGHT	WEIGHT
Blue	Blonde, Long Braid

ALIGNMENT

VISION

0

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	17	+3	17	+3	17	+3
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	18	+4	22	+6	22	+6
CHA Charisma	12	+1	12	+1	12	+1

NAME: _____

WOUNDS/CURRENT HP

HP hit points	78					
AC armor class	21	:	18	:	13 = 10 +	ADJUSTMENT
	TOTAL		FLAT		TOUCH	BASE

INITIATIVE
modifier

+3	=	+3	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER

BASE ATTACK
bonus

+5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+9 =	+5	+3	+1	+0	+0		
REFLEX (dexterity)	+9 =	+5	+3	+1	+0	+0		
WILL (wisdom)	+17 =	+8	+6	+1	+2	+0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8	=	+5	+3	+0	+0	+0	
RANGED attack bonus	+8	=	+5	+3	+0	+0	+0	
GRAPPLE attack bonus	+8	=	+5	+3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8	1d3+3	20/x2	5 ft.

Crossbow, Heavy				Hand	Type	Size	Critical	Reach
				Carried	P	M	19-20/x2	5 ft.
	30 ft.	120 ft.	240 ft.	360 ft.		480 ft.		
TH	+8	+8	+6	+4		+2		
Dam	1d10	1d10	1d10	1d10		1d10		
Special Properties								

*Mace +1 (Heavy)				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit			Dam	
1H-P	+9	1d8+4	2W-P-(OH)	+3			1d8+4	
1H-O	+5	1d8+2	2W-P-(OL)	+5			1d8+4	
2H	+9	1d8+5	2W-OH	-1			1d8+2	
Special Properties								

*: weapon is equipped


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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt +2	Light	+6	+4	-1	20
*Shield, Heavy	Heavy	+2		-2	15

EYES		MIND					POINTS				
SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED			
								Walk 40 ft.			
+ 6	+ 2	+ 3	+ 0	+ 0	+ 0	+ 0			35	-3	0
ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISS CHANCE	ARCANE SPELL FAILURE PENALTY	ARMOR CHECK PENALTY	SPELL RESISTANCE	

Skill Name		Skills				
		Key Ability	Skill Modifier	Ability Modifier	Max Ranks	11/5.5 Misc Modifier
✓	Appraise	INT	3	= 3	+	+
✓	Balance	DEX	0	= 3	+	+ -3
✓	Bluff	CHA	2	= 1	+	+ 1
✓	Climb	STR	0	= 3	+	+ -3
✓	Concentration	CON	11	= 3	+ 8.0	+
	Craft (Alchemy)	INT	6	= 3	+ 3.0	+
	Craft (Gemcutting)	INT	4	= 3	+ 1.0	+
✓	Craft (Untrained)	INT	3	= 3	+	+
✓	Diplomacy	CHA	9	= 1	+ 7.0	+ 1
✓	Disguise	CHA	2	= 1	+	+ 1
✓	Escape Artist	DEX	0	= 3	+	+ -3
✓	Forgery	INT	3	= 3	+	+
✓	Gather Information	CHA	2	= 1	+	+ 1
	Handle Animal	CHA	3	= 1	+ 1.0	+ 1
✓	Heal	WIS	14	= 6	+ 8.0	+
✓	Hide	DEX	0	= 3	+	+ -3
✓	Intimidate	CHA	2	= 1	+	+ 1
✓	Jump	STR	4	= 3	+	+ 1
	Knowledge (Arcana)	INT	7	= 3	+ 4.0	+
	Knowledge (History)	INT	5	= 3	+ 2.0	+
	Knowledge (Nobility and Royalty)	INT	4	= 3	+ 1.0	+
	Knowledge (Religion)	INT	14	= 3	+ 11.0	+
	Knowledge (The Planes)	INT	4	= 3	+ 1.0	+
✓	Listen	WIS	10	= 6	+ 2.0	+ 2
✓	Move Silently	DEX	0	= 3	+	+ -3
	Perform (Wind Instruments)	CHA	4	= 1	+ 2.0	+ 1
✓	Ride	DEX	4	= 3	+ 1.0	+
✓	Search	INT	3	= 3	+	+
✓	Sense Motive	WIS	6	= 6	+	+
	Speak Language(Draconic)		1	= 0	+ 1.0	+
	Spellcraft	INT	14	= 3	+ 11.0	+
✓	Spot	WIS	10	= 6	+ 2.0	+ 2
✓	Survival	WIS	8	= 6	+ 2.0	+
✓	Swim	STR	-2	= 3	+ 1.0	+ -6
	Tumble	DEX	1	= 3	+ 1.0	+ -3
✓	Use Rope	DEX	3	= 3	+	+
				=	+	+
				=	+	+

TURN UNDEAD

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 0 lbs., 1 Inkpen, 1 Ink (1 Oz. Vial)	Bag of Holding (Type 1)	1	2.0	2.0	
Bag of Holding (Type 1) 42.9 lbs., 1 Backpack, 1 Bedroll, 1 Blanket (Winter), 1 Case (Map or Scroll), 1 Chest, 1 Healer's Kit, 1 Bolts, Crossbow (10), 1 Rope (Silk/50 Ft.), 1 Vial, 3 Vial	Equipped	1	15.0	2500.0	
Bedroll	Bag of Holding (Type 1)	1	5.0	0.1	
Bit and Bridle	Warhorse (Light)	1	1.0	2.0	
Blanket (Winter)	Bag of Holding (Type 1)	1	3.0	0.5	
Bolts, Crossbow (10) □□□□□ □□□□□	Bag of Holding (Type 1)	1	1.0	1.0	
Bolts, Crossbow (10) □□□□□ □□□□□	Equipped	1	1.0	1.0	
Case (Map or Scroll) 0 lbs., 5 Parchment (Sheet)	Bag of Holding (Type 1)	1	0.5	1.0	
Chain Shirt +2	Equipped	1	25.0	4250.0	
Chest 0 lbs., 1 Ring of Communication	Bag of Holding (Type 1)	1	25.0	2.0	
Cloak of Resistance +1	Equipped	1	1.0	1000.0	
Crossbow, Heavy 0 lbs.	Warhorse (Light)	1	8.0	50.0	
Everburning Torch	Warhorse (Light)	1	1.0	110.0	
Flask (Empty) 0 lbs.	Pouch (Belt)	1	1.5	0.03	
Flask (Empty) 0 lbs.	Pouch (Belt)	1	1.5	0.03	
Flint and Steel	Pouch (Belt)	1	0.0	1.0	
Harper Pin (Lesser)	Equipped	1	0.0	0.0	
Healer's Kit □□□□□ □□□□□	Bag of Holding (Type 1)	1	1.0	50.0	
Holy Symbol (Silver)	Equipped	1	1.0	25.0	
Horseshoes of Speed	Warhorse (Light)	1	12.0	3000.0	
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0	
Inkpen	Backpack	1	0.0	0.1	
Mace +1 (Heavy)	Equipped	1	8.0	2312.0	
Traveler's Outfit	Equipped	1	5.0	0.0	
Parchment (Sheet)	Case (Map or Scroll)	5	0.0 (0.0)	0.2 (1.0)	
Periapt of Wisdom +4	Equipped	1	0.0	16000.0	
Potion Bandolier 0 lbs. You can ready a potion as a free action.	Equipped	1	1.0	60.0	
Pouch (Belt) 3.58 lbs., 1 Flint and Steel, 1 Flask (Empty), 1 Flask (Empty), 25 Coin (Gold), 4 Coin (Copper)	Equipped	1	0.5	1.0	
Ring of Communication When you activate a ring of communication for the next minute you can clearly hear any words spoken by anyone within 1 mile who is wearing another ring of communication to which you are attuned. The volume of the speech and the background noise at either end make no difference; whispers are audible above even the sounds of combat. Any two or more ring wearers need only touch their rings together and speak the command word in unison to attune the rings to each other. Any number of rings can become attuned to one another in this manner, so long as all are touched together at the same time. A ring remains attuned to the others until you attune it to a different ring.	Chest	1	0.0	2000.0	
Ring of Communication When you activate a ring of communication for the next minute you can clearly hear any words spoken by anyone within 1 mile who is wearing another ring of communication to which you are attuned. The volume of the speech and the background noise at either end make no difference; whispers are audible above even the sounds of combat. Any two or more ring wearers need only touch their rings together and speak the command word in unison to attune the rings to each other. Any number of rings can become attuned to one another in this manner, so long as all are touched together at the same time. A ring remains attuned to the others until you attune it to a different ring.	Equipped	1	0.0	2000.0	
Ring of Mystic Healing A ring of mystic healing provides a boost to your healing spells. When casting cure spells, you gain a +1 competence bonus to your caster level. This is a continuous effect and requires no activation. In addition, this ring has 3 charges which are renewed each day at	Equipped	1	0.0	3500.0	
TOTAL WEIGHT CARRIED/VALUE			73.08 lbs.	37731.96 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
dawn. Spending charges grants a bonus to the damage healed by the next cure spell you cast before the end of your turn. 1 charge:+2d6. 2 charges:+3d6 3 charges:+4d6.					
Rope (Silk/50 Ft.)	Bag of Holding (Type 1)	1	5.0	10.0	
Saddle (Riding)	Warhorse (Light)	1	25.0	10.0	
Saddlebags 20 lbs., 5 Waterskin (Filled)	Warhorse (Light)	1	8.0	4.0	
Shield, Heavy	Equipped	1	15.0	20.0	
Spell Component Pouch	Equipped	1	2.0	5.0	
Tymora's Shuriken when thrown will return just before thrower's next turn, good-aligned,+2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder	Equipped	1	0.0	646.2	
Vial 0 lbs.	Bag of Holding (Type 1)	3	0.1 (0.3)	1.0 (3.0)	
Vial 0 lbs.	Bag of Holding (Type 1)	1	0.1	1.0	
Warhorse (Light) 75 lbs., 1 Saddle (Riding), 1 Saddlebags, 1 Horseshoes of Speed, 1 Bit and Bridle, 1 Crossbow, Heavy, 1 Everburning Torch	Equipped	1	0.0	150.0	
Waterskin (Filled)	Saddlebags	5	4.0 (20.0)	1.0 (5.0)	
TOTAL WEIGHT CARRIED/VALUE			73.08 lbs.	37731.96 gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

MONEY	
Coin (Gold): 25[Pouch (Belt)]	
Coin (Copper): 4[Pouch (Belt)]	
Total = 25.04 gp	

SPECIAL ABILITIES
+1 holy bonus on all Charisma-based skill checks

Special Attacks	
Turn Undead	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
4/day (turn level 6) (turn damage 2d6+7)	

Special Qualities	
Aura of Chaos (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, SpellsD-E.rtf]
Strong	
Aura of Good (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, SpellsD-E.rtf]
Strong	
Meilikki's Step	[Skylar's Homebrew - WOTC Various]
Add +10 ft. to speed in light or medium armor	
Milil's Voice	[Skylar's Homebrew - WOTC Various]
+1 holy bonus on all Charisma-based skill checks	
Spontaneous casting - Cure spells	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
Wild Empathy (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
+3 (+1 on Magical Beasts)	

Feats	
Craft Wand	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can create a wand of any 4th-level or lower spell that you know.	
Craft Wondrous Item	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can create any wondrous item whose prerequisites you meet.	
Dodge	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.	
Scribe Scroll	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can create a scroll of any spell that you know.	
Alertness	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on all Listen checks and Spot checks.	
Armor Proficiency (Heavy)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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.	
Harper Priest Blessing	[Skylar's Homebrew - WOTC Various]
At each level, a Harper Priest may choose one blessing.	
Iron Will	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on all Will saving throws.	
Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	
Simple Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	

DOMAINS	
Luck	You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.
Travel	For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).This granted power is a supernatural ability.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Celestial, Common, Draconic, Elven, Infernal

TEMPLATES
Harper Scout Magic

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	6	6+1	5+1	4+1	3+1	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Create Water		None	1 standard	Instantaneous action	Close (40 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 12 gallons of pure water.					<i>Target:</i> Up to 12 gallons of water			<i>Caster Level:</i> 6	
□□□□□ Cure Minor 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 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□ Detect Magic		None	1 standard	Concentration, up to 6 minutes [D] action	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> 6	
□□□□□ Detect Poison		None	1 standard	Instantaneous action	Close (40 ft.)	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> 6	
□□□□□ Guidance	16	Will negates (harmless)	1 standard	1 minute or until discharged action	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> 6	
□□□□□ Inflict Minor Wounds	16	Will negates	1 standard	Instantaneous action	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> 6	
□□□□□ Light		None	1 standard	60 minutes [D] action	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> 6	
□□□□□ Mending	16	Will negates (harmless, object)	1 standard	Instantaneous action	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> 6	
□□□□□ Purify Food and Drink	16	Will negates (object)	1 standard	Instantaneous action	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Purifies 6 cu. ft. of food or water.					<i>Target:</i> 6 cu. ft. of contaminated food and water			<i>Caster Level:</i> 6	
□□□□□ Read Magic		None	1 standard	60 minutes action	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> 6	
□□□□□ Resistance	16	Will negates (harmless)	1 standard	1 minute action	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> 6	
□□□□□ Virtue	16	Fortitude negates (harmless)	1 standard	1 min. action	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> 6	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bane	17	Will negates	1 standard	6 minutes action	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> 6	
□□□□□ Bless		None	1 standard	6 minutes action	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> 6	
□□□□□ Bless Water	17	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> 6	
□□□□□ Cause Fear	17	Will partial	1 standard	1d4 rounds or 1 round; see text action	Close (40 ft.)	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> 6	
□□□□□ Command	17	Will negates	1 standard	1 round action	Close (40 ft.)	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> 6	
□□□□□ Comprehend Languages		None	1 standard	60 minutes action	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> 6	
□□□□□ Cure Light 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 1d8+5 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□ Detect Chaos		None	1 standard	Concentration, up to 60 minutes [D] action	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> 6	
□□□□□ Detect Evil		None	1 standard	Concentration, up to 60 minutes [D] action	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> 6	
□□□□□ Detect Good		None	1 standard	Concentration, up to 60 minutes [D] action	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> 6	
□□□□□ Detect Law		None	1 standard	Concentration, up to 60 minutes [D] action	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> 6	

* =Domain/Speciality Spell

Cleric Spells

□□□□□ Detect Undead	None	1 standard	Concentration, up to 6 minutes [D]	60 ft.	V, S, M/DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.								
□□□□□ Divine Favor	None	1 standard	1 minute action	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain +2 on attack and damage rolls.								
□□□□□ Doom	17	Will negates	1 standard 6 minutes action	Medium (160 ft.)	V, S, DF	Yes	Necromancy [Fear, RSRD: SpellsD-E.rtf Mind-Affecting]	Caster Level: 6
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.								
□□□□□ Endure Elements	17	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	None	1 standard	6 minutes [D] action	Personal	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Ranged attacks against you have 20% miss chance.								
□□□□□ Entropic Shield	None	1 standard	6 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	17	Will negates (harmless); see text	1 standard 60 minutes [D] action	Touch	V, S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Undead can't perceive 6 subjects.								
□□□□□ Inflict Light Wounds	17	Will half	1 standard Instantaneous action	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch deals 1d8+5 damage.								
□□□□□ *Longstrider	None	1 standard	6 hours [D] action	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Increases your speed.								
□□□□□ Magic Stone	17	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	17	Will negates (harmless, object)	1 standard 6 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.								
□□□□□ Obscuring Mist	None	1 standard	6 minutes action	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.								
□□□□□ Protection from Chaos	17	Will negates (harmless)	1 standard 6 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
□□□□□ Protection from Evil	17	Will negates (harmless)	1 standard 6 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
□□□□□ Protection from Law	17	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	17	Will negates (harmless)	1 standard 10 minutes; see text action	Close (40 ft.)	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	17	Will negates	1 standard 6 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	17	Will negates (harmless)	1 standard 6 minutes action	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Aura grants +3 deflection bonus.								
□□□□□ Summon Monster I	None	1 round	6 rounds [D]	Close (40 ft.)	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		None	1 standard	6 minutes action	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	RSRD: SpellsA-B.rtf
Effect: +1 on attack rolls, +1 against fear, 1d8+6 temporary hp.					Target: Living creature touched				
*****Aid		None	1 standard	6 minutes action	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	RSRD: SpellsA-B.rtf
Effect: +1 on attack rolls, +1 against fear, 1d8+6 temporary hp.					Target: Living creature touched				
*****Align Weapon	18	Will negates (harmless, object)	1 standard	6 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: 6	
*****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: 6	
*****Bear's Endurance	18	Will negates (harmless)	1 standard	6 minutes action	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Con for 6 minutes.					Target: Creature touched			Caster Level: 6	
*****Bull's Strength	18	Will negates (harmless)	1 standard	6 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Str for 6 minutes.					Target: Creature touched			Caster Level: 6	
* =Domain/Specialty Spell									

* =Domain/Specialty Spell

Cleric Spells

□□□□□Calm Emotions	18	Will negates	1 standard	Concentration, up to 6 rounds [D] action	Medium (160 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	RSRD: SpellsC.rtf
<i>Effect:</i> Calms creatures, negating emotion effects.					Target: Creatures in a 20-ft.-radius spread				
□□□□□Consecrate		None	1 standard	12 hours action	Close (40 ft.)	V, S, M, DF	No	Evocation [Good] Caster Level: 6	RSRD: SpellsC.rtf
<i>Effect:</i> Fills area with positive energy, making undead weaker.					Target: 20-ft.-radius emanation				
□□□□□Cure Moderate Wounds	18	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 6	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+6 damage.					Target: Creature touched				
□□□□□Darkness		None	1 standard	60 minutes [D] action	Touch	V, M/DF	No	Evocation [Darkness] Caster Level: 6	RSRD: SpellsD-E.rtf
<i>Effect:</i> 20-ft. radius of supernatural shadow.					Target: Object touched				
□□□□□Delay Poison	18	Fortitude negates (harmless)	1 standard	6 hours action	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing) Caster Level: 6	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 6 hours.					Target: Creature touched				
□□□□□Eagle's Splendor	18	Will negates (harmless)	1 standard	6 minutes action	Touch	V, S, M/DF	Yes	Transmutation Caster Level: 6	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject gains +4 to Cha for 6 minutes.					Target: Creature touched				
□□□□□Enthrall	18	Will negates; see text	1 round	1 hour or less	Medium (160 ft.)	V, S	Yes	Enchantment (Charm) Caster Level: 6	RSRD: SpellsD-E.rtf
<i>Effect:</i> Captivates all within 160 ft.					Target: Any number of creatures				
□□□□□Find Traps		None	1 standard	6 minutes action	Personal	V, S	No	Divination Caster Level: 6	RSRD: SpellsF-G.rtf
<i>Effect:</i> Notice traps as a rogue does.					Target: You				
□□□□□Gentle Repose	18	Will negates (object)	1 standard	6 days action	Touch	V, S, M/DF	Yes (object)	Necromancy Caster Level: 6	RSRD: SpellsF-G.rtf
<i>Effect:</i> Preserves one corpse.					Target: Corpse touched				
□□□□□Hold Person	18	Will negates; see text	1 standard	6 rounds [D]; see text action	Medium (160 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one humanoid for 6 rounds.					Target: One humanoid creature				
□□□□□Inflict Moderate Wounds	18	Will half	1 standard	Instantaneous action	Touch	V, S	Yes	Necromancy Caster Level: 6	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 2d8+6 damage.					Target: Creature touched				
□□□□□*Locate Object		None	1 standard	6 minutes action	Long (640 ft.)	V, S, F/DF	No	Divination Caster Level: 6	RSRD: SpellsH-L.rtf
<i>Effect:</i> Senses direction toward object [specific or type].					Target: Circle, centered on you, with a radius of 640 ft.				
□□□□□Make Whole	18	Will negates (harmless, object)	1 standard	Instantaneous action	Close (40 ft.)	V, S	Yes (harmless, object)	Transmutation Caster Level: 6	RSRD: SpellsM-O.rtf
<i>Effect:</i> Repairs an object.					Target: One object of up to 60 cu. ft				
□□□□□Owl's Wisdom	18	Will negates (harmless)	1 standard	6 minutes action	Touch	V, S, M/DF	Yes	Transmutation Caster Level: 6	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 6 minutes.					Target: Creature touched				
□□□□□Remove Paralysis	18	Will negates (harmless)	1 standard	Instantaneous action	Close (40 ft.)	V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 6	RSRD: SpellsP-R.rtf
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.					Target: Up to four creatures, no two of which can be more than 30 ft. apart				
□□□□□Resist Energy	18	Fortitude negates (harmless)	1 standard	60 minutes action	Touch	V, S, DF	Yes (harmless)	Abjuration Caster Level: 6	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.					Target: Creature touched				
□□□□□Restoration, Lesser	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 6	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					Target: Creature touched				
□□□□□Shatter	18	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard	Instantaneous action	Close (40 ft.)	V, S, M/DF	Yes (object)	Evocation [Sonic] Caster Level: 6	RSRD: SpellsS.rtf
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					Target: 5-ft.-radius spread; or one solid object or one crystalline creature				
□□□□□Shield Other	18	Will negates (harmless)	1 standard	6 hours [D] action	Close (40 ft.)	V, S, F	Yes (harmless)	Abjuration Caster Level: 6	RSRD: SpellsS.rtf
<i>Effect:</i> You take half of subject's damage.					Target: One creature				
□□□□□Silence	18	Will negates; see text or none (object)	1 standard	6 minutes [D] action	Long (640 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamer) Caster Level: 6	RSRD: SpellsS.rtf
<i>Effect:</i> Negates sound in 15-ft. radius.					Target: 20 ft. radius emanation centered on a creature, object, or point in space				
□□□□□Sound Burst	18	Fortitude partial	1 standard	Instantaneous action	Close (40 ft.)	V, S, F/DF	Yes	Evocation [Sonic] Caster Level: 6	RSRD: SpellsS.rtf
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					Target: 10-ft.-radius spread				
□□□□□Spiritual Weapon		None	1 standard	6 rounds [D] action	Medium (160 ft.)	V, S, DF	Yes	Evocation [Force] Caster Level: 6	RSRD: SpellsS.rtf
<i>Effect:</i> Magical weapon attacks on its own.					Target: Magic weapon of force				
□□□□□Status	18	Will negates (harmless)	1 standard	6 hours action	Touch	V, S	Yes (harmless)	Divination Caster Level: 6	RSRD: SpellsS.rtf
<i>Effect:</i> Monitors condition, position of allies.					Target: 2 living creatures touched				
□□□□□Summon Monster II		None	1 round	6 rounds [D]	Close (40 ft.)	V, S, F/DF	No	Conjuration (Summoning) Caster Level: 6	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□Undetectable Alignment	18	Will negates (object)	1 standard	24 hours action	Close (40 ft.)	V, S	Yes (object)	Abjuration Caster Level: 6	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Conceals alignment for 24 hours.					Target: One creature or object				
□□□□□Zone of Truth	18	Will negates	1 standard	6 minutes action	Close (40 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects within range cannot lie.					Target: 20-ft.-radius emanation				
* =Domain/Speciality Spell									

Cleric Spells

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bestow Curse	19	Will negates	1 standard action	Permanent	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> 6	
Blindness/Deafness	19	Fortitude negates	1 standard action	Permanent [D]	Medium (160 ft.)	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> 6	
Continual Flame		None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes a permanent, heatless torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 6	
Create Food and Water		None	10 minutes	24 hours; see text	Close (40 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsC.rtf
<i>Effect:</i> Feeds 18 humans or 6 horses.					<i>Target:</i> Food and water to sustain 18 humans or 6 horses for 24 hours			<i>Caster Level:</i> 6	
Cure Serious Wounds	19	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 3d8+6 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
Daylight		None	1 standard action	60 minutes [D]	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> 6	
Deeper Darkness		None	1 standard action	6 days [D]	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> 6	
Dispel Magic		None	1 standard action	Instantaneous	Medium (160 ft.)	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> 6	
*Fly	19	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject flies at speed of 60 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
Glyph of Warding	19	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and see text	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Inscription harms those who pass it.					<i>Target:</i> Object touched or up to 30 sq. ft			<i>Caster Level:</i> 6	
Helping Hand		None	1 standard action	6 hours	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> 6	
Inflict Serious Wounds	19	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 3d8+6 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
Invisibility Purge		None	1 standard action	6 minutes [D]	Personal	V, S	No	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Dispels invisibility within 30 ft					<i>Target:</i> You			<i>Caster Level:</i> 6	
Locate Object		None	1 standard action	6 minutes	Long (640 ft.)	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 640 ft.			<i>Caster Level:</i> 6	
Magic Circle against Evil	19	Will negates (harmless)	1 standard action	60 minutes	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 60 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 6	
Magic Circle against Law	19	Will negates (harmless)	1 standard action	60 minutes	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	19	Will negates (harmless, object)	1 standard action	6 hours	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> 6	
Meld into Stone		None	1 standard action	60 minutes	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> 6	
Obscure Object	19	Will negates (object)	1 standard action	8 hours [D]	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 600 lbs			<i>Caster Level:</i> 6	
Prayer		None	1 standard action	6 rounds	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> 6	
**Protection from Energy	19	Fortitude negates (harmless)	1 standard action	60 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Absorb 72 points of damage from one kind of energy.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
Protection from Energy	19	Fortitude negates (harmless)	1 standard action	60 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Absorb 72 points of damage from one kind of energy.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
Remove Blindness/Deafness	19	Fortitude negates (harmless)	1 standard action	Instantaneous	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	19	Will negates (harmless)	1 standard action	Instantaneous	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> 6	
Remove Disease	19	Fortitude negates (harmless)	1 standard action	Instantaneous	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	
Searing Light		None	1 standard action	Instantaneous	Medium (160 ft.)	V, S	Yes	Evocation	RSRD: SpellsS.rtf
<i>Effect:</i> Range deals 3d8 damage; 6d6 against undead; 6 to undead vulnerable to bright light; construct or inanimate object only takes 3d6 damage.					<i>Target:</i> Ray			<i>Caster Level:</i> 6	
* =Domain/Specialty Spell									

Cleric Spells

□□□□□ Speak with Dead	19	Will negates; see text	10 minutes 6 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent] Caster Level: 6	RSRD: SpellsS.rtf
<i>Effect:</i> Corpse answers 3 questions.								
□□□□□ Stone Shape	None		1 standard Instantaneous action	Touch	V, S, M/DF	No	Transmutation [Earth] Caster Level: 6	RSRD: SpellsS.rtf
<i>Effect:</i> Sculpts stone into any shape.								
□□□□□ Summon Monster III	None		1 round 6 rounds [D]	Close (40 ft.)	V, S, F/DF	No	Conjuration (Summoning) Caster Level: 6	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.								
□□□□□ Telepathic Bond, Lesser	None		1 standard 60 minutes action	30 feet	V, S	No	Divination [Mind-Affecting] Caster Level: 6	RSRD: PsionicSpells.rtf
<i>Effect:</i> You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.								
□□□□□ Water Breathing	19	Will negates (harmless)	1 standard 12 hours; see text action	Touch	V, S, M/DF	Yes (harmless)	Transmutation Caster Level: 6	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects can breathe underwater.								
□□□□□ Water Walk	19	Will negates (harmless)	1 standard 60 minutes [D] action	Touch	V, S, DF	Yes (harmless)	Transmutation [Water] Caster Level: 6	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject treads on water as if solid.								
□□□□□ Wind Wall	19	None; see text	1 standard 6 rounds action	Medium (160 ft.)	V, S, M/DF	Yes	Evocation [Air] Caster Level: 6	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Air Walk		None	1 standard	60 minutes action	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched		<i>Caster Level:</i> 6		
□□□□□Control Water	20	None; see text	1 standard	60 minutes [D] action	Long (640 ft.)	V, S, M/DF	No	Transmutation [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 60 ft by 60 ft by 12 ft [S]		<i>Caster Level:</i> 6		
□□□□□Cure Critical Wounds	20	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 4d8+6 damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
□□□□□Death Ward	20	Will negates (harmless)	1 standard	6 minutes action	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 6		
□□□□□Dimensional Anchor		None	1 standard	6 minutes action	Medium (160 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray		<i>Caster Level:</i> 6		
□□□□□*Dimension Door	20	None and Will negates (object)	1 standard	Instantaneous action	Long (640 ft.)	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Teleports you short distance.					<i>Target:</i> You and touched objects or other touched willing creatures		<i>Caster Level:</i> 6		
□□□□□Discern Lies	20	Will negates	1 standard	Concentration, up to 6 rounds action	Close (40 ft.)	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals deliberate falsehoods.					<i>Target:</i> 6 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 6		
□□□□□Dismissal	20	Will negates; see text	1 standard	Instantaneous action	Close (40 ft.)	V, S, DF	Yes	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Forces a creature to return to native plane.					<i>Target:</i> One extraplanar creature		<i>Caster Level:</i> 6		
□□□□□Divination		None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Provides useful advice for specific proposed actions.					<i>Target:</i> You		<i>Caster Level:</i> 6		
□□□□□Divine Power		None	1 standard	6 rounds action	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain attack bonus, +6 to Str, and 6 hps.					<i>Target:</i> You		<i>Caster Level:</i> 6		
□□□□□Dweomer of Transference	20	Will Negates (Harmless)	1 minute	6 rounds	Close (40 ft.)	V, S	Yes (Harmless)	Evocation	RSRD: PsionicSpells.rtf
<i>Effect:</i> You form a radiating corona around the head of a psionic ally, then convert some of your spells into power points [see text].					<i>Target:</i> One willing psionic creature		<i>Caster Level:</i> 6		
□□□□□Freedom of Movement	20	Will negates (harmless)	1 standard	60 minutes action	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject moves normally despite impediments.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 6		
□□□□□**Freedom of Movement	20	Will negates (harmless)	1 standard	60 minutes action	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject moves normally despite impediments.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 6		
□□□□□Giant Vermin		None	1 standard	6 minutes action	Close (40 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.					<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 6		
□□□□□Imbue with Spell Ability	20	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Transfer spells to subject.					<i>Target:</i> Creature touched; see text		<i>Caster Level:</i> 6		
□□□□□Inflict Critical Wounds	20	Will half	1 standard	Instantaneous action	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 4d8+6 damage					<i>Target:</i> Creature touched		<i>Caster Level:</i> 6		
□□□□□Magic Weapon, Greater	20	Will negates (harmless, object)	1 standard	6 hours action	Close (40 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]		<i>Caster Level:</i> 6		
□□□□□Neutralize Poison	20	Will negates (harmless, object)	1 standard	60 minutes action	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.					<i>Target:</i> Creature or object of up to 6 cu. ft. touched		<i>Caster Level:</i> 6		
□□□□□Planar Ally, Lesser		None	10 minutes	Instantaneous	Close (40 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.					<i>Target:</i> One called elemental or outsider of 6 HD or less		<i>Caster Level:</i> 6		
□□□□□Poison	20	Fortitude negates; see 1 standard	Instantaneous; see text		Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsP-R.rtf
* =Domain/Specialty Spell									

* =Domain/Specialty Spell

Cleric Spells

	text	action						
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.							<i>Target:</i> Living creature touched	<i>Caster Level:</i> 6
☐☐☐☐☐ Repel Vermin	20	None or Will negates; see text	1 standard action	60 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration RSRD: SpellsP-R.rtf
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.							<i>Target:</i> 10 ft. radius emanation centered on you	<i>Caster Level:</i> 6
☐☐☐☐☐ Restoration	20	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing) RSRD: SpellsP-R.rtf
<i>Effect:</i> Restores level and ability score drains.							<i>Target:</i> Creature touched	<i>Caster Level:</i> 6
☐☐☐☐☐ Sending		None	10 minutes	6 round; see text	See text	V, S, M/DF	No	Evocation RSRD: SpellsS.rtf
<i>Effect:</i> Delivers short message anywhere, instantly.							<i>Target:</i> One creature	<i>Caster Level:</i> 6
☐☐☐☐☐ Spell Immunity	20	Will negates (harmless)	1 standard action	60 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration RSRD: SpellsS.rtf
<i>Effect:</i> Subject is immune to 1 spells, up to 4th-level spells.							<i>Target:</i> Creature touched	<i>Caster Level:</i> 6
☐☐☐☐☐ Summon Monster IV		None	1 round	6 rounds [D]	Close (40 ft.)	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> 6
☐☐☐☐☐ Tongues	20	Will negates (harmless)	1 standard action	60 minutes	Touch	V, M/DF	No	Divination RSRD: SpellsT-Z.rtf
<i>Effect:</i> Speak any language.							<i>Target:</i> Creature touched	<i>Caster Level:</i> 6
* =Domain/Speciality Spell								

Merewin Soothsay

Human

RACE

22

AGE

Female

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 9"

HEIGHT

145 lbs.

WEIGHT

Blue

EYE COLOUR

Tanned

SKIN COLOUR

Blonde, Long Braid

HAIR

Icky Things

PHOBIAS

PERSONALITY TRAITS

Magic Items

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

-40 XP to create healing belt (500gp to make, 750gp value)

-320 XP to create Periapt of Wisdom

-60 XP to create Horseshoes of Speed

-20 XP to create Cloak of Resistance

Interests are in Item creation. She spent much of her time worshipping Tymora through these acts. All wands carry the trait of "Religious" which means that they all bear the symbol of Tymora, incorporating icons and colors for Tymora. Additionally, all Wondrous Items carry the "Clean" trait to them. This does not stop Merewin from adding symbols of Tymora, in appropriate places, to her items. She sought out Derrick because of the deeds that she had heard of him through the Church, most recently his involvement with the events at the docks. She is interested in seeing if she can persuade him to fully devote himself to Tymora and if she could accompany him for a time so that she can spread Tymora's word.

Biography: