

Orek von Leonberg

Humi

Heironeous

Lawful Good

NAME	PLAYERNAME	DEITY	ALIGNMENT
Ftr1 Clr12 WaP2	Human	6'0"	Normal
CLASS	RACE	HEIGHT	VISION
112500	Medium	87 kg	Normal
EXPERIENCE	SIZE	WEIGHT	VISION
15	Male	green	0
LEVEL	GENDER	EYES	POINTS
120000	32	blond, shoulder length	
NEXT LEVEL	AGE	HAIR	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR	18	+4			116				Walk 6 m
DEX	14	+2			AC	28	26	14	10
CON	14	+2			armor class	TOTAL	FLAT	TOUCH	BASE
INT	12	+1			INITIATIVE	+2	+2	+0	ARMOR BONUS
WIS	20	+5			modifier	TOTAL	DEX MODIFIER	MISC MODIFIER	SHIELD BONUS
CHA	20	+5			BASE ATTACK	+12/+7/+2			STAT MODIFIER
					bonus				SIZE MODIFIER
									NATURAL ARMOR
									MISC MODIFIER
									MISC CHANGE
									ARCANE SPELL FAILURE
									ARMOR CHECK PENALTY
									SPELL RESISTANCE

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+16	+13	+2	+2	-1	+0		
(constitution)								
REFLEX	+5	+4	+2	+2	-3	+0		
(dexterity)								
WILL	+12	+8	+5	+2	-3	+0		
(wisdom)								

	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	MISC	EPIC	TEMP
MELEE	+15/+10/+5	+12/+7/+2	+4	+0	-1	0	
attack bonus							
RANGED	+13/+8/+3	+12/+7/+2	+2	+0	-1	0	
attack bonus							
GRAPPLE	+11/+6/+1	+12/+7/+2	0	+0	-1	0	
attack bonus							

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10/+5	1d3+4	20/x2

Crossbow (Heavy/Masterwork)	HAND	TYPE	SIZE	CRITICAL
	Carried	P	M	19-20/x2
To Hit	9 m	36 m	72 m	108 m
	+14/+9/+4	+14/+9/+4	+12/+7/+2	+10/+5/+0
Dam	1d10	1d10	1d10	1d10
Special Properties				

*Longsword (Holy/Keen/Adamantine/+2 Enhancement to Weapon or Ammunition)	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	S	M	15-20/x2
To Hit	1H-P	1H-O	2H	2W-P-(OH)
	+18/+13/+8	+14/+9/+4	+18/+13/+8	+12/+7/+2
Dam	1d8+6	1d8+4	1d8+8	1d8+6
Special Properties	Weapon=ignore 20 hardness;Armor=40hp/inch and 20 hardness, good-aligned, +2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder, threat range doubled			

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate (Save Bonus (Sacred) (+2)/Sacred/Mithral/+2 (Enhancement to Armor))	Heavy	+10	+3	-3	25
	30hp/inch and 15 hardness, Weapon=ignore 20 hardness;Armor=40hp/inch and 20 hardness				
*Shield (Heavy/Metal/Daylight/Mithral/+2 (Enhancement to Shield))	Heavy	+4		+0	5
	30hp/inch and 15 hardness, Weapon=ignore 20 hardness;Armor=40hp/inch and 20 hardness				

SHIELD	TYPE	AC	CHECK	SPELL FAILURE
*Shield (Heavy/Metal/Daylight/Mithral/+2 (Enhancement to Shield))	Heavy	+4		+0
	30hp/inch and 15 hardness, Weapon=ignore 20 hardness;Armor=40hp/inch and 20 hardness			

PROTECTIVE ITEMS	AC
*Bracers of Armor +2	+2
*Ring of Protection +2	+2

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS: 18/9
Appraise	INT	0	= 1	+ 0.0	+ -1	
Balance	DEX	-2	= 2	+ 0.0	+ -4	
Bluff	CHA	4	= 5	+ 0.0	+ -1	
Climb	STR	0	= 4	+ 0.0	+ -4	
Concentration	CON	13	= 2	+ 12.0	+ -1	
Craft (Untrained)	INT	0	= 1	+ 0.0	+ -1	
Diplomacy	CHA	22	= 5	+ 16.0	+ 1	
Disguise	CHA	4	= 5	+ 0.0	+ -1	
Escape Artist	DEX	-2	= 2	+ 0.0	+ -4	
Forgery	INT	0	= 1	+ 0.0	+ -1	
Gather Information	CHA	4	= 5	+ 0.0	+ -1	
Handle Animal	CHA	9	= 5	+ 5.0	+ -1	
Heal	WIS	4	= 5	+ 0.0	+ -1	
Hide	DEX	-2	= 2	+ 0.0	+ -4	
Intimidate	CHA	6	= 5	+ 2.0	+ -1	
Jump	STR	0	= 4	+ 0.0	+ -4	
Knowledge (Religion)	INT	5	= 1	+ 5.0	+ -1	
Listen	WIS	4	= 5	+ 0.0	+ -1	
Move Silently	DEX	-2	= 2	+ 0.0	+ -4	
Ride	DEX	3	= 2	+ 5.0	+ -4	
Search	INT	0	= 1	+ 0.0	+ -1	
Sense Motive	WIS	14	= 5	+ 10.0	+ -1	
Spellcraft	INT	10	= 1	+ 10.0	+ -1	
Spot	WIS	4	= 5	+ 0.0	+ -1	
Survival	WIS	4	= 5	+ 0.0	+ -1	
Swim	STR	-1	= 4	+ 2.0	+ -7	
Use Rope	DEX	1	= 2	+ 0.0	+ -1	

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn Level	Turn damage
Up to 0	Turn Level - 4	13	2d6 + 17
1 - 3	Turn Level - 3		1d20+7
4 - 6	Turn Level - 2		Turns/day 12
7 - 9	Turn Level - 1		
10 - 12	Turn Level		
13 - 15	Turn Level + 1		
16 - 18	Turn Level + 2		
19 - 21	Turn Level + 3		
22 +	Turn Level + 4		

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Belt of Giant Strength +4	Equipped	1	0.5	16000
Crossbow (Heavy/Masterwork)	Warhorse (Heavy)	1	4	350
0.0 kg Bolts, Crossbow (10)	Warhorse (Heavy)	1	0.5	1
Bracers of Armor +2	Equipped	1	0.5	4000
Cloak of Charisma +4	Equipped	1	1	16000
Full Plate (Save Bonus (Sacred) (+2)/Sacred/Mithral/+2 (Enhancement to Armor))	Equipped	1	12.5	27500
30hp/inch and 15 hardness, Weapon=ignore 20 hardness;Armor=40hp/inch and 20 hardness	Equipped	1	0	16000
Gloves of Dexterity +4	Equipped	1	0	16000
Longsword (Holy/Keen/Adamantine/+2 (Enhancement to Weapon or Ammunition))	Equipped	1	2	53015
Weapon=ignore 20 hardness;Armor=40hp/inch and 20 hardness, good-aligned, +2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder, threat range doubled	Saddlebags	1	5	0
Outfit (Noble's)	Equipped	1	0	16000
Periap of Wisdom +4	Equipped	1	0	16000
Potion of Cure Light Wounds	Pouch (Belt)	2	0	50
Potion of Cure Moderate Wounds	Pouch (Belt)	2	0	300
Pouch (Belt)	Equipped	1	0.25	1
0.0 kg, 2 Potion (Cure Light Wounds), 2 Potion (Cure Moderate Wounds)	Equipped	1	0	8000
Ring of Protection +2	Equipped	1	0	8000
Saddlebags	Warhorse (Heavy)	1	4	4
5.0 kg, 1 Outfit (Noble's)	Equipped	1	3.75	40520
Shield (Heavy/Metal/Daylight/Mithral/+2 (Enhancement to Shield))	Equipped	1	3.75	40520
30hp/inch and 15 hardness, Weapon=ignore 20 hardness;Armor=40hp/inch and 20 hardness		1	0	400
Warhorse (Heavy)		1	0	400
13.5 kg, 1 Saddlebags, 1 Bolts (Crossbow/10), 1 Crossbow (Heavy/Masterwork)				
TOTAL WEIGHT CARRIED/VALUE			20.5 kg	198491 gp

WEIGHT ALLOWANCE					
Light	50.0	Medium	100.0	Heavy	150.0

MONEY

SPECIAL ABILITIES

- 1 negative level(s) (-1 effective level(s) and loses access to 1 spell(s) from the highest spell level castable)
- +4 to Concentration to use spell or spelllike ability
- daylight 30 minutes per day
- Inflame
- Rally
- Spontaneous casting
- turn as two levels higher
- Turn Undead (Su) 12/day (turn level 13) (turn damage 2d6+17)

FEATS

Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks..
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks..
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks..
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round..
Combat Casting	You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned..
Divine Might	See Text.
Extra Turning (1x)	You can use your ability to turn or rebuke creatures four more times per day than normal..
Improved Critical (Longsword)	When using the weapon you selected, your threat range is doubled..
Improved Turning	You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability..
Leadership	Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you..
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat..
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus..
Shield Proficiency	You can use a shield and take only the standard penalties..
Simple Weapon Proficiency	You make attack rolls with simple weapons normally..
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties..
Weapon Focus (Longsword)	You gain a +1 bonus on all attack rolls you make using the selected weapon..

DOMAINS

War	Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.
Good	You cast good spells at +1 caster level.
Glory	Turn undead with a +2 bonus on the turning check and +1d6 on the turning damage roll.

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), Mind-blade, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common

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	7+1	6+1	5+1	5+1	4+1	2+1	1+1	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Create Water <i>Effect:</i> Creates 26 gallons of pure water.	15	None	1 standard action	Instantaneous	Close (16,5 m)	V, S	No	Conjuration	RSRD SpellsC.rtf
□□□□□ 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	RSRD SpellsC.rtf
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	15	None	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S	No	Divination	RSRD SpellsD-E.rtf
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous	Close (16,5 m)	V, S	No	Divination	RSRD SpellsD-E.rtf
□□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	15	Will negates (harmless)	1 standard action	13 minute or until discharged	Touch	V, S	Yes	Divination	RSRD SpellsF-G.rtf
□□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	15	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD SpellsH-L.rtf
□□□□□ Light <i>Effect:</i> Object shines like a torch.	15	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation	RSRD SpellsH-L.rtf
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD SpellsM-O.rtf
□□□□□ Purify Food and Drink <i>Effect:</i> Purifies 13 cu. ft. of food or water.	15	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD SpellsP-R.rtf
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination	RSRD SpellsP-R.rtf
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	1 standard action	13 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD SpellsP-R.rtf
□□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	15	Fortitude negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD SpellsT-Z.rtf

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	16	Will negates	1 standard action	13 minutes	50 ft.	V, S, DF	Yes	Enchantment	RSRD SpellsA-B.rtf
□□□□□ Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	16	None	1 standard action	13 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment	RSRD SpellsA-B.rtf
□□□□□ Bless Water <i>Effect:</i> Makes holy water.	16	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation	RSRD SpellsA-B.rtf
□□□□□ Burial Blessing <i>Effect:</i> Corpse touched	16	Will negates (see text)	10 minutes	Permanent	Touch	V S M XP	Yes	Abjuration	DotF p.83
□□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (16,5 m)	V, S	Yes	Necromancy	RSRD SpellsC.rtf
□□□□□ Command <i>Effect:</i> One subject obeys selected command for 1 round.	16	Will negates	1 standard action	1 round	Close (16,5 m)	V	Yes	Enchantment	RSRD SpellsC.rtf
□□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	16	None	1 standard action	130 minutes	Personal	V, S, M/DF	No	Divination	RSRD SpellsC.rtf
□□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration	RSRD SpellsC.rtf
□□□□□ Curse Water <i>Effect:</i> Makes unholy water.	16	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy	RSRD SpellsC.rtf
□□□□□ Deathwatch <i>Effect:</i> Reveals how near death subjects within 30 ft. are.	16	None	1 standard action	130 minutes	30 ft.	V, S	No	Necromancy	RSRD SpellsD-E.rtf
□□□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD SpellsD-E.rtf
□□□□□ Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD SpellsD-E.rtf
□□□□□ Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD SpellsD-E.rtf
□□□□□ Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	16	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD SpellsD-E.rtf
□□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	16	None	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S, M/DF	No	Divination	RSRD SpellsD-E.rtf

