

Charmaine Female Halfling Clr7

NAME

Clr7

CLASS

42000

EXPERIENCE

7

NEXT LEVEL

28000

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	14	+2	14	+2
CON Constitution	15	+2	15	+2
INT Intelligence	14	+2	14	+2
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	= +5	+ +2	+ +0	+ +1		
REFLEX (dexterity)	+5	= +2	+ +2	+ +0	+ +1		
WILLPOWER (wisdom)	+10	= +5	+ +4	+ +0	+ +1		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+9	= +5	+ +3	+ +1	+ +0	
RANGED attack bonus	+8	= +5	+ +2	+ +1	+ +0	
GRAPPLE attack bonus	+9	= +5	+ +3	+ +1	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+9	1d2+3	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE					
Light	57.0	Medium	114.0	Heavy	172.0
Lift over head	172.0	Lift off ground	344.0	Push / Drag	860.0

FEATS	
Extra Turning (1x)	See Text
Leadership	See Text
Quicken Spell	See Text

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.
Air	Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command, or bolster air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability

NPC

PLAYERNAME

Halfling

RACE

Small

SIZE

3'0"

HEIGHT

31 lbs

WEIGHT

0

AGE

Female

GENDER

None

DEITY

True Neutral

ALIGNMENT

Normal

VISION

0

POINTS

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
49				Walk 20'
AC	13	11	13	10
armor class	TOTAL	FLAT	TOUCH	BASE

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
	+2	= +2	+ +0	
BASE ATTACK	bonus	+5		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Painting)	INT	8	= 2	+ 6.0	
Craft (Sculpting)	INT	10	= 2	+ 8.0	
Heal	WIS	11	= 4	+ 7.0	
Knowledge (History)	INT	11	= 2	+ 9.0	
Spellcraft	INT	12	= 2	+ 10.0	

SKILLS						MAX RANKS	10/5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
Craft (Painting)	INT	8	= 2	+ 6.0			
Craft (Sculpting)	INT	10	= 2	+ 8.0			
Heal	WIS	11	= 4	+ 7.0			
Knowledge (History)	INT	11	= 2	+ 9.0			
Spellcraft	INT	12	= 2	+ 10.0			

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	7
Up to 0	3	Turn damage	2d6+8
1 - 3	4	Turns/day	12
4 - 6	5		
7 - 9	6		
10 - 12	7		
13 - 15	8		
16 - 18	9		
19 - 21	10		
22 +	11		

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	7
Up to 0	3	Turn damage	2d6 + 8
1 - 3	4	Turns/day	12
4 - 6	5		
7 - 9	6		
10 - 12	7		
13 - 15	8		
16 - 18	9		
19 - 21	10		
22 +	11		

SPECIAL ABILITIES	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
Spontaneous casting	
Turn Undead 12/day (turn level 7) (turn damage 2d6+8)	













PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Unarmed Strike	

LANGUAGES	
Common, Elven, Halfling, Orc	




# 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	5+1	4+1	3+1	2+1	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Create Water</b> <i>Effect:</i> Creates 14 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Water]
 <b>Cure Minor Wounds</b> <i>Effect:</i> Cures 1 point of damage.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 <b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 7 minutes [D]	60 ft.	V, S	No	Divination
 <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (40 Feet)	V, S	No	Divination
 <b>Guidance</b> <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube 7 minute or until discharged	Touch	V, S	Yes	Divination
 <b>Inflict Minor Wounds</b> <i>Effect:</i> Touch attack, 1 point of damage.	14	Will negates	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes	Necromancy
 <b>Light</b> <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	<i>Target:</i> Object touched 70 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
 <b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
 <b>Purify Food and Drink</b> <i>Effect:</i> Purifies 7 cu. ft. of food or water.	14	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
 <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	<i>Target:</i> 7 cu. ft. of contaminated food and water 70 minutes	Personal	V, S, F	No	Divination
 <b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	<i>Target:</i> You 7 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
 <b>Virtue</b> <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 7 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Bane</b> <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	15	Will negates	1 standard action	7 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
 <b>Bless</b> <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	15	None	1 standard action	7 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
 <b>Bless Water</b> <i>Effect:</i> Makes holy water.	15	Will negates (object)	1 minute	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
 <b>Cause Fear</b> <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	<i>Target:</i> Flask of water touched 1d4 rounds or 1 round; see text	Close (40 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
 <b>Command</b> <i>Effect:</i> One subject obeys selected command for 1 round.	15	Will negates	1 standard action	<i>Target:</i> One living creature with 5 or fewer HD 7 round	Close (40 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
 <b>Comprehend Languages</b> <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	<i>Target:</i> One living creature 70 minutes	Personal	V, S, M/DF	No	Divination
 <b>Cure Light Wounds</b> <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 <b>Curse Water</b> <i>Effect:</i> Makes unholy water.	15	Will negates (object)	1 minute	<i>Target:</i> Creature touched Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
 <b>Deathwatch</b> <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	15	None	1 standard action	<i>Target:</i> Flask of water touched 70 minutes	30 ft.	V, S	No	Necromancy [Evil]
 <b>Detect Chaos</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 <b>Detect Evil</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 <b>Detect Good</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 <b>Detect Law</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 <b>Detect Undead</b> <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 7 minutes [D]	60 ft.	V, S, M/DF	No	Divination
 <b>Divine Favor</b> <i>Effect:</i> You gain +2 on attack and damage rolls.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation 1 minute	Personal	V, S, DF	No	Evocation
 <b>Doom</b> <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	15	Will negates	1 standard action	<i>Target:</i> You 7 minutes	Medium (170 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
 <b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	<i>Target:</i> One living creature 24 hours	Touch	V, S	Yes (harmless)	Abjuration
 <b>*Entropic Shield</b> <i>Effect:</i> Ranged attacks against you have 20% miss chance.	15	None	1 standard action	<i>Target:</i> Creature touched 7 minutes [D]	Personal	V, S	No	Abjuration
 <b>Entropic Shield</b> <i>Effect:</i> Ranged attacks against you have 20% miss chance.	15	None	1 standard action	<i>Target:</i> You 7 minutes [D]	Personal	V, S	No	Abjuration
 <b>Hide from Undead</b> <i>Effect:</i> Undead can't perceive 7 subjects.	15	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 70 minutes [D]	Touch	V, S, DF	Yes	Abjuration
 <b>Inflict Light Wounds</b> <i>Effect:</i> Touch deals 1d8+5 damage	15	Will half	1 standard action	<i>Target:</i> 7 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
 <b>Magic Stone</b> <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 <b>Magic Weapon</b> <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 7 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 <b>*Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	<i>Target:</i> Weapon touched 7 minutes	20 ft.	V, S	No	Conjuration (Creation)

\* =Domain/Specialty Spell

## Cleric Spells

Obscuring Mist	15	None	1 standard action	7 minutes	20 ft.	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog surrounds you.				<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high				
Protection from Chaos	15	Will negates (harmless)	1 standard action	7 minutes [D]	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.				<i>Target:</i> Creature touched				
Protection from Evil	15	Will negates (harmless)	1 standard action	7 minutes [D]	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.				<i>Target:</i> Creature touched				
Protection from Good	15	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Law	15	Will negates (harmless)	1 standard action	7 minutes [D]	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.				<i>Target:</i> Creature touched				
Remove Fear	15	Will negates (harmless)	1 standard action	70 minutes; see text	Close (40 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 2 subjects				<i>Target:</i> 2 creatures, no two of which can be more than 30 ft. apart				
Sanctuary	15	Will negates	1 standard action	7 rounds	Touch	V, S, DF	No	Abjuration
<i>Effect:</i> Opponents can't attack you, and you can't attack.				<i>Target:</i> Creature touched				
Shield of Faith	15	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +3 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	15	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One summoned creature				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
*Aid	16	None	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+7 temporary hp.				<i>Target:</i> Living creature touched				
Aid	16	None	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+7 temporary hp.				<i>Target:</i> Living creature touched				
Align Weapon	16	Will negates (harmless, object)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.				<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]				
Augury	16	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
<i>Effect:</i> Learns whether an action will be good or bad.				<i>Target:</i> You				
Bear's Endurance	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 7 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 7 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	16	Will negates	1 standard action	Concentration, up to 7 rounds [D]	Medium (170 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms creatures, negating emotion effects.				<i>Target:</i> Creatures in a 20-ft.-radius spread				
Consecrate	16	None	1 standard action	14 hours	Close (40 Feet)	V, S, M, DF	No	Evocation [Good]
<i>Effect:</i> Fills area with positive energy, making undead weaker.				<i>Target:</i> 20-ft.-radius emanation				
Cure Moderate Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+7 damage				<i>Target:</i> Creature touched				
Darkness	16	None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched				
Death Knell	16	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]
<i>Effect:</i> Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.				<i>Target:</i> Living creature touched				
Delay Poison	16	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 7 hours.				<i>Target:</i> Creature touched				
Desecrate	16	None	1 standard action	14 hours	Close (40 Feet)	V, S, M, DF	Yes	Evocation [Evil]
<i>Effect:</i> Fills area with negative energy, making undead stronger.				<i>Target:</i> 20-ft.-radius emanation				
Eagle's Splendor	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 7 minutes.				<i>Target:</i> Creature touched				
Enthrall	16	Will negates; see text	1 round	7 hour or less	Medium (170 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 170 ft.				<i>Target:</i> Any number of creatures				
Find Traps	16	None	1 standard action	7 minutes	Personal	V, S	No	Divination
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You				
Gentle Repose	16	Will negates (object)	1 standard action	7 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched				
Hold Person	16	Will negates; see text	1 standard action	7 rounds [D]; see text	Medium (170 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 7 rounds.				<i>Target:</i> One humanoid creature				
Inflict Moderate Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 2d8+7 damage				<i>Target:</i> Creature touched				
Make Whole	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 70 cu. ft				
Owl's Wisdom	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 7 minutes.				<i>Target:</i> Creature touched				
Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
<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				
Resist Energy	16	Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (40 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<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				
Shield Other	16	Will negates (harmless)	1 standard action	7 hours [D]	Close (40 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
Silence	16	Will negates; see text or none (object)	1 standard action	7 minutes [D]	Long (680 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamer)
<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				
Sound Burst	16	Fortitude partial	1 standard action	Instantaneous	Close (40 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.				<i>Target:</i> 10-ft.-radius spread				
Spiritual Weapon	16	None	1 standard action	7 rounds [D]	Medium (170 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force				
Status	16	Will negates (harmless)	1 standard action	7 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 2 living creatures touched				
Summon Monster II	16	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<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				
Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (40 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object				

\* =Domain/Specialty Spell

## Cleric Spells

*****Wind Wall	16	None; see text	1 standard action	7 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 70 ft. long and 35 ft. high [S]				
*****Zone of Truth	16	Will negates	1 standard action	7 minutes	Close (40 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
*****Animate Dead	17	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
<i>Effect:</i> Creates undead skeletons and zombies.				<i>Target:</i> One or more corpses touched				
*****Bestow Curse	17	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
<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				
*****Blindness/Deafness	17	Fortitude negates	1 standard action	Permanent [D]	Medium (170 Feet)	V	Yes	Necromancy
<i>Effect:</i> Makes subject blinded or deafened.				<i>Target:</i> One living creature				
*****Contagion	17	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
<i>Effect:</i> Infects subject with chosen disease.				<i>Target:</i> Living creature touched				
*****Continual Flame	17	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
<i>Effect:</i> Makes a permanent, heatless torch.				<i>Target:</i> Object touched				
*****Create Food and Water	17	None	10 minutes	24 hours; see text	Close (40 Feet)	V, S	No	Conjuration (Creation)
<i>Effect:</i> Feeds 21 humans or 7 horse.				<i>Target:</i> Food and water to sustain 21 humans or 7 horses for 24 hours				
*****Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+7 damage				<i>Target:</i> Creature touched				
*****Daylight	17	None	1 standard action	70 minutes [D]	Touch	V, S	No	Evocation [Light]
<i>Effect:</i> 60-ft. radius of bright light.				<i>Target:</i> Object touched				
*****Deeper Darkness	17	None	1 standard action	7 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.				<i>Target:</i> Object touched				
*****Dispel Magic	17	None	1 standard action	Instantaneous	Medium (170 Feet)	V, S	No	Abjuration
<i>Effect:</i> Cancels magical spells and effects.				<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
*****Gaseous Form	17	None	1 standard action	14 minutes [D]	Touch	S, M/DF	No	Transmutation
<i>Effect:</i> Subject becomes insubstantial and can fly slowly.				<i>Target:</i> Willing corporeal creature touched				
*****Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
<i>Effect:</i> Inscription harms those who pass it.				<i>Target:</i> Object touched or up to 35 sq. ft				
*****Helping Hand	17	None	1 standard action	7 hours	5 miles	V, S, DF	No	Evocation
<i>Effect:</i> Ghostly hand leads subject to you.				<i>Target:</i> Ghostly hand				
*****Inflict Serious Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 3d8+7 damage				<i>Target:</i> Creature touched				
*****Invisibility Purge	17	None	1 standard action	7 minutes [D]	Personal	V, S	No	Evocation
<i>Effect:</i> Dispers invisibility within 35 ft				<i>Target:</i> You				
*****Locate Object	17	None	1 standard action	7 minutes	Long (680 Feet)	V, S, F/DF	No	Divination
<i>Effect:</i> Senses direction toward object [specific or type].				<i>Target:</i> Circle, centered on you, with a radius of 680 ft.				
*****Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
*****Magic Circle against Evil	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
*****Magic Circle against Good	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
*****Magic Circle against Law	17	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 70 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
*****Magic Vestment	17	Will negates (harmless, object)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Armor or shield gains 1 enhancement				<i>Target:</i> Armor or shield touched				
*****Meld into Stone	17	None	1 standard action	70 minutes	Personal	V, S, DF	No	Transmutation [Earth]
<i>Effect:</i> You and your gear merge with stone.				<i>Target:</i> You				
*****Obscure Object	17	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
<i>Effect:</i> Masks object against scrying.				<i>Target:</i> One object touched of up to 700 lbs				
*****Prayer	17	None	1 standard action	7 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<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				
*****Protection from Energy	17	Fortitude negates (harmless)	1 standard action	70 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 84 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
*****Protection from Energy	17	Fortitude negates (harmless)	1 standard action	70 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 84 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
*****Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures normal or magical conditions.				<i>Target:</i> Creature touched				
*****Remove Curse	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Frees object or person from curse.				<i>Target:</i> Creature or item touched				
*****Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
*****Searing Light	17	None	1 standard action	Instantaneous	Medium (170 Feet)	V, S	Yes	Evocation
<i>Effect:</i> Ray deals 1d8/two levels, more against undead.				<i>Target:</i> Ray				
*****Speak with Dead	17	Will negates; see text	10 minutes	7 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
<i>Effect:</i> Corpse answers one question/two levels.				<i>Target:</i> One dead creature				
*****Stone Shape	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
<i>Effect:</i> Sculpt stone into any shape.				<i>Target:</i> Stone or stone object touched, up to 17 cu. ft.				
*****Summon Monster III	17	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<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				
*****Water Breathing	17	Will negates (harmless)	1 standard action	14 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subjects can breathe underwater.				<i>Target:</i> Living creatures touched				
*****Water Walk	17	Will negates (harmless)	1 standard action	70 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 7 touched creatures				
*****Wind Wall	17	None; see text	1 standard action	7 rounds	Medium (170 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 70 ft. long and 35 ft. high [S]				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
*****Air Walk	18	None	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].				<i>Target:</i> Creature [Gargantuan or smaller] touched				
*****Air Walk	18	None	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].				<i>Target:</i> Creature [Gargantuan or smaller] touched				
*****Control Water	18	None; see text	1 standard action	70 minutes [D]	Long (680 Feet)	V, S, M/DF	No	Transmutation [Water]
<i>Effect:</i> Raises or lowers bodies of water.				<i>Target:</i> Water in a volume of 70 ft by 70 ft by 14 ft [S]				
*****Cure Critical Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see	Conjuration (Healing)

\* =Domain/Specialty Spell

# Cleric Spells

text								
<i>Effect: Cures 4d8+7 damage.</i>								
☐☐☐☐☐	Death Ward	18	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless) Necromancy
<i>Effect: Grants immunity to death spells and negative energy effects.</i>								
☐☐☐☐☐	Dimensional Anchor	18	None	1 standard action	7 minutes	Medium (170 Feet)	V, S	Yes (object) Abjuration
<i>Effect: Bars extradimensional movement.</i>								
☐☐☐☐☐	Discern Lies	18	Will negates	1 standard action	7 minutes	Close (40 Feet)	V, S, DF	No Divination
<i>Effect: Reveals deliberate falsehoods.</i>								
☐☐☐☐☐	Dismissal	18	Will negates; see text	1 standard action	Instantaneous	Close (40 Feet)	V, S, DF	Yes Abjuration
<i>Effect: Forces a creature to return to native plane.</i>								
☐☐☐☐☐	Divination	18	None	10 minutes	Instantaneous	Personal	V, S, M	No Divination
<i>Effect: Provides useful advice for specific proposed actions.</i>								
☐☐☐☐☐	Divine Power	18	None	1 standard action	7 rounds	Personal	V, S, DF	No Evocation
<i>Effect: You gain attack bonus, +6 to Str, and 7 hps.</i>								
☐☐☐☐☐	*Freedom of Movement	18	Will negates (harmless)	1 standard action	70 minutes	Personal or touch	V, S, M, DF	Yes (harmless) Abjuration
<i>Effect: Subject moves normally despite impediments.</i>								
☐☐☐☐☐	Freedom of Movement	18	Will negates (harmless)	1 standard action	70 minutes	Personal or touch	V, S, M, DF	Yes (harmless) Abjuration
<i>Effect: Subject moves normally despite impediments.</i>								
☐☐☐☐☐	Giant Vermin	18	None	1 standard action	7 minutes	Close (40 Feet)	V, S, DF	Yes Transmutation
<i>Effect: Turns centipedes, scorpions, or spiders into giant vermin.</i>								
☐☐☐☐☐	Imbue with Spell Ability	18	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless) Evocation
<i>Effect: Transfer spells to subject.</i>								
☐☐☐☐☐	Inflict Critical Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes Necromancy
<i>Effect: Touch attack, 4d8+7 damage</i>								
☐☐☐☐☐	Magic Weapon, Greater	18	Will negates (harmless, object)	1 standard action	7 hours	Close (40 Feet)	V, S, M/DF	Yes (harmless, object) Transmutation
<i>Effect: +1/four levels 5.</i>								
☐☐☐☐☐	Neutralize Poison	18	Will negates (harmless, object)	1 standard action	70 minutes	Touch	V, S, M/DF	Yes (harmless, object) Conjunction (Healing)
<i>Effect: Immunizes subject against poison, detoxifies venom in or on subject.</i>								
☐☐☐☐☐	Poison	18	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes Necromancy
<i>Effect: Touch deals 1d10 Con damage, repeats in 1 minute.</i>								
☐☐☐☐☐	Repel Vermin	18	None or Will negates; see text	1 standard action	70 minutes [D]	10 ft.	V, S, DF	Yes Abjuration
<i>Effect: Insects, spiders, and other vermin stay 10 ft. away.</i>								
☐☐☐☐☐	Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless) Conjunction (Healing)
<i>Effect: Restores level and ability score drains.</i>								
☐☐☐☐☐	Sending	18	None	10 minutes	7 round; see text	See text	V, S, M/DF	No Evocation
<i>Effect: Delivers short message anywhere, instantly.</i>								
☐☐☐☐☐	Spell Immunity	18	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless) Abjuration
<i>Effect: Subject is immune to one spell per four levels.</i>								
☐☐☐☐☐	Summon Monster IV	18	None	1 round	7 rounds [D]	Close (40 Feet)	V, S, F/DF	No Conjunction (Summoning)
<i>Effect: Calls extraplanar creature to fight for you.</i>								
☐☐☐☐☐	Tongues	18	Will negates (harmless)	1 standard action	70 minutes	Touch	V, M/DF	No Divination
<i>Effect: Speak any language.</i>								
<i>Target: Creature touched</i>								

\* =Domain/Speciality Spell