

Ynvar Male Human Clr8

NAME

Clr8

CLASS

56000

EXPERIENCE

8

36000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	16	+3	16	+3
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	20	+5	20	+5
CHA Charisma	15	+2	15	+2

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+7

=

+6

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+5

=

+2

+

+3

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+11

=

+6

+

+5

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

TOTAL

+10/+5

=

+6/+1

+

+4

+

+0

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+9/+4

=

+6/+1

+

+3

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+10/+5

=

+6/+1

+

+4

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+10/+5

DAMAGE

1d3+4

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Craft Wondrous Item	See Text
Improved Sunder	See Text
Improved Unarmed Strike	See Text
Power Attack	See Text

DOMAINS	
Animal	You can use speak with animals once per day as a spell-like ability.
Sun	Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'5"

HEIGHT

155 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

HP

hit points

54

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC

armor class

13

TOTAL

10

FLAT

13

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESISTANCE

0

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

None

DEITY

5'5"

HEIGHT

155 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

POINTS

Lawful Neutral

ALIGNMENT

Normal

VISION

0

POINTS

SKILLS		MAX RANKS		11/5.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Bowmaking)	INT	9	=	1	+ 8.0 +
Craft (Pottery)	INT	7	=	1	+ 6.0 +
Craft (Woodworking)	INT	7	=	1	+ 6.0 +
✓ Heal	WIS	13	=	5	+ 8.0 +
Knowledge (The Planes)	INT	11	=	1	+ 10.0 +
Spellcraft	INT	8	=	1	+ 7.0 +
			=	+	+

TURN/REBUKE UNDEAD		Turn level	8
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn damage	2d6+10
Up to 0	4	Turns/day	5
1 - 3	5	□□□□□	
4 - 6	6	NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice	
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	
Spontaneous casting	
Turn Undead 5/day (turn level 8) (turn damage 2d6+10)	













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

LANGUAGES	
Common, Halfling	

























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	6+1	4+1	4+1	3+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.	15	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.	15	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.	15	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.	15	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.	15	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.	15	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.	15	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.	15	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.	15	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.	15	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.	15	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.	15	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.	16	Will negates	1 standard action	<i>Target:</i> All enemies within 50 ft. 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.	16	None	1 standard action	<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster Instantaneous	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
 Bless Water <i>Effect:</i> Makes holy water.	16	Will negates (object)	1 minute	<i>Target:</i> One living creature Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]
 **Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	16	Will negates; see text	1 standard action	<i>Target:</i> Flask of water touched 8 minutes	Close (25 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	16	Will partial	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 1d4 rounds or 1 round; see text	Close (45 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
 Command <i>Effect:</i> One subject obeys selected command for 1 round.	16	Will negates	1 standard action	<i>Target:</i> One living creature 8 round	Close (45 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
 Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	16	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> Cures 1d8+5 damage	16	Will half (harmless); see text	1 standard action	<i>Target:</i> You Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Curse Water <i>Effect:</i> Makes unholy water.	16	Will negates (object)	1 minute	<i>Target:</i> Creature touched Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]
 Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	16	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 creatures, spells, or objects of selected alignment.	16	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.	16	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.	16	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.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
 Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	16	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> You gain +2 on attack and damage rolls.	16	None	1 standard action	<i>Target:</i> Cone-shaped emanation 1 minute	Personal	V, S, DF	No	Evocation
 Doom <i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.	16	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> Exist comfortably in hot or cold environments.	16	Will negates (harmless)	1 standard action	<i>Target:</i> One living creature 24 hours	Touch	V, S	Yes (harmless)	Abjuration
 Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	16	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 24 hours	Touch	V, S	Yes (harmless)	Abjuration
 Entropic Shield <i>Effect:</i> Ranged attacks against you have 20% miss chance.	16	None	1 standard action	<i>Target:</i> Creature touched 8 minutes [D]	Personal	V, S	No	Abjuration
 Hide from Undead <i>Effect:</i> Undead can't perceive 8 subjects.	16	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> Touch deals 1d8+5 damage	16	Will half	1 standard action	<i>Target:</i> 8 touched creatures Instantaneous	Touch	V, S	Yes	Necromancy
 Magic Stone <i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.	16	Will negates (harmless, object)	1 standard action	<i>Target:</i> Creature touched 30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation
 Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	16	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	16	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	16	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	16	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	16	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	16	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	16	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	16	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	16	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	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 summoned creature				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Aid	17	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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				
**Heat Metal	17	Will negates (object)	1 standard action	7 rounds	Close (25 Feet)	V, S, DF	Yes (object)	Transmutation [Fire]
<i>Effect:</i> Make metal so hot it damages those who touch it.				<i>Target:</i> Metal equipment of 4 creatures, no two of which can be more than 30 ft. apart; or 200 lb. of metal, all of which must be within a 30-ft. circle				
**Hold Animal	17	Will negates; see text	1 standard action	8 rounds [D]; see text	Medium (100 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one animal for 8 rounds.				<i>Target:</i> One animal				
Hold Person	17	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	17	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	17	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	17	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				
Remove Paralysis	17	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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	18	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	18	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	18	Fortitude negates	1 standard action	Permanent [D]	Medium (180 Feet)	V	Yes	Necromancy
	Effect: Makes subject blinded or deafened.				Target: One living creature				
☐☐☐☐☐	Contagion	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
	Effect: Infects subject with chosen disease.				Target: Living creature touched				
☐☐☐☐☐	Continual Flame	18	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	18	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	18	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	18	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	18	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	18	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				
☐☐☐☐☐	**Dominate Animal	18	Will negates	1 round	8 rounds	Close (25 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subject animal obeys silent mental commands.				Target: One animal				
☐☐☐☐☐	Glyph of Warding	18	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	18	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	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy
	Effect: Touch attack, 3d8+8 damage				Target: Creature touched				
☐☐☐☐☐	Invisibility Purge	18	None	1 standard action	8 minutes [D]	Personal	V, S	No	Evocation
	Effect: Dispel invisibility within 40 ft				Target: You				
☐☐☐☐☐	Locate Object	18	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	18	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	18	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	18	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	18	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	18	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	18	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	18	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	18	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	18	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	18	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	18	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	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
	Effect: Cures all diseases affecting subject.				Target: Creature touched				
☐☐☐☐☐	*Searing Light	18	None	1 standard action	Instantaneous	Medium (100 Feet)	V, S	Yes	Evocation
	Effect: Ray deals 1d8/two levels, more against undead.				Target: Ray				
☐☐☐☐☐	Searing Light	18	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	18	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	18	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]
	Effect: Sculpts stone into any shape.				Target: Stone or stone object touched, up to 18 cu. ft.				
☐☐☐☐☐	Summon Monster III	18	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	18	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	18	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	18	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	19	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	19	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	19	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	19	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	19	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	19	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	19	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	19	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	19	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				
☐☐☐☐☐	**Fire Shield	19	None	1 standard action	8 rounds [D]	Personal	V, S, M/DF	No	Evocation
	<i>Effect:</i> Creatures attacking you take fire damage; you're protected from heat or cold.				<i>Target:</i> You				
☐☐☐☐☐	Freedom of Movement	19	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	19	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	19	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	19	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	19	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	19	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	19	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	19	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	19	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	19	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	19	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	19	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				
☐☐☐☐☐	**Summon Nature's Ally IV	19	None	1 round	8 rounds [D]	Close (25 Feet)	V, S, DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Tongues	19	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				

* =Domain/Speciality Spell