□ = Domain/Specialty Spell

□□□□□	Divine Favor	16	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	RSRD SpellsD-E.rtf
	<i>Effect: You gain +4 on attack and damage rolls.</i>									
□□□□□	Doom	16	Will negates	1 standard action	13 minutes	Medium (69 m)	V, S, DF	Yes	Necromancy	RSRD SpellsD-E.rtf
	<i>Effect: One subject takes -2 on attack rolls, damage rolls, saves, and checks.</i>									
□□□□□	Endure Elements	16	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD SpellsD-E.rtf
	<i>Effect: Exist comfortably in hot or cold environments.</i>									
□□□□□	Entropic Shield	16	None	1 standard action	13 minutes [D]	Personal	V, S	No	Abjuration	RSRD SpellsD-E.rtf
	<i>Effect: Ranged attacks against you have 20% miss chance.</i>									
□□□□□	Hide from Undead	16	Will negates (harmless); see text	1 standard action	130 minutes [D]	Touch	V, S, DF	Yes	Abjuration	RSRD SpellsH-L.rtf
	<i>Effect: Undead can't perceive 13 subjects.</i>									
□□□□□	Inflict Light Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD SpellsH-L.rtf
	<i>Effect: Touch deals 1d8+5 damage</i>									
□□□□□	Magic Stone	16	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD SpellsM-O.rtf
	<i>Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.</i>									
□□□□□	* Magic Weapon	16	Will negates (harmless, object)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD SpellsM-O.rtf
	<i>Effect: Weapon gains +1 bonus.</i>									
□□□□□	Magic Weapon	16	Will negates (harmless, object)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD SpellsM-O.rtf
	<i>Effect: Weapon gains +1 bonus.</i>									
□□□□□	Obscuring Mist	16	None	1 standard action	13 minutes	20 ft.	V, S	No	Conjuration	RSRD SpellsM-O.rtf
	<i>Effect: Fog surrounds you.</i>									
□□□□□	Protection from Chaos	16	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration	RSRD SpellsP-R.rtf
	<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>									
□□□□□	* Protection from Evil	16	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration	RSRD SpellsP-R.rtf
	<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>									
□□□□□	Protection from Evil	16	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration	RSRD SpellsP-R.rtf
	<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>									
□□□□□	Protection from Good	16	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration	RSRD SpellsP-R.rtf
	<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>									
□□□□□	Protection from Law	16	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration	RSRD SpellsP-R.rtf
	<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>									
□□□□□	Remove Fear	16	Will negates (harmless)	1 standard action	130 minutes; see text	Close (16,5 m)	V, S	Yes (harmless)	Abjuration	RSRD SpellsP-R.rtf
	<i>Effect: Suppresses fear or gives +4 on saves against fear for 4 subjects</i>									
□□□□□	Sanctuary	16	Will negates	1 standard action	13 rounds	Touch	V, S, DF	No	Abjuration	RSRD SpellsS.rtf
	<i>Effect: Opponents can't attack you, and you can't attack.</i>									
□□□□□	Shield of Faith	16	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD SpellsS.rtf
	<i>Effect: Aura grants +4 deflection bonus.</i>									
□□□□□	Summon Monster I	16	None	1 round	13 rounds [D]	Close (16,5 m)	V, S, F/DF No		Conjuration	RSRD SpellsS.rtf
	<i>Effect: Calls extraplanar creature to fight for you.</i>									

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	* Aid	17	None	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment	RSRD SpellsA-B.rtf
	<i>Effect: +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.</i>									
□□□□□	Aid	17	None	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment	RSRD SpellsA-B.rtf
	<i>Effect: +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.</i>									
□□□□□	Align Weapon	17	Will negates (harmless, object)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD SpellsA-B.rtf
	<i>Effect: Weapon becomes good, evil, lawful, or chaotic.</i>									
□□□□□	Augury	17	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	RSRD SpellsA-B.rtf
	<i>Effect: Learns whether an action will be good or bad.</i>									
□□□□□	Bear's Endurance	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD SpellsA-B.rtf
	<i>Effect: Subject gains +4 to Con for 13 minutes.</i>									
□□□□□	Brambles	17	None	1 action	1 round/level	Touch	V S M	No	Transmutation	DotF p.82
	<i>Effect: Wooden weapon touched</i>									
□□□□□	Bull's Strength	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD SpellsA-B.rtf
	<i>Effect: Subject gains +4 to Str for 13 minutes.</i>									
□□□□□	Calm Emotions	17	Will negates	1 standard action	Concentration, up to 13 rounds [D]	Medium (69 m)	V, S, DF	Yes	Enchantment	RSRD SpellsC.rtf
	<i>Effect: Calms creatures, negating emotion effects.</i>									
□□□□□	Consecrate	17	None	1 standard action	26 hours	Close (16,5 m)	V, S, M, DF	No	Evocation	RSRD SpellsC.rtf
	<i>Effect: Fills area with positive energy, making undead weaker.</i>									
□□□□□	Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration	RSRD SpellsC.rtf
	<i>Effect: Cures 2d8+10 damage</i>									
□□□□□	Darkness	17	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation	RSRD SpellsD-E.rtf
	<i>Effect: 20-ft. radius of supernatural shadow.</i>									
	<i>Target: Object touched</i>									

* = Domain/Specialty Spell

☐☐☐☐☐	Death Knell	17	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy	RSRD SpellsD-E.rtf
	<i>Effect: Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level.</i>									
☐☐☐☐☐	Delay Poison	17	Fortitude negates (harmless)	1 standard action	13 hours	Touch	V, S, DF	Yes (harmless)	Conjuration	RSRD SpellsD-E.rtf
	<i>Effect: Stops poison from harming subject for 13 hours.</i>									
☐☐☐☐☐	Desecrate	17	None	1 standard action	26 hours	Close (16,5 m)	V, S, M, DF	Yes	Evocation	RSRD SpellsD-E.rtf
	<i>Effect: Fills area with negative energy, making undead stronger.</i>									
☐☐☐☐☐	Divine Flame	17	Fortitude half	1 action	1 round/level	15 ft	V S	No	Abjuration	DotF p.85
	<i>Effect: 15-ft emanation, centered on you</i>									
☐☐☐☐☐	Divine Zephyr	17	Fortitude half	1 action	1 round/level	15 ft	V S	Yes	Abjuration	DotF p.85
	<i>Effect: 15-ft emanation, centered on you</i>									
☐☐☐☐☐	Eagle's Splendor	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD SpellsD-E.rtf
	<i>Effect: Subject gains +4 to Cha for 13 minutes.</i>									
☐☐☐☐☐	Enthral	17	Will negates; see text	1 round	13 hour or less	Medium (69 m)	V, S	Yes	Enchantment	RSRD SpellsD-E.rtf
	<i>Effect: Captivates all within 230 ft.</i>									
☐☐☐☐☐	Find Traps	17	None	1 standard action	13 minutes	Personal	V, S	No	Divination	RSRD SpellsF-G.rtf
	<i>Effect: Notice traps as a rogue does.</i>									
☐☐☐☐☐	Gentle Repose	17	Will negates (object)	1 standard action	13 days	Touch	V, S, M/DF	Yes (object)	Necromancy	RSRD SpellsF-G.rtf
	<i>Effect: Preserves one corpse.</i>									
☐☐☐☐☐	Hold Person	17	Will negates; see text	1 standard action	13 rounds [D]; see text	Medium (69 m)	V, S, F/DF	Yes	Enchantment	RSRD SpellsH-L.rtf
	<i>Effect: Paralyzes one humanoid for 13 rounds.</i>									
☐☐☐☐☐	Inflict Moderate Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD SpellsH-L.rtf
	<i>Effect: Touch attack, 2d8+10 damage</i>									
☐☐☐☐☐	Knife Spray	17	Reflex half	1 action	Instantaneous	Close (25 ft + 5 ft/2 levels)	V S DF	Yes	Evocation	DotF p.87
	<i>Effect: Cone</i>									
☐☐☐☐☐	Make Whole	17	Will negates (harmless, object)	1 standard action	Instantaneous	Close (16,5 m)	V, S	Yes (harmless, object)	Transmutation	RSRD SpellsM-O.rtf
	<i>Effect: Repairs an object.</i>									
☐☐☐☐☐	Owl's Wisdom	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD SpellsM-O.rtf
	<i>Effect: Subject gains +4 to Wis for 13 minutes.</i>									
☐☐☐☐☐	Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (16,5 m)	V, S	Yes (harmless)	Conjuration	RSRD SpellsP-R.rtf
	<i>Effect: Frees one or more creatures from paralysis or slow effect.</i>									
☐☐☐☐☐	Resist Energy	17	Fortitude negates (harmless)	1 standard action	130 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD SpellsP-R.rtf
	<i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i>									
☐☐☐☐☐	Restoration, Lesser	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration	RSRD SpellsP-R.rtf
	<i>Effect: Dispers magical ability penalty or repairs 1d4 ability damage.</i>									
☐☐☐☐☐	Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (16,5 m)	V, S, M/DF	Yes (object), Yes (object)	Evocation	RSRD SpellsS.rtf
	<i>Effect: Sonic vibration damages objects or crystalline creatures.</i>									
☐☐☐☐☐	Shield Other	17	Will negates (harmless)	1 standard action	13 hours [D]	Close (16,5 m)	V, S, F	Yes (harmless)	Abjuration	RSRD SpellsS.rtf
	<i>Effect: You take half of subject's damage.</i>									
☐☐☐☐☐	Silence	17	Will negates; see text or none (object)	1 standard action	13 minutes [D]	Long (276V, S m)	V, S	Yes; see text or no (object)	Illusion	RSRD SpellsS.rtf
	<i>Effect: Negates sound in 15-ft. radius.</i>									
☐☐☐☐☐	Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (16,5 m)	V, S, F/DF	Yes	Evocation	RSRD SpellsS.rtf
	<i>Effect: Deals 1d8 sonic damage to subjects; may stun them.</i>									
☐☐☐☐☐	* Spiritual Weapon	17	None	1 standard action	13 rounds [D]	Medium (30 m)	V, S, DF	Yes	Evocation	RSRD SpellsS.rtf
	<i>Effect: Magical weapon attacks on its own.</i>									
☐☐☐☐☐	Spiritual Weapon	17	None	1 standard action	13 rounds [D]	Medium (69 m)	V, S, DF	Yes	Evocation	RSRD SpellsS.rtf
	<i>Effect: Magical weapon attacks on its own.</i>									
☐☐☐☐☐	Status	17	Will negates (harmless)	1 standard action	13 hours	Touch	V, S	Yes (harmless)	Divination	RSRD SpellsS.rtf
	<i>Effect: Monitors condition, position of allies.</i>									
☐☐☐☐☐	Summon Monster II	17	None	1 round	13 rounds [D]	Close (16,5 m)	V, S, F/DF	No	Conjuration	RSRD SpellsS.rtf
	<i>Effect: Calls extraplanar creature to fight for you.</i>									
☐☐☐☐☐	Undetectable Alignment	17	Will negates (object)	1 standard action	24 hours	Close (16,5 m)	V, S	Yes (object)	Abjuration	RSRD SpellsT-Z.rtf
	<i>Effect: Conceals alignment for 24 hours.</i>									
☐☐☐☐☐	Zone of Truth	17	Will negates	1 standard action	13 minutes	Close (16,5 m)	V, S, DF	Yes	Enchantment	RSRD SpellsT-Z.rtf
	<i>Effect: Subjects within range cannot lie.</i>									

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
☐☐☐☐☐	Animate Dead	18	None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy	RSRD SpellsA-B.rtf
	<i>Effect: Creates undead skeletons and zombies.</i>									
☐☐☐☐☐	Beastmask	18	Will disbelief	1 action	5 minutes + 1 minute/level	Touch	V S	Yes	Illusion	DotF p.81
	<i>Effect: Living creature touched</i>									
☐☐☐☐☐	Bestow Curse	18	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	RSRD SpellsA-B.rtf
	<i>Effect: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.</i>									
☐☐☐☐☐	Blessed Aim	18	Will negates (harmless)	1 action	Concentration	60 ft	V S	No	Divination	DotF p.81
	<i>Effect: 60-ft spread, centered on you</i>									
☐☐☐☐☐	Blindness/Deafness	18	Fortitude negates	1 standard	Permanent [D]	Medium (69 m)	V	Yes	Necromancy	RSRD SpellsA-B.rtf

* = Domain/Specialty Spell

		action								
Effect: Makes subject blinded or deafened.										
□□□□□ Briar Web	18	See text	1 action	1 minute/level	Target: One living creature	Medium	V S DF	No	Transmutation	DotF p.83
Effect: Plants in a 40-ft-radius spread					Touch	V S	Yes		Divination	DotF p.84
□□□□□ Chain of Eyes	18	Will negates	1 action	1 hour/level	Target: na					
Effect: Living creature touched					Touch	V, S	Yes		Necromancy	RSRD SpellsC.rtf
□□□□□ Contagion	18	Fortitude negates	1 standard action	Instantaneous	Target: Living creature touched					
Effect: Infects subject with chosen disease.					Touch	V, S, M	No		Evocation	RSRD SpellsC.rtf
□□□□□ Continual Flame	18	None	1 standard action	Permanent	Target: Object touched					
Effect: Makes a permanent, heatless torch.					Close	V, S	No		Conjuration	RSRD SpellsC.rtf
□□□□□ Create Food and Water	18	None	10 minutes	24 hours; see text	Target: Food and water to sustain 39 humans or 13 horses for 24 hours					
Effect: Feeds 39 humans or 13 horse.					Touch	V, S	Yes (harmless); see text		Conjuration	RSRD SpellsC.rtf
□□□□□ Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Target: Creature touched					
Effect: Cures 3d8+13 damage					Touch	V S	Yes		Transmutation	DotF p.84
□□□□□ Curse of the Brute	18	Fortitude negates	1 action	1 round/level	Target: na					
Effect: Creature touched					Touch	V, S	No		Evocation	RSRD SpellsD-E.rtf
□□□□□ Daylight	18	None	1 standard action	130 minutes [D]	Target: Object touched					
Effect: 60-ft. radius of bright light.					Touch	V, M/DF	No		Evocation	RSRD SpellsD-E.rtf
□□□□□ Deeper Darkness	18	None	1 standard action	13 days [D]	Target: Object touched					
Effect: Object sheds supernatural shadow in 60-ft. radius.					Medium	V, S	No		Abjuration	RSRD SpellsD-E.rtf
□□□□□ Dispel Magic	18	None	1 standard action	Instantaneous	Target: One spellcaster, creature, or object; or 20-ft.-radius burst					
Effect: Cancels magical spells and effects.					Touch	V S M	No		Evocation	DotF p.86
□□□□□ Flame of Faith	18	None	1 action	1 round/level	Target: na					
Effect: Nonmagical weapon touched					Touch	V, S, M	No (object) and Yes; see text		Abjuration	RSRD SpellsF-G.rtf
□□□□□ Glyph of Warding	18	See text	10 minutes	Permanent until discharged [D]	Target: Object touched or up to 65 sq. ft					
Effect: Inscription harms those who pass it.					5 miles	V, S, DF	No		Evocation	RSRD SpellsH-L.rtf
□□□□□ Helping Hand	18	None	1 standard action	13 hours	Target: Ghostly hand					
Effect: Ghostly hand leads subject to you.					Touch	V, S	Yes		Necromancy	RSRD SpellsH-L.rtf
□□□□□ Inflict Serious Wounds	18	Will half	1 standard action	Instantaneous	Target: Creature touched					
Effect: Touch attack, 3d8+13 damage					Personal	V, S	No		Evocation	RSRD SpellsH-L.rtf
□□□□□ Invisibility Purge	18	None	1 standard action	13 minutes [D]	Target: You					
Effect: Dispel invisibility within 65 ft					30 ft	V S	No		Divination	DotF p.87
□□□□□ Lesser Telepathic Bond	18	None	1 action	10 minutes/level	Target: na					
Effect: You and one willing creature within 30 ft					Long (276V, S, F/DF m)		No		Divination	RSRD SpellsH-L.rtf
□□□□□ Locate Object	18	None	1 standard action	13 minutes	Target: Circle, centered on you, with a radius of 920 ft.					
Effect: Senses direction toward object [specific or type].					Touch	V, S, M/DF	No; see text		Abjuration	RSRD SpellsM-O.rtf
□□□□□ Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	130 minutes	Target: 10-ft.-radius emanation from touched creature					
Effect: As protection spells, but 10-ft. radius and 130 minutes.					Touch	V, S, M/DF	No; see text		Abjuration	RSRD SpellsM-O.rtf
□□□□□ * Magic Circle against Evil	18	Will negates (harmless)	1 standard action	130 minutes	Target: 10-ft.-radius emanation from touched creature					
Effect: As protection spells, but 10-ft. radius and 130 minutes.					Touch	V, S, M/DF	No; see text		Abjuration	RSRD SpellsM-O.rtf
□□□□□ Magic Circle against Evil	18	Will negates (harmless)	1 standard action	130 minutes	Target: 10-ft.-radius emanation from touched creature					
Effect: As protection spells, but 10-ft. radius and 130 minutes.					Touch	V, S, M/DF	No; see text		Abjuration	RSRD SpellsM-O.rtf
□□□□□ Magic Circle against Good	18	Will negates (harmless)	1 standard action	130 minutes	Target: 10-ft.-radius emanation from touched creature					
Effect: As protection spells, but 10-ft. radius and 130 minutes.					Touch	V, S, M/DF	No; see text		Abjuration	RSRD SpellsM-O.rtf
□□□□□ Magic Circle against Law	18	Will negates (harmless)	1 standard action	130 minutes	Target: 10-ft.-radius emanation from touched creature					
Effect: As protection spells, but 10-ft. radius and 130 minutes.					Touch	V, S, DF	Yes (harmless, object)		Transmutation	RSRD SpellsM-O.rtf
□□□□□ * Magic Vestment	18	Will negates (harmless, object)	1 standard action	13 hours	Target: Armor or shield touched					
Effect: Armor or shield gains 3 enhancement					Touch	V, S, DF	Yes (harmless, object)		Transmutation	RSRD SpellsM-O.rtf
□□□□□ Magic Vestment	18	Will negates (harmless, object)	1 standard action	13 hours	Target: Armor or shield touched					
Effect: Armor or shield gains 3 enhancement					Personal	V, S, DF	No		Transmutation	RSRD SpellsM-O.rtf
□□□□□ Meld into Stone	18	None	1 standard action	130 minutes	Target: You					
Effect: You and your gear merge with stone.					Touch	V, S, M/DF	Yes (object)		Abjuration	RSRD SpellsM-O.rtf
□□□□□ Obscure Object	18	Will negates (object)	1 standard action	8 hours [D]	Target: One object touched of up to 1300 lbs					
Effect: Masks object against scrying.					40 ft.	V, S, DF	Yes		Enchantment	RSRD SpellsP-R.rtf
□□□□□ Prayer	18	None	1 standard action	13 rounds	Target: All allies and foes within a 40-ft.-radius burst centered on you					
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.					Touch	V, S, DF	Yes (harmless)		Abjuration	RSRD SpellsP-R.rtf
□□□□□ Protection from Energy	18	Fortitude negates (harmless)	1 standard action	130 minutes or until discharged	Target: Creature touched					
Effect: Absorb 156 points of damage from one kind of energy.					Touch	V, S	Yes (harmless)		Conjuration	RSRD SpellsP-R.rtf
□□□□□ Remove Blindness/Deafness	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Target: Creature touched					
Effect: Cures normal or magical conditions.					Touch	V, S	Yes (harmless)		Abjuration	RSRD SpellsP-R.rtf
□□□□□ Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Target: Creature or item touched					
Effect: Frees object or person from curse.					Touch	V, S	Yes (harmless)		Conjuration	RSRD SpellsP-R.rtf
□□□□□ Remove Disease	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Target: Creature touched					
Effect: Cures all diseases affecting subject.					Medium	V, S	Yes		Evocation	RSRD SpellsS.rtf
□□□□□ Searing Light	18	None	1 standard	Instantaneous						

* = Domain/Specialty Spell

□□□□□ Planar Ally, Lesser	19	None	10 minutes	Instantaneous	Close (16,5 m)	V, S, DF, XP	No	Conjuration	RSRD SpellsP-R.rtf
<i>Effect:</i> As lesser planar ally, but up to 18 HD.									
□□□□□ Poison	19	Fortitude negates; see text	1 standard action	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	RSRD SpellsP-R.rtf
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.									
□□□□□ Recitation	19	None	1 action	1 round/level	60 ft	V S DF	Yes	Conjuration	DotF p.89
<i>Effect:</i> All allies and foes within a 60-ft-radius burst centered on you									
□□□□□ Repel Vermin	19	None or Will negates; see text	1 standard action	130 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD SpellsP-R.rtf
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.									
□□□□□ Restoration	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration	RSRD SpellsP-R.rtf
<i>Effect:</i> Restores level and ability score drains.									
□□□□□ Sending	19	None	10 minutes	13 round; see text	See text	V, S, M/DF	No	Evocation	RSRD SpellsS.rtf
<i>Effect:</i> Delivers short message anywhere, instantly.									
□□□□□ Spell Immunity	19	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD SpellsS.rtf
<i>Effect:</i> Subject is immune to one spell per four levels.									
□□□□□ Summon Monster IV	19	None	1 round	13 rounds [D]	Close (16,5 m)	V, S, F/DF	No	Conjuration	RSRD SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.									
□□□□□ Tongues	19	Will negates (harmless)	1 standard action	130 minutes	Touch	V, M/DF	No	Divination	RSRD SpellsT-Z.rtf
<i>Effect:</i> Speak any language.									
□□□□□ Unfailing Endurance	19	None	1 full round	1 day/level	Touch	V S	Yes	Transmutation	DotF p.91
<i>Effect:</i> One living creature/level									
□□□□□ Weapon of the Deity	19	None	1 action	1 round/level	Personal	V DF	No	Transmutation	DotF p.92
<i>Effect:</i> Your weapon									
□□□□□ Weather Eye	19	None	1 hour	Instantaneous	1 mile radius + 1 mile/level	V S M DF	No	Divination	DotF p.92
<i>Effect:</i> 1 mile radius + 1 mile/level, centered on you									

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Atonement	20	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration	RSRD SpellsA-B.rtf
<i>Effect:</i> Removes burden of misdeeds from subject.									
□□□□□ Bear's Heart	20	Will negates	1 action	1 round/level	20 ft	V S	No	Transmutation	DotF p.81
<i>Effect:</i> Living allies within 20 ft									
□□□□□ Blight	20	Fortitude half; see text	1 standard action	Instantaneous	Touch	V, S, DF	Yes	Necromancy	RSRD SpellsA-B.rtf
<i>Effect:</i> Withers one plant or deals 13d6 damage to plant creature.									
□□□□□ Break Enchantment	20	See text	1 minute	Instantaneous	Close (16,5 m)	V, S	No	Abjuration	RSRD SpellsA-B.rtf
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.									
□□□□□ Command, Greater	20	Will negates	1 standard action	13 rounds	Close (16,5 m)	V	Yes	Enchantment	RSRD SpellsC.rtf
<i>Effect:</i> As command, but affects 13 subjects.									
□□□□□ Commune	20	None	10 minutes	13 rounds	Personal	V, S, M, DF, XP	No	Divination	RSRD SpellsC.rtf
<i>Effect:</i> Deity answers 13 yes-or-no questions.									
□□□□□ Cure Light Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (16,5 m)	V, S	Yes (harmless) or Yes; see text	Conjuration	RSRD SpellsC.rtf
<i>Effect:</i> Cures 1d8+13 damage for many creatures.									
□□□□□ Dispel Chaos	20	See text	1 standard action	13 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration	RSRD SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.									
□□□□□ * Dispel Evil	20	See text	1 standard action	13 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration	RSRD SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.									
□□□□□ Dispel Evil	20	See text	1 standard action	13 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration	RSRD SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.									
□□□□□ Dispel Good	20	See text	1 standard action	13 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration	RSRD SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.									
□□□□□ Dispel Law	20	See text	1 standard action	13 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration	RSRD SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.									
□□□□□ Disrupting Weapon	20	Will negates (harmless, object); see text	1 standard action	13 rounds	Touch	V, S	Yes (harmless, object)	Transmutation	RSRD SpellsD-E.rtf
<i>Effect:</i> Melee weapon destroys undead.									
□□□□□ Divine Agility	20	Will negates (harmless)	1 action	1 round/level	Touch	V S	No	Transmutation	DotF p.85
<i>Effect:</i> Living creature touched									
□□□□□ * Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (30 m)	V, S, DF	Yes	Evocation	RSRD SpellsF-G.rtf
<i>Effect:</i> Smite foes with divine fire for 13d6 damage.									
□□□□□ Flame Strike	20	Reflex half	1 standard action	Instantaneous	Medium (69 m)	V, S, DF	Yes	Evocation	RSRD SpellsF-G.rtf
<i>Effect:</i> Smite foes with divine fire for 13d6 damage.									
□□□□□ Hallow	20	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation	RSRD SpellsH-L.rtf
<i>Effect:</i> Designates location as holy.									
□□□□□ Inflict Light Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (16,5 m)	V, S	Yes	Necromancy	RSRD SpellsH-L.rtf
<i>Effect:</i> Deals 1d8+13 damage to many creatures.									
□□□□□ Insect Plague	20	None	1 round	13 minutes	Long (276V, S, DF m)	S, DF	No	Conjuration	RSRD SpellsH-L.rtf
<i>Effect:</i> Locust swarms attack creatures.									
□□□□□ Mark of Justice	20	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy	RSRD SpellsM-O.rtf
<i>Effect:</i> Designates action that will trigger curse on subject.									

* = Domain/Specialty Spell

□□□□□	Plane Shift	20	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration	RSRD SpellsP-R.rtf
	<i>Effect:</i> As many as eight subjects travel to another plane.									
□□□□□	Raise Dead	20	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration	RSRD SpellsP-R.rtf
	<i>Effect:</i> Restores life to subject who died as long as 13 days ago.									
□□□□□	Righteous Might	20	None	1 standard action	13 rounds [D]	Personal	V, S, DF	No	Transmutation	RSRD SpellsP-R.rtf
	<i>Effect:</i> Your size increases, and you gain combat bonuses.									
□□□□□	Scrying	20	Will negates	1 hour	13 minutes	See text	V, S, M/DF, F	Yes	Divination	RSRD SpellsS.rtf
	<i>Effect:</i> Spies on subject from a distance.									
□□□□□	Slay Living	20	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD SpellsS.rtf
	<i>Effect:</i> Touch attack kills subject.									
□□□□□	Spell Resistance	20	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD SpellsS.rtf
	<i>Effect:</i> Subject gains SR 12 + level.									
□□□□□	Summon Monster V	20	None	1 round	13 rounds [D]	Close	V, S, F/DF	No	Conjuration	RSRD SpellsS.rtf
	<i>Effect:</i> Calls extraplanar creature to fight for you.									
□□□□□	Symbol of Pain	20	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy	RSRD SpellsS.rtf
	<i>Effect:</i> Triggered rune wracks nearby creatures with pain.									
□□□□□	Symbol of Sleep	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment	RSRD SpellsS.rtf
	<i>Effect:</i> Triggered rune puts nearby creatures into catatonic slumber.									
□□□□□	True Seeing	20	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M	Yes (harmless)	Divination	RSRD SpellsT-Z.rtf
	<i>Effect:</i> Lets you see all things as they really are.									
□□□□□	Unhallow	20	See text	24 hours	Instantaneous	Touch	V, S, M	See text	Evocation	RSRD SpellsT-Z.rtf
	<i>Effect:</i> Designates location as unholy.									
□□□□□	Wall of Stone	20	See text	1 standard action	Instantaneous	Medium	V, S, M/DF	No	Conjuration	RSRD SpellsT-Z.rtf
	<i>Effect:</i> Creates a stone wall that can be shaped.									

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Animate Objects	21	None	1 standard action	13 rounds	Medium (69 m)	V, S	No	Transmutation	RSRD SpellsA-B.rtf
	<i>Effect:</i> Objects attack your foes.									
□□□□□	Antilife Shell	21	None	1 round	130 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD SpellsA-B.rtf
	<i>Effect:</i> 10-ft. field hedges out living creatures.									
□□□□□	Banishment	21	Will negates	1 standard action	Instantaneous	Close (16.5 m)	V, S, F	Yes	Abjuration	RSRD SpellsA-B.rtf
	<i>Effect:</i> Banishes 26 HD of extraplanar creatures.									
□□□□□	Bear's Endurance, Mass	21	Will negates (harmless)	1 standard action	13 minutes	Close (16.5 m)	V, S, DF	Yes	Transmutation	RSRD SpellsA-B.rtf
	<i>Effect:</i> As bear's endurance, affects 13 subjects.									
□□□□□	* Blade Barrier	21	Reflex half or Reflex negates; see text	1 standard action	13 minutes [D]	Medium (30 m)	V, S	Yes	Evocation	RSRD SpellsA-B.rtf
	<i>Effect:</i> Wall of blades deals 13d6 damage.									
□□□□□	* Blade Barrier	21	Reflex half or Reflex negates; see text	1 standard action	13 minutes [D]	Medium (30 m)	V, S	Yes	Evocation	RSRD SpellsA-B.rtf
	<i>Effect:</i> Wall of blades deals 13d6 damage.									
□□□□□	Blade Barrier	21	Reflex half or Reflex negates; see text	1 standard action	13 minutes [D]	Medium (69 m)	V, S	Yes	Evocation	RSRD SpellsA-B.rtf
	<i>Effect:</i> Wall of blades deals 13d6 damage.									
□□□□□	Bull's Strength, Mass	21	Will negates (harmless)	1 standard action	13 minutes	Close (16.5 m)	V, S, M/DF	Yes (harmless)	Transmutation	RSRD SpellsA-B.rtf
	<i>Effect:</i> As bull's strength, affects one subject/level.									
□□□□□	Create Undead	21	None	1 hour	Instantaneous	Close (16.5 m)	V, S, M	No	Necromancy	RSRD SpellsC.rtf
	<i>Effect:</i> Creates ghouls, ghosts, mummies, or mohrgs.									
□□□□□	Cure Moderate Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (16.5 m)	V, S	Yes (harmless) or Yes; see text	Conjuration	RSRD SpellsC.rtf
	<i>Effect:</i> Cures 2d8+13 damage for many creatures.									
□□□□□	Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (69 m)	V, S	No	Abjuration	RSRD SpellsD-E.rtf
	<i>Effect:</i> As dispel magic, but +20 on check.									
□□□□□	Eagle's Splendor, Mass	21	Will negates (harmless)	1 standard action	13 minutes	Close (16.5 m)	V, S, M/DF	Yes	Transmutation	RSRD SpellsD-E.rtf
	<i>Effect:</i> As eagle's splendor, affects 13 subjects.									
□□□□□	Find the Path	21	None or Will negates (harmless)	3 rounds	130 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination	RSRD SpellsF-G.rtf
	<i>Effect:</i> Shows most direct way to a location.									
□□□□□	Forbiddance	21	See text	6 rounds	Permanent	Medium (69 m)	V, S, M, DF	Yes	Abjuration	RSRD SpellsF-G.rtf
	<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.									
□□□□□	Geas/Quest	21	None	10 minutes	13 days or until discharged [D]	Close (16.5 m)	V	Yes	Enchantment	RSRD SpellsF-G.rtf
	<i>Effect:</i> As lesser geas, plus it affects any creature.									
□□□□□	Glyph of Warding, Greater	21	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD SpellsF-G.rtf
	<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.									
□□□□□	Harm	21	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD SpellsH-L.rtf
	<i>Effect:</i> Deals 130 points damage to target.									
□□□□□	Heal	21	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration	RSRD SpellsH-L.rtf
	<i>Effect:</i> Cures 130 points of damage, all diseases and mental conditions.									
□□□□□	Heroes' Feast	21	None	10 minutes	13 hour plus 12 hours; see text	Close (16.5 m)	V, S, DF	No	Conjuration	RSRD SpellsH-L.rtf
	<i>Effect:</i> Food for 13 creatures cures and grants combat bonuses.									

* = Domain/Specialty Spell

□□□□□	Inflict Moderate Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (16,5 m)	V, S	Yes	Necromancy	RSRD SpellsH-L.rtf
<i>Effect:</i> Deals 2d8+13 damage to many creatures.										
□□□□□	Owl's Wisdom, Mass	21	Will negates (harmless)	1 standard action	13 minutes	Close (16,5 m)	V, S, M/DF	Yes	Transmutation	RSRD SpellsM-O.rtf
<i>Effect:</i> As owl's wisdom, affects one subject/level.										
□□□□□	Planar Ally	21	None	10 minutes	Instantaneous	Close (16,5 m)	V, S, DF, XP	No	Conjuration	RSRD SpellsP-R.rtf
<i>Effect:</i> As lesser planar ally, but up to 12 HD.										
□□□□□	Summon Monster VI	21	None	1 round	13 rounds [D]	Close (16,5 m)	V, S, F/DF	No	Conjuration	RSRD SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.										
□□□□□	Symbol of Fear	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy	RSRD SpellsS.rtf
<i>Effect:</i> Triggered rune panics nearby creatures.										
□□□□□	Symbol of Persuasion	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment	RSRD SpellsS.rtf
<i>Effect:</i> Triggered rune charms nearby creatures.										
□□□□□	Undeath to Death	21	Will negates	1 standard action	Instantaneous	Medium (69 m)	V, S, M/DF	Yes	Necromancy	RSRD SpellsT-Z.rtf
<i>Effect:</i> Destroys 13d4 HD of undead.										
□□□□□	Wind Walk	21	No and Will negates (harmless)	1 standard action	13 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation	RSRD SpellsT-Z.rtf
<i>Effect:</i> You and your allies turn vaporous and travel fast.										
□□□□□	Word of Recall	21	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration	RSRD SpellsT-Z.rtf
<i>Effect:</i> Teleports you back to designated place.										

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Blasphemy	22	None or Will negates; see text	1 standard action	Instantaneous	30 ft.	V	Yes	Evocation	RSRD SpellsA-B.rtf
<i>Effect:</i> Kills, paralyzes, weakens, or dazes nonevil subjects.										
□□□□□	Control Weather	22	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation	RSRD SpellsC.rtf
<i>Effect:</i> Changes weather in local area.										
□□□□□	Cure Serious Wounds, Mass	22	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (16,5 m)	V, S	Yes (harmless) or Yes; see text	Conjuration	RSRD SpellsC.rtf
<i>Effect:</i> Cures 3d8+13 damage for many creatures.										
□□□□□	Destruction	22	Fortitude partial	1 standard action	Instantaneous	Close (16,5 m)	V, S, F	Yes	Necromancy	RSRD SpellsD-E.rtf
<i>Effect:</i> Kills subject and destroys remains.										
□□□□□	Dictum	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation	RSRD SpellsD-E.rtf
<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.										
□□□□□	Ethereal Jaunt	22	None	1 standard action	13 rounds [D]	Personal	V, S	No	Transmutation	RSRD SpellsD-E.rtf
<i>Effect:</i> You become ethereal for 13 rounds.										
□□□□□	Holy Word	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation	RSRD SpellsH-L.rtf
<i>Effect:</i> Kills, paralyzes, slows, or deafens nongood subjects.										
□□□□□	* Holy Word	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation	RSRD SpellsH-L.rtf
<i>Effect:</i> Kills, paralyzes, slows, or deafens nongood subjects.										
□□□□□	Inflict Serious Wounds, Mass	22	Will half	1 standard action	Instantaneous	Close (16,5 m)	V, S	Yes	Necromancy	RSRD SpellsH-L.rtf
<i>Effect:</i> Deals 3d8+13 damage to many creatures.										
□□□□□	** Power Word Blind	22	None	1 standard action	See text	Close (7,5 m)	V	Yes	Enchantment	RSRD SpellsP-R.rtf
<i>Effect:</i> Blinds creature with 200 hp or less.										
□□□□□	Refuge	22	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration	RSRD SpellsP-R.rtf
<i>Effect:</i> Alters item to transport its possessor to you.										
□□□□□	Regenerate	22	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration	RSRD SpellsP-R.rtf
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+13										
□□□□□	Repulsion	22	Will negates	1 standard action	13 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration	RSRD SpellsP-R.rtf
<i>Effect:</i> Creatures can't approach you.										
□□□□□	Restoration, Greater	22	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration	RSRD SpellsP-R.rtf
<i>Effect:</i> As restoration, plus restores all levels and ability scores.										
□□□□□	Resurrection	22	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration	RSRD SpellsP-R.rtf
<i>Effect:</i> Fully restore dead subject.										
□□□□□	Righteous Wrath of the Faithful	22	None	1 action	1 round/level	30 ft.	V S DF	Yes	Enchantment	DotF p.89
<i>Effect:</i> All allies and foes within a 30-ft-radius burst centered on you										
□□□□□	Scrying, Greater	22	Will negates	1 standard action	13 hours	See text	V, S	Yes	Divination	RSRD SpellsS.rtf
<i>Effect:</i> As scrying, but faster and longer.										
□□□□□	Slime Wave	22	Reflex negates	1 action	1 round/level	Close (25 ft + 5 ft/2 levels)	V S M	No	Conjuration	DotF p.89
<i>Effect:</i> 15-ft-radius spread										
□□□□□	Summon Monster VII	22	None	1 round	13 rounds [D]	Close (16,5 m)	V, S, F/DF	No	Conjuration	RSRD SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.										
□□□□□	Symbol of Stunning	22	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment	RSRD SpellsS.rtf
<i>Effect:</i> Triggered rune stuns nearby creatures.										
□□□□□	Symbol of Weakness	22	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy	RSRD SpellsS.rtf
<i>Effect:</i> Triggered rune weakens nearby creatures.										
□□□□□	Word of Chaos	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation	RSRD SpellsT-Z.rtf
<i>Effect:</i> Kills, confuses, stuns, or deafens nonchaotic subjects.										

* = Domain/Specialty Spell

Spellbook: Normal

Cleric

Level 0	Level 1	Level 2	Level 3	Level 4
<input type="checkbox"/> Detect Magic (DC:15)	<input type="checkbox"/> Bless (DC:16)	<input type="checkbox"/> Bull's Strength (DC:17)	<input type="checkbox"/> Dispel Magic (DC:18)	<input type="checkbox"/> Death Ward (DC:19)
<input type="checkbox"/> Guidance (DC:15)	<input type="checkbox"/> Command (DC:16)	<input type="checkbox"/> Consecrate (DC:17)	<input type="checkbox"/> Invisibility Purge (DC:18)	<input type="checkbox"/> Divination (DC:19)
<input type="checkbox"/> Light (DC:15)	<input type="checkbox"/> Divine Favor (DC:16)	<input type="checkbox"/> Eagle's Splendor (DC:17)	<input type="checkbox"/> ** Magic Circle against Evil (DC:18)	<input type="checkbox"/> Divine Power (DC:19)
<input type="checkbox"/> Read Magic (DC:15)	<input type="checkbox"/> * Protection from Evil (DC:16)	<input type="checkbox"/> Hold Person (DC:17)	<input type="checkbox"/> Prayer (DC:18)	<input type="checkbox"/> Freedom of Movement (DC:19)
	<input type="checkbox"/> Protection from Evil (DC:16)	<input type="checkbox"/> Silence (DC:17)	<input type="checkbox"/> Protection from Energy (DC:18)	<input type="checkbox"/> ** Holy Smite (DC:19)
	<input type="checkbox"/> Remove Fear (DC:16)	<input type="checkbox"/> ** Spiritual Weapon (DC:17)	<input type="checkbox"/> Searing Light (DC:18)	<input type="checkbox"/> Sending (DC:19)
	<input type="checkbox"/> Shield of Faith (DC:16)			
Level 5	Level 6	Level 7		
<input type="checkbox"/> * Flame Strike (DC:20)	<input type="checkbox"/> ** Blade Barrier (DC:21)	<input type="checkbox"/> ** Power Word Blind (DC:22)		
<input type="checkbox"/> Flame Strike (DC:20)	<input type="checkbox"/> Dispel Magic, Greater (DC:21)	<input type="checkbox"/> Resurrection (DC:22)		
<input type="checkbox"/> Righteous Might (DC:20)				
<input type="checkbox"/> Summon Monster V (DC:20)	<input type="checkbox"/> Heal (DC:21)			
<input type="checkbox"/> True Seeing (DC:20)				

* = Domain/Specialty Power or Spell