

## Merewin Soothsay

NAME  
Clr6 HprPr3 36000  
CLASS EXPERIENCE  
9 45000  
Character Level NEXT LEVEL

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+10	= +6	+3	+1	+0	+0		
<b>REFLEX</b> (dexterity)	+9	= +5	+3	+1	+0	+0		
<b>WILL</b> (wisdom)	+17	= +8	+6	+1	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+9/+4	= +6/+1	+3	+0	+0	+0	
<b>RANGED</b> attack bonus	+9/+4	= +6/+1	+3	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+9/+4	= +6/+1	+3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9/+4	1d3+3	20/x2	5 ft.

Crossbow, Heavy		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
TH	+9/+4	+9/+4	+7/+2	+5/+0	+3/-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	+10/+5	1d8+4	2W-P-(OH)	+4/-1	1d8+4	
1H-O	+6/+1	1d8+2	2W-P-(OL)	+6/+1	1d8+4	
2H	+10/+5	1d8+5	2W-OH	+0	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

## Skylar

PLAYERNAME  
Human Medium  
RACE SIZE  
22 Female  
AGE GENDER

<b>HP</b> hit points	85	WOUNDS/CURRENT HP			
<b>AC</b> armor class	21	18	13	10	
TOTAL		FLAT	TOUCH	BAS	
<b>INITIATIVE</b> modifier	+3	+3	+0		
TOTAL		DEX MODIFIER	MISC MODIFIER		
<b>BASE ATTACK</b> bonus	+6/+1				

## Tymora

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

WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
						Walk 40 ft.	
ARMOR BONUS	6	SHIELD BONUS	2	STAT	3	SIZE	0
NATURAL ARMOR	0	DEFLECTION	0	MISC	0	MISS CHANCE	0
ARCANE SPELL FAILURE	35	ARMOR CHECK PENALTY	-3	SPELL RESIST	0		

SKILLS		KEY ABILITY	SKILL MODIFIER	MAX RANKS	12/6
SKILL NAME		SKILL MODIFIER	MAX RANKS	12/6	
✓ Appraise	INT	3	= 3	+	+
✓ Balance	DEX	0	= 3	+	-3
✓ Bluff	CHA	2	= 1	+	+
✓ Climb	STR	0	= 3	+	-3
✓ Concentration	CON	13	= 3	+10.0	+
✓ Craft (Alchemy)	INT	6	= 3	+3.0	+
✓ Craft (Gemcutting)	INT	4	= 3	+1.0	+
✓ Craft (Untrained)	INT	3	= 3	+	+
✓ Diplomacy	CHA	10	= 1	+8.0	+
✓ Disguise	CHA	2	= 1	+	+
✓ Escape Artist	DEX	0	= 3	+	-3
✓ Forgery	INT	3	= 3	+	+
✓ Gather Information	CHA	2	= 1	+	+
✓ Handle Animal	CHA	3	= 1	+1.0	+
✓ Heal	WIS	15	= 6	+9.0	+
✓ Hide	DEX	0	= 3	+	-3
✓ Intimidate	CHA	2	= 1	+	+
✓ Jump	STR	4	= 3	+	+
Knowledge (Arcana)	INT	8	= 3	+5.0	+
Knowledge (History)	INT	6	= 3	+3.0	+
Knowledge (Local)	INT	4	= 3	+1.0	+
Knowledge (Nobility and Royalty)	INT	5	= 3	+2.0	+
Knowledge (Religion)	INT	15	= 3	+12.0	+
Knowledge (The Planes)	INT	5	= 3	+2.0	+
✓ Listen	WIS	11	= 6	+3.0	+
✓ Move Silently	DEX	0	= 3	+	-3
✓ Perform (Wind Instruments)	CHA	5	= 1	+3.0	+
✓ Ride	DEX	4	= 3	+1.0	+
✓ Search	INT	3	= 3	+	+
✓ Sense Motive	WIS	6	= 6	+	+
✓ Speak Language (Draconic)		1	= 0	+1.0	+
✓ Spellcraft	INT	17	= 3	+12.0	+
✓ Spot	WIS	11	= 6	+3.0	+
✓ 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	+	+
			=	+	+
			=	+	+

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

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
<b>Backpack</b> 0 lbs., 1 Inkpen, 1 Ink (1 Oz. Vial)	Bag of Holding (Type 1)	1	2.0	2.0
<b>Bag of Holding (Type 1)</b> 42.9 lbs., 1 Backpack, 3 Vial, 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	Equipped	1	15.0	2500.0
<b>Bedroll</b>	Bag of Holding (Type 1)	1	5.0	0.1
<b>Bit and Bridle</b>	Warhorse (Light)	1	1.0	2.0
<b>Blanket (Winter)</b>	Bag of Holding (Type 1)	1	3.0	0.5
<b>Bolts, Crossbow (10)</b>	Bag of Holding (Type 1)	1	1.0	1.0
□□□□□ □□□□□				
<b>Bolts, Crossbow (10)</b>	Equipped	1	1.0	1.0
□□□□□ □□□□□				
<b>Case (Map or Scroll)</b> 0 lbs., 5 Parchment (Sheet)	Bag of Holding (Type 1)	1	0.5	1.0
<b>Chain Shirt +2</b>	Equipped	1	25.0	4250.0
<b>Chest</b> 0 lbs., 1 Ring of Communication	Bag of Holding (Type 1)	1	25.0	2.0
<b>Cloak of Resistance +1</b>	Equipped	1	1.0	1000.0
<b>Crossbow, Heavy</b> 0 lbs.	Warhorse (Light)	1	8.0	50.0
<b>Everburning Torch</b>	Warhorse (Light)	1	1.0	110.0
<b>Flask (Empty)</b> 0 lbs.	Pouch (Belt)	1	1.5	0.03
<b>Flask (Empty)</b> 0 lbs.	Pouch (Belt)	1	1.5	0.03
<b>Flint and Steel</b>	Pouch (Belt)	1	0.0	1.0
<b>Harper Pin (Lesser)</b>	Equipped	1	0.0	0.0
<b>Healer's Kit</b> □□□□□ □□□□□	Bag of Holding (Type 1)	1	1.0	50.0
<b>Holy Symbol (Silver)</b>	Equipped	1	1.0	25.0
<b>Horseshoes of Speed</b>	Warhorse (Light)	1	12.0	3000.0
<b>Ink (1 Oz. Vial)</b>	Backpack	1	0.0	8.0
<b>Inkpen</b>	Backpack	1	0.0	0.1
<b>Mace +1 (Heavy)</b>	Equipped	1	8.0	2312.0
<b>Traveler's Outfit</b>	Equipped	1	5.0	0.0
<b>Parchment (Sheet)</b>	Case (Map or Scroll)	5	0.0 (0.0)	0.2 (1.0)
<b>Periapt of Wisdom +4</b>	Equipped	1	0.0	16000.0
<b>Potion Bandolier</b> 0 lbs. You can ready a potion as a free action.	Equipped	1	1.0	60.0
<b>Pouch (Belt)</b> 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
<b>Ring of Communication</b> 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
<b>Ring of Communication</b> 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
<b>Ring of Mystic Healing</b> 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

Character: Merewin Soothsayer  
Player: Skylar  
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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.  
For suggestions please post to pcgen@yahooogroups.com with "OS Suggestion" in the subject line.

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.				
<b>Rope (Silk/50 Ft.)</b>	Bag of Holding (Type 1)	1	5.0	10.0
<b>Saddle (Riding)</b>	Warhorse (Light)	1	25.0	10.0
<b>Saddlebags</b> 20 lbs., 5 Waterskin (Filled)	Warhorse (Light)	1	8.0	4.0
<b>Shield, Heavy</b>	Equipped	1	15.0	20.0
<b>Spell Component Pouch</b>	Equipped	1	2.0	5.0
<b>Tymora's Shuriken</b> 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
<b>Vial</b> 0 lbs.	Bag of Holding (Type 1)	3	0.1 (0.3)	1.0 (3.0)
<b>Vial</b> 0 lbs.	Bag of Holding (Type 1)	1	0.1	1.0
<b>Warhorse (Light)</b> 75 lbs., 1 Saddle (Riding), 1 Saddlebags, 1 Horseshoes of Speed, 1 Bit and Bridle, 1 Everburning Torch, 1 Crossbow, Heavy	Equipped	1	0.0	150.0
<b>Waterskin (Filled)</b>	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
Lift over head	230	Lift off ground	460
		Heavy	230
		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	
<b>Turn Undead</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
4/day (turn level 6) (turn damage 2d6+7)	

Special Qualities	
<b>Aura of Chaos (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, SpellsD-E.rtf]
Strong	
<b>Aura of Good (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, SpellsD-E.rtf]
Strong	
<b>Meilikki's Step</b>	[Skylar's Homebrew - WOTC Various]
Add +10 ft. to speed in light or medium armor	
<b>Milil's Voice</b>	[Skylar's Homebrew - WOTC Various]
+1 holy bonus on all Charisma-based skill checks	
<b>Selune's Radiance</b>	[Skylar's Homebrew - WOTC Various]
Low-light vision (or double range of existing low-light vision)	
<b>Spontaneous casting - Cure spells</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
<b>Wild Empathy (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
+4 (+0 on Magical Beasts)	



# 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	6+1	4+1	3+1	2+1	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Create Water		None	1 standard	Instantaneous	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	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]	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	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	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	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]	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	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	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	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	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.	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	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	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	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	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	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	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]	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]	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]	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]	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] action	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]	RSRD: SpellsD-E.rtf
<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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□Enthral	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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□*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].										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
□□□□□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.										
* =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

<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.	text	action								<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

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Atonement		None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP		Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Removes burden of misdeeds from subject.									
☐☐☐☐☐Break Enchantment	21	See text	1 minute	Instantaneous	Close (40 ft.)	V, S	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.									
☐☐☐☐☐**Break Enchantment	21	See text	1 minute	Instantaneous	Close (40 ft.)	V, S	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.									
☐☐☐☐☐Command, Greater	21	Will negates	1 standard action	6 rounds	Close (40 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> As command, but affects 6 subjects.									
☐☐☐☐☐Commune		None	10 minutes	6 rounds	Personal	V, S, M, DF, XP	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> Deity answers 6 yes-or-no questions.									
☐☐☐☐☐Cure Light Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (40 ft.)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+6 damage for many creatures.									
☐☐☐☐☐Dispel Evil	21	See text	1 standard action	6 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]	RSRD: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.									
☐☐☐☐☐Dispel Law	21	See text	1 standard action	6 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]	RSRD: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.									
☐☐☐☐☐Disrupting Weapon	21	Will negates (harmless, object); see text	1 standard action	6 rounds	Touch	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Melee weapon destroys undead.									
☐☐☐☐☐Flame Strike	21	Reflex half	1 standard action	Instantaneous	Medium (160 ft.)	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Smite foes with divine fire for 6d6 damage.									
☐☐☐☐☐Hallow	21	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Designates location as holy.									
☐☐☐☐☐Inflict Light Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (40 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 1d8+6 damage to many creatures.									
☐☐☐☐☐Insect Plague		None	1 round	6 minutes	Long (640 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Locust swarms attack creatures.									
☐☐☐☐☐Mark of Justice		None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsM-O.rtf
<i>Effect:</i> Designates action that will trigger curse on subject.									
☐☐☐☐☐Plane Shift	21	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
<i>Effect:</i> As many as eight subjects travel to another plane.									
☐☐☐☐☐Psychic Turmoil	21	Will partial; see text	1 standard action	6 rounds	Close (40 ft.)	V, S, M	Yes	Abjuration	RSRD: PsionicSpells.rtf
<i>Effect:</i> [see text]									
☐☐☐☐☐Raise Dead	21	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Restores life to subject who died as long as 6 days ago.									
☐☐☐☐☐Righteous Might		None	1 standard action	6 rounds [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Your size increases, and you gain combat bonuses.									
☐☐☐☐☐Scrying	21	Will negates	1 hour	6 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
<i>Effect:</i> Spies on subject from a distance.									

\* =Domain/Speciality Spell

## Cleric Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Slay Living</div> </div> <div> <div>Effect:</div> <div>Touch attack kills subject.</div> </div>	21	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death] Caster Level: 6	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Spell Resistance</div> </div> <div> <div>Effect:</div> <div>Subject gains SR 18.</div> </div>	21	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration Caster Level: 6	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster V</div> </div> <div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div>		None	1 round	6 rounds [D]	Close (40 ft.)	V, S, F/DF	No	Conjuration (Summoning) Caster Level: 6	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Symbol of Sleep</div> </div> <div> <div>Effect:</div> <div>Triggered rune puts nearby creatures into catatonic slumber.</div> </div>	21	Will negates	10 minutes	See text	0 ft., see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 6	RSRD: SpellsS.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>*Teleport</div> </div> <div> <div>Effect:</div> <div>Instantly transports you as far as 600 miles.</div> </div>	21	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation) Caster Level: 6	RSRD: SpellsT-Z.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>True Seeing</div> </div> <div> <div>Effect:</div> <div>Lets you see all things as they really are.</div> </div>	21	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M	Yes (harmless)	Divination Caster Level: 6	RSRD: SpellsT-Z.rtf
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Wall of Stone</div> </div> <div> <div>Effect:</div> <div>Creates a stone wall that can be shaped.</div> </div>	21	See text	1 standard action	Instantaneous	Medium (160 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth] Caster Level: 6	RSRD: SpellsT-Z.rtf
* =Domain/Speciality Spell									

# Merewin Soothsay

Human

RACE

22

AGE

Female

GENDER

Low-light (30 ft.)

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: