

Laur Kuhn

NAME
Ftr3 Clr5
CLASS
8
Character Level
28000
EXPERIENCE
36000
NEXT LEVEL

Skylar

PLAYERNAME
Human
RACE
26
AGE
Medium
SIZE
Male
GENDER

Pelor

DEITY
5' 9"
HEIGHT
197 lbs.
WEIGHT
Brown
EYES
Brown, Beaded
HAIR

Neutral Good

ALIGNMENT
VISION
0
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	18	+4	18	+4
DEX Dexterity	11	+0	11	+0	11	+0
CON Constitution	18	+4	18	+4	18	+4
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	18	+4	18	+4	18	+4
CHA Charisma	12	+1	12	+1	12	+1

HP hit points	81	WOUNDS/CURRENT HP									
AC armor class	19	:	19	:	10	=	10	+			
	TOTAL		FLAT		TOUCH		BASE			ADJUSTED	
INITIATIVE modifier	+0	=	+0	+	+0						
	TOTAL		DEX MODIFIER		MISC MODIFIER						
BASE ATTACK bonus	+6/+1										

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+12	= +7	+ +4	+ +1	+ +0	+ +0	+ <div></div>	
REFLEX (dexterity)	+3	= +2	+ +0	+ +1	+ +0	+ +0	+ <div></div>	
WILL (wisdom)	+10	= +5	+ +4	+ +1	+ +0	+ +0	+ <div></div>	

TOTAL		BASE ATTACK BONUS		STAT	SIZE	MISC	EPIC	TEMP		
MELEE attack bonus	+10/+5	=	+6/+1	+	+4	+	+0	+	+0	+
RANGED attack bonus	+6/+1	=	+6/+1	+	+0	+	+0	+	+0	+
GRAPPLE attack bonus	+10/+5	=	+6/+1	+	+4	+	+0	+	+0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+10/+5	1d3+4	20/x2	5 ft.

Longbow +1 (Composite/Bow STR+4)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
TH	+7/+2	+7/+2	+5/+0	+3/-2	+1/-4
Dam	1d8+5	1d8+5	1d8+5	1d8+5	1d8+5
Special Properties	STR bonus to damage				

*Mace +1 (Heavy)	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+12/+7	1d8+5	2W-P-(OH)	+6/+1	1d8+5
1H-O	+8/+3	1d8+3	2W-P-(OL)	+8/+3	1d8+5
2H	+12/+7	1d8+7	2W-OH	+2	1d8+3
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 +1 (Heavy/Metal)	Heavy	+3		-1	15

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS	11/5.5
✓ Appraise	INT	1	= 1 +	+
✓ Balance	DEX	-2	= 0 +	+ -2
✓ Bluff	CHA	1	= 1 +	+
✓ Climb	STR	4	= 4 + 2.0	+ -2
✓ Concentration	CON	9	= 4 + 5.0	+
Concentration (Cast defensively)	CON	13	= 4 + 5.0	4
Craft (Armorsmithing)	INT	3	= 1 + 2.0	+
Craft (Bowmaking)	INT	2	= 1 + 1.0	+
Craft (Leatherworking)	INT	2	= 1 + 1.0	+
✓ Craft (Untrained)	INT	1	= 1 +	+
Craft (Weaponsmithing)	INT	3	= 1 + 2.0	+
✓ Diplomacy	CHA	1	= 1 +	+
✓ Disguise	CHA	1	= 1 +	+
✓ Escape Artist	DEX	-2	= 0 +	+ -2
✓ Forgery	INT	1	= 1 +	+
✓ Gather Information	CHA	1	= 1 +	+
Handle Animal	CHA	6	= 1 + 5.0	+
✓ Heal	WIS	8	= 4 + 4.0	+
✓ Hide	DEX	-2	= 0 +	+ -2
✓ Intimidate	CHA	2	= 1 + 1.0	+
✓ Jump	STR	15	= 4 + 1.0	+ 10
✓ Knowledge (Religion)	INT	9	= 1 + 8.0	+
✓ Listen	WIS	4	= 4 +	+
✓ Move Silently	DEX	-2	= 0 +	+ -2
✓ Ride	DEX	7	= 0 + 5.0	+ 2
✓ Search	INT	1	= 1 +	+
✓ Sense Motive	WIS	4	= 4 +	+
✓ Spellcraft	INT	6	= 1 + 5.0	+
✓ Spot	WIS	4	= 4 +	+
✓ Survival	WIS	4	= 4 +	+
✓ Swim	STR	0	= 4 +	+ -4
✓ Use Rope	DEX	0	= 0 +	+
			= +	+
			= +	+

✓: 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	1	Turn level Turn damage You destroy Undead creatures with total hit dice up to 2.	5
1 - 3	2		2d6+6
4 - 6	3		
7 - 9	4		
10 - 12	5		
13 - 15	6		
16 - 18	7		
19 - 21	8		
22+	9		
TURN/DAY	□□□□		

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Acid (Flask)	Pouch (Belt)	4	1.0 (4.0)	10.0 (40.0)
Alchemist's Fire (Flask)	Pouch (Belt)	5	1.0 (5.0)	20.0 (100.0)
Arrows (20)	Equipped	2	3.0 (6.0)	1.0 (2.0)
Artisan's Tools (Armorsmithing)	Saddlebags	1	5.0	5.0
Artisan's Tools (Blacksmithing)	Saddlebags	1	5.0	5.0
Artisan's Tools (Bowmaking)	Saddlebags	1	5.0	5.0
Artisan's Tools (Leatherworking)	Saddlebags	1	5.0	5.0
Artisan's Tools (Weaponsmithing)	Saddlebags	1	5.0	5.0
Backpack	Equipped	1	2.0	2.0
Bit and Bridle	Warhorse (Heavy)	1	1.0	2.0
Blanket (Winter)	Saddlebags	1	3.0	0.5
Block and Tackle	Saddlebags	1	5.0	5.0
Boots of Expeditious Retreat and Translocation	Equipped	1	0.0	8700.0
Case (Map or Scroll)	Backpack	1	0.5	1.0
Chain Shirt +2	Equipped	1	25.0	4250.0
Chalk (1 piece)	Pouch (Belt)	1	0.0	0.01
Cloak of Resistance +1	Equipped	1	1.0	1000.0
Everlasting Feedbag	Saddlebags	1	1.0	800.0
Everlasting Rations	Backpack	1	2.0	350.0
Flint and Steel	Pouch (Belt)	1	0.0	1.0
Healer's Kit	Pouch (Belt)	1	1.0	50.0
Holy Symbol (Silver)	Equipped	1	1.0	25.0
Holy Water (Flask)	Pouch (Belt)	3	1.0 (3.0)	25.0 (75.0)
Ink (1 Oz. Vial)	Pouch (Belt)	1	0.0	8.0
Inkpen	Pouch (Belt)	1	0.0	0.1
Longbow +1 (Composite/Bow_STR+4)	Carried	1	3.0	2800.0
Mace +1 (Heavy)	Equipped	1	8.0	2312.0
Magic Bedroll	Saddlebags	1	6.0	500.0
Traveler's Outfit	Equipped	1	5.0	0.0
Parchment (Sheet)	Case (Map or Scroll)	5	0.0 (0.0)	0.2 (1.0)
Potion Bandolier	Equipped	1	1.0	60.0
Pouch (Belt)	Equipped	1	0.5	1.0
Ring of Mystic Healing	Equipped	1	0.0	3500.0
TOTAL WEIGHT CARRIED/VALUE			93.36 lbs.	26996.61 gp

Character: Laur Kuhn
Player: Skylar
Created using PCGen 5.16.4 on Jun 11, 2012 at 11:23:06 PM

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0
Rope (Silk/50 Ft.)	Saddlebags	1	5.0	10.0
Saddle (Military)	Warhorse (Heavy)	1	30.0	20.0
Saddlebags	Warhorse (Heavy)	1	8.0	4.0
Shield +1 (Heavy/Metal)	Equipped	1	15.0	1170.0
Spade or Shovel	Saddlebags	1	8.0	2.0
Tent	Saddlebags	1	20.0	10.0
Cleric's Vestments	Carried	1	6.0	5.0
Wand of Cure Light Wounds	Equipped	1	0.06	750.0
Warhorse (Heavy)	Equipped	1	0.0	400.0
Waterskin (Filled)	Backpack	1	4.0	1.0
Waterskin (Filled)	Saddlebags	4	4.0 (16.0)	1.0 (4.0)
TOTAL WEIGHT CARRIED/VALUE			93.36 lbs.	26996.61 gp

WEIGHT ALLOWANCE			
Light	100	Medium	200
Lift over head	300	Lift off ground	600
		Heavy	300
		Push / Drag	1500

MONEY	
Coin (Gold): 3[Pouch (Belt)]	
Coin (Silver): 3[Pouch (Belt)]	
Coin (Copper): 9[Pouch (Belt)]	
Total = 3.39 gp	

Special Attacks	
Turn Undead	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]
4/day (turn level 5) (turn damage 2d6+6)	

Special Qualities	
Aura of Good (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, SpellsD-E.rtf]
Strong	
Spontaneous casting - Cure spells	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]

Feats	
Combat Casting	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.	
Endurance	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.	
Eschew Materials	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can cast any spell that has a material component costing 1 gp or less without needing that component.	
Mounted Combat	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.	
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.	
Weapon Focus (Mace (Heavy))	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
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.	
Martial Weapon Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	
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.	
Tower Shield Proficiency	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a tower shield and suffer only the standard penalties.	

DOMAINS	
Healing	You cast healing spells at +1 caster level.
Strength	You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

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

LANGUAGES	
Common, Elven	

TEMPLATES	
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Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Create Water		None	1 standard	Instantaneous	Close (35 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 10 gallons of pure water.					<i>Target:</i> Up to 10 gallons of water			<i>Caster Level:</i> 5	
□□□□□ Cure Minor Wounds	14	Will half (harmless); see text	1 standard	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 5 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□ Detect Poison		None	1 standard	Instantaneous	Close (35 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> 5	
□□□□□ Guidance	14	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> 5	
□□□□□ Inflict Minor Wounds	14	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> 5	
□□□□□ Light		None	1 standard	50 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 5	
□□□□□ Mending	14	Will negates (harmless, object)	1 standard	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 5	
□□□□□ Purify Food and Drink	14	Will negates (object)	1 standard	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Purifies 5 cu. ft. of food or water.					<i>Target:</i> 5 cu. ft. of contaminated food and water			<i>Caster Level:</i> 5	
□□□□□ Read Magic		None	1 standard	50 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□□ Resistance	14	Will negates (harmless)	1 standard	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□ Virtue	14	Fortitude negates (harmless)	1 standard	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bane	15	Will negates	1 standard	5 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 5	
□□□□□ Bless		None	1 standard	5 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 5	
□□□□□ Bless Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 5	
□□□□□ Cause Fear	15	Will partial	1 standard	1d4 rounds or 1 round; see text	Close (35 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> 5	
□□□□□ Command	15	Will negates	1 standard	1 round	Close (35 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> 5	
□□□□□ Comprehend Languages		None	1 standard	50 minutes	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□□ **Cure Light Wounds	15	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	
□□□□□ Cure Light Wounds	15	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 50 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□ Detect Evil		None	1 standard	Concentration, up to 50 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□ Detect Good		None	1 standard	Concentration, up to 50 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	

* =Domain/Speciality Spell

Cleric Spells

Detect Law	None	1 standard Concentration, up to 50 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.							
Target: Cone-shaped emanation	Caster Level: 5						
Detect Undead	None	1 standard Concentration, up to 5 minutes [D] action	60 ft.	V, S, M/DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.							
Target: Cone-shaped emanation	Caster Level: 5						
Divine Favor	None	1 standard 1 minute action	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain +1 on attack and damage rolls.							
Target: You	Caster Level: 5						
Doom	15	Will negates	1 standard 5 minutes action	Medium (150 ft.)	V, S, DF	Yes	Necromancy [Fear,RSRD: SpellsD-E.rtf Mind-Affecting]
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.							
Target: One living creature	Caster Level: 5						
Endure Elements	15	Will negates (harmless)	1 standard 24 hours action	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Exist comfortably in hot or cold environments.							
Target: Creature touched	Caster Level: 5						
Enlarge Person	15	Fortitude negates	1 round 5 minutes [D]	Close (35 ft.)	V, S, M	Yes	Transmutation
<i>Effect:</i> Creatures size increases to next category							
Target: One humanoid creature	Caster Level: 5						
Entropic Shield	None	1 standard 5 minutes [D] action	Personal	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Ranged attacks against you have 20% miss chance.							
Target: You	Caster Level: 5						
Hide from Undead	15	Will negates (harmless); see text	1 standard 50 minutes [D] action	Touch	V, S, DF	Yes	Abjuration
<i>Effect:</i> Undead can't perceive 5 subjects.							
Target: 5 touched creatures	Caster Level: 5						
Inflict Light Wounds	15	Will half	1 standard Instantaneous action	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch deals 1d8+5 damage.							
Target: Creature touched	Caster Level: 5						
Magic Stone	15	Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.							
Target: Up to three pebbles touched	Caster Level: 5						
Magic Weapon	15	Will negates (harmless, object)	1 standard 5 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon gains +1 bonus.							
Target: Weapon touched	Caster Level: 5						
Obscuring Mist	None	1 standard 5 minutes action	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.							
Target: Cloud spreads in 20-ft. radius from you, 20 ft. high	Caster Level: 5						
Protection from Chaos	15	Will negates (harmless)	1 standard 5 minutes [D] action	Touch	V, S, M/DF No; see text		Abjuration [Lawful]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.							
Target: Creature touched	Caster Level: 5						
Protection from Evil	15	Will negates (harmless)	1 standard 5 minutes [D] action	Touch	V, S, M/DF No; see text		Abjuration [Good]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.							
Target: Creature touched	Caster Level: 5						
Protection from Law	15	Will negates (harmless)	1 standard 5 minutes [D] action	Touch	V, S, M/DF No; see text		Abjuration [Chaotic]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.							
Target: Creature touched	Caster Level: 5						
Remove Fear	15	Will negates (harmless)	1 standard 10 minutes; see text action	Close (35 ft.)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 2 subjects.							
Target: 2 creatures, no two of which can be more than 30 ft. apart	Caster Level: 5						
Sanctuary	15	Will negates	1 standard 5 rounds action	Touch	V, S, DF	No	Abjuration
<i>Effect:</i> Opponents can't attack you, and you can't attack.							
Target: Creature touched	Caster Level: 5						
Shield of Faith	15	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +2 deflection bonus.							
Target: Creature touched	Caster Level: 5						
Summon Monster I	None	1 round 5 rounds [D]	Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.							
Target: One summoned creature	Caster Level: 5						

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Aid		None	1 standard	5 minutes action	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	RSRD: SpellsA-B.rtf
Effect: +1 on attack rolls, +1 against fear, 1d8+5 temporary hp.					Target: Living creature touched				
■■■■■Align Weapon	16	Will negates (harmless, object)	1 standard	5 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Weapon becomes good, evil, lawful, or chaotic.					Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting] Caster Level: 5				
■■■■■Augury		None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	RSRD: SpellsA-B.rtf
Effect: Learns whether an action will be good or bad.					Target: You Caster Level: 5				
■■■■■Bear's Endurance	16	Will negates (harmless)	1 standard	5 minutes action	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Con for 5 minutes.					Target: Creature touched Caster Level: 5				
■■■■■**Bull's Strength	16	Will negates (harmless)	1 standard	5 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Str for 5 minutes.					Target: Creature touched Caster Level: 5				
■■■■■Bull's Strength	16	Will negates (harmless)	1 standard	5 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Str for 5 minutes.					Target: Creature touched Caster Level: 5				
■■■■■Calm Emotions	16	Will negates	1 standard	Concentration, up to 5 rounds [D] action	Medium (150 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	RSRD: SpellsC.rtf
Effect: Calms creatures, negating emotion effects.					Target: Creatures in a 20-ft.-radius spread				
* =Domain/Specialty Spell									

* =Domain/Speciality Spell

Cleric Spells

□□□□□Consecrate	None	1 standard	10 hours	Close (35 ft.)	V, S, M, DF	No	Evocation [Good]	RSRD: SpellsC.rtf
<i>Effect:</i> Fills area with positive energy, making undead weaker.				<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 5	
□□□□□**Cure Moderate Wounds	16	Will half (harmless); see text	1 standard Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+6 damage.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Cure Moderate Wounds	16	Will half (harmless); see text	1 standard Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+6 damage.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Darkness	None	1 standard	50 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched			<i>Caster Level:</i> 5	
□□□□□Delay Poison	16	Fortitude negates (harmless)	1 standard 6 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 6 hours.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Eagle's Splendor	16	Will negates (harmless)	1 standard 5 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject gains +4 to Cha for 5 minutes.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□Enthrall	16	Will negates; see text	1 round 1 hour or less	Medium (150 ft.)	V, S	Yes	Enchantment (Charm)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Captivates all within 150 ft.				<i>Target:</i> Any number of creatures			<i>Caster Level:</i> 5	
□□□□□Find Traps	None	1 standard	5 minutes	Personal	V, S	No	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□□Gentle Repose	16	Will negates (object)	1 standard 5 days	Touch	V, S, M/DF	Yes (object)	Necromancy	RSRD: SpellsF-G.rtf
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched			<i>Caster Level:</i> 5	
□□□□□Hold Person	16	Will negates; see text	1 standard 5 rounds [D]; see text	Medium (150 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one humanoid for 5 rounds.				<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 5	
□□□□□Inflict Moderate Wounds	16	Will half	1 standard Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 2d8+5 damage.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□Make Whole	16	Will negates (harmless, object)	1 standard Instantaneous	Close (35 ft.)	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 50 cu. ft.			<i>Caster Level:</i> 5	
□□□□□Owl's Wisdom	16	Will negates (harmless)	1 standard 5 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 5 minutes.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□Remove Paralysis	16	Will negates (harmless)	1 standard Instantaneous	Close (40 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.				<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 6	
□□□□□Resist Energy	16	Fortitude negates (harmless)	1 standard 50 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□Restoration, Lesser	16	Will negates (harmless)	3 rounds Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard Instantaneous	Close (35 ft.)	V, S, M/DF	Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.				<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature			<i>Caster Level:</i> 5	
□□□□□Shield Other	16	Will negates (harmless)	1 standard 5 hours [D]	Close (35 ft.)	V, S, F	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature			<i>Caster Level:</i> 5	
□□□□□Silence	16	Will negates; see text or none (object)	1 standard 5 minutes [D]	Long (600 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamer)	RSRD: SpellsS.rtf
<i>Effect:</i> Negates sound in 15-ft. radius.				<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space			<i>Caster Level:</i> 5	
□□□□□Sound Burst	16	Fortitude partial	1 standard Instantaneous	Close (35 ft.)	V, S, F/DF	Yes	Evocation [Sonic]	RSRD: SpellsS.rtf
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.				<i>Target:</i> 10-ft.-radius spread			<i>Caster Level:</i> 5	
□□□□□Spiritual Weapon	None	1 standard	5 rounds [D]	Medium (150 ft.)	V, S, DF	Yes	Evocation [Force]	RSRD: SpellsS.rtf
<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force			<i>Caster Level:</i> 5	
□□□□□Status	16	Will negates (harmless)	1 standard 5 hours	Touch	V, S	Yes (harmless)	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 1 living creatures touched			<i>Caster Level:</i> 5	
□□□□□Summon Monster II	None	1 round	5 rounds [D]	Close (35 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> 5	
□□□□□Undetectable Alignment	16	Will negates (object)	1 standard 24 hours	Close (35 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object			<i>Caster Level:</i> 5	
□□□□□Zone of Truth	16	Will negates	1 standard 5 minutes	Close (35 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 5	
* =Domain/Specialty Spell								

Cleric Spells

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bestow Curse	17	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> 5	
Blindness/Deafness	17	Fortitude negates	1 standard action	Permanent [D]	Medium (150 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> 5	
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 Magical, heatless flame			<i>Caster Level:</i> 5	
Create Food and Water	None		10 minutes	24 hours; see text	Close (35 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsC.rtf
<i>Effect:</i> Feeds 15 humans or 5 horses.					<i>Target:</i> Food and water to sustain 15 humans or 5 horses for 24 hours			<i>Caster Level:</i> 5	
**Cure Serious Wounds	17	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	
Cure Serious Wounds	17	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	50 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> 5	
Deeper Darkness	None		1 standard action	5 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> 5	
Dispel Magic	None		1 standard action	Instantaneous	Medium (150 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> 5	
Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Inscription harms those who pass it.					<i>Target:</i> Object touched or up to 25 sq. ft			<i>Caster Level:</i> 5	
Helping Hand	None		1 standard action	5 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> 5	
Inflict Serious Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 3d8+5 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Invisibility Purge	None		1 standard action	5 minutes [D]	Personal	V, S	No	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Dispels invisibility within 25 ft					<i>Target:</i> You			<i>Caster Level:</i> 5	
Locate Object	None		1 standard action	5 minutes	Long (600 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 600 ft.			<i>Caster Level:</i> 5	
Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	50 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: SpellsM-O.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 50 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 5	
Magic Circle against Evil	17	Will negates (harmless)	1 standard action	50 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 50 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 5	
Magic Circle against Law	17	Will negates (harmless)	1 standard action	50 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 50 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 5	
**Magic Vestment	17	Will negates (harmless, object)	1 standard action	5 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> 5	
Magic Vestment	17	Will negates (harmless, object)	1 standard action	5 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> 5	
Meld into Stone	None		1 standard action	50 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> 5	
Obscure Object	17	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 500 lbs			<i>Caster Level:</i> 5	
Prayer	None		1 standard action	5 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> 5	
Protection from Energy	17	Fortitude negates (harmless)	1 standard action	50 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Absorb 60 points of damage from one kind of energy.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
Remove Blindness/Deafness	17	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	17	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> 5	
Remove Disease	17	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	

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐ Searing Light	None	1 standard	Instantaneous	action	Medium (150 ft.)	V, S	Yes	Evocation	RSRD: SpellsS.rtf
<i>Effect:</i> Range deals 2d8 damage; 5d6 against undead; 5 to undead vulnerable to bright light; construct or inanimate object only takes 2d6 damage.									
☐☐☐☐☐ Speak with Dead	17	Will negates	see text	10 minutes	5 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent] Caster Level: 5
<i>Effect:</i> Corpse answers 2 questions.									
☐☐☐☐☐ Stone Shape	None	1 standard	Instantaneous	action	Touch	V, S, M/DF	No	Transmutation [Earth] Caster Level: 5	RSRD: SpellsS.rtf
<i>Effect:</i> Sculpts stone into any shape.									
☐☐☐☐☐ Summon Monster III	None	1 round	5 rounds	[D]	Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning) Caster Level: 5	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.									
☐☐☐☐☐ Telepathic Bond, Lesser	None	1 standard	50 minutes	action	30 feet	V, S	No	Divination [Mind-Affecting] Caster Level: 5	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	17	Will negates	(harmless)	1 standard	10 hours	see text	action	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects can breathe underwater.									
☐☐☐☐☐ Water Walk	17	Will negates	(harmless)	1 standard	50 minutes	[D]	action	Transmutation [Water] Caster Level: 5	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject treads on water as if solid.									
☐☐☐☐☐ Wind Wall	17	None	see text	1 standard	5 rounds	action	Medium (150 ft.)	V, S, M/DF	Yes
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.									
<i>Target:</i> Wall up to 50 ft. long and 25 ft. high [S]									
<i>Caster Level:</i> 5									
* =Domain/Speciality Spell									

Laur Kuhn

Human

RACE

26

AGE

Male

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 9"

HEIGHT

197 lbs.

WEIGHT

Brown

EYE COLOUR

Tanned

SKIN COLOUR

Brown, Beaded

HAIR

PHOBIAS

Talkative,

PERSONALITY TRAITS

Sport: Archery

INTERESTS

Enunciates very clearly,

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Laur Kuhn (Lar Cune, like Cure, with an N) is really just seeking to find an adventuring party to be a part of. He heard of Derrick and his deeds (pick a major one) and sought him out to be a part of his glory. He brings both fighting and healing to the table. He never goes anywhere without his mount Pel. He is at home both on his feet and in the saddle, though he prefers the saddle.

Biography: