

Character Name

Cleric 1

CLASS

1 (1)

Character Level (CR)

0 / 1000

EXP/NEXT LEVEL

Ability Name

STR

Strength

18

+4

18

+4

DEX

Dexterity

13

+1

13

+1

CON

Constitution

14

+2

14

+2

INT

Intelligence

12

+1

12

+1

WIS

Wisdom

14

+2

14

+2

CHA

Charisma

8

-1

8

-1

Saving Throws

FORTITUDE

(constitution)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+1

=

+0

+

+1

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+2

+

+2

+

+0

+

+0

+

Player Name

Dwarf (Hill) / Humanoid

RACE

56

Male

GENDER

None

EYES

None

HAIR

Lawful Neutral

Alignment

Deity

Medium / 5 ft.

SIZE / FACE

Region

4' 3" / 166 lbs.

HEIGHT / WEIGHT

Darkvision (60 ft.)

VISION

HP

hit points

10

WOUNDS/CURRENT HP

AC

armor class

17

16

11

=

10

+

4

+

2

+

1

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+1

=

+1

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Medium

(rules applied)

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Save Modifiers:

+2 racial bonus on saving throws against poison

+2 racial bonus on saving throws against spells and spell-like effects

Conditional Combat Modifiers:

+1 racial bonus on attack rolls against orcs and goblinoids

+1 AC verses designated opponent (Dodge Feat)

+4 Dodge bonus to Armor Class against monsters of the giant type

+4 on ability checks to resist being bull rushed or tripped.

MELEE

attack bonus

+4

=

+0

+

+4

+

+0

+

+0

+

0

+

RANGED

attack bonus

+1

=

+0

+

+1

+

+0

+

+0

+

0

+

GRAPPLE

attack bonus

+4

=

+0

+

+4

+

+0

+

+0

+

+0

+

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+4

DAMAGE

1d3+4

CRITICAL

20/x2

REACH

5 ft.

\*Waraxe, Dwarven

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

20/x3

5 ft.

To Hit

Dam

2W-P-(OH)

To Hit

Dam

1H-P

+5

1d10+4

-1

1d10+4

1H-O

+1

1d10+2

+1

1d10+4

2H

+5

1d10+4

-3

1d10+2

Special Properties: A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.

\*Heavy Metal Shield

HAND

TYPE

SIZE

CRITICAL

REACH

Equipped

B

M

20/x2

5 ft.

To Hit

Dam

2W-P-(OH)

To Hit

Dam

1H-P

+0

1d4+4

-6

1d4+4

1H-O

-4

1d4+2

-4

1d4+4

2H

+0

1d4+6

-10

1d4+2

Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

19-20/x2

5 ft.

To Hit

Dam

2W-P-(OH)

To Hit

Dam

1H-P

+4

1d4+4

-2

1d4+4

1H-O

+0

1d4+2

+0

1d4+4

2H

+4

1d4+4

-4

1d4+2

TH

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

+1

-1

-3

-5

-7

Dam

1d4+4

1d4+4

1d4+4

1d4+4

1d4+4

\*: weapon is equipped

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

\*Scale Mail

Medium

+4

+3

-4

25

This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

\*Heavy Metal Shield

Heavy

+2

-2

15

Skills

TOTAL SKILLPOINTS: 12

MAX RANKS: 4/2

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Appraise

INT

1

=

1

✓ Balance

DEX

-5

=

1

+

-6

✓ Bluff

CHA

-1

=

-1

✓ Climb

STR

-2

=

4

+

-6

✓ Concentration

CON

6

=

2

+

4

✓ Concentration (Cast defensively)

0

=

0

✓ Craft (Untrained)

INT

1

=

1

✓ Diplomacy

CHA

-1

=

-1

✓ Disguise

CHA

-1

=

-1

✓ Escape Artist

DEX

-5

=

1

+

-6

✓ Forgery

INT

1

=

1

✓ Gather Information

CHA

-1

=

-1

✓ Heal

WIS

6

=

2

+

4

✓ Hide

DEX

-5

=

1

+

-6

✓ Iaijutsu Focus

CHA

-1

=

-1

✓ Intimidate

CHA

-1

=

-1

✓ Jump

STR

-8

=

4

+

-12

Knowledge (Religion)

INT

5

=

1

+

4

✓ Knowledge (Shadowlands)

0

=

0

✓ Knowledge (Spirits)

0

=

0

✓ Knowledge (Untrained)

INT

1

=

1

✓ Knowledge (war)

0

=

0

✓ Listen

WIS

2

=

2

✓ Move Silently

DEX

-5

=

1

+

-6

✓ Ride

DEX

1

=

1

✓ Search

INT

1

=

1

✓ Search (Notice unusual stonework)

INT

3

=

1

+

2

✓ Sense Motive

WIS

2

=

2

✓ Spot

WIS

2

=

2

✓ Survival

WIS

2

=

2

✓ Swim

STR

-8

=

4

+

-12

✓ Use Rope

DEX

1

=

1

=

+

+

=

+

+

Conditional Skill Modifiers:

+2 on Appraise checks related to stone or metal items.

+2 on Craft checks related to stone or metal.

+2 racial bonus on Search checks to notice unusual stonework.

TURN UNDEAD

Turning Check Result

UNDEAD Affected (Maximum Hit Dice)

Turning Check

1d20-1

Up to 0

-3

Turn level

1

1 - 3

-2

Turn damage

2d6+0

4 - 6

-1

7 - 9

0

10 - 12

1

13 - 15

2

16 - 18

3

19 - 21

4

22+

5

You destroy Undead creatures with total hit dice up to 0.

TURN/DAY

☐☐

Character: Hragg

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).  
Created using PCGen v6.06.01 on Apr 26, 2019 at 8:13:00 PM

Level:1 (CR:1)  
Page 1

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Waraxe, Dwarven	Equipped	1	8 / 30
A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.			
Explorer's Outfit	Equipped	1	8 / 0
This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.			
Scale Mail	Equipped	1	30 / 50
This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.			
Heavy Metal Shield	Equipped	1	15 / 20
Backpack	Equipped	1	2 / 2
26 lbs., 1 Bedroll, 5 Sack, 4 Oil (1 Pt. Flask), 4 Rations (Trail/Per Day), 1 Case, Map or Scroll, 1 Crowbar, 1 Waterskin (Filled), 1 Whetstone			
Bedroll	Backpack	1	5 / 0.1
You never know where you're going to sleep, and a bedroll helps you get better sleep in a hayloft or on the cold ground. A bedroll consists of bedding and a blanket thin enough to be rolled up and tied. In an emergency, it can double as a stretcher.			
Sack	Backpack	5	0.5 (2.5) / 0.1 (0.5)
This item is made of burlap or a similar material and has a drawstring so it can be closed.			
Oil (1 Pt. Flask)	Backpack	4	1 (4) / 0.1 (0.4)
□□□□ A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon (see Throw Splash Weapon, page 158). Use the rules for alchemist's fire, except that it takes a full-round action to prepare a flask with a fuse. Once it is thrown, there is a 50%% chance of the flask igniting successfully. You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.			
Rations (Trail/Per Day)	Backpack	4	1 (4) / 0.5 (2)
□□□□			
Case, Map or Scroll	Backpack	1	0.5 / 1
This capped leather or tin rube holds rolled pieces of parchment or paper.			
Crowbar	Backpack	1	5 / 2
This iron bar is made for levering closed items open. A crowbar is the perfect tool for prying open doors or chests, shattering chains, and the like, and it grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed improvised weapon (see page 113) that deals bludgeoning damage equal to that of a club of its size.			
Waterskin (Filled)	Backpack	1	4 / 1
A waterskin is a leather pouch with a narrow neck that is used for holding water.			
Whetstone	Backpack	1	1 / 0
Caltrops	Equipped	2	2 (4) / 1 (2)
Covers 1 5 foot square. Caltrops attack anyone moving into or fighting in that square are attacked (BAB+0, bypassing shield, armor and deflection bonuses) for 1 point of damage and speed reduced by half for 24 hours. Any charging or running creature is stopped. Move at half speed to avoid caltrops.			
Pouch, Belt	Equipped	1	0.5 / 1
Dagger	Carried	4	1 (4) / 2 (8)
Grappling Hook	Carried	1	4 / 1
When tied to the end of a rope, a grappling hook can secure the rope to a battlement, window ledge, tree limb, or other protrusion. Throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 feet of distance thrown).			
Rope, Hempen	Carried	1	10 / 1
This rope has 2 hit points and can be burst with a DC 23 Strength check.			
Signal Whistle	Carried	1	0 / 0.8
TOTAL WEIGHT CARRIED/VALUE		103.5 lbs.	122.8gp

WEIGHT ALLOWANCE			
Light	100	Medium	200
Lift over head	300	Lift off ground	600
		Heavy	300
		Push / Drag	1500

MONEY	
Total= 0 gp [Unspent Funds = 57.18 gp]	

MAGIC	
Languages	
Common, Dwarven, Orc	

Other Companions	
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Special Attacks	
Turn Undead	[Wizards of the Coast - Players Handbook, 159]
2/day (turn level 1) (turn damage 2d6+0)	

Special Qualities	
Aura	[Wizards of the Coast - Players Handbook, p.32]
A cleric has a particularly powerful aura corresponding to the deity's alignment	
Darkvision (Ex)	[Universal Rules, p.165]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Dwarf Racial Traits (Ex)	[Wizards of the Coast - Players Handbook]
Dwarves can see in the dark up to 60 feet with Darkvision. Dwarves treat dwarven waraxes and dwarven ugroshes as martial weapons.	

Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing firmly on the ground. +2 racial bonus on saving throws against poison +2 racial bonus on saving throws against spells and spell-like effects +1 racial bonus on attack rolls against orcs and goblinoids +4 Dodge bonus to Armor Class against monsters of the giant type +2 racial bonus on Appraise checks that are related to stone or metal items. +2 racial bonus on Craft checks that are related to stone or metal.
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Normal	[Wizards of the Coast - Players Handbook]
You are in good standing with your deity.	

Spells	[Wizards of the Coast - Players Handbook, p.32]
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A cleric casts divine spells. A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains. Clerics do not acquire their spells from books or scrolls, nor do they prepare them through study. Instead, they meditate or pray for their spells, receiving them through their own strength of faith or as divine inspiration. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells, and decide which ones to choose for that day. Time spent resting has no effect on whether a cleric can prepare spells.	
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Spontaneous Casting	[Wizards of the Coast - Players Handbook, p.32]
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You can channel stored spell energy into healing spells that you did not prepare ahead of time. You can "lose" any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).	
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Turn or Rebuke Undead (Su)	[Wizards of the Coast - Players Handbook, p.33]
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Any cleric, regardless of alignment, has the power to affect undead creatures (such as skeletons, zombies, ghosts, and vampires) by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead, page 159). A good cleric can turn or destroy undead creatures. An evil cleric instead rebukes or commands such creatures., forcing them to cower in awe of his power. A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.	
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Weapon and Armor Proficiency	[Wizards of the Coast - Players Handbook, p.31]
Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).	

Feats	
Dodge	[Book of Vile Darkness, p.93]
You are adept at dodging blows.	
During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses (such as this one and a dwarf's racial bonus on dodge attempts against giants) stack with each other, unlike most other types of bonuses.	

Weapon Focus (Waraxe (Dwarven))	[Book of Vile Darkness, p.102]
You are especially good at using this specified weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	

Domains	
<b>Strength</b>	You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.
<b>War</b>	
Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.	

Proficiencies	
Aspergillum (Heavy), Battle Gauntlet, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Ranged Spell, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Unarmed Strike, Waraxe (Dwarven)	

# Cleric Spells

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

## LEVEL 0 / Per Day:3 / Caster Level:1

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Amanuesis	Transmutation	1 standard action	10 minute/level	Close (25 ft.)	SC:p.9
[V, S] TARGET: Object or objects with writing; <i>EFFECT</i> : Copies 250 words per minute. [SR:Yes [object]; DC:12, Will negates [object]]					
☐☐☐☐☐ Create Water	Conjuration (Creation) [Water, Water Shugenja]	1 standard action	Instantaneous	Close (25 ft.)	PH:p.215
[V, S] TARGET: Up to 2 gallons of water; <i>EFFECT</i> : Creates 2 gallons of pure water. [SR:No]					
☐☐☐☐☐ Cure Minor Wounds	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.216
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1 point of damage. [SR:Yes (harmless); see text; DC:12, Will half (harmless); see text]					
☐☐☐☐☐ Despoil	Transmutation [Evil]	1 minute	Instantaneous	Touch	Lom:null
[V,S,M] TARGET: 100 ft radius; <i>EFFECT</i> : The caster blights and corrupts a vast area of land. Plants with 1 Hit Die or less shrivel and die, and the ground cannot support such plant life ever again. Plants with more than 1 Hit Die must succeed on a Fortitude saving throw or die. Even those successful on their saves take 5d6 points of damage. All living creatures in the area other than plants [and the caster] must succeed on a Fortitude saving throw or take 1d4 points of Strength damage. Unattended objects, including structural features such as walls and doors, grow brittle and lose 1 point of hardness [to a minimum of 0], then take 1d6 points of damage [this damage bypasses any remaining hardness]. Only the effects of multiple wish or miracle spells can undo the lasting effect of this spell. Material Component: Corpse of a freshly dead or preserved living creature. [SR:Yes; DC:12, Fortitude Partian (plants), Fortitude Negates (Othe Living Creatures)]					
☐☐☐☐☐ Detect Magic	Divination [Antimagic Domain, Divination Dom]	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	PH:p.219
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Detects spells and magic items within 60 ft. [SR:No]					
☐☐☐☐☐ Detect Poison	Divination [Water Shugenja]	1 standard action	Instantaneous	Close (25 ft.)	PH:p.219
[V, S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : Detects poison in one creature or small object. [SR:No]					
☐☐☐☐☐ Guidance	Divination [Air Shugenja]	1 standard action	1 minute or until discharged	Touch	PH:p.238
[V, S] TARGET: Creature touched; <i>EFFECT</i> : +1 on one attack roll, saving throw, or skill check. [SR:Yes; DC:12, Will negates (harmless)]					
☐☐☐☐☐ Inflict Minor Wounds	Necromancy	1 standard action	Instantaneous	Touch	PH:p.244
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Touch attack, 1 point of damage. [SR:Yes; DC:12, Will negates]					
☐☐☐☐☐ Light	Evocation [Light, Fire Shugenja, Evocation Dr]	1 standard action	10 minutes [D]	Touch	PH:p.248
[V, M/DF] TARGET: Object touched; <i>EFFECT</i> : Object shines like a torch. [SR:No]					
☐☐☐☐☐ Mending	Transmutation [Earth Shugenja]	1 standard action	Instantaneous	10 ft.	PH:p.253
[V, S] TARGET: One object of up to 1 lb.; <i>EFFECT</i> : Makes minor repairs on an object. [SR:Yes (harmless, object); DC:12, Will negates (harmless, object)]					
☐☐☐☐☐ No Light	Transmutation	1 standard action	1 minute/level	Close (25 ft.)	BV:BoVD
[V, S] TARGET: 20-ft radius spread; <i>EFFECT</i> : Prevents normal light from illuminating. [SR:No]					
☐☐☐☐☐ Preserve Organ	Necromancy	10 minutes	24 hours	Touch	BV:BoVD
[V, S, DF] TARGET: one organ; <i>EFFECT</i> : Protects one detached organ from decay for 24 hours. [SR:Yes; DC:12, Fortitude negates (harmless)]					
☐☐☐☐☐ Purify Food and Drink	Transmutation [Water Shugenja]	1 standard action	Instantaneous	10 ft.	PH:p.267
[V, S] TARGET: 1 cu. ft. of contaminated food and water; <i>EFFECT</i> : Purifies 1 cu. ft of food or water. [SR:Yes (object); DC:12, Will negates (object)]					
☐☐☐☐☐ Read Magic	Divination	1 standard action	10 minutes	Personal	PH:p.269
[V, S, F] TARGET: You; <i>EFFECT</i> : Read scrolls and spellbooks. [SR:No]					
☐☐☐☐☐ Resistance	Abjuration [Earth Shugenja, Abjuration Doma]	1 standard action	1 minute	Touch	PH:p.272
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +1 on saving throws. [SR:Yes (harmless); DC:12, Will negates (harmless)]					
☐☐☐☐☐ Slash Tongue	Transmutation [Evil]	1 standard action	1 round	Close (25 ft.)	BV:BoVD
[V, S] TARGET: one living creature with a tongue; <i>EFFECT</i> : Subject takes -1 penalty on attacks, saves and check for 1 round. [SR:Yes; DC:12, Fortitude negates]					
☐☐☐☐☐ Symplic	Conjuration (Healing)	1 action	Instantaneous	Touch	SA:p.17
[S M] TARGET: Creature touched; <i>EFFECT</i> : Target immediately stops bleeding [SR:Yes (harmless); DC:12, Will Negates (harmless)]					
☐☐☐☐☐ Summon Holy Symbol	Conjuration (Summoning)	1 standard action	1 round/level [D]	0 ft.	CC:p.128
[V, S] TARGET: Small wooden holy symbol; <i>EFFECT</i> : You whisper a prayer to your deity, and his symbol appears in your hand. You conjure a small holy symbol, which you can then use to turn undead, or as a divine focus for spells, or for any other purpose that you would normally use one. The conjured holy symbol is made of wood and is neither magical nor particularly valuable. [SR:No]					
☐☐☐☐☐ Virtue	Transmutation [Earth Shugenja]	1 standard action	1 min.	Touch	PH:p.298
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains 1 temporary hp. [SR:Yes (harmless); DC:12, Fortitude negates (harmless)]					

## LEVEL 1 / Per Day:2+1 / Caster Level:1

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Angry Ache	Necromancy	1 standard action	1 minute/level	Close (25 ft.)	BV:BoVD
[V, S] TARGET: one living creature; <i>EFFECT</i> : Subject takes -2 penalty on attack rolls. [SR:Yes; DC:13, Fortitude negates]					
☐☐☐☐☐ Axiomatic Water	Transmutation [Lawful]	1 minute	Instantaneous	Touch	SC:p.22
[V,S,M] TARGET: Flask of water touched; <i>EFFECT</i> : Water damages chaotic outsiders for 2d4 points of damage. [SR:Yes [object]; DC:13, Will negates [object]]					
☐☐☐☐☐ Bane	Enchantment (Compulsion) [Fear, Mind-Affect]	1 standard action	1 minutes	50 ft.	PH:p.203
[V, S, DF] TARGET: All enemies within 50 ft.; <i>EFFECT</i> : Enemies take -1 on attack rolls and saves against fear. [SR:Yes; DC:13, Will negates]					
☐☐☐☐☐ Blade of Blood	Necromancy	1 swift action	1 round/level or until discharged	Touch	PH2:p.103
[V,S] TARGET: Weapon touched; <i>EFFECT</i> : Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage. [SR:No]					
☐☐☐☐☐ Bless	Enchantment (Compulsion) [Mind-Affecting, U]	1 standard action	1 minutes	50 ft.	PH:p.205
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; <i>EFFECT</i> : Allies gain +1 on attack rolls and +1 on saves against fear. [SR:Yes (harmless)]					
☐☐☐☐☐ Blessed Aim	Divination	1 standard action	Concentration	60 ft.	CD:p.154
[V,S] TARGET: 60 ft. spread, centered on you; <i>EFFECT</i> : +2 morale bonus on ranged attacks for your allies within the spread. [SR:No; DC:13, Will negates (harmless)]					
☐☐☐☐☐ Bless Water	Transmutation [Good]	1 minute	Instantaneous	Touch	PH:p.205
[V, S, M] TARGET: Flask of water touched; <i>EFFECT</i> : Makes holy water. [SR:Yes (object); DC:13, Will negates (object)]					
☐☐☐☐☐ Blood Wind	Evocation	1 swift action	1 round	Close (25 ft.)	SC:p.33
[V,S,DF] TARGET: A single creature with Intelligence 4 or higher; <i>EFFECT</i> : Full attack action allows creature to use natural or unarmed attack with a 20 ft range increment; see text [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐ Cause Fear	Necromancy [Fear, Mind-Affecting, Fire Shug]	1 standard action	1d4 rounds or 1 round; see text	Close (25 ft.)	PH:p.208
[V, S] TARGET: One living creature with 5 or fewer HD; <i>EFFECT</i> : One creature of 5 HD or less flees for 1d4 rounds. [SR:Yes; DC:13, Will partial]					
☐☐☐☐☐ Cloak of Shade	Abjuration	1 standard action	1 hour [D]	Touch	Sa:p.112
[V,S,DF] TARGET: Creature Touched; <i>EFFECT</i> : Protects target from normal heat exposure. [SR:Yes (harmless)]					
☐☐☐☐☐ Cold Fire	Transmutation [Cold]	1 standard action	1 minute/level [fire source] or Instantaneous	Close (25 ft.)	SC:p.50
[V,S,DF] TARGET: One fire source [up to a 20-ft. cube] or one creature; see text; <i>EFFECT</i> : Flames deal cold damage; see text [SR:Yes [creature]; DC:13, No [fire] or Fortitude half]					
☐☐☐☐☐ Command	Enchantment (Compulsion) [Language-Deper]	1 standard action	1 round	Close (25 ft.)	PH:p.211
[V] TARGET: One living creature; <i>EFFECT</i> : One subject obeys selected command for 1 round. [SR:Yes; DC:13, Will negates]					
☐☐☐☐☐ Comprehend Languages	Divination	1 standard action	10 minutes	Personal	PH:p.212
[V, S, M/DF] TARGET: You; <i>EFFECT</i> : You understand all spoken and written languages. [SR:No]					
☐☐☐☐☐ Conjure Ice Beast I	Conjuration (Creation) [Cold]	1 round	1 rounds [D]	Close (25 ft.)	Fr:p.91
[V,S,DF] TARGET: One conjured ice creature; <i>EFFECT</i> : Creates a creature to fight for you. [SR:No]					
☐☐☐☐☐ Conviction	Abjuration	1 standard action	1 minutes	Touch	MH:p.34
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : +2 morale bonus; see text. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐ Cure Light Wounds	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.215
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1d8+1 damage. [SR:Yes (harmless); see text; DC:13, Will half (harmless); see text]					
☐☐☐☐☐ Curse Water	Necromancy [Evil]	1 minute	Instantaneous	Touch	PH:p.216
[V, S, M] TARGET: Flask of water touched; <i>EFFECT</i> : Makes unholy water. [SR:Yes (object); DC:13, Will negates (object)]					
☐☐☐☐☐ Deathwatch	Necromancy [Evil]	1 standard action	10 minutes	30 ft.	PH:p.217
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals how near death subjects within 30 ft. are. [SR:No]					
* =Domain/Speciality Spell					

Cleric Spells						
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Delay Disease</div><div>[V,S,DF] TARGET: Creature touched; <i>EFFECT</i>: Halts any nonmagical disease for the duration of the spell. [SR:Yes [harmless]; DC:13, Will negates [harmless]]</div></div></div>	Conjuration (Healing)	1 standard action	24 hours	Touch	SC:p.63	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Detect Chaos</div><div>[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i>: Reveals creatures, spells, or objects of selected alignment. [SR:No]</div></div></div>	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	PH:p.218	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Detect Evil</div><div>[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i>: Reveals creatures, spells, or objects of selected alignment. [SR:No]</div></div></div>	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	PH:p.218	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Detect Fire</div><div>[V,S] TARGET: Cone-shaped emanation; <i>EFFECT</i>: Reveals creatures, spells, or objects of selected alignment. [SR:No]</div></div></div>	Divination [Cold]	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	Fr:p.92	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Detect Good</div><div>[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i>: Reveals creatures, spells, or objects of selected alignment. [SR:No]</div></div></div>	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	PH:p.219	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Detect Incarnum</div><div>[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i>: Detect soulmelds and essentia within 60 feet. [SR:No]</div></div></div>	Divination	1 standard action	Concentration, up to 10 min./level	60 ft.	Mol:p.101	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Detect Law</div><div>[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i>: Detect soulmelds and essentia within 60 feet. [SR:No]</div></div></div>	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	PH:p.219	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Detect Taint</div><div>[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i>: Reveals creatures, spells, or objects of selected alignment. [SR:No]</div></div></div>	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	HH:p.128	
<div>[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i>: You can sense the presence of taint in nearby objects and creatures. The amount of information revealed depends on how long you study a particular area or subject: 1st Round: Presence or absence of taint within the area. 2nd Round: Number of tainted creatures in the area and the strength of the strongest tainted aura present. If you are free of taint, if the strongest tainted aura is overwhelming [see below], and if the strength of the tainted aura is at least twice your character level, you are nauseated for 1 round and the spell ends. 3rd Round: The strength and location of each tainted aura. If a tainted aura is outside your line of sight, you discern its direction but not its exact location. Aura Strength: The strength of a tainted aura depends on the corruption or depravity score [whichever is higher] of the creature you are detecting, or the amount of taint bestowed by an object, location, or creature without a taint score. Taint Taint Aura Score Bestowed Strength 1 0* Faint 2-6 1 Moderate 7-14 1d2 or 1d3 Strong 15+ 1d4 or more Overwhelming *An object or location that is tainted in some way but does not bestow taint generally has a faint aura strength. If an aura falls into more than one strength category, you learn about the stronger of the two. Length Aura Lingers: How long the aura lingers depends on its original strength: Original Duration of Strength Lingering Aura Faint 1d6 minutes Moderate 1d6? 10 minutes Strong 1d6 hours Overwhelming 1d6 days Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]</div>						
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Detect Undead</div><div>[V, S, M/DF] TARGET: Cone-shaped emanation; <i>EFFECT</i>: Reveals undead within 60 ft. [SR:No]</div></div></div>	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	PH:p.220	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Detect Weaponry</div><div>[V,S] TARGET: Cone-shaped emanation; <i>EFFECT</i>: Reveals weapons within 60 feet. [SR:No]</div></div></div>	Divination	1 standard action	Concentration, up to 10 minutes [D]	Close (25 ft.)	Cip:66	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Dispel Ward</div><div>[V,S] TARGET: One warded object or area; <i>EFFECT</i>: Functions like dispel magic; see text [SR:No]</div></div></div>	Abjuration	1 standard action	Instantaneous	Medium (110 ft.)	SC:p.67	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Divine Favor</div><div>[V, S, DF] TARGET: You; <i>EFFECT</i>: You gain +1 on attack and damage rolls. [SR:No]</div></div></div>	Evocation	1 standard action	1 minute	Personal	PH:p.224	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Divine Inspiration</div><div>[Sacrifice] TARGET: One creature touched; <i>EFFECT</i>: This spell helps to tip the momentum of combat in the favor of good, granting limited precognitive ability that enables the spell's recipient to circumvent the defenses of evil opponents. The target of the spell gains a +3 sacred bonus on all attack rolls made against evil creatures. This bonus does not apply to attacks made against nonevil creatures. Sacrifice: 1d2 points of Strength damage. [SR:Yes (harmless)]</div></div></div>	Divination	1 standard action	1d4 rounds	Touch	BE:p.96	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Doom</div><div>[V, S, DF] TARGET: One living creature; <i>EFFECT</i>: One subject takes -2 on attack rolls, damage rolls, saves, and checks. [SR:Yes; DC:13, Will negates]</div></div></div>	Necromancy [Fear, Mind-Affecting]	1 standard action	1 minutes	Medium (110 ft.)	PH:p.225	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Drug Resistance</div><div>[V, M] TARGET: one living creature; <i>EFFECT</i>: Subject is immune to addiction. [SR:Yes; DC:13, Fortitude negates (harmless)]</div></div></div>	Enchantment	1 standard action	1 hour/level	Touch	BV:BoVD	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Ease of Breath</div><div>[V,S,DF] TARGET: Creature touched; <i>EFFECT</i>: Grants +20 bonus on Fortitude saves to resist altitude sickness &amp; fatigue. [SR:No]</div></div></div>	Necromancy [Cold]	1 standard action	1 hours	Touch	Fr:p.93	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Ebon Eyes</div><div>[V,S,M] TARGET: Creature touched; <i>EFFECT</i>: See normally in darkness both magical and natural. [SR:Yes [harmless]]</div></div></div>	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.77	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Endure Elements</div><div>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:13, Will negates (harmless)]</div></div></div>	Abjuration [WuJenEarth, WuJenFire, WuJenM]	1 standard action	24 hours	Touch	PH:p.226	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>*Enlarge Person</div><div>[V, S, M] TARGET: One humanoid creature; <i>EFFECT</i>: Creatures size increases to next category [SR:Yes; DC:13, Fortitude negates]</div></div></div>	Transmutation (Polymorph)	1 round	1 minutes [D]	Close (25 ft.)	PH:p.226	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Entropic Shield</div><div>[V, S] TARGET: You; <i>EFFECT</i>: Ranged attacks against you have 20% miss chance. [SR:No]</div></div></div>	Abjuration	1 standard action	1 minutes [D]	Personal	PH:p.227	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Extract Drug</div><div>[V, S, F] TARGET: one dose of drug; <i>EFFECT</i>: Creates drug from inanimate object. [SR:No]</div></div></div>	Conjuration (Creation)	1 minute	Permanent	Touch	BV:BoVD	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Eyes of the Avoral</div><div>[S] TARGET: One creature; <i>EFFECT</i>: The subject gains an avoral's sharp eyesight, receiving a +8 racial bonus on Spot checks for the duration of the spell. [SR:Yes (harmless); DC:13, Will negates (harmless)]</div></div></div>	Transmutation	1 standard action	10 minutes/level	Touch	BE:p.99	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Faith Healing</div><div>[V,S] TARGET: Living creature touched; <i>EFFECT</i>: Heal 8 + caster level [max +5] hit points. [SR:Yes [harmless]; DC:13, Will negates [harmless]]</div></div></div>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	SC:p.87	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Favorable Sacrifice</div><div>[V,S,M] TARGET: Creature touched; <i>EFFECT</i>: Gain benefit from deity; see text. [SR:Yes (harmless); DC:13, Will negates (harmless)]</div></div></div>	Abjuration	1 standard action	1 hours	Touch	MH:p.35	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Fortify Cold Creatures</div><div>[V,S,DF] TARGET: 1 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i>: Cold subtype creature gain +1 sacred bonus to all attack rolls and saving throws against fire effects. [SR:No]</div></div></div>	Transmutation [Cold]	1 standard action	1 rounds	Close (25 ft.)	Fr:p.94	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Foundation of Stone</div><div>[V,M] TARGET: One creature/level, no two of which are more than 30 ft. apart; <i>EFFECT</i>: As long as subjects don't move they gain +2 AC and +4 to Str against bull rush. [SR:Yes [harmless]]</div></div></div>	Transmutation [Earth]	1 standard action	1 round/level	Close (25 ft.)	SC:p.99	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Grave Strike</div><div>[V,S,M] TARGET: You; <i>EFFECT</i>: Allows you to make sneak attacks against undead if you have the ability.</div></div></div>	Divination [Good]	1 swift action	1 rounds [D]	Personal	CAd:p.150	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Guiding Light</div><div>[V,S] TARGET: Creatures in a 5-ft.-radius burst; <i>EFFECT</i>: Light grants +1 bonus on ranged attacks in it's effect. [SR:Yes]</div></div></div>	Evocation [Light]	1 standard action	1 minutes [D]	Long (440 ft.)	MH:p.36	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Healer's Vision</div><div>[V, S] TARGET: You; <i>EFFECT</i>: Gain +5 bonus on Heal checks, and +2 attack and damage on sneak attacks.</div></div></div>	Divination	1 standard action	1 round/level [D]	Personal	CS:null	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Healthful Rest</div><div>[V,S] TARGET: One creature/level, no two of which can be more than 30 feet apart; <i>EFFECT</i>: Doubles the natural healing rate. [SR:Yes [harmless]; DC:13, Will negates [harmless]]</div></div></div>	Conjuration (Healing)	10 minutes	24 hours	Close (25 ft.)	SC:p.111	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Heartache</div><div>[V, S, DF] TARGET: One creature; <i>EFFECT</i>: Subject helpless for 1 round. [SR:Yes; DC:13, Will negates]</div></div></div>	Enchantment [Evil, Mind-Affecting]	1 standard action	1 round	Close (25 ft.)	BV:BoVD	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Hemorrhage</div><div>[V S,DF] TARGET: Creature touched; <i>EFFECT</i>: Inflict 1d3 points of damage each round [SR:Yes; DC:13, Will negates]</div></div></div>	Necromancy	1 action	[0,5] rounds	Touch	SA:p.9	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Hide from Undead</div><div>[V, S, DF] TARGET: 1 touched creatures; <i>EFFECT</i>: Undead can't perceive 1 subjects. [SR:Yes; DC:13, Will negates (harmless); see text]</div></div></div>	Abjuration	1 standard action	10 minutes [D]	Touch	PH:p.241	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Ice Gauntlet</div><div>[V,DF] TARGET: You; <i>EFFECT</i>: Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.</div></div></div>	Evocation [Cold]	1 standard action	1 minute/level [D]	Personal	SC:p.119	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Ice Slick</div><div>[V,S,DF] TARGET: One 20-ft. square; <i>EFFECT</i>: Reduce movement to half and require save or creature falls. [SR:No; DC:13, See text]</div></div></div>	Conjuration (Creation) [Cold]	1 standard action	1 rounds [D]	Close (25 ft.)	Fr:p.100	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Impede</div><div>[V, S, DF] TARGET: One humanoid creature; <i>EFFECT</i>: Your will clamps down on the subject's mind, making the slightest movement a strenuous effort. This spell locks the subject in place. An affected creature is capable of taking actions, such as attacking or casting spells, but it cannot step from its current square [or squares, if it occupies more than one]. The subject also takes a -1 penalty on melee attack rolls and a -2 penalty on Reflex saves while so rooted. If the subject succeeds on the initial Will save, it suffers no ill effects and the spell ends immediately. If it fails the initial save, it can attempt a new Will save every round thereafter. Once the subject succeeds on one of these secondary saves, it can move, but its base speed is reduced by 10 feet [to a minimum of 5 feet] for the duration of the spell. If the subject has multiple.MODEs of movement, each is reduced accordingly. If the subject is already under an effect that curtails its ability to move [such as slow or hold person], it also takes a -4 penalty to Dexterity for the duration of this spell, even if the other effect ends before this one does. [SR:Yes; DC:13, Will partial]</div></div></div>	Enchantment (Compulsion)	1 standard action	1 round/level [D]	Medium (110 ft.)	CC:p.122	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Incite</div><div>[V,S] TARGET: One creature; <i>EFFECT</i>: Forces creature to act, it cannot delay or ready an action. [SR:Yes; DC:13, Will negates]</div></div></div>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes	Close (25 ft.)	MH:p.36	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Inflict Light Wounds</div><div>[V, S] TARGET: Creature touched; <i>EFFECT</i>: Touch deals 1d8+1 damage. [SR:Yes; DC:13, Will half]</div></div></div>	Necromancy	1 standard action	Instantaneous	Touch	PH:p.244	
<div><div><div></div><div></div><div></div><div></div><div></div></div><div><div>Inhibit</div><div>[V,S] TARGET: One creature; <i>EFFECT</i>: Subject is forced to delay; see text. [SR:Yes; DC:13, Will negates]</div></div></div>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Instantaneous	Medium (110 ft.)	MH:p.36	
* =Domain/Speciality Spell						



