

Aud Female Half-Elf Clr9

NAME

Clr9

CLASS

72000

EXPERIENCE

9

45000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	12	+1	12	+1
CON Constitution	13	+1	13	+1
INT Intelligence	18	+4	18	+4
WIS Wisdom	17	+3	17	+3
CHA Charisma	15	+2	15	+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	= +6	+ +1	+ +0	+ +0		
REFLEX (dexterity)	+4	= +3	+ +1	+ +0	+ +0		
WILLPOWER (wisdom)	+9	= +6	+ +3	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+10/+5	= +6/+1	+ +4	+ +0	+ +0	
RANGED attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	
GRAPPLE attack bonus	+10/+5	= +6/+1	+ +4	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d3+4	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
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WEIGHT ALLOWANCE					
Light	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Brew Potion	See Text
Craft Wondrous Item	See Text
Extra Turning (1x)	See Text
Skill Focus (Craft (Carpentry))	See Text

DOMAINS	
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.
War	Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'5"

HEIGHT

140 lbs

WEIGHT

0

Female

GENDER

None

DEITY

Chaotic Good

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

HP hit points	52	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	11	:	10	:	11	:	10	:	0
TOTAL		FLAT		TOUCH		BASE		ARCANE SPELL FAILURE	
								ARMOR CHECK PENALTY	
								SPELL RESISTANCE	

INITIATIVE modifier	+1	=	+1	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+6/+1				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Carpentry)	INT	16	=	4	+ 12.0	+
Craft (Pottery)	INT	16	=	4	+ 12.0	+
Craft (Stonemasonry)	INT	13	=	4	+ 9.0	+
Craft (Weaponsmithing)	INT	15	=	4	+ 11.0	+
Heal	WIS	15	=	3	+ 12.0	+
Knowledge (The Planes)	INT	16	=	4	+ 12.0	+
Search	INT	7	=	4	+ 2.0	+

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

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13 - 15	10		
16 - 18	11		
19 - 21	12		
22 +	13		

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Up to 0	5	Turns/day	13
1 - 3	6		
4 - 6	7		
7 - 9	8		
10 - 12	9		
13 - 15	10		
16 - 18	11		
19 - 21	12		
22 +	13		

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Elven Blood	
Immunity to sleep spells and similar magical effects.	
Spontaneous casting	
Turn Undead 13/day (turn level 9) (turn damage 2d6+11)	

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

LANGUAGES	
Auran, Common, Elven, Giant, Gnoll, Ignan	

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	5+1	4+1	2+1	1+1	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Create Water <i>Effect:</i> Creates 18 gallons of pure water.	13	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Conjuration (Creation) [Water]
Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	13	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	13	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (45 Feet)	V, S	No	Divination
Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	13	Will negates (harmless)	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube 9 minute or until discharged	Touch	V, S	Yes	Divination
Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	13	Will negates	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes	Necromancy
Light <i>Effect:</i> Object shines like a torch.	13	None	1 standard action	<i>Target:</i> Object touched Instantaneous	Touch	V, M/DF	No	Evocation [Light]
Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
Purify Food and Drink <i>Effect:</i> Purifies 9 cu. ft. of food or water.	13	Will negates (object)	1 standard action	<i>Target:</i> 9 cu. ft. of contaminated food and water 90 minutes	10 ft.	V, S	Yes (object)	Transmutation
Read Magic <i>Effect:</i> Read scrolls and spellbooks.	13	None	1 standard action	<i>Target:</i> You 90 minutes	Personal	V, S, F	No	Divination
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 9 minutes	Touch	V, S, M/DF	Yes (harmless)	Abjuration
Virtue <i>Effect:</i> Subject gains 1 temporary hp.	13	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 9 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	14	Will negates	1 standard action	<i>Target:</i> All enemies within 50 ft. 9 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	14	None	1 standard action	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster 9 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Bless Water <i>Effect:</i> Makes holy water.	14	Will negates (object)	1 minute	<i>Target:</i> Instantaneous Flask of water touched	Touch	V, S, M	Yes (object)	Transmutation [Good]
Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	14	Will partial	1 standard action	<i>Target:</i> One living creature with 5 or fewer HD 1d4 rounds or 1 round; see text	Close (45 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
Command <i>Effect:</i> One subject obeys selected command for 1 round.	14	Will negates	1 standard action	<i>Target:</i> One living creature 9 minutes	Close (45 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	14	None	1 standard action	<i>Target:</i> One living creature 90 minutes	Personal	V, S, M/DF	No	Divination
Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	14	Will half (harmless); see text	1 standard action	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Curse Water <i>Effect:</i> Makes unholy water.	14	Will negates (object)	1 minute	<i>Target:</i> Creature touched Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	14	None	1 standard action	<i>Target:</i> Flask of water touched 90 minutes	30 ft.	V, S	No	Necromancy [Evil]
Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 9 minutes [D]	60 ft.	V, S, M/DF	No	Divination
Divine Favor <i>Effect:</i> You gain +3 on attack and damage rolls.	14	None	1 standard action	<i>Target:</i> Cone-shaped emanation 1 minute	Personal	V, S, DF	No	Evocation
Doom <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	14	Will negates	1 standard action	<i>Target:</i> You 9 minutes	Medium (190 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	14	Will negates (harmless)	1 standard action	<i>Target:</i> One living creature 24 hours	Touch	V, S	Yes (harmless)	Abjuration
**Enlarge Person <i>Effect:</i> Creatures size increases to next category	14	Fortitude negates	1 round	<i>Target:</i> Creature touched 9 minutes [D]	Close (25 Feet)	V, S, M	Yes	Transmutation
Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	14	None	1 standard action	<i>Target:</i> One humanoid creature 9 minutes [D]	Personal	V, S	No	Abjuration
Hide from Undead <i>Effect:</i> Undead can't perceive 9 subjects.	14	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 90 minutes [D]	Touch	V, S, DF	Yes	Abjuration
Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	14	Will half	1 standard action	<i>Target:</i> 9 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	14	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
*Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	14	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 9 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	14	Will negates (harmless, object)	1 standard action	<i>Target:</i> Weapon touched 9 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

* =Domain/Specialty Spell

Cleric Spells

Obscuring Mist	14	None	1 standard action	9 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	14	Will negates (harmless)	1 standard action	9 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	14	Will negates (harmless)	1 standard action	9 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	14	Will negates (harmless)	1 standard action	9 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	14	Will negates (harmless)	1 standard action	9 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	14	Will negates (harmless)	1 standard action	90 minutes; see text	Close (45 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 3 subjects				<i>Target:</i> 3 creatures, no two of which can be more than 30 ft. apart				
Sanctuary	14	Will negates	1 standard action	9 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	14	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +3 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	14	None	1 round	9 rounds [D]	Close (45 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	15	None	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+9 temporary hp.				<i>Target:</i> Living creature touched				
Align Weapon	15	Will negates (harmless, object)	1 standard action	9 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	15	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	15	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 9 minutes.				<i>Target:</i> Creature touched				
*Bull's Strength	15	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 9 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	15	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 9 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	15	Will negates	1 standard action	Concentration, up to 9 rounds [D]	Medium (190 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	15	None	1 standard action	18 hours	Close (45 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	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+9 damage				<i>Target:</i> Creature touched				
Darkness	15	None	1 standard action	90 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	15	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	15	Fortitude negates (harmless)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 9 hours.				<i>Target:</i> Creature touched				
Desecrate	15	None	1 standard action	18 hours	Close (45 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	15	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 9 minutes.				<i>Target:</i> Creature touched				
Enthrall	15	Will negates; see text	1 round	9 hour or less	Medium (190 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 190 ft.				<i>Target:</i> Any number of creatures				
Find Traps	15	None	1 standard action	9 minutes	Personal	V, S	No	Divination
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You				
Gentle Repose	15	Will negates (object)	1 standard action	9 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched				
Hold Person	15	Will negates; see text	1 standard action	9 rounds [D]; see text	Medium (190 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 9 rounds.				<i>Target:</i> One humanoid creature				
Inflict Moderate Wounds	15	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 2d8+9 damage				<i>Target:</i> Creature touched				
Make Whole	15	Will negates (harmless, object)	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 90 cu. ft.				
Owl's Wisdom	15	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 9 minutes.				<i>Target:</i> Creature touched				
Remove Paralysis	15	Will negates (harmless)	1 standard action	Instantaneous	Close (45 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	15	Fortitude negates (harmless)	1 standard action	90 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	15	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Dispers magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
Shatter	15	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 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	15	Will negates (harmless)	1 standard action	9 hours [D]	Close (45 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
Silence	15	Will negates; see text or none (object)	1 standard action	9 minutes [D]	Long (760 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamour)
<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	15	Fortitude partial	1 standard action	Instantaneous	Close (45 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	15	None	1 standard action	9 rounds [D]	Medium (100 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force				
Spiritual Weapon	15	None	1 standard action	9 rounds [D]	Medium (190 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force				
Status	15	Will negates (harmless)	1 standard action	9 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 3 living creatures touched				
Summon Monster II	15	None	1 round	9 rounds [D]	Close (45 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				

* = Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Undetectable Alignment	15	Will negates (object)	1 standard action	24 hours	Close (45 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.				Target: One creature or object				
☐☐☐☐☐	Zone of Truth	15	Will negates	1 standard action	9 minutes	Close (45 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects within range cannot lie.				Target: 20-ft.-radius emanation				
LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Animate Dead	16	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	Effect: Creates undead skeletons and zombies.				Target: One or more corpses touched				
☐☐☐☐☐	Bestow Curse	16	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
	Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				Target: Creature touched				
☐☐☐☐☐	Blindness/Deafness	16	Fortitude negates	1 standard action	Permanent [D]	Medium (190 Feet)	V	Yes	Necromancy
	Effect: Makes subject blinded or deafened.				Target: One living creature				
☐☐☐☐☐	Contagion	16	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	Effect: Infects subject with chosen disease.				Target: Living creature touched				
☐☐☐☐☐	Continual Flame	16	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
	Effect: Makes a permanent, heatless torch.				Target: Object touched	Magical, heatless flame			
☐☐☐☐☐☐	Create Food and Water	16	None	10 minutes	24 hours; see text	Close (45 Feet)	V, S	No	Conjuration (Creation)
	Effect: Feeds 27 humans or 9 horse.				Target: Food and water to sustain 27 humans or 9 horses for 24 hours				
☐☐☐☐☐	Cure Serious Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 3d8+9 damage				Target: Creature touched				
☐☐☐☐☐	Daylight	16	None	1 standard action	90 minutes [D]	Touch	V, S	No	Evocation [Light]
	Effect: 60-ft. radius of bright light.				Target: Object touched				
☐☐☐☐☐	Deeper Darkness	16	None	1 standard action	9 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
	Effect: Object sheds supernatural shadow in 60-ft. radius.				Target: Object touched				
☐☐☐☐☐	Dispel Magic	16	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	No	Abjuration
	Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐☐	Glyph of Warding	16	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	Effect: Inscription harms those who pass it.				Target: Object touched or up to 45 sq. ft				
☐☐☐☐☐	Helping Hand	16	None	1 standard action	9 hours	5 miles	V, S, DF	No	Evocation
	Effect: Ghostly hand leads subject to you.				Target: Ghostly hand				
☐☐☐☐☐	Inflict Serious Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	Effect: Touch attack, 3d8+9 damage				Target: Creature touched				
☐☐☐☐☐	Invisibility Purge	16	None	1 standard action	9 minutes [D]	Personal	V, S	No	Evocation
	Effect: Dispel invisibility within 45 ft				Target: You				
☐☐☐☐☐	Locate Object	16	None	1 standard action	9 minutes	Long (760 Feet)	V, S, F/DF	No	Divination
	Effect: Senses direction toward object [specific or type].				Target: Circle, centered on you, with a radius of 760 ft.				
☐☐☐☐☐	Magic Circle against Chaos	16	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	Effect: As protection spells, but 10-ft. radius and 90 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Evil	16	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	Effect: As protection spells, but 10-ft. radius and 90 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Good	16	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	Effect: As protection spells, but 10-ft. radius and 90 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Law	16	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	Effect: As protection spells, but 10-ft. radius and 90 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐*	*Magic Vestment	16	Will negates (harmless, object)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	Effect: Armor or shield gains 2 enhancement				Target: Armor or shield touched				
☐☐☐☐☐*	*Magic Vestment	16	Will negates (harmless, object)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	Effect: Armor or shield gains 2 enhancement				Target: Armor or shield touched				
☐☐☐☐☐	Magic Vestment	16	Will negates (harmless, object)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	Effect: Armor or shield gains 2 enhancement				Target: Armor or shield touched				
☐☐☐☐☐	Meld into Stone	16	None	1 standard action	90 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	Effect: You and your gear merge with stone.				Target: You				
☐☐☐☐☐	Obscure Object	16	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	Effect: Masks object against scrying.				Target: One object touched of up to 900 lbs				
☐☐☐☐☐	Prayer	16	None	1 standard action	9 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Allies +1 bonus on most rolls, enemies -1 penalty.				Target: All allies and foes within a 40-ft.-radius burst centered on you				
☐☐☐☐☐	Protection from Energy	16	Fortitude negates (harmless)	1 standard action	90 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	Effect: Absorb 108 points of damage from one kind of energy.				Target: Creature touched				
☐☐☐☐☐	Remove Blindness/Deafness	16	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: Cures normal or magical conditions.				Target: Creature touched				
☐☐☐☐☐	Remove Curse	16	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	Effect: Frees object or person from curse.				Target: Creature or item touched				
☐☐☐☐☐	Remove Disease	16	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: Cures all diseases affecting subject.				Target: Creature touched				
☐☐☐☐☐	Searing Light	16	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	Yes	Evocation
	Effect: Ray deals 1d8/two levels, more against undead.				Target: Ray				
☐☐☐☐☐	Speak with Dead	16	Will negates; see text	10 minutes	9 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
	Effect: Corpse answers one question/two levels.				Target: One dead creature				
☐☐☐☐☐	Stone Shape	16	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	Effect: Sculpt stone into any shape.				Target: Stone or stone object touched, up to 19 cu. ft.				
☐☐☐☐☐	Summon Monster III	16	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Water Breathing	16	Will negates (harmless)	1 standard action	18 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	Effect: Subjects can breathe underwater.				Target: Living creatures touched				
☐☐☐☐☐	Water Walk	16	Will negates (harmless)	1 standard action	90 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	Effect: Subject treads on water as if solid.				Target: 9 touched creatures				
☐☐☐☐☐	Wind Wall	16	None; see text	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF	Yes	Evocation [Air]
	Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to 90 ft. long and 45 ft. high [S]				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Air Walk	17	None	1 standard action	90 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
Effect: Subject treads on air as if solid [climb at 45-degree angle].								
☐☐☐☐☐ Control Water	17	None; see text	1 standard action	90 minutes [D]	Long (760 Feet)	V, S, M/DF	No	Transmutation [Water]
Effect: Raises or lowers bodies of water.								
☐☐☐☐☐ Cure Critical Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 4d8+9 damage.				Target: Creature touched				

* =Domain/Specialty Spell

Cleric Spells

Death Ward	17	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
<i>Effect:</i> Grants immunity to death spells and negative energy effects.				<i>Target:</i> Living creature touched				
Dimensional Anchor	17	None	1 standard action	9 minutes	Medium (190 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				
Discern Lies	17	Will negates	1 standard action	Concentration, up to 9 rounds	Close (45 Feet)	V, S, DF	No	Divination
<i>Effect:</i> Reveals deliberate falsehoods.				<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart				
Dismissal	17	Will negates; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S, DF	Yes	Abjuration
<i>Effect:</i> Forces a creature to return to native plane.				<i>Target:</i> One extraplanar creature				
Divination	17	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
<i>Effect:</i> Provides useful advice for specific proposed actions.				<i>Target:</i> You				
*Divine Power	17	None	1 standard action	9 rounds	Personal	V, S, DF	No	Evocation
<i>Effect:</i> You gain attack bonus, +6 to Str, and 9 hps.				<i>Target:</i> You				
Divine Power	17	None	1 standard action	9 rounds	Personal	V, S, DF	No	Evocation
<i>Effect:</i> You gain attack bonus, +6 to Str, and 9 hps.				<i>Target:</i> You				
Freedom of Movement	17	Will negates (harmless)	1 standard action	90 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched				
Giant Vermin	17	None	1 standard action	9 minutes	Close (45 Feet)	V, S, DF	Yes	Transmutation
<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				
Imbue with Spell Ability	17	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
<i>Effect:</i> Transfer spells to subject.				<i>Target:</i> Creature touched; see text				
Inflict Critical Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 4d8+9 damage				<i>Target:</i> Creature touched				
Magic Weapon, Greater	17	Will negates (harmless, object)	1 standard action	9 hours	Close (45 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> +1/four levels 5.				<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
Neutralize Poison	17	Will negates (harmless, object)	1 standard action	90 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 9 cu. ft. touched				
Poison	17	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.				<i>Target:</i> Living creature touched				
Repel Vermin	17	None or Will negates; see text	1 standard action	90 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you				
Restoration	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				
Sending	17	None	10 minutes	9 round; see text	See text	V, S, M/DF	No	Evocation
<i>Effect:</i> Delivers short message anywhere, instantly.				<i>Target:</i> One creature				
*Spell Immunity	17	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject is immune to one spell per four levels.				<i>Target:</i> Creature touched				
Spell Immunity	17	Will negates (harmless)	1 standard action	90 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject is immune to one spell per four levels.				<i>Target:</i> Creature touched				
Summon Monster IV	17	None	1 round	9 rounds [D]	Close (45 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				
Tongues	17	Will negates (harmless)	1 standard action	90 minutes	Touch	V, M/DF	No	Divination
<i>Effect:</i> Speak any language.				<i>Target:</i> Creature touched				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Atonement	18	None	1 hour	Instantaneous	Touch	V, S, M, F, Yes DF, XP		Abjuration
<i>Effect:</i> Removes burden of misdeeds from subject.				<i>Target:</i> Living creature touched				
Break Enchantment	18	See text	1 minute	Instantaneous	Close (45 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 9 creatures, all within 30 ft. of each other				
Command, Greater	18	Will negates	1 standard action	9 rounds	Close (45 Feet)	V	Yes	Enchantment (Compulsion)
<i>Effect:</i> As command, but affects 9 subjects.				<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart				
Commune	18	None	10 minutes	9 rounds	Personal	V, S, M, DF, XP	No	Divination
<i>Effect:</i> Deity answers 9 yes-or-no questions.				<i>Target:</i> You				
Cure Light Wounds, Mass	18	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+9 damage for many creatures.				<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart				
Dispel Chaos	18	See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
Dispel Evil	18	See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
Dispel Good	18	See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Evil]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
Dispel Law	18	See text	1 standard action	9 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
Disrupting Weapon	18	Will negates (harmless, object); see text	1 standard action	9 rounds	Touch	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Melee weapon destroys undead.				<i>Target:</i> One melee weapon				
*Flame Strike	18	Reflex half	1 standard action	Instantaneous	Medium (100 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 9d6 damage.				<i>Target:</i> Cylinder 10				
Flame Strike	18	Reflex half	1 standard action	Instantaneous	Medium (190 Feet)	V, S, DF	Yes	Evocation [Fire]
<i>Effect:</i> Smite foes with divine fire for 9d6 damage.				<i>Target:</i> Cylinder 10				
Hallow	18	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]
<i>Effect:</i> Designates location as holy.				<i>Target:</i> 40-ft. radius emanating from the touched point				
Inflict Light Wounds, Mass	18	Will half	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 1d8+9 damage to many creatures.				<i>Target:</i> 9 creatures, no two of which can be more than 30 ft. apart				
Insect Plague	18	None	1 round	9 minutes	Long (760 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Locust swarms attack creatures.				<i>Target:</i> 3 swarms of locust, each of which must be adjacent to at least one other swarm				
Mark of Justice	18	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Designates action that will trigger curse on subject.				<i>Target:</i> Creature touched				
Plane Shift	18	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)
<i>Effect:</i> As many as eight subjects travel to another plane.				<i>Target:</i> Creature touched, or up to eight willing creatures joining hands				
Raise Dead	18	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Restores life to subject who died as long as 9 days ago.				<i>Target:</i> Dead creature touched				
*Righteous Might	18	None	1 standard action	9 rounds [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> Your size increases, and you gain combat bonuses.				<i>Target:</i> You				

* =Domain/Specialty Spell

Cleric Spells

Righteous Might	18	None	1 standard action	9 rounds [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> Your size increases, and you gain combat bonuses.								
Scrying	18	Will negates	1 hour	9 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<i>Effect:</i> Spies on subject from a distance.								
Slay Living	18	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]
<i>Effect:</i> Touch attack kills subject.								
Spell Resistance	18	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains SR 12 + level.								
Summon Monster V	18	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.								
Symbol of Pain	18	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Evil]
<i>Effect:</i> Triggered rune wracks nearby creatures with pain.								
Symbol of Sleep	18	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.								
True Seeing	18	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M	Yes (harmless)	Divination
<i>Effect:</i> Lets you see all things as they really are.								
Unhallow	18	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation [Evil]
<i>Effect:</i> Designates location as unholy.								
Wall of Stone	18	See text	1 standard action	Instantaneous	Medium (190 Feet)	V, S, M/DF	No	Conjuration (Creation) [Earth]
<i>Effect:</i> Creates a stone wall that can be shaped.								
<i>Target:</i> Stone wall whose area is up to 9 5-ft. squares [S]								

* =Domain/Speciality Spell