Personal Info

Name: Char Name
Player: Player Name
Race: Race
Religion: Religion
Alignment: CN
Looks: looks

Age: 123 Weight: 80kg Height: 1.90m Size: M Gender: M

Silverymoon

Classes

Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	other1		Total
2	14	10				12	8	7		10	2		65
HD:12 BSP:4	HD:6 BSP:6	HD:8 BSP:2	HD:8 BSP:4	HD:10 BSP:2	HD:8 BSP:4	HD:10 BSP:2	HD:8 BSP:6	HD:6 BSP:8	HD:4 BSP:2	HD:4 BSP:2	Other/Prestige Classes		

Experience: 123456 XP Penalty: 20% Next Level: 234567

Abilities

	Ability	Modifier	Temp	Modifier
STR Strength	10	0		
DEX Dexterity	80	+35		+1
CON Constitution	10	0		
INT Intelligence	12	+1		
WIS Wisdom	20	+5		
CHA Charisma	17	+3		
total:	149	10		

Hit Points

HP [56] Current [888]

Notes: notes

Armor

AC 19 16

Base	10	+
Dexterity	1	+
Armor	5	+
Shield	3(1)	+
Other	0	+
		+

Flat-footed: 18/15 vs. Touch Attacks: 12/11

Armor / Shield	AC Value	Max Dex	Check Penalty	Arcane Failure
☐ full plate +2	10(2)	1	-5	
☐ Msw tower shield	4		-9	
Sh H. steel shield +1	3(1)		-1	
Ar breast plate	5	3	-4	
Total:	8(1)	3	-5	

Notes: notes notes notes notes
notes notes notes notes

Combat

Ab.	Misc	Size	Base	Total
melee				
STR	1	0	49	51
			44	46
			39	41
			34	36
ranged				
DEX	0	0	49	50
			44	45
			39	40
			34	35
grapple				
0	0	0	49	49

initiative

DEX + ___ = 1

2-Hand Attack: -6 / -10 Speed: 40 feet

Notes: combat notes 1
combat notes 2
combat notes 3

Weapons

Name	Modified Attacks	Feat	Misc	Damage	Critical	Range	Sz/Type
Unarmed Strike	51/46/41/36/__			1d3(s)	x2		
facas ginsu +3	54/49/44/39/__			1d6+10	18-20		sz
(throw)	53/48/43/38/__	feat	misc	1d6+10	18-20	10	
[primary]	48/43/38/33/__			1d6+10	18-20		
[primary] (throw)	47/42/37/32/__			1d6+10	18-20	10	
[off]	44/39/34/29/__			1d6+10	18-20		
[off] (throw)	43/38/33/28/__			1d6+10	18-20	10	
hv crossbow long name	50/__/__/__/__						
weapon with a long name and strange stats	a / b /20/20/ 51			6	x2		

Notes: weapons notes 1
weapons notes 2
weapons notes 3

Ammunition:

Forgotten Realms

Party Name

ema's character sheet 1.7
filled in by sheetfiller* ver. 20060802b
ema.sf ver. 2006.08.14
filled in on 2006.08.14 23:40:42

Saving Throws

	Total	Base	Ability	Misc	Temp
Fortitude	75	33	CON 0	42	
Reflexes	33	30	DEX 1	2	
Will	36	31	WIS 5		

Spell Resistance: 123a Power Resistance: 890a
Damage Reduction: 456a

Notes: notes notes notes
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Skills

Skill Name	Total	Rank	Ability	Misc
◆ Appraise	11	10	INT	3
◆ Balance	-3		DEX	-4
◆ Bluff	3		CHA	
◆ Climb	-4	2	STR	-6
◆ Concentration	0		CON	
◆ Craft (foo)	1		INT	
◆ Craft ( )			INT	
Decipher Script			INT	
◆ Diplomacy	3		CHA	
Disable Device			INT	
◆ Disguise	3		CHA	
◆ Escape Artist	-3		DEX	-4
◆ Forgery	1		INT	
◆ Gather Information	3		CHA	
Handle Animal			CHA	
◆ Heal	5		WIS	
◆ Hide	-5		DEX	-6
◆ Intimidate	3		CHA	
◆ Jump	-4		STR	-4
Knowledge(knowledge1)	6	5	INT	
Knowledge(knowledge2 test)			INT	
Knowledge( )			INT	
Knowledge( )			INT	
◆ Listen	5		WIS	
◆ Move Silently	-5/4		DEX	-6/3
Open Lock			DEX	
◆ Perform (test)	13	10	CHA	
◆ Perform ( )			CHA	
Profession (prof1)			WIS	
Profession ( )			WIS	
◆ Ride	1		DEX	
◆ Search	1		INT	
◆ Sense Motive	5		WIS	
Sleight of Hand			DEX	-3
Spellcraft			INT	3
◆ Spot	5		WIS	
◆ Survival	16/18	11	WIS	0/2
◆ Swim	-2	10	STR	-12
Tumble			DEX	-4
Use Magic Device			CHA	
◆ Use Rope	1		DEX	
extra1	5/6	1	1	3/4
extra2	3/7	2.5	1	0/4
extra3	4	3	1	
extra4				
	11	6	5	

(C) Class Skill ◆ Untrained Skill * Armor Penalty

Max. Rank: 68 / 34
Total Rank: 55 / 5.5
Check pen.: 6

Languages

Literacy ☒
Common, Draconic,
Elven, Dwarven,
Iluskan, Choddatan

Feats

general feats

- ■ Acrobatic
- ■ Agile
- ☐ Alertness
- ☐ Animal Affinity
- ☐ Arcane Preparation
- ☐ Armor Profic., Light
  - ☐ Armor Profic., Med.
    - ■ Armor Profic., H.
- ☐ Athletic
- ☐ Blind-Fight*
- ☐ Combat Casting
- ☐ Combat Expertise*
  - ☐ Improved Disarm*
  - ☐ Improved Feint*
  - ☐ Improved Trip*
- ☐ Combat Reflexes*
- ☐ Deceitful
- ☐ Deft Hands
- ☐ Diligent
- ☐ Dodge*
  - ☐ Mobility*
    - ☐ Spring Attack*
      - ☐ Whirlwind Att.*
- ■ Endurance
  - ☐ Diehard
- ☐ Eschew Materials
- ☐ Exotic Weapon Profic.*
  - eeeeeeeeeeeee
  - ddddddddddddd
- ■ Extra Turning (■■■)
- ☐ Great Fortitude
- ☐ Improved Counterspell
  - ☐ React. Counterspell
- ☐ Improved Critical*
- ☐ Improved Familiar
- ☐ Improved Initiative*
- ☐ Improved Turning
- ☐ Improved Un. Strike*
  - ☐ Deflect Arrows*
    - ☐ Snatch Arrows*
  - ☐ Improved Grapple*
  - ☐ Stunning Fist*
- ☐ Investigator
- ☐ Iron Will
- ☐ Leadership
- ■ Lightning Reflexes
- ☐ Magical Aptitude
- ☐ Magical Artisan
- ☐ Martial Weapon Profic.
- ☐ Mounted Combat*
  - ☐ Mounted Archery*
  - ☐ Ride-By Attack*
    - ☐ Spirited Charge*
  - ☐ Trample*
- ☐ Natural Spell
- ☐ Negotiator
- ☐ Nimble Fingers
- ☐ Persuasive
- ☐ Point Blank Shot*
  - ☐ Far Shot*
  - ☐ Precise Shot*
    - ☐ Impr. Precise Shot*
  - ☐ Rapid Shot*
    - ☐ Manyshot*
  - ☐ Shot on the Run*
- ☐ Power Attack*
  - ☐ Cleave*
    - ☐ Great Cleave*
  - ☐ Improved Bull Rush*
  - ☐ Improved Overrun*
  - ☐ Improved Sunder*
- ☐ Quick Draw*
- ☐ Rapid Reload*
- ☐ Run
- ☐ Self-Sufficient
- ☐ Shadow Weave Magic
  - ☐ Tenacious Magic
- ☐ Shield Proficiency
  - ☐ Improved Shield Bash*
  - ☐ Tower Shield Profic.
- ☐ Simple Weapon Profic.
- ■ Skill Focus
  - Spellcraft
  - Sleight of Hand
- ☐ Spell Focus
  - ☐ Augment Summon.
  - ☐ Greater Spell Focus
- ☐ Spell Mastery (☐☐☐)
  - ☐ Signature Spell
- ☐ Spell Penetration
  - ☐ Greater Spell Penetr.
- ☐ Spell Thematics
- ■ Spellcast. Prodigy (■■)
- ☐ Stealthy
- ☐ Toughness (☐☐☐)
- ■ Track
- ■ Two-Weapon Fighting*
- ☐ Two-Weap. Defense*
- ■ Impr. Two-W. Fight.*
  - ☐ Great. Two-W. F.*
- ■ Weapon Finesse*
- ☐ Weapon Focus*
- ☐ Greater Weap. Focus*
- ☐ Weapon Specializat.*
  - ☐ Greater Weap. Sp.*

item creation feats

- ☐ Brew Potion
- ☐ Craft Magic Arms/Arm.
- ☐ Craft Rod
- ☐ Craft Staff
- ☐ Craft Wand
- ☐ Craft Wondrous Item
  - ☐ Portal Master
- ☐ Forge Ring
- ☐ Inscribe Rune
- ☐ Scribe Scroll

metamagic feats

- ☐ Delay Spell
- ☐ Empower Spell
- ☐ Enlarge Spell
- ☐ Extend Spell
  - ☐ Persistent Spell
- ☐ Heighten Spell
- ☐ Insidious Magic
- ☐ Maximize Spell
- ☐ Pernicious Magic
- ☐ Quicken Spell
- ☐ Silent Spell
  - ☐ Innate Spell
- ☐ Still Spell
- ☐ Twin Spell
- ☐ Widen Spell

other feats

- ■ other1
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

regional feats

- ☐ Arcane Schooling
- ☐ Artist
- ☐ Axethrower
- ☐ Blooded
- ☐ Bloodline of Fire
- ☐ Bullheaded
- ☐ Cosmopolitan
- ☐ Dauntless
- ☐ Daylight Adaptation
- ☐ Discipline
- ☐ Dreadful Watch
- ☐ Education
- ☐ Ethran
- ☐ Fearless
- ☐ Fleet of Foot
- ☐ Foe Hunter
- ☐ Forester
- ☐ Forgeheart
- ☐ Furious Charge
- ☐ Horse Nomad
- ☐ Knifefighter
- ☐ Luck of Heroes
- ☐ Magic in the Blood
- ☐ Magical Training
- ☐ Mercantile Background
- ☐ Militia
- ☐ Mind Over Body
- ☐ Otherwordly
- ☐ Resist Poison
- ☐ Saddleback
- ☐ Silver Palm
- ☐ Smooth Talk
- ☐ Snake Blood
- ☐ Spellwise
- ☐ Stormheart
- ☐ Streetsmart
- ☐ Strong Soul
- ☐ Surefooted
- ☐ Survivor
- ☐ Swift and Silent
- ☐ Tattoo Focus
- ☐ Thug
- ☐ Thunder Twin
- ☐ Tireless
- ☐ Treetopper
- ☐ Twin Sword Style

* Fighter Bonus Feats

Equipment

	Item Name	Weight
Head	head	2
Eyes		
Cloak		
Amulet		
Robe		
Vest		
Bracers		
Gloves		
Rings		
Belt		
Boots		
Armor	breast plate	20
Shield	H. steel shield +1	15
In Hand		
Readied	readied1	3
	readied3	4
	readied8	1
☐	other1	5
☐		
☐		
☐	

Bard Powers

Bardic Knowledge: INT 1 + 14 + 0 = 15

Bardic Music: 14 /day

Countersong:	☑	Inspire Competence:	☑	Song of Freedom:	☑
Fascinate:	☑	Suggestion:	☑	Inspire Heroics:	☐
Inspire Courage +3:	☑	Inspire Greatness:	☑	Mass Suggestion:	☐

Bard Spells

0-Level spells

Spells: 4 + 0 = 4 Cast: ☐☐☐☐☐☐☐☐☐ Save DC: 13 Max. known: 6 ☐☐☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Dancing Lights *[Light]*	Ev	VS	1 act	Medium	1 min (D)	–	N	Creates torches or other lights	PHB216
☐	___	Daze *[Mind-Affecting]*	En	VSM	1 act	Close	1 round	Will n.	Y	Humanoid creat. up to 4HD loses next action	PHB217
☐	___	Detect Crossroads	Di	VS	1 act	60 ft/1 mile	10 min/lev	–	N	Detect fey crossroads within 60 ft	MoF88
☐	___	Detect Magic	Di	VS	1 act	60 ft	1 min/lev (D)	–	N	Detects spells and magic items within 60 ft	PHB219
☐	___	Flare *[Light]*	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attack)	PHB232
☐	___	Ghost Sound	Il	VSM	1 act	Close	1 round/lev (D)	Will dis.	N	Figments sounds	PHB235
☐	___	Ghostharp	Di	VS	1 min	Touch	5 min/lev (D)	–	N	Object records, plays a song at your command	MoF97
☐	___	Know Direction	Di	VS	1 act	Personal	Instantaneous	–	N	You discern north	PHB246
☐	___	Light *[Light]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch	PHB248
☐	___	Lullaby *[Mind-Affecting]*	En	VS	1 act	Medium	Conc. +1 rd/lev	Will n.	Y	Makes subject drowsy	PHB249
☐	___	Mage Hand	Tr	VS	1 act	Close	Concentration	–	N	5-pound telekinesis	PHB249
☐	___	Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs to an object	PHB253
☐	___	Message *[Language-Dependant]*	Tr	VSF	1 act	Medium	10 min/lev	–	N	Whispered conversation at distance	PHB253
☐	___	Minor Disguise	Tr	VS	1 act	Personal	1 hour	–	N	Gives +2 bonus on Disguise checks	MoF108
☐	___	Open/Close	Tr	VSF	1 act	Close	Instantaneous	Will n.	Y	Opens or closes small or light things	PHB258
☐	___	Prestidigitation	Un	VS	1 act	10 ft	1 hour	–	N	Performs minor tricks	PHB264
☐	___	Read Magic	Di	VSF	1 act	Personal	10 min/lev	–	N	Read scrolls and spellbooks	PHB269
☐	___	Resistance	Ab	VSM	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws	PHB272
☐	___	Songbird	Tr	VS	1 round	Personal	Special	–	N	Perform and gain +1 on your next Cha check	MoF120
☐	___	Stick	Tr	VSM	1 act	Touch	Instantaneous	Will n.	Y	Glues an object up to 5 lb. to a larger one	Und61
☐	___	Summon Instrument	Co	VS	1 round	0 ft	1 min/lev (D)	–	N	Summons one instrument (caster's choice)	PHB285
☐	___										
☐	___										
☐	___										
☐	___										
☐	___										

1st-Level spells

Spells: 3 + 1 = 4 Cast: ☐☐☐☐☐☐☐☐☐ Save DC: 14 Max. known: 4 ☐☐☐☐

☐	___	Alarm	Ab	VSF	1 act	Close	2 hrs/lev (D)	–	N	Wards an area, with mental or audible alarm	PHB197
☐	___	Amplify *[Sonic]*	Tr	VS	1 act	Long	1 min/lev	Will n.	Y/N	Lowers listeners' DC by 20	MoF77
☐	___	Animate Rope	Tr	VS	1 act	Medium	1 round/lev	–	N	Masks a rope move at your command	PHB199
☐	___	Balagarn's Iron Horn *[Sonic]*	Tr	VS	1 act	Close	Instantaneous	–	Y	Intense vibrations trip those in area	MoF79
☐	___	Cause Fear *[Fear, Mind-Affecting]*	Ne	VS	1 act	Close	1d4 rounds	Will part.	Y	One creat. with up to 5 HD flees	PHB208
☐	___	Charm Person *[Mind-Affecting]*	En	VS	1 act	Close	1 hr/lev	Will n.	Y	Makes one person your friend	PHB209
☐	___	Comprehend Languages	Di	VSM	1 act	Personal	10 min/lev	–	N	You understand all spoken/written languages	PHB212
☐	___	Confusion, Lesser *[Mind-Affecting]*	En	VS	1 act	Close	1 round	Will n.	Y	One creature is *confused* for 1 round	PHB212
☐	___	Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 hp +1 per level (max. +5)	PHB215
☐	___	Detect Secret Doors	Di	VS	1 act	60 ft	1 min/lev (D)	–	N	Reveals hidden doors within 60 ft	PHB220
☐	___	Disguise Self	Il	VS	1 act	Personal	10 min/lev (D)	–	N	Changes your appearance	PHB222
☐	___	Disquietude *[Sonic]*	Ab	VS	1 act	Close	1 round/lev	Will n.	Y	Target avoids physical contact with others	MoF90
☐	___	Distort Speech	Tr	VS	1 act	Close	1 round/lev	Will n.	Y	Target's speech becomes untelligible	MoF90
☐	___	Erase	Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes	PHB227
☐	___	Expeditious Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	–	N	Your speed increases by 30 feet	PHB228
☐	___	Feather Fall	Tr	V	Free	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly	PHB229
☐	___	Ghost Pipes	Tr	VF	1 act	Touch	1 min/lev (D)	Will n.	Y	An instruments floats and plays itself	LEoF31
☐	___	Grease	Co	VSM	1 act	Close	1 round/lev (D)	Special	N	Makes 10-ft square or 1 object slippery	PHB237
☐	___	Harmony *[Mind-Affecting, Sonic]*	En	VS	1 act	Personal	Special	–	N	Increases inspire courage effect by +2/+1	PGtF104
☐	___	Herald's Call *[Mind-Affecting, Sonic]*	En	VS	1 act	30 ft.	1 round	Will n.	Y	Shout dazes those within 30 ft	MoF100
☐	___	Hypnotism *[Mind-Affecting]*	En	VS	1 round	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures	PHB242
☐	___	Identify	Di	VSM	1 hour	Touch	Instantaneous	–	N	Determines properties of magic item	PHB243
☐	___	Know Protections	Di	VS	1 act	Close	Instantaneous	Will n.	Y	Determine target's defences	MoF104
☐	___	Magic Mouth	Il	VSM	1 act	Close	Until discharge	Will n.	Y	Speaks once when triggered	PHB251
☐	___	Nystul's Magic Aura	Il	VSF	1 act	Touch	1 day/lev (D)	–	N	Alters object's magic aura	PHB257
☐	___	Obscure Object	Ab	VSM	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying	PHB258
☐	___	Remove Fear	Ab	VS	1 act	Close	10 min	Will n.	Y	Suppresses fear or gives +4 on saves	PHB271
☐	___	Sea Legs	Tr	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Target creature can maneuver easily on a ship	ShS49
☐	___	Silent Image	Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates minor illusion of your design	PHB279
☐	___	Sleep *[Mind-Affecting]*	En	VSM	1 round	Medium	1 min/lev	Will n.	Y	Puts 4 HD of creatues into magical slumber	PHB280
☐	___	Summon Monster I	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar creature (1 1st-lev)	PHB285
☐	___	Tasha's Hideous Laughter *[Mind-Aff.]*	En	VSM	1 act	Close	1 round/lev	Will n.	Y	Subject loses action for 1 round/lev	PHB292
☐	___	Undetectable Alignment	Ab	VS	1 act	Close	24 hours	Will n.	Y	Conceals alignment for 24 hours	PHB297
☐	___	Unseen Servant	Co	VSM	1 act	Close	1 hour/lev	–	N	Invisible force obeys your commands	PHB297
☐	___	Ventriloquism	Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev	PHB298
☐	___										
☐	___										
☐	___										
☐	___										
☐	___										

Bard Spells

2nd-Level Spells Spells: 3 + 1 = 4 Cast: ☐☐☐☐☐☐☐☐☐ Save DC: 15 Max. known: 4 ☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	–	N	Assume form of a similar creature	PHB197
☐	___	Animal Messenger *[Mind-Affecting]*	En	VSM	1 act	Close	1 day/lev	–	Y	Sends a Tiny animal to a specific place	PHB198
☐	___	Animal Trance *[Mind-Affecting, Sonic]*	En	VS	1 act	Close	Concentration	Will n.	Y	Fascinates 2d6 HD of animals	PHB198
☐	___	Blindness/Deafness	Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened	PHB206
☐	___	Blur	Il	V	1 act	Touch	1 min/lev (D)	Will n.	Y	Attacks miss subject 20% of the time	PHB206
☐	___	Calm Emotions *[Mind-Affecting]*	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Calms creatures, negating emotion effects	PHB207
☐	___	Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev	PHB208
☐	___	Circle Dance	Di	VS	1 min	Personal	Instantaneous	–	N	Indicates direction to known target	MoF84
☐	___	Cloud of Bewilderment	Ev	VS	1 act	10 ft	Instantaneous	For n.	Y	Generates a nauseating 10-ft cone	PGtF101
☐	___	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8 damage +1/lev (max. +10)	PHB216
☐	___	Darkness *[Darkness]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	20-ft radius of supernatural shadow	PHB216
☐	___	Daze Monster *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round	Will n.	Y	Living creature up to 6 HD loses next action	PHB217
☐	___	Delay Poison	Co	VS	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject	PHB217
☐	___	Detect Thoughts *[Mind-Affecting]*	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts	PHB220
☐	___	Eagle's Splendor	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PHB225
☐	___	Enthrall *[Language-Dep., Mind-Aff., Sonic]*	En	VS	1 round	Medium	Up to 1 hour	Will n.	Y	Captivates all within range	PHB227
☐	___	Fox's Cunning	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Int for 1 min/lev	PHB233
☐	___	Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	N	Blinds creatures, outlines invisible creatures	PHB236
☐	___	Glossolalia *[Sonic, Mind-Affecting]*	Ev	V	1 act	60 ft	Instantaneous	For part.	Y	Cone-shaped shriek distracts smart foes	EPsi220
☐	___	Heroism *[Mind-Affecting]*	En	VS	1 act	Touch	10 min/lev	Will n.	Y	Gives +2 on attacks, saves, skill checks	PHB240
☐	___	Hold Person *[Mind-Affecting]*	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one humanoid for 1 round/lev	PHB241
☐	___	Hypnotic Pattern *[Mind-Affecting]*	Il	VSM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev of creatures	PHB242
☐	___	Invisibility	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject is invisible until it attacks	PHB245
☐	___	Lively Step	Tr	VSF	1 act	0 ft	Special	Will n.	Y	You and allies gain +10 to speed	PGtF106
☐	___	Locate Object	Di	VSF	1 act	Long	1 min/lev	–	N	Senses direction toward object	PHB249
☐	___	Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates minor illusion with some sound	PHB254
☐	___	Mirror Image	Il	VS	1 act	Personal	1 min/lev (D)	–	N	Creates 1d4+1/3 lev decoys of you (max 8)	PHB254
☐	___	Misdirection	Il	VS	1 act	Close	1 hour/lev	–/Will n.	N	Misleads divinations for one creature/object	PHB254
☐	___	Nightmare Lullaby *[Mind-Affecting, Sonic]*	En	VS	1 round	Long	Conc.+2 rds	Will n.	Y	Target is confused	MoF110
☐	___	Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Sp.	Turns fire to blinding light or choking smoke	PHB267
☐	___	Rage *[Mind-Affecting]*	En	VS	1 act	Medium	Conc.+1 rd/lev	–	Y	Gives +2 Str, +2 Con, -2 AC, +1 to Will saves	PHB268
☐	___	Reflective Disguise	Il	VS	1 act	Personal	10 min/lev	–	N	Viewers see you as their own species/gender	Und60
☐	___	Scare *[Fear, Mind-Affecting]*	Ne	VSM	1 act	Medium	1 round/lev	Will part.	Y	Panics creatures of less than 6 HD	PHB274
☐	___	Shatter *[Sonic]*	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures	PHB278
☐	___	Silence	Il	VS	1 act	Long	1 min/lev (D)	–/Will n.	Sp.	Negates sound in 15-ft radius	PHB279
☐	___	Sound Burst *[Sonic]*	Ev	VSF	1 act	Close	Instantaneous	For part.	Y	Deals 1d8 sonic damage to subjects, may stun	PHB281
☐	___	Suggestion *[Language-Dep., Mind-Affecting]*	En	VM	1 act	Close	1 hour/lev	Will n.	Y	Compels subject to follow course of action	PHB285
☐	___	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar creature (1 2nd or 1d3 1st)	PHB286
☐	___	Summon Swarm	Co	VSM	1 round	Close	Conc. +2 rds	–	N	Summons swarm of bats, rats, or spiders	PHB289
☐	___	Tongues	Di	VM	1 act	Touch	10 min/lev	Will n.	N	Speak any language	PHB294
☐	___	Whispering Wind *[Air]*	Tr	VS	1 act	1 mile/lv	1 hour/lev	–	N	Sends a short message up to 1 mile/lev	PHB301
☐	___										
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Bard Spells

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
3rd-Level Spells	Spells: 3 + 1 = 4		Cast: ☐☐☐☐☐☐☐☐☐		Save DC: 16		Max. known: 4 ☐☐☐☐				
☐	___	Analyze Portal	Di	VSM	1 min	60 ft	1 round/lev (D)	Special	N	You can tell if an area contains a magical portal	MoP33
☐	___	Blink	Tr	VS	1 act	Personal	1 round/lev (D)	–	N	You randomly vanish and reappear	PHB206
☐	___	Charm Monster *[Mind-Affecting]*	En	VS	1 act	Close	1 day/lev	Will n.	Y	Makes monster believe it is your ally	PHB209
☐	___	Clairaudience/Clairvoyance	Di	VSF	10 min	Long	1 min/lev (D)	–	N	Hear or see at a distance for 1 min/lev	PHB209
☐	___	Confusion *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Subject behave oddly for 1 round/lev	PHB212
☐	___	Crushing Despair *[Mind-Affecting]*	En	VSM	1 act	30 ft	1 min/lev	Will n.	Y	Subjects get -2 to attack, damage, saves, checks	PHB215
☐	___	Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8 damage +1/lev (max. +15)	PHB216
☐	___	Daylight *[Light]*	Ev	VS	1 act	Touch	10 min/lev (D)	–	N	60-ft radius of bright light	PHB216
☐	___	Deep Slumber *[Mind-Affecting]*	En	VSM	1 round	Close	1 min/lev	Will n.	Y	Puts 10 HD of creatures to sleep	PHB217
☐	___	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical spells and effects	PHB223
☐	___	Displacement	Il	VM	1 act	Touch	1 round/lev (D)	Will n.	Y	Attacks miss subject 50%	PHB223
☐	___	Fear *[Fear, Mind-Affecting]*	Ne	VSM	1 act	30 ft	1 round/lev	Will part.	Y	Subjects in cone flee for 1 round/lev	PHB229
☐	___	G'elsewhere Chant *[Sonic]*	Tr	VS	1 act	Touch	Instantaneous	Will n.	Y	Teleport to random safe place within 100 ft	MoF96
☐	___	Gaseous Form	Tr	SM	1 act	Touch	2 min/lev (D)	–	N	Subject gets insubstantial and can fly slowly	PHB234
☐	___	Geas, Lesser *[Language-Dep., Mind-Affecting]*	En	V	1 round	Close	1 dau/lev (D)	Will n.	Y	Commands subject of 7 HD or less	PHB235
☐	___	Glibness	Tr	S	1 act	Personal	10 min/lev (D)	–	N	+30 to Bluff, lies can escape discernment	PHB235
☐	___	Good Hope *[Mind-Affecting]*	En	VS	1 act	Medium	1 min/lev	Will n.	Y	Subject gets +2 to attack, damage, saves, checks	PHB237
☐	___	Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	One creat/lev is faster, +1 to attack, saves, AC	PHB239
☐	___	Haunting Tune *[Mind-Affecting, Sonic]*	En	VS	1 round	Medium	10 min/lev	Will n.	Y	1 creature/lev becomes shaken	MoF99
☐	___	Illusory Script *[Mind-Affecting]*	Il	VSM	1 min+	Touch	1 day/lev (D)	Will n.	Y	Only intended reader can decipher	PHB243
☐	___	Invisibility Sphere	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Makes everyone within 10 ft invisible	PHB245
☐	___	Leomund's Tiny Hut *[Force]*	Ev	VSM	1 act	20 ft	2 hrs/lev (D)	–	N	Creates shelter for 10 creatures	PHB247
☐	___	Major Image	Il	VSF	1 act	Long	Conc.+3 rds.	Will dis.	N	Visual,sound, olfactory, thermal illusion	PHB252
☐	___	Phantom Steed	Co	VS	10 min	0 ft	1 hr/lev (D)	–	N	Magic horse appears for 1 hr/lev	PHB260
☐	___	Puppeteer *[Mind-Affecting]*	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Target mimics your actions	MoF112
☐	___	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB270
☐	___	Reveille *[Language-Dependent.]*	Ne	VS	1 round	Touch	1 round/lev	None	N	Target dead creature says what caused its death	MoF113
☐	___	Scrying	Di	VSMF	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance	PHB274
☐	___	Sculpt Sound	Tr	VS	1 act	Close	1 hour/lev (D)	Will n.	Y	Creates new sounds or changes existing ones	PHB275
☐	___	Secret Page	Tr	VSM	10 min	Touch	Permanent	–	N	Changes one page to hide its real content	PHB275
☐	___	See Invisibility	Di	VSM	1 act	Personal	10 min/lev (D)	–	N	Reveals invisible creatures or objects	PHB275
☐	___	Sepia Snake Sigil *[Force]*	Co	VSM	10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader	PHB276
☐	___	Slow	Tr	VSM	1 act	Close	1 round/lev	Will n.	Y	1 subj./lev takes 1 act/round., -2 AC and attack	PHB280
☐	___	Speak with Animals	Di	VS	1 act	Personal	1 min/lev	–	N	You can communicate with animals	PHB281
☐	___	Summon Monster III	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 3rd, 1d3 2nd or 1d4+1 1st)	PHB286
☐	___	Verraketh's Shadow Crown *[Mind-Aff.]*	En	V	1 act	Personal	1 round/lev	–	N	Bardic abilities tap the Shadow Weave	RoF191
☐	___	Weapon of Impact	Tr	VS	1 act	Close	10 min/lev	Will n.	Y	Doubles a normal blunt weapon's threat range	MoF134
☐	___	Wounding Whispers *[Sonic]*	Ab	VS	1 act	Personal	1 round/lev (D)	–	N	Sonic aura damages foes 1d6+1/levevel	MoF134
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4th-Level Spells	Spells: 3 + 0 = 3		Cast: ☐☐☐☐☐☐☐☐☐		Save DC: 17		Max. known: 4 ☐☐☐☐				
☐	___	Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from magical effects	PHB207
☐	___	Celebration *[Mind-Affecting, Sonic]*	En	VS	1 act	Close	Instantaneous	Will n.	Y	Intoxicates subject	MoF84
☐	___	Cure Critical Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 4d8 damage +1/lev (max +20)	PHB215
☐	___	Detect Scrying	Di	VSM	1 act	40 ft	24 hrs	–	N	Alerts you of magical eavesdropping	PHB219
☐	___	Dimension Door *[Teleportation]*	Co	V	1 act	Long	Instantaneous	-/Will n.	Sp.	Teleports you short distance	PHB221
☐	___	Dominate Person *[Mind-Affecting]*	En	VS	1 round	Close	1 day/lev	Will n.	Y	Controls humanoid telepathically	PHB224
☐	___	Freedom of Movement	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB233
☐	___	Hallucinatory Terrain	Il	VSM	10 min	Long	2 hrs/lev (D)	Will dis.	N	Makes one type of terrain appear like another	PHB238
☐	___	Hold Monster *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one creature for 1 round/lev	PHB241
☐	___	Invisibility, Greater	Il	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Subject is invisible even if it attacks	PHB245
☐	___	Know Vulnerabilities	Di	VS	1 act	Close	Instantaneous	Will n.	Y	Determine target's vulnerabilities/resistances	MoF104
☐	___	Legend Lore	Di	VSMF	Special	Personal	Special	–	N	Learn tales about a person, place, or thing	PHB246
☐	___	Leomund's Secure Shelter	Co	VSMF	10 min	Close	2 hrs/lev (D)	–	N	Creates sturdy cottage	PHB247
☐	___	Locate Creature	Di	VSM	1 act	Long	10 min/lev	–	N	Indicates direction to familiar creature	PHB249
☐	___	Modify Memory *[Mind-Affecting]*	En	VS	1 round	Close	Permanent	Will n.	Y	Changes 5 minutes of subject's memories	PHB255
☐	___	Neutralize Poison	Co	VSM	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
☐	___	Portal View	Di	VSF	10 min	Close	1 min/lev	–	N	Turns target portal transparent	Und60
☐	___	Rainbow Pattern *[Mind-Affecting]*	Il	VSMF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Lights fascinate 24 HD of creatures	PHB268
☐	___	Repel Vermin	Ab	VS	1 act	10 ft	10 min/lev (D)	-/Will n.	Y	Insects, spiders, and vermin stay 10 ft away	PHB271
☐	___	Shadow Conjuration	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics conjuring below 4th lev., 20% real	PHB276
☐	___	Shout *[Sonic]*	Ev	V	1 act	30 ft	Instantaneous	Special	Y	Deafens all within cone and deals 5d6 damage	PHB279
☐	___	Speak with Plants	Di	VS	1 act	Personal	1 min/lev	–	N	You can talk to plants and plant creatures	PHB282
☐	___	Speechlink	Di	VS	1 act	Touch	10 min/lev (D)	Will n.	Y	Can communicate with target at any distance	MoF121
☐	___	Stone Shatter *[Sonic]*	Ev	VS	1 act	Close	Instantaneous	Will n.	Y	Shatter a stone object, deals 1d6/lev	MoF124
☐	___	Summon Monster IV	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd)	PHB286
☐	___	Wall of Dispel Magic	Ab	VS	1 act	Close	1 min/lev	–	N	Creatures passing through are subject to dispel	Und63
☐	___	War Cry *[Mind-Affecting, Sonic]*	En	VS	1 act	Personal	1 round/lev	Will n.	Y	+2 bonus on attacks and damage, panic foes	MoF132
☐	___	Zone of Silence	Il	VS	1 round	Personal	1 hour/lev (D)	–	N	Keeps eavesdroppers from overhearing	PHB303
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Bard Spells

5th-Level Spells

Spells: 1 + 0 = 1 Cast: ☐☐☐☐☐☐☐☐☐ Save DC: 18 Max. known: 3 ☐☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Blink, Improved	Tr	VS	1 act	Personal	1 round/lev (D)	-	N	Vanish and reappear for 1 round/lev	UE50
☐	___	Cure Light Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will ½	Y	Cures 1d8 damage +1/lev for many creatures	PHB216
☐	___	Dispel Magic, Greater	Ab	VS	1 act	Medium	Instantaneous	-	N	Dispels magical effects, +20 on check	PHB225
☐	___	Dream *[Mind-Affecting]*	Il	VS	1 min	Unlimit.	Special	-	Y	Sends message to anyone sleeping	PHB225
☐	___	False Vision	Il	VSM	1 act	Touch	1 hour/lev (D)	-	N	Fools scrying with an illusion	PHB229
☐	___	Heroism, Greater *[Mind-Affecting]*	En	VS	1 act	Touch	1 min/lev	Will n.	Y	+4 to attack, saves, skills; temporary hit points	PHB240
☐	___	Mind Fog *[Mind-Affecting]*	En	VS	1 act	Medium	Special	Will n.	Y	Subjects in fog get -10 Wis and Will checks	PHB253
☐	___	Mirage Arcana	Il	VS	1 act	Long	Conc. +1 hr/lev	Will dis.	N	Terrain and structures appear like another	PHB254
☐	___	Mislead	Il	S	1 act	Close	1 round/lev (D)	-/Will dis.	N	Turns you invisible and creates illusory double	PHB255
☐	___	Nightmare *[Mind-Affecting, Evil]*	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue	PHB257
☐	___	Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentr.	PHB260
☐	___	Reflective Disguise, Mass	Il	VS	1 act	Close	12 hours (D)	Will n.	Y	Viewers see subj. as their own species/gender	Und61
☐	___	Revenance	Co	VSMFX	1 round	Touch	1 min/lev	None	Y	Slain allied is restored to life for 1 min/lev	MoF115
☐	___	Seeming	Il	VS	1 act	Close	12 hours (D)	Special	Sp.	Changes appearance of 1 person/2 lev	PHB275
☐	___	Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation below 5th lev, 20% real	PHB277
☐	___	Shadow Walk	Il	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Step into shadow to travel rapidly	PHB277
☐	___	Song of Discord *[Mind-Affecting, Sonic]*	En	VS	1 act	Medium	1 round/lev	Will n.	Y	Forces targets to attack each other	PHB281
☐	___	Suggestion, Mass *[Lang.-Dep., Mind-Aff.]*	En	VM	1 act	Medium	1 hour/lev	Will n.	Y	Compels 1 subject/lev to a course of action	PHB285
☐	___	Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 5th, 1d3 4th or 1d4+1 3rd)	PHB286
☐	___	Wall of Greater Dispel Magic	Ab	VS	1 act	Close	1 min/lev	-	N	Creatures passing through are subject to dispel	Und63
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6th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Analyze Dweomer	Di	VSF	1 act	Close	1 round/lev (D)	-/Will n.	N	Reveals magical aspects of subject	PHB197
☐	___	Animate Objects	Tr	VS	1 act	Medium	1 round/lev	-	N	Objects attack your foes	PHB199
☐	___	Cacophonic Shield *[Sonic]*	Ev	VS	1 act	10 ft.	1 min/lev	For part.	Y	Block sound, defl. missiles, deals 1d6+1/lev	MoF83
☐	___	Cat's Grace, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 to Dex	PHB208
☐	___	Charm Monster, Mass *[Mind-Affecting]*	En	V	1 act	Close	1 day/lev	Will n.	Y	Monsters in 30 ft believe they are friends	PHB209
☐	___	Cure Moderate Wounds, Mass	Co	VS	1 act	Close	Instantaneous	Will ½	Y	Cures 2d8 damage +1/lev for many creatures	PHB216
☐	___	Dirge *[Sonic]*	Ev	VS	1 round	50 ft.	1 round/lev	For n.	Y	Enemy suffers -2 Str and Dex per round	MoF89
☐	___	Eagle's Splendor, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 to Cha	PHB225
☐	___	Eyebite *[Evil]*	Ne	VS	1 act	Close	1 round/3 lev	For n.	Y	Target becomes panicked, sickened, comatose	PHB228
☐	___	Find the Path	Di	VSF	3 rds	Touch	10 min/lev	-/Will n.	Sp.	Shows most direct way to a location	PHB230
☐	___	Fox's Cunning, Mass	Tr	VSM	1 act	Close	1 min/lev	Will n.	Y	One subject/lev gets +4 to Int	PHB233
☐	___	Gate Seal	Ab	VSM	1 act	Close	Permanent	None	N	Permanently seals a gate or portal	FRCS70
☐	___	Geas/Quest *[Lang.-Dep., Mind-Affecting]*	En	V	10 min	Close	1 day/lev (D)	-	Y	Places a magical command on a creature	PHB234
☐	___	Heroes' Feast	Co	VS	10 min	Close	Special	-	N	Food for 1 creat/lev cures and gives bonuses	PHB240
☐	___	Otto's Irresistible Dance *[Mind-Aff.]*	En	V	1 act	Touch	1d4+1 rounds	-	Y	Forces subject to dance	PHB259
☐	___	Permanent Image	Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell	PHB260
☐	___	Programmed Image	Il	VSF	1 act	Long	Perm, then 1r/l	Will dis.	N	Creates full illusion triggered by event	PHB265
☐	___	Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	N	Illusory double can talk and cast spells	PHB265
☐	___	Scrying, Greater	Di	VS	1 act	Special	1 hour/lev	Will n.	Y	As *scrying*, but faster and longer	PHB274
☐	___	Shout, Greater *[Sonic]*	Ev	VSF	1 act	60 ft	Instantaneous	Special	Y	Yell deals 10d6 damage, stuns, damages objects	PHB279
☐	___	Summon Monster VI	Co	VSF	1 round	Close	1 round/lev (D)	-	N	Calls extraplanar (1 6th, 1d3 5th or 1d4+1 4th)	PHB287
☐	___	Sympathetic Vibration *[Sonic]*	Ev	VSM	10 min	Touch	1 round/lev	-	Y	Deals 2d10 damage/round to a structure	PHB291
☐	___	Veil	Il	VS	1 act	Long	Conc. +1 hr/lev	Will n.	Y	Changes appearance of group of creatures	PHB298
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☐	___		--	---	------	-------	----------	-------	--		
☐	___		--	---	------	-------	----------	-------	--		

Cleric Powers

Turn/Rebuke Undead

Turning Check: 1d20 + ~~3~~ CHA + 0
Times per Day: 3 + ~~3~~ CHA + 12 = 18
Turning Damage: 2d6 + ~~3~~ CHA + 10 = 2d6 + 13

Check Result	Max HD Affected
0 or lower	Level -4
1-3	Level -3
4-6	Level -2
7-9	Level -1
10-12	Level
13-15	Level +1
16-18	Level +2
19-21	Level +3
22+	Level +4

Domain: domain1
Granted Power: abcde

Domain: domain2
Granted Power:

Cleric Spells

0-Level spells

Spells: 6 + 0 = 6 Save DC: 15

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Create Water [Water]	Co	VS	1 act	Close	Instantaneous	-	N	Creates 2 gallons/lev of pure water	PHB215
		Cure Minor Wounds [Healing]	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1 point of damage	PHB216
		Detect Magic	Di	VS	1 act	60 ft	1 min/lev (D)	-	N	Detect spells and magic items within 60 ft	PHB219
		Detect Poison	Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object	PHB219
		Guidance	Di	VS	1 act	Touch	1 min	Will n.	Y	+1 on one attack, roll, check or save	PHB238
		Inflict Minor Wounds	Ne	VS	1 act	Touch	Instantaneous	Will n.	Y	Touch attack, 1 point of damage	PHB244
		Light [Light]	Ev	VD	1 act	Touch	10 min/lev (D)	-	N	Object shines like a torch	PHB248
		Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs on an object	PHB255
		Purify Food and Drink	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Purifies 1 cubic ft/level of food or water	PHB267
		Read Magic	Di	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks	PHB269
		Resistance	Ab	VSD	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws	PHB272
		Virtue	Tr	VSD	1 act	Touch	1 min	For n.	Y	Subject gains 1 temporary hit point	PHB298

1st-Level spells

Spells: 4 + 2 = 6 Save DC: 16

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
X	X	Bane [Fear, Mind-Affecting]	En	VSD	1 act	50 ft	1 min/lev	Will n.	Y	Enemies suffer -1 to attacks and saves vs. fear	PHB205
		Bless [Mind-Affecting]	En	VSD	1 act	50 ft	1 min/lev	-	Y	Allies gain +1 to attack and saves vs. fear	PHB205
		Bless Water [Good]	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes holy water	PHB205
		Cause Fear [Fear, Mind-Affecting]	Ne	VS	1 act	Close	Special	Will part.	Y	One creature up to 5 HD flees for 1d4 rounds	PHB208
		Command [Language-Dep., Mind-Affecting]	En	V	1 act	Close	1 round	Will n.	Y	Subject obeys selected command for 1 round	PHB211
		Comprehend Languages	Di	VSD	1 act	Personal	10 min/lev	-	N	Understand all spoken and written languages	PHB212
		Cure Light Wounds [Healing]	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 damage +1 per level (max +5)	PHB215
		Curse Water [Evil]	Ne	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes unholy water	PHB216
		Deathwatch [Evil]	Ne	VS	1 act	30 ft	10 min/lev	-	N	Reveals how near neath subjects are in 30-ft	PHB217
		Detect Chaos	Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	PHB218
		Detect Evil	Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	PHB218
		Detect Good	Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	PHB219
		Detect Law	Di	VSD	1 act	60 ft	10 min/lev (D)	-	N	Reveals creatures, spells or objects	PHB219
		Detect Undead	Di	VSD	1 act	60 ft	1 min/lev (D)	-	N	Reveals undead within 60 ft	PHB220
		Divine Favor	Ev	VSD	1 act	Personal	1 min	-	N	Gain +1 to hit and damage per 3 lev (max +3)	PHB224
		Doom [Fear, Mind-Affecting]	Ne	VSD	1 act	Medium	1 min/lev	Will n.	Y	Subject suffers -2 to hit, dmg, checks, saves	PHB225
		Endure Elements	Ab	VS	1 act	Touch	24 hrs	-	Y	Exist comfortably in hot or cold environm.	PHB226
		Entropic Shield	Ab	VS	1 act	Personal	1 min/lev (D)	-	N	Ranged attacks against you miss 20%	PHB227
		Faith Healing	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 8 +1/lev damage to worshipers of faith	MoF93
X		Hide from Undead	Ab	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Undead can't perceive one subject/level	PHB241
		Inflict Light Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Touch deals 1d8 damage +1/lev (max +5)	PHB244
		Magic Stone	Tr	VSD	1 act	Touch	30 min	Will n.	Y	3 stones gain +1 to hit and do 1d6+1 damage	PHB251
		Magic Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
		Obscuring Mist	Co	VS	1 act	20 ft	1 min/lev	-	N	Fog surrounds you	PHB258
		Protection from Chaos [Lawful]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
		Protection from Evil [Good]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
		Protection from Good [Evil]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
		Protection from Law [Chaotic]	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	PHB266
		Protection from Winged Flyers	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	ShS48
		Ray of Resurgence	Ev	VS	1 act	Close	Instantaneous	For n.	Y	Yellow light restores Str, removes fatigue	LEoF53
		Remove Fear	Ab	VS	1 act	Close	10 min	Will n.	Y	+4 on saves vs. fear for 1 subject +1/4 lev	PHB271
		Sanctuary	Ab	VSD	1 act	Touch	1 round/lev	Will n.	N	Opponents can't attack you, you can't attack	PHB274
		Sea Legs	Tr	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Target creature can maneuver easily on a ship	ShS49
		Shield of Faith	Ab	VSM	1 act	Touch	1 min/lev	Will n.	Y	Aura grants +2 or higher deflection bonus	PHB278
		Summon Monster I	Co	VSD	1 round	Close	1 round/lev (D)	-	N	Calls a 1st-level extraplanar creature	PHB285
		Summon Undead I [Evil]	Co	VSF	1 round	Close	1 round/lev	-	N	Calls a 1st-level undead	PGtF114
		Vision of Glory	Di	VSD	1 act	Touch	1 min (D)	-	Y	Target gains +1 bonus on next saving throw	MoF131
Dom. ■		True strike	Di	VF	1 act	Personal	1 round	-	N	+20 on next attack roll	PHB267
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Cleric Spells

2nd-Level Spells

Spells: 4 + 1 = 5 Save DC: 17

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Aid *[Mind-Affecting]*	En	VSD	1 act	Touch	1 min/lev	–	Y	+1 to hit and save vs. fear, +1d8 temp. hp +1/lev	PHB196
___	___	Align Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon becomes good, evil, lawful or chaotic	PHB197
___	___	Augury	Di	VSMF	1 min	Personal	Instantaneous	–	N	Learn whether an action will be good or bad	PHB202
___	___	Aura Against Flame	Ab	VS	1 act	Personal	1 round/lev	–	Y	Ignore 12 fire damage per round	MoF78
___	___	Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB203
___	___	Body Blades	Tr	VS	1 act	Personal	1 min/lev	–	N	Deal bonus damage, harm grapplers	MoF82
___	___	Bull's Strength	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PHB207
___	___	Calm Emotions *[Mind-Affecting]*	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Calms creatures, negating emotion effects	PHB207
___	___	Consecrate *[Good]*	Ev	VSMD	1 act	Close	2 hours/lev	–	N	Fills area with positive energy, weakens undead	PHB212
___	___	Cure Moderate Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8damage +1/lev (max +10)	PHB216
___	___	Curse of Ill Fortune	Tr	VSD	1 act	Medium	1 min/lev	Will n.	Y	Subject suffer -3 on attacks, saves, and checks	MoF86
___	___	Darkness *[Darkness]*	Ev	VMD	1 act	Touch	10 min/lev (D)	–	N	20-ft radius of supernatural shadow	PHB216
___	___	Death Knell *[Death, Evil]*	Ne	VS	1 act	Touch	10 min/HD	Will n.	Y	Kills 1 creature, gain 1d8 hp, +2 Str and 1 level	PHB217
___	___	Delay Poison *[Healing]*	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB217
___	___	Desecrate *[Evil]*	Ev	VSMD	1 act	Close	2 hours/lev	–	Y	Fills area with neg. energy, strength. undead	PHB218
___	___	Dispel Fog	Ab	VS	1 act	Medium	1 min/lev	For ½	Y	Cancels natural and magical fogs in the area	ShS46
___	___	Eagle's Splendor	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PHB225
___	___	Enthrall *[Language-Dep., Mind-Aff., Sonic]*	En	VS	1 round	Medium	Up to 1 hour	Will n.	Y	Captivates all within range	PHB227
___	___	Find Traps	Di	VS	1 act	Personal	1 min/lev	–	N	Notice traps as a rogue does	PHB230
___	___	Gentle Repose	Ne	VSD	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse	PHB235
___	___	Hand of Divinity *[Special]*	Ev	VSD	1 act	Touch	1 min/lev	Will n.	Y	Give +2 bonus to worshiper of your patron	MoF98
___	___	Hold Person *[Mind-Affecting]*	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one humanoid for 1 round/level	PHB241
___	___	Inflict Moderate Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Touch deals 2d8 damage +1/lev (max +10)	PHB244
___	___	Lava Missile *[Fire]*	Co	VSD	1 act	Medium	Instantaneous	Ref ½	N	Missile of lava deals 1d4 fire damage	SK156
___	___	Make Whole	Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Repairs an object	PHB252
___	___	Mark of the Outcast	Ne	VSD	1 act	Close	Permanent	Will n.	Y	Subject has -5 on Bluff/Diplomacy, -2 to AC	Und59
___	___	Owl's Wisdom	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
___	___	Razorscales	Tr	VD	1 act	Personal	1 round/lev (D)	–	N	Your scales beome razor-sharp	SK157
___	___	Remove Paralysis *[Healing]*	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis/slow	PHB271
___	___	Resist Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from energy type	PHB272
___	___	Restoration, Lesser	Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PHB272
___	___	Rock Catch	Tr	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Catch hurled rocks	ShS48
___	___	Shatter *[Sonic]*	Ev	VSD	1 act	Close	Instantaneous	Special	Y	Vibrations damage objects/crystalline creat.	PHB278
___	___	Shield Other	Ab	VSF	1 act	Close	1 hour/lev (D)	Will n.	Y	You take half of subject's damage	PHB278
___	___	Silence	Il	VS	1 act	Long	1 min/lev (D)	Special	Sp.	Negates sound in 15-ft radius	PHB279
___	___	Sound Burst *[Sonic]*	Ev	VSD	1 act	Close	Instantaneous	For part.	Y	Deals 1d8 sonic damage to subjects, may stun	PHB281
___	___	Spiritual Weapon *[Force]*	Ev	VSD	1 act	Medium	1 round/lev (D)	–	Y	Magic weapon attacks on its own	PHB285
___	___	Status	Di	VS	1 act	Touch	1 hour/lev	Will n.	Y	Monitors condition and position of allies	PHB284
___	___	Stone Bones	Tr	VSF	1 act	Touch	10 min/lev	Will n.	Y	Corporeal undead gains +3 natural armor	MoF123
___	___	Summon Monster II	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar creature (1 2nd or 1d3 1st)	PHB286
___	___	Summon Undead II *[Evil]*	Co	VSF	1 round	Close	1 round/lev	–	N	Calls 1 2nd-level or 2 1st-level undead	PGtF114
___	___	Sun Bolt *[Light]*	Ev	VS	1 act	Medium	1 round	Ref part.	Y	Ray deals 2d6 damage, more vs. undead	ShS51
___	___	Tyche's Touch	Ab	SD	1 act	Touch	Special	Will n.	Y	Confers bonuses on next 4 saving throws	LEoF35
___	___	Undetectable Alignment	Ab	VS	1 act	Close	24 hrs	Will n.	Y	Conceals alignment for 24 hrs	PHB297
___	___	Zone of Truth *[Mind-Affecting]*	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie	PHB303
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Cleric Spells

3rd-Level Spells

Spells: 3 + 1 = 4 Save DC: 18

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Amanuensis	Tr	VSM	1 act	Close	10 min/lev	Will n.	Y	Copy non magical text	MoF77
___	___	Animate Dead *[Evil]*	Ne	VSM	1 act	Touch	Instantaneous	–	N	Creates undead skeletons and zombies	PHB198
___	___	Bestow Curse	Ne	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability; -4 to rolls; or 50% lose act.	PHB205
___	___	Bladebane	Tr	VSM	1 act	Touch	1 round/lev	Will n.	Y	Weapon becomes *bane* for enemy	UE48
___	___	Blindness/Deafness	Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened	PHB206
___	___	Blindsight	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Grants blindsight out to 30 ft	PGtF100
___	___	Burrow	Tr	VSD	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject grows claws and gets burrow speed 10	Und56
___	___	Circle Dance	Di	VS	1 min	Personal	Instantaneous	–	N	Indicates direction to known target	MoF84
___	___	Contagion *[Evil]*	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB213
___	___	Continual Flame *[Light]*	Ev	VSM	1 act	Touch	Permanent	–	N	Makes a permanent heatless torch	PHB213
___	___	Create Food and Water	Co	VS	10 min	Close	24 hrs	–	N	Feeds 3 humans or 1 horse/level	PHB215
___	___	Cure Serious Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8 damage +1/lev (max +15)	PHB216
___	___	Dark Way	Il	VSD	1 act	Close	1 round/lev	–	Y	Temporary bridge supports 200 lbs/lev	MoF87
___	___	Darkfire *[Fire]*	Ev	VS	1 act	0 ft.	1 round/lev	–	Y	As *produce flame*, but dark flames	MoF86
___	___	Daylight *[Light]*	Ev	VS	1 act	Touch	10 min/lev (D)	–	N	60-ft radius of bright light	PHB216
___	___	Deeper Darkness *[Darkness]*	Ev	VD	1 act	Touch	1 day/lev (D)	–	N	Object sheds shadow in 60-ft radius	PHB217
___	___	Detect Metal and Minerals	Di	VSM	1 act	60 ft	Up to 10 min/l	–	N	Detects accumulations of metals and minerals	RoF189
___	___	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels spells and magical effects	PHB223
___	___	Entropic Shield, Mass	Ab	VS	1 act	Close	1 min/lev (D)	Will n.	N	Ranged attacks against recipients miss 20%	ShS46
___	___	Glyph of Warding	Ab	VSM	10 min	Touch	Until disch.	Special	Sp.	Inscription harms those who pass it	PHB236
___	___	Handfang	Tr	VS	1 act	Personal	1 round/lev	–	N	Create a fanged, biting mouth on your hand	SK156
___	___	Helping Hand	Ev	VSD	1 act	5 miles	1 hour/lev	–	N	Ghostly hand leads subject to you	PHB239
___	___	Inflict Serious Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Touch deals 3d8 damage +1/lev (max +15)	PHB244
___	___	Invisibility Purge	Ev	VS	1 act	Personal	1 min/lev (D)	–	N	Dispels invisibility within 5 ft/level	PHB245
___	___	Know Bloodline	Di	VSD	1 act	Close	Instantaneous	Will n.	Y	Reveals target's type, subtype, race, subrace	LEoF52
___	___	Laogzed's Breath	Co	VSM	1 act	Close	Instantaneous	For n.	N	Nauseating vapors, 10 rounds	SK156
___	___	Locate Node *[Earth]*	Di	VSD	1 act	1 mile/l	1 min/lev	–	N	Finds closest earth node	Und58
___	___	Locate Object	Di	VSD	1 act	Long	1 min/lev	–	N	Senses direction towards object	PHB249
___	___	Magic Circle against Chaos *[Lawful]*	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB249
___	___	Magic Circle against Evil *[Good]*	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB249
___	___	Magic Circle against Good *[Evil]*	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB250
___	___	Magic Circle against Law *[Chaotic]*	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB250
___	___	Magic Vestment	Tr	VSD	1 act	Touch	1 hour/lev	Will n.	Y	Armor or shield gains +1/4 levels	PHB251
___	___	Meld into Stone *[Earth]*	Tr	VSD	1 act	Personal	10 min/lev	–	N	You and your gear merge with stone	PHB252
___	___	Obscure Object	Ab	VSD	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying	PHB258
___	___	Phantom Plow	Ev	VSM	1 act	Special	Permanent	Special	N	Turns aside raw earth in a furrow	LoD187
___	___	Plague Carrier	Ne	VS	1 act	Touch	Special	For n.	Y	Infects subject with chosen disease	RoF190
___	___	Prayer *[Mind-Affecting]*	En	VSD	1 act	40 ft	1 round/lev	–	Y	Allies gain +1 on most rolls, enemies -1	PHB264
___	___	Protection from Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 points/lev damage from energy	PHB266
___	___	Redirect Spell	Ab	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Spells targeting ally target you instead	ShS48
___	___	Remedy Moderate Wounds *[Healing]*	Co	VS	1 act	Touch	10 r +1 r/2 lev	Will n.	Y	Target gains fast healing 1 for spell duration	MoF115
___	___	Remove Blindness/Deafness *[Healing]*	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions	PHB270
___	___	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB270
___	___	Remove Disease *[Healing]*	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB271
___	___	Rockburst	Ev	VS	1 act	Medium	Instantaneous	Special	N	Stone objects explode, dealing 1d4 +1/lev dmg	ShS48
___	___	Searing Light	Ev	VS	1 act	Medium	Instantaneous	–	Y	Ray deals 1d8/2 lev, more if undead	PHB275
___	___	Skull Watch	Ne	VSF	1 act	Touch	1 hour/lev	–	N	Skull shrieks when creature enters area	PGtF111
___	___	Speak with Dead *[Language-Dependent]*	Ne	VSD	10 min	10 ft	1 min/lev	Will n.	N	Corpse answers one question/2 levels	PHB281
___	___	Sticks and Stones	Ne	VS	1 act	Close	1 round/lev	–	N	Create wood skeleton with energy drain	ShS49
___	___	Stone Shape *[Earth]*	Tr	VSD	1 act	Touch	Instantaneous	–	N	Sculpts stone into any shape	PHB284
___	___	Storm Shield	Ab	VSD	1 act	Medium	Special	Special	Sp.	30-ft sphere absorbs 20/lev electricity dmg	LEoF54
___	___	Summon Monster III	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 3rd, 1d3 2nd or 1d4+1 1st)	PHB286
___	___	Summon Undead III *[Evil]*	Co	VSF	1 round	Close	1 round/lev	–	N	Calls 1 3rd- or 2 2nd- or 4 1st-level undead	PGtF114
___	___	Telepathic Bond, Lesser *[Mind-Affecting]*	Di	VS	1 act	30 ft	10 min/lev	–	N	Link lets you and target communicate	EPsi221
___	___	Venomfire *[Acid]*	Tr	VM	1 act	Touch	1 hour/lev	For n.	Y	Subject's venom becomes caustic	SK158
___	___	Water Breathing	Tr	VSD	1 act	Touch	2 hours/lev	Will n.	Y	Subjects can breathe underwater	PHB300
___	___	Water Walk *[Water]*	Tr	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject treads on water as if solid	PHB300
___	___	Weapon of Impact	Tr	VS	1 act	Close	10 min/lev	Will n.	Y	Doubles a blunt weapon's threat range	MoF134
___	___	Wind Wall *[Air]*	Ev	VSD	1 act	Medium	1 round/lev	–	Y	Deflects arrows, smaller creatures and gases	PHB302
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Cleric Spells

4th-Level Spells

Spells: 3 + 1 = 4 Save DC: 19

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Aerial Summoning Dance	Co	VSD	3 rds	Close	1 round/lev	–	N	Calls outsiders (1 6th, 1d3 5th or 1d4+1 4th)	RoF189
___	___	Air Walk *[Air]*	Tr	VSD	1 act	Touch	10 min/lev	–	Y	Subject treads on air as if solid (45 deg. climb)	PHB196
___	___	Aura of the Sun *[Light]*	Ab	VSD	1 act	10 ft	1 round/lev (D)	–	N	10-ft radius area damages undead, hampers dark	LEoF30
___	___	Control Water *[Water]*	Tr	VSD	1 act	Long	10 min/lev (D)	–	N	Raises or lowers bodies of water	PHB214
___	___	Cure Critical Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 4d8 damage +1/lev (max +20)	PHB215
___	___	Death Ward	Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects	PHB217
___	___	Dimensional Anchor	Ab	VS	1 act	Medium	1 min/lev	–	Y	Bars extradimensional movement	PHB221
___	___	Discern Lies	Di	VSD	1 act	Close	Up to 1 rd/lev	Will n.	N	Reveals deliberate falsehood	PHB221
___	___	Dismissal	Ab	VSD	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane	PHB222
___	___	Divination	Di	VSM	10 min	Personal	Instantaneous	–	N	Provides advice for specific proposed actions	PHB224
___	___	Divine Power	Ev	VSD	1 act	Personal	1 round/lev	–	N	You gain attack bonus, +6 Str and 1 hp/level	PHB224
___	___	Doomtide	Il	VSD	1 act	80 ft.	1 round/lev	Will n.	Y	Black mist oscures vision, dazes creatures	MoF90
___	___	Dweomer of Transference	Ev	VS	1 min	Close	1 round/lev	Will n.	Y	Converts spellcasting into psionic PP	EPsi220
___	___	Fang Trap	Ab	VSD	1 act	Touch	Until disch.	For n.	Y	Inscription harms those who pass it	SK155
___	___	Freedom of Movement	Ab	VSMD	1 act	Touch	10 min/lev	Will n.	Y	Subject moves normally despite impediments	PHB235
___	___	Giant Vermin	Tr	VSD	1 act	Close	1 min/lev	–	Y	Turns insects into giant vermin	PHB235
___	___	Hand of Torm *[Special]*	Ab	VSD	1 min	10 ft.	1 hour/lev	For n.	Y	Zone stuns those of different patrons	MoF99
___	___	Imbue with Spell Ability	Ev	VSD	10 min	Touch	Until disch.(D)	Will n.	Y	Transfers spells to subject	PHB243
___	___	Inflict Critical Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Touch deals 4d8 damage +1/lev (max +20)	PHB244
___	___	Iron Bones	Tr	VSF	1 act	Touch	10 min/lev	Will n.	Y	Undead gain +5 natural armor bonus	MoF102
___	___	Know Vulnerabilities	Di	VS	1 act	Close	Instantaneous	Will n.	Y	Determine target's vulnerabilities/resistances	MoF104
___	___	Magic Weapon, Greater	Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	+1 bonus/4 lev (max +5)	PHB251
___	___	Nchaser's Glowing Orb *[Light]*	Ev	VSF	1 act	Touch	Permanent	–	N	Creates permanent magical light	PGtF107
___	___	Neutralize Poison *[Healing]*	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
___	___	Night's Mantle	Ab	VS	1 act	Personal	10 min/lev (D)	–	N	Protects creature from sunlight effects	LoD187
___	___	Planar Ally, Lesser	Co	VSDX	10 min	Close	Instantaneous	–	N	Exchange services with 6-HD extraplanar	PHB261
___	___	Poison	Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min.	PHB262
___	___	Repel Vermin	Ab	VSD	1 act	10 ft	10 min/lev (D)	–/Will n.	Y	Insects and vermin stay 10 ft away	PHB271
___	___	Restoration *[Healing]*	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability drains	PHB272
___	___	Revenance	Co	VSMFX	1 round	Touch	1 min/lev	None	Y	Slain allied is restored to life for 1 min/lev	MoF113
___	___	Sending	Ev	VSD	10 min	Special	1 round	–	N	Instantly delivers short messages anywhere	PHB275
___	___	Shape Metal	Tr	VSD	1 act	Touch	Instantaneous	For n.	Y	Sculpts metal into any form	RoF191
___	___	Spell Immunity	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	Subject is immune to 1 spell/4 levels	PHB282
___	___	Stone Metamorphosis *[Earth]*	Tr	VSD	1 act	Touch	Instantaneous	–	N	Changes type of stone	Und61
___	___	Summon Monster IV	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 4th, 1d3 3rd or 1d4+1 2nd)	PHB286
___	___	Summon Undead IV *[Evil]*	Co	VSF	1 round	Close	1 round/lev	–	N	Calls 1 4th- or 2 3rd- or 4 2nd-level undead	PGtF114
___	___	Tongues	Di	VD	1 act	Touch	10 min/lev	Will n.	N	Speak any language	PHB294
___	___	Venom Bolt *[Acid]*	Ev	VSM	1 act	100 ft	Instantaneous	Special	Y	Beam of energy deals 2d8 acid damage	SK158
___	___	Wall of Chaos *[Chaotic]*	Ab	VSD	1 act	Close	10 min/lev	Will n.	Y	One-sided wall: +2 AC and saves	MoF131
___	___	Wall of Evil *[Evil]*	Ab	VSD	1 act	Close	10 min/lev	Will n.	Y	One-sided wall: +2 AC and saves	MoF131
___	___	Wall of Good *[Good]*	Ab	VSD	1 act	Close	10 min/lev	Will n.	Y	One-sided wall: +2 AC and saves	MoF131
___	___	Wall of Law *[Lawful]*	Ab	VSD	1 act	Close	10 min/lev	Will n.	Y	One-sided wall: +2 AC and saves	MoF132
___	___	Wall of Pain *[Evil]*	Ne	VSF	1 act	Close	1 round/lev (D)	Will n.	Y	Wall causes pain to creatures passing through	ShS51
___	___	Wall of Sand *[Earth]*	Co	VSD	1 act	Medium	Conc. +1 rd/lev	–	N	Swirling sand blocks ranged att., slows move	PGtF118
___	___	Weapon of the Deity	Tr	VD	1 act	Personal	1 round/lev	–	N	+1 to weapon's att. and dmg, special ability	MoF132
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Cleric Spells

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
5th-Level Spells					Spells: 2 + 1 = 3			Save DC: 20			
___	___	Atonement	Ab	VSMFDX	1 hour	Touch	Instantaneous	–	Y	Removes burden of misdeeds from subject	PHB201
___	___	Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from magical effects	PHB207
___	___	Command, Greater *[Lang.-Dep., Mind-Aff.]*	En	V	1 act	Close	1 round/lev	Will n.	Y	One subject/lev obeys command for 1 round	PHB211
___	___	Commune	Di	VSMDX	10 min	Personal	1 round/lev	–	N	Deity answers one yes-or-no question/level	PHB211
___	___	Commune with Earth	Di	VS	10 min	Personal	Instantaneous	–	N	Learn about terrain for 1 mile/level	RoF189
___	___	Contagion, Mass	Ne	VS	1 act	Close	Instantaneous	For n.	Y	Infects subject with chosen disease	RoF190
___	___	Crawling Darkness	Co	VSD	1 round	Personal	1 min/lev	–	–	Tentacles give concealment and defenses	MoF86
___	___	Cure Light Wounds, Mass *[Healing]*	Co	VS	1 act	Close	Instantaneous	Will ½	Y	Cures 1d8 damage +1/lev for many creatures	PHB216
___	___	Dispel Chaos *[Lawful]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by chaotic creatures	PHB222
___	___	Dispel Evil *[Good]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by evil creatures	PHB222
___	___	Dispel Good *[Evil]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by good creatures	PHB222
___	___	Dispel Law *[Chaotic]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus vs. attacks made by lawful creatures	PHB223
___	___	Disrupting Weapon	Tr	VS	1 act	Touch	1 round/lev	Will n.	Y	Melee weapon destroys undead	PHB225
___	___	Flame Strike *[Fire]*	Ev	VSD	1 act	Medium	Instantaneous	Ref ½	Y	Smites foes with fire (1d6/level)	PHB231
___	___	Hallow *[Good]*	Ev	VSMD	1 day	Touch	Instantaneous	Special	Sp.	Designates location as holy	PHB238
___	___	Inflict Light Wounds, Mass	Ne	VS	1 act	Close	Instantaneous	Will ½	Y	Deals 1d8 damage +1/lev to many creatures	PHB244
___	___	Insect Plague	Co	VSD	1 round	Long	1 min/lev	–	N	Locust swarms attack creatures	PHB244
___	___	Lava Splash *[Fire]*	Co	VSDF	1 act	Close	Instantaneous	Ref ½	N	Wave of lava showers the area	SK156
___	___	Mark of Justice	Ne	VSD	10 min	Touch	Permanent	–	Y	Designate action that will trigger *curse* on subj.	PHB252
___	___	Monstrous Regeneration	Co	VS	1 act	Touch	1 round/2 lev.	Will ½	Y	Grants regeneration ability for 1 round/2 lev	MoF109
___	___	Plane Shift	Co	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane	PHB262
___	___	Psychic Turmoil	Ab	VSM	1 act	Close	1 round/lev	Will part.	Y	Invisible field leeches psionic PP away	EPsi221
___	___	Raise Dead *[Healing]*	Co	VSMD	1 min	Touch	Instantaneous	–	Y	Restores life to subject dead up to 1 day/level	PHB268
___	___	Righteous Might	Tr	VSD	1 act	Personal	1 round/lev (D)	–	N	Your size increases, and you gain bonuses	PHB275
___	___	Scrying	Di	VSFD	1 hour	Special	1 min/lev	Will n.	Y	Spies on subject from a distance	PHB274
___	___	Slay Living *[Death]*	Ne	VS	1 act	Touch	Instantaneous	For part.	Y	Touch attack kills subject	PHB280
___	___	Soul Scour	Be	VSM	1 act	Touch	Instantaneous	Will n.	Y	Touch deals temporary Cha and Wis damage	UE52
___	___	Spell Resistance	Ab	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +12 +1/level Spell Resistance	PHB282
___	___	Stone Shape, Greater *[Earth]*	Tr	VSD	1 act	Touch	Instantaneous	–	N	Sculpts 10 cu.ft+10 cu.ft/lev of stone	Und62
___	___	Stone fire *[Fire]*	Ev	VSD	1 act	Touch	1 round/lev	–	Y	Natural stone combusts and deals fire damage	ShS50
___	___	Streamers	Ev	VSM	1 act	Medium	1 round/lev	–	Y	Ranged touch attack deals 5d10, +1 str./3 lev	ShS50
___	___	Summon Monster V	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar (1 5th, 1d3 4th or 1d4+1 3rd)	PHB286
___	___	Summon Undead V *[Evil]*	Co	VSF	1 round	Close	1 round/lev	–	N	Calls 1 5th- or 2 4th- or 4 3rd-level undead	PGtF114
___	___	Symbol of Pain *[Evil]*	Ne	VSM	10 min	0 ft	Special	For n.	Y	Triggered rune wracks creatures with pain	PHB290
___	___	Symbol of Sleep *[Mind-Affecting]*	En	VSM	10 min	0 ft	Special	Will n.	Y	Triggered rune puts creatures into slumber	PHB291
___	___	True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	Lets you see all things as they really are	PHB296
___	___	Unhallow *[Evil]*	Ev	VSM	1 day	Touch	Instantaneous	Special	Sp.	Designates location as unholy	PHB297
___	___	Wall of Dispel Magic	Ab	VSD	1 act	Close	1 min/lev	–	N	Creatures passing through are subject to dispel	Und65
___	___	Wall of Stone *[Earth]*	Co	VSD	1 act	Medium	Instantaneous	Special	N	Creates a stone wall that can be shaped	PHB299
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Paladin Powers

Casting Level: Le6/2

Aura of Good:	☑	Lay on Hands:	36 hp/day
Detect Evil:	☑	Smite Evil:	3 times/day
Divine Grace:	☑		+ Ch3A to attack
Divine Health:	☑		+ 12 to damage
Aura of Courage:	☑	Remove Disease:	3 times/week
Special Mount:	☑		

Turn Undead

Turning Check: 1d20 + Ch3A 0
Times per Day: 3 + Ch3A + 12 = 18
Turning Damage: 2d6 + Ch3A + Le6-5 = 2d6 + 12

Check Result	Max HD Affected
0 or lower	Level -7
1-3	Level -6
4-6	Level -5
7-9	Level -4
10-12	Level -3
13-15	Level -2
16-18	Level -1
19-21	Level
22+	Level +1

Paladin Spells

1st-Level Spells

Spells: 1 + 2 = 3 Save DC: 16

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
X		Bless *[Mind-Affecting]*	En	VSD	1 act	50 ft	1 min/lev	-	Y	Allies gain +1 to attacks and saves vs. fear	PHB205
		Bless Water *[Good]*	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes holy water	PHB205
		Bless Weapon	Tr	VS	1 act	Touch	1 min/lev	-	N	Weapon strikes true against evil foes	PHB205
		Create Water *[Water]*	Co	VS	1 act	Close	Instantaneous	-	N	Creates 2 gallons of pure water per level	PHB215
		Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 damage +1/level (max +5)	PHB215
		Deafening Clang *[Sonic]*	Tr	VSD	1 act	Touch	1 round/lev	Will n.	Y	Weapon deafens with a successful touch attack	MoF87
		Detect Poison	Di	VS	1 act	Close	Instantaneous	-	N	Detects poison in one creature or object	PHB219
		Detect Undead	Di	VSD	1 act	60 ft	1 min/lev (D)	-	N	Reveals undead within 60 ft	PHB220
		Divine Favor	Ev	VSD	1 act	Personal	1 min	-	N	Gain +1 to hit and damage per 3 lev (max +3)	PHB224
		Endure Elements	Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
		Faith Healing	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 8 + 1/level dmg to worshippers	MoF99
		Magic Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
		Protection from Chaos *[Lawful]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. chaos; no mind control	PHB266
		Protection from Evil *[Good]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. evil; no mind control	PHB266
		Protection from Winged Flyers	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	ShS48
		Read Magic	Di	VSF	1 act	Personal	10 min/lev	-	N	Read scrolls and spellbooks	PHB269
		Resistance	Ab	VSD	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws	PHB272
		Restoration, Lesser	Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Repairs 1d4 ability damage	PHB272
		Silverbeard	Tr	VD	1 act	Personal	1 min/lev	-	-	You grow a hard beard that gives +2 to armor	MoF117
X		Strategic Charge	Ab	VD	1 act	Personal	1 round/lev	-	-	You gain the benefits of the Mobility feat	MoF125
		Virtue	Tr	VSD	1 act	Touch	1 min	For n.	Y	Subject gains 1 temporary hp	PHB298
		Vision of Glory	Di	VSD	1 act	Touch	1 min (D)	None	Y	Target gains +1 bonus on next saving throw	MoF131
		Warning Shout *[Sonic]*	Tr	V	1 act	Special	1 round	None	N	All creatures within ½ mile hear your shout	MoF132

2nd-Level Spells

Spells: 1 + 1 = 2 Save DC: 17

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Aura of Glory	Tr	VD	1 act	Personal	1 min/lev	-	N	Bonus on Cha skills, cure and bolster allies	MoF78
		Bladebane	Tr	VSM	1 act	Touch	1 round/lev	Will n.	Y	Weapon becomes *bane* for enemy	UE48
		Bull's Strength	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PHB207
		Clarity of Mind	Ab	VSD	1 act	Touch	1 hour/lev	Will n.	Y	+4 to save vs. charm, compulsion, glamer	Und57
		Delay Poison	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB217
		Eagle's Splendor	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PHB225
		Hand of Divinity *[Good]*	Ev	VSD	1 act	Touch	1 min/lev	Will n.	Y	+2 sacred bonus to worshiper of your patron	MoF98
		Owl's Wisdom	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
		Remove Paralysis	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis/*slow*	PHB271
		Resist Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB272
		Shield Other	Ab	VSF	1 act	Close	1 hour/lev (D)	Will n.	Y	You take half of subject's damage	PHB278
		Strength of Stone	Tr	VSD	1 act	Personal	1 hour/lev	-	N	*Bull's Strength* lasts until you touch ground	MoF125
		Undetectable Alignment	Ab	VS	1 act	Close	24 hours	Will n.	Y	Conceals alignment for 24 hrs	PHB297
		Zone of Truth *[Mind-Affecting]*	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie	PHB305

Paladin Spells

3rd-Level Spells

Spells: 1 + 1 = 2 Save DC: 18

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8 damage +1/lev (max +10)	PHB216
___	___	Daylight [Light]	Ev	VS	1 act	Touch	10 min/lev (D)	–	N	60-ft radius of bright light	PHB216
___	___	Discern Lies	Di	VSD	1 act	Close	Up to 1 rd/lev	Will n.	N	Reveals deliberate falsehoods	PHB221
___	___	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels spells and magical effects	PHB225
___	___	Forceward	Ab	VSD	1 round	10 ft	1 min/lev	–	Y	Sphere of force prevents entry, +2 on ST	PGtF105
___	___	Heal Mount	Co	VS	1 act	Touch	Instantaneous	Will n.	Y	As *heal* on warhorse or special mount	PHB239
___	___	Know Greatest Enemy	Di	VD	1 act	Close	1 round/lev	None	Y	Determine power level of creatures in area	MoF103
___	___	Loyal Vassal [Lawful]	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	Allies gains +3 against mind affecting effects	MoF106
___	___	Magic Circle against Chaos [Lawful]	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius	PHB249
___	___	Magic Circle against Evil [Good]	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius	PHB249
___	___	Magic Weapon, Greater	Tr	VSD	1 act	Close	1 hour/lev	Will n.	Y	+1 bonus/4 levels (max +5)	PHB251
___	___	Prayer [Mind-Affecting]	En	VSD	1 act	40 ft	1 round/lev	–	Y	Allies gain +1 on most rolls, enemies -1	PHB264
___	___	Redirect Spell	Ab	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Spells targeting ally target you instead	ShS48
___	___	Remove Blindness/Deafness	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions	PHB270
___	___	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB270
___	___	Righteous Fury	Tr	VSD	1 act	Personal	1 round/lev	–	N	Gain 1d4/lev hp, +2 nat. armor, +2 Str and Dex	MoF114
___	___	Undead Bane Weapon	Tr	VSD	1 act	Touch	1 min/lev	–	N	Weapon is good and gets *bane* property	PGtF117
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4th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Aura of the Sun [Light]	Ab	VSD	1 act	10 ft	1 round/lev (D)	–	N	10-ft radius area damages undead, hampers dark	LEoF30
___	___	Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from enchantments	PHB207
___	___	Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8 damage +1/lev (max +15)	PHB216
___	___	Death Ward	Ne	VSD	1 act	Touch	1 min/lev	Will n.	Y	Grants immunity to death spells and effects	PHB217
___	___	Dispel Chaos [Lawful]	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus against attacks by chaotic creatures	PHB222
___	___	Dispel Evil [Good]	Ab	VSD	1 act	Touch	1 round/lev	Special	Sp.	+4 bonus against attacks by evil creatures	PHB222
___	___	Favor of Ilmater	Ne	VS	1 act	Medium	1 min/lev	–	Y	Subject resists pain and injury	PGtF102
___	___	Hand of Torm [Special]	Ab	VSD	1 min	10 ft.	1 hour/lev	For n.	Y	Warding zone stuns those of different patrons	MoF99
___	___	Holy Sword [Good]	Ev	VS	1 act	Touch	1 round/lev	–	N	Weapon becomes +5, +2d6 damage vs. evil	PHB242
___	___	Lawful Sword	Ev	VS	1 act	Touch	1 round/lev	–	N	Weapon is +5 axiomatic, protects vs. chaos	PGtF105
___	___	Mark of Justice	Ne	VSD	10 min	Touch	Permanent	–	Y	Action will trigger *curse* on subject	PHB252
___	___	Neutralize Poison	Co	VSD	1 act	Touch	10 min/lev	Will n.	Y	Detoxifies venom in or on subject	PHB257
___	___	Restoration	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability scores drain	PHB272
___	___	Revenance	Co	VSMDX	1 round	Touch	1 min/lev	None	Y	Slain ally is restored to life for 1 minute/lev	MoF113
___	___	Seek Eternal Rest	Co	VD	1 act	Personal	10 min/lev	–	N	Turn undead as paladin two levels higher	MoF115
___	___	Weapon of the Deity	Tr	VD	1 act	Personal	1 round/lev	–	N	+1 to weapon's att. and damage, special ability	MoF132
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Ranger Powers

Casting Level: Le4/2

Wild Empathy: 18v + C3A + 0 = 11

Combat Style: ☐ Archery ☒ Two-Weapon Combat

Track:	☑
Endurance:	☑
Animal Companion:	☑
Woodland Stride:	☑
Swift Tracker:	☑
Evasion:	☐
Camouflage:	☐
Hide in Plain Sight:	☐

Favored Enemies

orc	Bonus: +4
giant	Bonus: +2
dragon	Bonus: +4
	Bonus: +
	Bonus: +

Bonus to Bluff, Listem, Sense Motive, Spot, Survival and damage rolls

Ranger Spells

1st-Level Spells

Spells: 1 + 2 = 3 Save DC: 16

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☒	☐	Alarm	Ab	VSD	1 act	Close	2 hrs/lev (D)	–	N	Wards an area for 2 hrs/lev	PHB197
☐	☐	Animal Messenger *[Mind-Affecting]*	En	VSM	1 act	Close	1 day/lev	–	Y	Sends a Tiny animal to a specific place	PHB198
☐	☐	Branch to Branch	Tr	VS	1 act	Personal	1 min/lev	–	N	+10 to Climb checks and normal movein trees	MoF85
☐	☐	Calm Animals *[Mind-Affecting]*	En	VS	1 act	Close	1 min/lev	Will n.	Y	Calms 2d4 HD + 1 HD/lev of animals	PHB207
☐	☐	Camouflage	Tr	VS	1 act	Personal	10 min/lev	–	N	Subject gains +10 on Hide checks	Und56
☐	☐	Charm Animal *[Mind-Affecting]*	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one animal your friend	PHB208
☐	☐	Delay Poison	Co	VSD	1 act	Touch	1 hour/lev	For n.	Y	Stops poison from harming subject for 1 hr/lev	PHB217
☐	☐	Detect Animals or Plants	Di	VS	1 act	Long	10 min/lev (D)	–	N	Detects kinds of animals or plants	PHB218
☐	☐	Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poison in one creature or object	PHB219
☐	☐	Detect Snares and Pits	Di	VS	1 act	60 ft	10 min/lev (D)	–	N	Reveals natural or primitive traps	PHB220
☐	☐	Endure Elements	Ab	VS	1 act	Touch	24 hours	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
☐	☐	Entangle	Tr	VSD	1 act	Long	1 min/lev (D)	Ref part.	N	Plants entangle everyone in 40-ft rad. circle	PHB227
☐	☐	Hide from Animals	Ab	SD	1 act	Touch	10 min/lev (D)	Will n.	Y	Animals can't perceive one subject/lev	PHB241
☐	☐	Hunter's Mercy	Tr	VS	1 act	Personal	Special	–	N	Next hit with bow threatens critical hit	MoF101
☒	☐	Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PHB246
☐	☐	Longstrider	Tr	VSM	1 act	Personal	1 hour/lev (D)	–	N	Increases your speed	PHB249
☐	☐	Low-Light Vision	Tr	VS	1 act	Touch	1 hour/lev	–	Y	Target gains low light vision	MoF106
☐	☐	Magic Fang	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	One natural weapon gets +1 to hit and damage	PHB250
☐	☐	Naturewatch	Ne	S	1 act	Close	10 min/lev	–	N	Sees condition of wounded animals and plants	MoF110
☐	☐	Pass without Trace	Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	One subject/level leaves no tracks	PHB259
☒	☐	Ram's Might	Tr	VS	1 act	Personal	1 min/lev	–	N	Your unarmed attacks inflict normal damage	MoF112
☐	☐	Read Magic	Di	VSF	1 act	Personal	10 min/lev	–	N	Read scrolls and spellbooks	PHB269
☐	☐	Resist Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB272
☐	☐	Smell of Fear	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Target's aroma triples chance of encounters	MoF119
☐	☐	Speed Swim	Tr	VSF	1 act	Close	1 min/lev (D)	For n.	Y	Target gains swim speed 30	MoF121
☐	☐	Stalking Brand	Tr	VS	1 act	Touch	1 day/lev	–	Y	You can see target marked with symbol	MoF125
☐	☐	Speak with Animals	Di	VS	1 act	Personal	1 min/lev	–	N	You can communicate with animals	PHB281
☐	☐	Summon Nature's Ally I	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (1 1st-level)	PHB288
☐	☐	Surefoot	Ab	VS	1 act	Personal	10 min/lev	–	N	+10 bonus on Balance checks	MoF127
☐	☐	Towering Oak	Il	VS	1 act	Personal	3 rounds/lev	–	N	+10 bonus on Intimidate checks	MoF128
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2nd-Level Spells

Spells: 0 + 2 = 2 Save DC: 17

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☒	☐	Barkskin	Tr	VSD	1 act	Touch	10 min/lev	–	Y	Grants +2 or higher to natural armor	PHB205
☐	☐	Bear's Endurance	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB205
☐	☐	Burrow	Tr	VSD	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject grows claws and gets burrow speed 10	Und56
☐	☐	Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev	PHB208
☐	☐	Claws of the Beast	Tr	VS	1 act	Personal	1 round/lev	–	N	Your hands deal 1d8 damage	PGtF101
☐	☐	Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 damage +1 per level (max +5)	PHB215
☐	☐	Dispel Fog	Ab	VS	1 act	Medium	1 min/lev	For ½	Y	Cancels natural and magical fogs in the area	ShS46
☐	☐	Easy Trail	Ab	VS	1 act	Personal	1 hour/lev (D)	–	Y	Creates safe passage and hide your tracks	ShS46
☐	☐	Hold Animal *[Mind-Affecting]*	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Paralyzes one animal for 1 round/level	PHB241
☐	☐	One with the Land	Tr	VS	1 act	Personal	1 hour/lev	–	N	+2 bonus on nature related skill checks	MoF111
☐	☐	Owl's Wisdom	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
☐	☐	Protection from Energy	Ab	VSD	1 act	Touch	10 min/lev	For n.	Y	Absorbs 12 dmg/lev from one kind of energy	PHB266
☐	☐	Razorscales	Tr	VD	1 act	Personal	1 round/lev (D)	–	N	Your scales beome razor-sharp	SK157
☐	☐	Rock Catch	Tr	VS	1 act	Touch	1 round/lev (D)	Will n.	Y	Catch hurled rocks	ShS48
☒	☐	Scent	Tr	VSM	1 act	Touch	10 min/lev	–	Y	Grants the scent ability	SK157
☐	☐	Snare	Tr	VSD	3 rds	Touch	Until triggered	–	N	Creates a magical booby trap	PHB280
☐	☐	Speak with Plants	Di	VS	1 act	Personal	1 min/lev	–	N	You can talk to plants and plant creatures	PHB282
☐	☐	Spike Growth	Tr	VSD	1 act	Medium	1 hours/lev (D)	Ref part.	Y	Creatures in area take 1d4 damage, *slow*	PHB283
☐	☐	Summon Nature's Ally II	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight (1 2nd or 1d3 1st level)	PHB288
☐	☐	Wind Wall *[Air]*	Ev	VSD	1 act	Medium	1 round/lev	–	Y	Deflects arrows, smaller creatures, and gases	PHB302
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Wizard Schools of Magic

Access to Schools: ☐Abjuration ☑Divination ☐Evocation ☐Necromancy ☑Universal
☑Conjuration ☐Enchantment ☐Illusion ☐Transmutation

Specialization School: _____

Sorcerer/Wizard Spells

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
0-level spells	Spells: 4 + 0 = 4		Cast: ☐☐☐☐☐☐☐☐☐		Save DC: 11		Max. known: ____	☐☐☐☐☐☐☐☐				
☐	___	___	Acid Splash [Acid]	Co	VS	1 act	Close	Instantaneous	–	N	Orb deals 1d3 acid damage	PHB196
☐	___	___	Arcane Mark	Un	VS	1 act	0 ft	Permanent	–	N	Inscribe a personal rune (visible or invisible)	PHB201
☐	___	___	Dancing Lights [Light]	Ev	VS	1 act	Medium	1 min (D)	–	N	Creates torches or other lights	PHB216
☐	___	___	Daze [Mind-Affecting]	En	VSM	1 act	Close	1 round	Will n.	Y	Humanoid creat. up to 4 HD loses next action	PHB217
☐	___	___	Detect Magic	Di	VS	1 act	60 ft	1 min/lev (D)	–	N	Detect spells and magic items within 60 ft	PHB219
☐	___	___	Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poison in one creature or small object	PHB219
☐	___	___	Disrupt Undead	Ne	VS	1 act	Close	Instantaneous	–	Y	Deals 1d6 damage to one undead	PHB225
☐	___	___	Electric Jolt [Electricity]	Ev	VS	1 act	Close	Instantaneous	–	Y	Ranged touch attack deals 1d3 electricity dmg	MoF91
☐	___	___	Flare [Light]	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attack rolls)	PHB232
☐	___	___	Ghost Sound	Il	VSM	1 act	Close	1 round/lev (D)	Will dis.	N	Figments sound	PHB235
☐	___	___	Horizikaul's Cough [Sonic]	Ev	VS	1 act	Close	Instantaneous	Will part.	Y	Target takes 1 dmg and deafened 1 round	MoF101
☐	___	___	Launch Bolt	Tr	VS	1 act	Medium	Instantaneous	–	N	Launches a crossbow bolt up to medium range	MoF105
☐	___	___	Light [Light]	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch	PHB248
☐	___	___	Mage Hand	Tr	VS	1 act	Close	Concentration	–	N	5-pound telekinesis	PHB249
☐	___	___	Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs on an object	PHB253
☐	___	___	Message [Language-Dependent]	Tr	VSF	1 act	Medium	10 min/lev	–	N	Whispered conversation at distance	PHB253
☐	___	___	Open/Close	Tr	VSF	1 act	Close	Instantaneous	Will n.	Y	Opens or closes small or light things	PHB258
☐	___	___	Prestidigitation	Un	VS	1 act	10 ft	1 hour	Special	N	Performs minor tricks	PHB264
☐	___	___	Ray of Frost [Cold]	Ev	VS	1 act	Close	Instantaneous	–	Y	Ray deals 1d3 cold damage	PHB269
☐	___	___	Read Magic	Di	VSF	1 act	Personal	10 min/lev	–	N	Read scrolls and spellbooks	PHB269
☐	___	___	Resistance	Ab	VSM	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws	PHB272
☐	___	___	Silent Portal	Il	S	1 act	Close	1 hour/lev	Will n.	Y	Negates sound from door or window	MoF117
☐	___	___	Stick	Tr	VSM	1 act	Touch	Instantaneous	Will n.	Y	Glues an object up to 5 lb. to a larger one	Und61
☐	___	___	Touch of Fatigue	Ne	VSM	1 act	Touch	1 round/lev	For n.	Y	Touch attack fatigues target	PHB294
☐	___	___	_____	__	___	_____	_____	_____	_____	__	_____	
☐	___	___	_____	__	___	_____	_____	_____	_____	__	_____	
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☐	___	___	_____	__	___	_____	_____	_____	_____	__	_____	

Sorcerer/Wizard Spells

1st-Level Spells

Spells: 4 + 1 = 5 Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: 12 Max. known: ____ ☐☐☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
■	*	*	Alarm	Ab	VSF	1 act	Close	2 hours/lev (D)	–	N	Wards an area, for 2 hours/lev	PHB197
☐			Animate Rope	Tr	VS	1 act	Medium	1 round/lev	–	N	Makes a rope move at your command	PHB199
☐			Arcane Sensitivity	Di	VS	1 act	Touch	Instantaneous	–	N	Discover subject's casting abilities and power	ShS44
☐			Burning Hands *[Fire]*	Ev	VS	1 act	15 ft	Instantaneous	Ref ½	Y	1d4 fire damage/lev (max 5d4)	PHB207
☐			Cause Fear *[Fear, Mind-Affecting]*	Ne	VS	1 act	Close	Special	Will part.	Y	One creat. with less than 6 HD flees	PHB208
☐			Charm Person *[Mind-Affecting]*	En	VS	1 act	Close	1 hour/lev	Will n.	Y	Makes one person your friend	PHB209
☐			Chill Touch	Ne	VS	1 act	Touch	Instantaneous	Special	Y	1 touch/lev deals 1d6 damage and possibly 1 Str	PHB209
☐			Color Spray *[Mind-Affecting]*	Il	VSM	1 act	15 ft	Instantaneous	Will n.	Y	Knocks unconscious, blinds or stun 1d6 creat.	PHB210
☐			Comprehend Languages	Di	VSM	1 act	Personal	10 min/lev	–	N	Understand all spoken and written languages	PHB212
☐			Corrosive Grasp *[Acid]*	Co	VS	1 act	Touch	Instantaneous	–	Y	One touch/lev deals 1d6+1 acid damage	MoF85
☐			Darsson's Cooling Breeze *[Air]*	Ev	VS	1 act	60 ft	1 hour/lev (D)	–	Y	Create light breeze that travels in 1 direction	ShS45
☐			Detect Secret Doors	Di	VS	1 act	60 ft	1 min/lev (D)	–	N	Reveals hidden doors within 60 ft	PHB220
☐			Detect Undead	Di	VSM	1 act	60 ft	1 min/lev (D)	–	N	Reveaks undead within 60 ft	PHB220
☐			Disguise Self	Il	VS	1 act	Personal	10 min/lev (D)	–	N	Changes your appearance	PHB222
☐			Endure Elements	Ab	VS	1 act	Touch	24 hrs	Will n.	Y	Exist comfortably in hot/cold environment	PHB226
☐			Enlarge Person	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature doubles in size	PHB226
☐			Erase	Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes	PHB227
☐			Expeditious Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	–	N	Your speed increases by 30 ft	PHB228
☐			Feather Fall	Tr	V	Free	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly	PHB229
☐	*		Forcewave *[Force]*	Ev	VSF	1 act	Medium	Instantaneous	For part.	Y	Deals 1d4+1 damage + bull rush	MoF95
☐			Grease	Co	VSM	1 act	Close	1 round/lev (D)	Special	N	Makes 10-ft square or 1 object slippery	PHB257
☐			Hail of Stone *[Earth]*	Co	VSM	1 round	Medium	Instantaneous	–	Y	Stones deal 1d4/lev (max 5d4) in 5-ft radius	Und58
☐			Hold Portal	Ab	V	1 act	Medium	1 min/lev (D)	–	N	Holds door shut	PHB241
☐			Horizikaul's Boom *[Sonic]*	Ev	VS	1 act	Close	Instantaneous	Will part.	Y	Target takes 1d4/2 lev sonic dmg, deafness	MoF101
☐			Hypnotism *[Mind-Affecting]*	En	VS	1 round	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures	PHB242
☐			Ice Dagger *[Cold]*	Ev	VSM	1 act	Close	Instantaneous	Ref ½	Y	1d4 cold dmg/lev (1 in 5 ft.)	MoF101
☐			Identify	Di	VSM	1 hour	Touch	Instantaneous	–	N	Determines properties of magic item	PHB243
☐			Ironguts	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	+4 bonus on saving throws against poison	MoF102
☐			Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject gets bonus on Jump checks	PHB246
☐			Kaupaer's Skittish Nerves	Tr	VS	1 act	Touch	1 min/lev	–	Y	Target gains +5 bonus on initiative checks	MoF103
☐			Know Protections	Di	VS	1 act	Close	Instantaneous	Will n.	Y	Determine target's defences	MoF104
☐			Laeral's Cutting Hand	Tr	VS	1 act	Personal	1 round/lev	–	N	Hands gain a +2 bonus and considered armed	MoF104
☐			Launch Item	Tr	S	1 act	Long	Instantaneous	–	N	Hurls fine items up to long range	MoF105
☐			Low-Light Vision	Tr	VS	1 act	Touch	1 hour/lev	–	Y	Target gains low light vision	MoF106
☐			Mage Armor *[Force]*	Co	VSF	1 act	Touch	1 hour/lev (D)	Will n.	N	Gives subject +4 armor bonus	PHB249
☐			Magic Missile *[Force]*	Ev	VS	1 act	Medium	Instantaneous	–	Y	1d4+1 dmg missile, 1/2 lev. above 1st (max 5)	PHB251
☐			Magic Weapon	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus	PHB251
☐			Mount	Co	VSM	1 round	Close	2 hours/lev	–	N	Summons riding horse for 2 hours/lev	PHB256
☐			Net of Shadows *[Darkness]*	Il	VS	1 act	Close	3 rounds	Will n.	Y	Shadow conceals those in area	MoF110
☐			Nystul's Magic Aura	Il	VSF	1 act	Touch	1 day/lev (D)	–	N	Alters object's magic aura	PHB257
☐			Obscuring Mist	Co	VS	1 act	20 ft	1 min/lev	–	N	Fog surrounds you	PHB258
☐			Protection from Chaos *[Lawful]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
☐			Protection from Evil *[Good]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
☐			Protection from Good *[Evil]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
☐			Protection from Law *[Chaotic]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, counters mind control	PHB266
☐			Protection from Winged Flyers	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; counter mind control	ShS48
☐			Ray of Enfeeblement	Ne	VS	1 act	Close	1 min/lev	–	Y	Ray deals 1d6 +1/2 lev Str damage	PHB269
☐			Reduce Person	Tr	VSM	1 round	Close	1 min/lev (D)	For n.	Y	Humanoid creature halves in size	PHB269
☐			Scatterspray	Tr	VS	1 act	Close	Instantaneous	–	N	Items scatter in a burst dealing 1d8 damage	FRCS73
☐			Sea Legs	Tr	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Target creature can maneuver easily on a ship	ShS49
☐			Shelgarn's Persistent Blade *[Force]*	Ev	VSF	1 act	Close	1 round/2 lev	–	Y	Blade of force attacks, automatically flanks	MoF117
☐			Shield *[Force]*	Ab	VS	1 act	Personal	1 min/lev (D)	–	N	Gives +4 AC, blocks *magic missiles*	PHB278
☐			Shocking Grasp *[Electricity]*	Ev	VS	1 act	Touch	Instantaneous	–	Y	Touch deals 1d6/lev electricity (max 5d6)	PHB279
☐			Silent Image	Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates minor illusion of your design	PHB279
☐			Sleep *[Mind-Affecting]*	En	VSM	1 round	Medium	1 min/lev	Will n.	Y	Put 4 HD of creatures into magical slumber	PHB280
☐			Snilloc's Snowball *[Cold]*	Ev	VSM	1 act	0 ft	1 round/lev (D)	–	Y	Cold sphere deals 1d6 +1/lev (max +5) damage	UE52
☐			Speed Swim	Tr	VSF	1 act	Close	1 min/lev (D)	For n.	Y	Target gains swim speed 30	MoF121
☐			Spirit Worm	Ne	VSM	1 act	Touch	1 round/lev	For part.	Y	Target takes 1 point Con damage every round	MoF125
☐			Summon Monster I	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar creature to fight (1 1st-lev)	PHB285
☐			Summon Undead I *[Evil]*	Co	VSF	1 round	Close	1 round/lev	–	N	Calls a 1st-level undead	PGtF114
☐			Tenser's Floating Disk *[Force]*	Ev	VSM	1 act	Close	1 hour/lev	–	N	5-ft diam. disk that holds 100 lbs/lev	PHB294
☐			True Strike	Di	VF	1 act	Personal	Special	–	N	+20 on your next attack roll	PHB296
☐			Unseen Servant	Co	VSM	1 act	Close	1 hour/lev	–	N	Invisible force obeys your commands	PHB297
☐			Ventriloquism	Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev	PHB298
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Sorcerer/Wizard Spells

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
2nd-Level Spells	Spells: 4 + 1 = 5		Cast: ☐☐☐☐☐☐☐☐☐	Save DC: 13		Max. known: ____ ☐☐☐☐☐						
☐	___	___	Aganazzar's Scorcher *[Fire]*	Ev	VSF	1 act	Close	Instantaneous	Ref ½	Y	Path of fire deals 1d8 damage/2 levels	FRCS66
☐	___	___	Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	–	N	Assume form of a similar creature	PHB197
☐	___	___	Arcane Lock	Ab	VSM	1 act	Touch	Permanent	–	N	Magically locks a portal or chest	PHB200
☐	___	___	Balagarn's Iron Horn *[Sonic]*	Tr	VS	1 act	Close	Instantaneous	–	Y	Intense vibrations trip those in area	MoF79
☐	___	___	Battering Ram *[Force]*	Ev	VSF	1 act	Close	Instantaneous	–	Y	Deals 1d6 damage plus bull rush	MoF80
☐	___	___	Bear's Endurance	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Con for 1 min/lev	PHB205
☐	___	___	Blindness/Deafness	Ne	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blinded or deafened	PHB206
☐	___	___	Blindsight	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Grants blindsight out to 30 ft	PGtF100
☐	___	___	Blur	Il	V	1 act	Touch	1 min/lev (D)	Will n.	Y	Attacks miss subject 20% of the time	PHB206
☐	___	___	Bull's Strength	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Str for 1 min/lev	PHB207
☐	___	___	Cat's Grace	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Dex for 1 min/lev	PHB208
☐	___	___	Claws of Darkness *[Darkness]*	Il	VS	1 act	Personal	1 round/lev (D)	For part.	Y	Reach melee touch attacks deal 1d4 cold, slow	FRCS67
☐	___	___	Cloud of Bewilderment	Ev	VS	1 act	10 ft	Instantaneous	For n.	Y	Generates a nauseating 10-ft cone	PGtF101
☐	___	___	Combust *[Fire]*	Ev	VSM	1 act	Touch	Instantaneous	Ref part.	Y	Target takes 2d6+1/level fire damage	MoF85
☐	___	___	Command Undead	Ne	VSM	1 act	Close	1 day/lev	Will n.	Y	Undead creature obeys your commands	PHB211
☐	___	___	Continual Flame *[Light]*	Ev	VSM	1 act	Touch	Permanent	–	N	Makes a permanent, heatless torch	PHB215
☐	___	___	Create Magic Tattoo	Co	VSMF	10 min	Touch	1 day	–	Y	Subject receives a magic tattoo	PGtF101
☐	___	___	Darkness *[Darkness]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	20-ft radius of supernatural shadow	PHB216
☐	___	___	Darkvision	Tr	VSM	1 act	Touch	1 hour/lev	–	Y	See 60 ft in total darkness	PHB216
☐	___	___	Darsson's Chilling Chamber *[Cold]*	Ev	VS	1 act	Close	1 hour/lev (D)	Special	Y	Lower temperature in area to extreme cold	ShS45
☐	___	___	Darsson's Fiery Furnace *[Fire]*	Ev	VS	1 act	Close	1 hour/lev (D)	Special	Y	Raise temperature in area to extreme heat	ShS46
☐	___	___	Daze Monster *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round	Will n.	Y	Living creature up to 6 HD loses next action	PHB217
☐	___	___	Death Armor	Ne	VSM	1 act	Personal	1 round/lev	Will n.	Y	Attackers take 1d4 + 1/2 levels (max +5)	MoF87
☐	___	___	Decastave *[Force]*	Co	VSM	1 act	0 ft	1 round/lev (D)	–	Y	Conjures quarterstaff of force	UE49
☐	___	___	Detect Thoughts *[Mind-Affecting]*	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts	PHB220
☐	___	___	Disguise Undead	Il	VSF	1 act	Touch	10 min/lev (D)	–	N	Changes the appearance of one corp. undead	T&B87
☐	___	___	Dispel Fog	Ab	VS	1 act	Medium	1 min/lev	For ½	Y	Cancels natural and magical fogs in the area	ShS46
☐	___	___	Eagle's Splendor	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Cha for 1 min/lev	PHB225
☐	___	___	False Life	Ne	VSM	1 act	Personal	1 hour/lev	–	Y	Subject gains 1d10+1/lev (max. +10) temp. hp	PHB229
☐	___	___	Flame Dagger *[Fire]*	Ev	VSM	1 act	0 ft	1 min/lev	–	Y	As *flame blade* but 1d4+1/levevel	MoF94
☐	___	___	Flaming Sphere *[Fire]*	Ev	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire, 2d6 dmg, lasts 1 round/lev	PHB232
☐	___	___	Fog Cloud	Co	VS	1 act	Medium	10 min/lev	–	N	Fog obscures vision	PHB232
☐	___	___	Force Ladder *[Force]*	Ev	VSF	1 act	Close	1 min/lev	–	N	Creates a moveable ladder of force up to 60 ft	MoF95
☐	___	___	Fox's Cunning	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Int for 1 min/lev	PHB233
☐	___	___	Gedlee's Electric Loop *[Electricity]*	Ev	VSM	1 act	Close	Instantaneous	Ref ½	Y	Deals 1d6/2 lev damage plus stun	PGtF105
☐	___	___	Ghoul Touch	Ne	VSM	1 act	Touch	1d6+2 rounds	For n.	Y	Paralyzes one subject, who exudes stench	PHB235
☐	___	___	Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	N	Blinds creatures, outlines invisible creatures	PHB236
☐	___	___	Gust of Wind *[Air]*	Ev	VS	1 act	60 ft	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB238
☐	___	___	Hypnotic Pattern *[Mind-Affecting]*	Il	SM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev of creatures	PHB242
☐	___	___	Igedrazaar's Miasma	Co	VSF	1 act	Close	1 round	For n.	Y	Cloud of fog deals 1d4 subdual damage/lev	MoF101
☐	___	___	Invisibility	Il	VSM	1 act	Touch	1 min/lev (D)	Will n.	Y	Subject invisible for 1 min/lev or until attacks	PHB245
☐	___	___	Knock	Tr	V	1 act	Medium	Instantaneous	–	N	Opens locked or magically sealed doors	PHB246
☐	___	___	Leomund's Trap	Il	VSM	1 act	Touch	Permanent (D)	–	N	Makes item seem trapped	PHB247
☐	___	___	Levitate	Tr	VSF	1 act	Close	1 min/lev (D)	–	N	Subject moves up and down at your direction	PHB248
☐	___	___	Life Bolt	Ne	VS	1 act	Medium	Instantaneous	–	Y	One ray/2 lev deals 1d4 to undead, 1 to you	MoF105
☐	___	___	Lively Step	Tr	VSF	1 act	0 ft	Special	Will n.	Y	You and allies gain +10 to speed	PGtF106
☐	___	___	Locate Node *[Earth]*	Di	VSF	1 act	1 mile/l	1 min/lev	–	N	Finds closest earth node	Und58
☐	___	___	Locate Object	Di	VSF	1 act	Long	1 min/lev	–	N	Senses direction towards object	PHB249
☐	___	___	Magic Mouth	Il	VSM	1 act	Close	Until discharg.	Will n.	Y	Speaks once when triggered	PHB251
☐	___	___	Melf's Acid Arrow *[Acid]*	Co	VSMF	1 act	Long	1 r. + 1 r./3 lev	–	N	Ranged touch attack, 2d4 for 1 round +1/3 lev	PHB253
☐	___	___	Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion	PHB254
☐	___	___	Mirror Image	Il	VS	1 act	Personal	1 min/lev (D)	–	N	Creates 1d4+1/3 lev decoys of you (max 8)	PHB254
☐	___	___	Misdirection	Il	VS	1 act	Close	1 hour/lev	–/Will n.	N	Misleads divinations for a creature or object	PHB254
☐	___	___	Node Lock *[Earth]*	Ab	VS	1 act	Close	Permanent	–	N	Deters others from using an earth node	Und60
☐	___	___	Nybor's Gentle Reminder *[Mind-Aff.]*	En	VSF	1 act	Close	1 round/lev	For n.	Y	Target is dazed 1 round, then -2 to rolls	PGtF107
☐	___	___	Obscure Object	Ab	VSM	1 act	Touch	8 hours (D)	Will n.	Y	Masks object against scrying	PHB258
☐	___	___	Owl's Wisdom	Tr	VSM	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +4 Wis for 1 min/lev	PHB259
☐	___	___	Protection from Arrows	Ab	VSF	1 act	Touch	1 hour/lev	Will n.	Y	Subject immune to most ranged attacks	PHB266
☐	___	___	Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Sp.	Turns fire into blinding light or smoke	PHB267
☐	___	___	Ray of Resurgence	Ev	VS	1 act	Close	Instantaneous	For n.	Y	Yellow light restores Str, removes fatigue	LEoF33
☐	___	___	Razorscales	Tr	VM	1 act	Personal	1 round/lev (D)	–	N	Your scales beome razor-sharp	SK157
☐	___	___	Reflective Disguise	Il	VS	1 act	Personal	10 min/lev	–	N	Viewers see you as their own species/gender	Und60
☐	___	___	Resist Energy	Ab	VS	1 act	Touch	10 min/lev	For n.	Y	Ignores 10+ damage/attack from one energy	PHB272
☐	___	___	Rope Trick	Tr	VSM	1 act	Touch	1 hour/lev (D)	–	N	Up to 8 creat. hide in extradimensional space	PHB273
☐	___	___	Scare *[Fear, Mind-Affecting]*	Ne	VSM	1 act	Medium	Special	Will part.	Y	Panics creatures of less than 6 HD	PHB274
☐	___	___	Scent	Tr	VSM	1 act	Touch	10 min/lev	–	Y	Grants the scent ability	SK157
☐	___	___	Scorching Ray *[Fire]*	Ev	VS	1 act	Close	Instantaneous	–	Y	Ray deals 4d6 damage, +1 ray/4 lev (max 3)	PHB274
☐	___	___	See Invisibility	Di	VSM	1 act	Personal	10 min/lev (D)	–	N	Reveals invisible creatures or objects	PHB273
☐	___	___	Shadow Mask	Il	VSM	1 act	Personal	10 min/lev (D)	–	N	Hide face and protect vs. darkness, light, gazes	FRCS73
☐	___	___	Shadow Spray	Il	VSM	1 act	Medium	1 round/lev	For n.	Y	Targets dazed and 2 points of Str damage	FRCS74
☐	___	___	Shatter *[Sonic]*	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures	PHB278
☐	___	___	Shroud of Undeath	Ne	VSM	1 act	Personal	10 min/lev (D)	–	N	Makes undead perceive you as undead	MoF117
☐	___	___	Snilloc's Snowball Swarm *[Cold]*	Ev	VSM	1 act	Medium	Instantaneous	Ref ½	Y	Deals 1d6 cold/2 levels to a 10-ft. radius	FRCS74
☐	___	___	Spectral Hand	Ne	VS	1 act	Medium	1 min/lev (D)	–	N	Disembodied hand delivers touch attacks	PHB282
☐	___	___	Spider Climb	Tr	VSM	1 act	Touch	10 min/lev	Will n.	N	Grants ability to walk on walls and ceilings	PHB285
☐	___	___	Stone Bones	Tr	VSF	1 act	Touch	10 min/lev	Will n.	Y	Corporeal undead gains +3 natural armor	MoF123
☐	___	___	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls extraplanar to fight (1 2nd or 1d3 1st)	PHB286
☐	___	___	Summon Undead II *[Evil]*	Co	VSF	1 round	Close	1 round/lev	–	N	Calls 1 2nd-level or 2 1st-level undead	PGtF114
☐	___	___	Summon Swarm	Co	VSM	1 round	Close	Conc. +2 rds	–	N	Summons swarm of bats, rats, or spiders	PHB289
☐	___	___	Sun Bolt *[Light]*	Ev	VS	1 act	Medium	1 round	Ref part.	Y	Ray deals 2d6 damage, more vs. undead	ShS51

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Sorcerer/Wizard Spells

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
continued from previous page												
☐	___	___	Tasha's Hideous Laughter *[Mind-Aff]*	En	VSM	1 act	Close	1 round/lev	Will n.	Y	Subject loses actions for 1 round/lev	PHB292
☐	___	___	Theskyn's Hearty Heave *[Force]*	Ev	VS	1 act	10 ft	Instantaneous	–	Y	Pushes away creatures with Str of 20 + lev	LEoF35
☐	___	___	Toothed Tentacle	Ev	VSM	1 act	Personal	1 round/lev	–	N	Shadowy tentacle projects from your hand	LEoF35
☐	___	___	Touch of Idiocy *[Mind-Affecting]*	En	VS	1 act	Touch	10 min/lev	–	Y	Subject takes 1d6 points of Int, Wis, Cha	PHB294
☐	___	___	Web	Co	VSM	1 act	Medium	10 min/lev (D)	Ref n.	N	Fills 20-ft radius with sticky spider webs	PHB301
☐	___	___	Whispering Wind *[Air]*	Tr	VS	1 act	1 mile/lv	1 hour/lev	–	N	Sends a short message up to 1 mile/lev	PHB301
☐	___	___										
☐	___	___										
☐	___	___										
☐	___	___										
☐	___	___										