

Helos Male Half-Elf Bbn12Clr8

NAME	
Brb12 Clr8	188000
CLASS	EXPERIENCE
20	210000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	15	+2	15	+2
CON Constitution	19	+4	19	+4
INT Intelligence	12	+1	12	+1
WIS Wisdom	15	+2	15	+2
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+18	= +14	+ +4	+ +0	+ +0		
REFLEX (dexterity)	+10	= +6	+ +2	+ +0	+ +2		
WILLPOWER (wisdom)	+12	= +10	+ +2	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+23/+18/+13/+8	= +18/+13/+8/+3	+ +5	+ +0	+ +0	
RANGED attack bonus	+20/+15/+10/+5	= +18/+13/+8/+3	+ +2	+ +0	+ +0	
GRAPPLE attack bonus	+23/+18/+13/+8	= +18/+13/+8/+3	+ +5	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+23/+18/+13/+8	1d3+5	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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BARBARIAN RAGE
Uses per day
The Barbarian temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. At the end of the rage, the barbarian is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter (unless the barbarian is 20th level, when this limitation no longer applies). The barbarian can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the barbarian can only do it during his action.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE					
Light	133.0	Medium	266.0	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

FEATS	
Blind-Fight	See Text
Combat Reflexes	See Text
Improved Unarmed Strike	See Text
Lightning Reflexes	See Text
Power Attack	See Text
Spell Penetration	See Text
Track	See Text

DOMAINS	
Destruction	You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack
Fire	Turn or destroy water creatures as a good cleric turns undead. Rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.

NPC

PLAYERNAME	
Half-Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
178		
AC	armor class	
12		
TOTAL	FLAT	TOUCH

INITIATIVE	modifier			
+2		= +2	+ +0	
TOTAL		DEX MODIFIER	MISC MODIFIER	
BASE ATTACK	bonus	+18/+13/+8/+3		

None	
DEITY	
5'5"	150 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE	DAMAGE REDUCTION	
	1/-	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER
0	0	2
SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER
0	0	0
MISS CHANCE		

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Bluff	CHA	6	= 1	+ 5.0	+
Climb	STR	20	= 5	+ 15.0	+
Craft (Trapmaking)	INT	9	= 1	+ 8.0	+
Handle Animal	CHA	15	= 1	+ 14.5	+
Heal	WIS	11	= 2	+ 9.0	+
Intimidate	CHA	16	= 1	+ 13.5	2
Knowledge (History)	INT	2	= 1	+ 1.0	+
Listen	WIS	18	= 2	+ 15.0	1
Swim	STR	19	= 5	+ 14.5	+
✓ : can be used untrained. X : exclusive skills					

TURN/REBUKE UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	8
Up to 0	4	Turn damage	2d6+9
1 - 3	5	Turns/day	4
4 - 6	6	<div>□□□□</div> <p>NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice</p>	
7 - 9	7		
10 - 12	8		
13 - 15	9		
16 - 18	10		
19 - 21	11		
22 +	12		

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7 - 9	7		
10 - 12	8		
13 - 15	9		
16 - 18	10		
19 - 21	11		
22 +	12		

SPECIAL ABILITIES
+2 racial bonus on saving throws against enchantment spells or effects.
Bonuses when enraged (STR +6 CON +6 Morale +3 AC -2 HP 60)
Elven Blood
Immunity to sleep spells and similar magical effects.
Smite 1/day (Su)
Spontaneous casting
Trap Sense (Ex) +4
Turn Undead 4/day (turn level 8) (turn damage 2d6+9)

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

LANGUAGES
Common, Elven, Infernal

Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Create Water <i>Effect:</i> Creates 16 gallons of pure water.	12	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Conjuration (Creation) [Water]
Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	12	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	12	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 8 minutes [D]	60 ft.	V, S	No	Divination
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	12	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (45 Feet)	V, S	No	Divination
Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	12	Will negates (harmless)	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube 8 minute or until discharged	Touch	V, S	Yes	Divination
Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	12	Will negates	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes	Necromancy
Light <i>Effect:</i> Object shines like a torch.	12	None	1 standard action	<i>Target:</i> Creature touched 80 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
Mending <i>Effect:</i> Makes minor repairs on an object.	12	Will negates (harmless, object)	1 standard action	<i>Target:</i> Object touched Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
Purify Food and Drink <i>Effect:</i> Purifies 8 cu. ft. of food or water.	12	Will negates (object)	1 standard action	<i>Target:</i> One object of up to 1 lb. Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
Read Magic <i>Effect:</i> Read scrolls and spellbooks.	12	None	1 standard action	<i>Target:</i> 8 cu. ft. of contaminated food and water 80 minutes	Personal	V, S, F	No	Divination
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	12	Will negates (harmless)	1 standard action	<i>Target:</i> You 8 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
Virtue <i>Effect:</i> Subject gains 1 temporary hp.	12	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 8 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	13	Will negates	1 standard action	8 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]
Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	13	None	1 standard action	8 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
Bless Water <i>Effect:</i> Makes holy water.	13	Will negates (object)	1 minute	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
**Burning Hands <i>Effect:</i> 5d4 fire damage	13	Reflex half	1 standard action	<i>Target:</i> Flask of water touched Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
Cause Fear <i>Effect:</i> 5d4 fire damage	13	Will partial	1 standard action	<i>Target:</i> Cone-shaped burst 1d4 rounds or 1 round; see text	Close (45 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
Command <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	13	Will negates	1 standard action	<i>Target:</i> One living creature with 5 or fewer HD 8 round	Close (45 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Comprehend Languages <i>Effect:</i> One subject obeys selected command for 1 round.	13	None	1 standard action	<i>Target:</i> One living creature 80 minutes	Personal	V, S, M/DF	No	Divination
Cure Light Wounds <i>Effect:</i> You understand all spoken and written languages.	13	Will half (harmless); see text	1 standard action	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Curse Water <i>Effect:</i> Cures 1d8+5 damage	13	Will negates (object)	1 minute	<i>Target:</i> Creature touched Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
Deathwatch <i>Effect:</i> Makes unholy water.	13	None	1 standard action	<i>Target:</i> Flask of water touched 80 minutes	30 ft.	V, S	No	Necromancy [Evil]
Detect Chaos <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	13	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	13	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	13	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	13	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
Detect Undead <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	13	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 8 minutes [D]	60 ft.	V, S, M/DF	No	Divination
Divine Favor <i>Effect:</i> Reveals undead within 60 ft.	13	None	1 standard action	<i>Target:</i> Cone-shaped emanation 1 minute	Personal	V, S, DF	No	Evocation
Doom <i>Effect:</i> You gain +2 on attack and damage rolls.	13	Will negates	1 standard action	<i>Target:</i> You 8 minutes	Medium (180 Feet)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]
Endure Elements <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	13	Will negates (harmless)	1 standard action	<i>Target:</i> One living creature 24 hours	Touch	V, S	Yes (harmless)	Abjuration
Entropic Shield <i>Effect:</i> Exist comfortably in hot or cold environments.	13	None	1 standard action	<i>Target:</i> Creature touched 8 minutes [D]	Personal	V, S	No	Abjuration
Hide from Undead <i>Effect:</i> Ranged attacks against you have 20% miss chance.	13	Will negates (harmless); see text	1 standard action	<i>Target:</i> You 80 minutes [D]	Touch	V, S, DF	Yes	Abjuration
*Inflict Light Wounds <i>Effect:</i> Undead can't perceive 8 subjects.	13	Will half	1 standard action	<i>Target:</i> 8 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
Inflict Light Wounds <i>Effect:</i> Touch deals 1d8+5 damage	13	Will half	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes	Necromancy
Magic Stone <i>Effect:</i> Touch deals 1d8+5 damage	13	Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
Magic Weapon <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	13	Will negates (harmless, object)	1 standard action	<i>Target:</i> Up to three pebbles touched 8 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation

* =Domain/Specialty Spell

Cleric Spells

Obscuring Mist	13	None	1 standard action	8 minutes	20 ft.	V, S	No	Conjuration (Creation)
<i>Effect:</i> Fog surrounds you.				<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high				
Protection from Chaos	13	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Evil	13	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Good	13	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Protection from Law	13	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
Remove Fear	13	Will negates (harmless)	1 standard action	80 minutes; see text	Close (45 Feet)	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 3 subjects				<i>Target:</i> 3 creatures, no two of which can be more than 30 ft. apart				
Sanctuary	13	Will negates	1 standard action	8 rounds	Touch	V, S, DF	No	Abjuration
<i>Effect:</i> Opponents can't attack you, and you can't attack.				<i>Target:</i> Creature touched				
Shield of Faith	13	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M	Yes (harmless)	Abjuration
<i>Effect:</i> Aura grants +3 deflection bonus.				<i>Target:</i> Creature touched				
Summon Monster I	13	None	1 round	8 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One summoned creature				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Aid	14	None	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+8 temporary hp.				<i>Target:</i> Living creature touched				
Align Weapon	14	Will negates (harmless, object)	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.				<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]				
Augury	14	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination
<i>Effect:</i> Learns whether an action will be good or bad.				<i>Target:</i> You				
Bear's Endurance	14	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Con for 8 minutes.				<i>Target:</i> Creature touched				
Bull's Strength	14	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject gains +4 to Str for 8 minutes.				<i>Target:</i> Creature touched				
Calm Emotions	14	Will negates	1 standard action	Concentration, up to 8 rounds [D]	Medium (180 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms creatures, negating emotion effects.				<i>Target:</i> Creatures in a 20-ft.-radius spread				
Consecrate	14	None	1 standard action	16 hours	Close (45 Feet)	V, S, M, DF	No	Evocation [Good]
<i>Effect:</i> Fills area with positive energy, making undead weaker.				<i>Target:</i> 20-ft.-radius emanation				
Cure Moderate Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+8 damage				<i>Target:</i> Creature touched				
Darkness	14	None	1 standard action	80 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<i>Effect:</i> 20-ft. radius of supernatural shadow.				<i>Target:</i> Object touched				
Death Knell	14	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]
<i>Effect:</i> Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.				<i>Target:</i> Living creature touched				
Delay Poison	14	Fortitude negates (harmless)	1 standard action	8 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 8 hours.				<i>Target:</i> Creature touched				
Desecrate	14	None	1 standard action	16 hours	Close (45 Feet)	V, S, M, DF	Yes	Evocation [Evil]
<i>Effect:</i> Fills area with negative energy, making undead stronger.				<i>Target:</i> 20-ft.-radius emanation				
Eagle's Splendor	14	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Cha for 8 minutes.				<i>Target:</i> Creature touched				
Enthrall	14	Will negates; see text	1 round	8 hour or less	Medium (180 Feet)	V, S	Yes	Enchantment (Charm)
<i>Effect:</i> Captivates all within 180 ft.				<i>Target:</i> Any number of creatures				
Find Traps	14	None	1 standard action	8 minutes	Personal	V, S	No	Divination
<i>Effect:</i> Notice traps as a rogue does.				<i>Target:</i> You				
Gentle Repose	14	Will negates (object)	1 standard action	8 days	Touch	V, S, M/DF	Yes (object)	Necromancy
<i>Effect:</i> Preserves one corpse.				<i>Target:</i> Corpse touched				
Hold Person	14	Will negates; see text	1 standard action	8 rounds [D]; see text	Medium (180 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one humanoid for 8 rounds.				<i>Target:</i> One humanoid creature				
Inflict Moderate Wounds	14	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 2d8+8 damage				<i>Target:</i> Creature touched				
Make Whole	14	Will negates (harmless, object)	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Repairs an object.				<i>Target:</i> One object of up to 80 cu. ft				
Owl's Wisdom	14	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 8 minutes.				<i>Target:</i> Creature touched				
**Produce Flame	14	None	1 standard action	8 minutes [D]	0 ft.	V, S	Yes	Evocation [Fire]
<i>Effect:</i> 1d6+8 damage, touch or thrown.				<i>Target:</i> Flame in your palm				
Remove Paralysis	14	Will negates (harmless)	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.				<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart				
Resist Energy	14	Fortitude negates (harmless)	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
Restoration, Lesser	14	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.				<i>Target:</i> Creature touched				
*Shatter	14	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (25 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.				<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature				
Shatter	14	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.				<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature				
Shield Other	14	Will negates (harmless)	1 standard action	8 hours [D]	Close (45 Feet)	V, S, F	Yes (harmless)	Abjuration
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature				
Silence	14	Will negates; see text or none (object)	1 standard action	8 minutes [D]	Long (720 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamour)
<i>Effect:</i> Negates sound in 15-ft. radius.				<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space				
Sound Burst	14	Fortitude partial	1 standard action	Instantaneous	Close (45 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.				<i>Target:</i> 10-ft.-radius spread				
Spiritual Weapon	14	None	1 standard action	8 rounds [D]	Medium (180 Feet)	V, S, DF	Yes	Evocation [Force]
<i>Effect:</i> Magical weapon attacks on its own.				<i>Target:</i> Magic weapon of force				
Status	14	Will negates (harmless)	1 standard action	8 hours	Touch	V, S	Yes (harmless)	Divination
<i>Effect:</i> Monitors condition, position of allies.				<i>Target:</i> 2 living creatures touched				
Summon Monster II	14	None	1 round	8 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Undetectable Alignment	14	Will negates (object)	1 standard action	24 hours	Close (45 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.				Target: One creature or object				
☐☐☐☐☐	Zone of Truth	14	Will negates	1 standard action	8 minutes	Close (45 Feet)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects within range cannot lie.				Target: 20-ft.-radius emanation				
LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐	Animate Dead	15	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]
	Effect: Creates undead skeletons and zombies.				Target: One or more corpses touched				
☐☐☐☐☐	Bestow Curse	15	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy
	Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.				Target: Creature touched				
☐☐☐☐☐	Blindness/Deafness	15	Fortitude negates	1 standard action	Permanent [D]	Medium (180 Feet)	V	Yes	Necromancy
	Effect: Makes subject blinded or deafened.				Target: One living creature				
☐☐☐☐☐	*Contagion	15	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	Effect: Infects subject with chosen disease.				Target: Living creature touched				
☐☐☐☐☐	Contagion	15	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	Effect: Infects subject with chosen disease.				Target: Living creature touched				
☐☐☐☐☐	Continual Flame	15	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]
	Effect: Makes a permanent, heatless torch.				Target: Object touched				
☐☐☐☐☐	Create Food and Water	15	None	10 minutes	24 hours; see text	Close (45 Feet)	V, S	No	Conjuration (Creation)
	Effect: Feeds 24 humans or 8 horse.				Target: Food and water to sustain 24 humans or 8 horses for 24 hours				
☐☐☐☐☐	Cure Serious Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 3d8+8 damage				Target: Creature touched				
☐☐☐☐☐	Daylight	15	None	1 standard action	80 minutes [D]	Touch	V, S	No	Evocation [Light]
	Effect: 60-ft. radius of bright light.				Target: Object touched				
☐☐☐☐☐	Deeper Darkness	15	None	1 standard action	8 days [D]	Touch	V, M/DF	No	Evocation [Darkness]
	Effect: Object sheds supernatural shadow in 60-ft. radius.				Target: Object touched				
☐☐☐☐☐	Dispel Magic	15	None	1 standard action	Instantaneous	Medium (180 Feet)	V, S	No	Abjuration
	Effect: Cancels magical spells and effects.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
☐☐☐☐☐	Glyph of Warding	15	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration
	Effect: Inscription harms those who pass it.				Target: Object touched or up to 40 sq. ft				
☐☐☐☐☐	Helping Hand	15	None	1 standard action	8 hours	5 miles	V, S, DF	No	Evocation
	Effect: Ghostly hand leads subject to you.				Target: Ghostly hand				
☐☐☐☐☐	Inflict Serious Wounds	15	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	Effect: Touch attack, 3d8+8 damage				Target: Creature touched				
☐☐☐☐☐	Invisibility Purge	15	None	1 standard action	8 minutes [D]	Personal	V, S	No	Evocation
	Effect: Dispers invisibility within 40 ft				Target: You				
☐☐☐☐☐	Locate Object	15	None	1 standard action	8 minutes	Long (720 Feet)	V, S, F/DF	No	Divination
	Effect: Senses direction toward object [specific or type].				Target: Circle, centered on you, with a radius of 720 ft.				
☐☐☐☐☐	Magic Circle against Chaos	15	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
	Effect: As protection spells, but 10-ft. radius and 80 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Evil	15	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]
	Effect: As protection spells, but 10-ft. radius and 80 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Good	15	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
	Effect: As protection spells, but 10-ft. radius and 80 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Circle against Law	15	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
	Effect: As protection spells, but 10-ft. radius and 80 minutes.				Target: 10-ft.-radius emanation from touched creature				
☐☐☐☐☐	Magic Vestment	15	Will negates (harmless, object)	1 standard action	8 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation
	Effect: Armor or shield gains 2 enhancement				Target: Armor or shield touched				
☐☐☐☐☐	Meld into Stone	15	None	1 standard action	80 minutes	Personal	V, S, DF	No	Transmutation [Earth]
	Effect: You and your gear merge with stone.				Target: You				
☐☐☐☐☐	Obscure Object	15	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	Effect: Masks object against scrying.				Target: One object touched of up to 800 lbs				
☐☐☐☐☐	Prayer	15	None	1 standard action	8 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Allies +1 bonus on most rolls, enemies -1 penalty.				Target: All allies and foes within a 40-ft.-radius burst centered on you				
☐☐☐☐☐	Protection from Energy	15	Fortitude negates (harmless)	1 standard action	80 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
	Effect: Absorb 96 points of damage from one kind of energy.				Target: Creature touched				
☐☐☐☐☐	Remove Blindness/Deafness	15	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: Cures normal or magical conditions.				Target: Creature touched				
☐☐☐☐☐	Remove Curse	15	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	Effect: Frees object or person from curse.				Target: Creature or item touched				
☐☐☐☐☐	Remove Disease	15	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: Cures all diseases affecting subject.				Target: Creature touched				
☐☐☐☐☐	**Resist Energy	15	Fortitude negates (harmless)	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
	Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.				Target: Creature touched				
☐☐☐☐☐	Searing Light	15	None	1 standard action	Instantaneous	Medium (180 Feet)	V, S	Yes	Evocation
	Effect: Ray deals 1d8/two levels, more against undead.				Target: Ray				
☐☐☐☐☐	Speak with Dead	15	Will negates; see text	10 minutes	8 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]
	Effect: Corpse answers one question/two levels.				Target: One dead creature				
☐☐☐☐☐	Stone Shape	15	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	Effect: Sculpt stone into any shape.				Target: Stone or stone object touched, up to 18 cu. ft.				
☐☐☐☐☐	Summon Monster III	15	None	1 round	8 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Water Breathing	15	Will negates (harmless)	1 standard action	16 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation
	Effect: Subjects can breathe underwater.				Target: Living creatures touched				
☐☐☐☐☐	Water Walk	15	Will negates (harmless)	1 standard action	80 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
	Effect: Subject treads on water as if solid.				Target: 8 touched creatures				
☐☐☐☐☐	Wind Wall	15	None; see text	1 standard action	8 rounds	Medium (180 Feet)	V, S, M/DF	Yes	Evocation [Air]
	Effect: Deflects arrows, smaller creatures, and gases.				Target: Wall up to 80 ft. long and 40 ft. high [S]				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Air Walk	16	None	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]
Effect: Subject treads on air as if solid (climb at 45-degree angle).				Target: Creature [Gargantuan or smaller] touched				
□□□□□ Control Water	16	None; see text	1 standard action	80 minutes [D]	Long (720 Feet)	V, S, M/DF	No	Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 80 ft by 80 ft by 16 ft [S]				
□□□□□ Cure Critical Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 4d8+8 damage.				Target: Creature touched				

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Death Ward	16	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched				
☐☐☐☐☐	Dimensional Anchor	16	None	1 standard action	8 minutes	Medium (180 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Bars extradimensional movement.					<i>Target:</i> Ray				
☐☐☐☐☐	Discern Lies	16	Will negates	1 standard action	Concentration, up to 8 rounds	Close (45 Feet)	V, S, DF	No	Divination
<i>Effect:</i> Reveals deliberate falsehoods.					<i>Target:</i> 8 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Dismissal	16	Will negates; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S, DF	Yes	Abjuration
<i>Effect:</i> Forces a creature to return to native plane.					<i>Target:</i> One extraplanar creature				
☐☐☐☐☐	Divination	16	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination
<i>Effect:</i> Provides useful advice for specific proposed actions.					<i>Target:</i> You				
☐☐☐☐☐	Divine Power	16	None	1 standard action	8 rounds	Personal	V, S, DF	No	Evocation
<i>Effect:</i> You gain attack bonus, +6 to Str, and 8 hps.					<i>Target:</i> You				
☐☐☐☐☐	Freedom of Movement	16	Will negates (harmless)	1 standard action	80 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject moves normally despite impediments.					<i>Target:</i> You or creature touched				
☐☐☐☐☐	Giant Vermin	16	None	1 standard action	8 minutes	Close (45 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.					<i>Target:</i> Up to three vermin, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Imbue with Spell Ability	16	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation
<i>Effect:</i> Transfer spells to subject.					<i>Target:</i> Creature touched; see text				
☐☐☐☐☐	*Inflict Critical Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 4d8+8 damage					<i>Target:</i> Creature touched				
☐☐☐☐☐	Inflict Critical Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
<i>Effect:</i> Touch attack, 4d8+8 damage					<i>Target:</i> Creature touched				
☐☐☐☐☐	Magic Weapon, Greater	16	Will negates (harmless, object)	1 standard action	8 hours	Close (45 Feet)	V, S, M/DF	Yes (harmless, object)	Transmutation
<i>Effect:</i> +1/four levels 5.					<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]				
☐☐☐☐☐	Neutralize Poison	16	Will negates (harmless, object)	1 standard action	80 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.					<i>Target:</i> Creature or object of up to 8 cu. ft. touched				
☐☐☐☐☐	Poison	16	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.					<i>Target:</i> Living creature touched				
☐☐☐☐☐	Repel Vermin	16	None or Will negates; see text	1 standard action	80 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.					<i>Target:</i> 10 ft. radius emanation centered on you				
☐☐☐☐☐	Restoration	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Restores level and ability score drains.					<i>Target:</i> Creature touched				
☐☐☐☐☐	Sending	16	None	10 minutes	8 round; see text	See text	V, S, M/DF	No	Evocation
<i>Effect:</i> Delivers short message anywhere, instantly.					<i>Target:</i> One creature				
☐☐☐☐☐	Spell Immunity	16	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject is immune to one spell per four levels.					<i>Target:</i> Creature touched				
☐☐☐☐☐	Summon Monster IV	16	None	1 round	8 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Tongues	16	Will negates (harmless)	1 standard action	80 minutes	Touch	V, M/DF	No	Divination
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched				
☐☐☐☐☐	**Wall of Fire	16	None	1 standard action	Concentration + 8 rounds	Medium (100 Feet)	V, S, M/DF	Yes	Evocation [Fire]
<i>Effect:</i> Deals 2d4 fire damage out 10 ft. and 1d4 out 20 ft. Passing through wall deals 2d6+8 damage					<i>Target:</i> Opaque sheet of flame up to 160 ft. long or a ring of fire with a radius of up to 20 ft; either form 20 ft. high				

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