# Cleric Spells

Invest Light Protection	Conjuration (Healing)	1 standard action	Instantaneous; see text	Touch	PH2:p.115
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Living creature healed 1d4 +1 per two caster levels [max +3] and gains DR:1/evil for 1 minute. On failed save undead take an extra 1 points of damage from a weapon that overcomes DR/good. [SR:Yes (harmless); see text; DC:13, Will half (harmless); see text]					
Ironguts	Abjuration	1 standard action	10 minutes/level	Touch	SC:p.126
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : Target gains +5 alchemical bonus on Fort saves against all poisons. [SR:Yes; DC:13, Will negates]					
Lantern Light	Evocation [Good, Light]	1 standard action	1 round/level	Close (25 ft.)	BE:p.101
[S, Abstinence] TARGET: Ray; <i>EFFECT</i> : Rays of holy light flash from your eyes. You can fire 1 ray per 2 caster levels, but no more than 1 ray per round. You must succeed on a ranged touch attack to hit a target. The target takes 1d6 points of damage from each ray. Abstinence Component: You must abstain from sexual intercourse for 24 hours before casting this spell. [SR:Yes]					
Light of Lunia	Evocation [Good, Light]	1 standard action	10 minutes/level [D]	Medium (110 ft.)	SC:p.132
[V,S] TARGET: You and up to two rays; see text; <i>EFFECT</i> : Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text [SR:Yes; see text]					
Locate Water	Divination	1 standard action	Concentration, up to 10 minutes	Long (440 ft.)	Sa:p.117-118
[V,S,F,DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : See text. [SR:No]					
Magic Stone	Transmutation [Earth Shugenja]	1 standard action	30 minutes or until discharged	Touch	PH:p.251
[V, S, DF] TARGET: Up to three pebbles touched; <i>EFFECT</i> : Three stones gain +1 on attack rolls, deal 1d6+1 damage. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]					
*Magic Weapon	Transmutation [WuJenMetal, Earth Shugenja]	1 standard action	1 minutes	Touch	PH:p.251
[V, S, DF] TARGET: Weapon touched; <i>EFFECT</i> : Weapon gains +1 bonus. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]					
Magic Weapon	Transmutation [WuJenMetal, Earth Shugenja]	1 standard action	1 minutes	Touch	PH:p.251
[V, S, DF] TARGET: Weapon touched; <i>EFFECT</i> : Weapon gains +1 bonus. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]					
Moon Lust	Illusion (Pattern) [Mind-Affecting]	1 standard action	1 round/level	Medium (110 ft.)	SC:p.143
[V,S,F] TARGET: Creature touched; <i>EFFECT</i> : Creature becomes fascinated for the duration of the spell. [SR:Yes; DC:13, Will negates [harmless]]					
Nightshield	Abjuration	1 standard action	1 minute/level [D]	Personal	SC:p.148
[V,S] TARGET: You; <i>EFFECT</i> : +1 resistance on Saving throws, increases to +2 at caster level 6th and +3 at caster level 9th. Negates magic missiles.					
Nimbus of Light	Evocation [Light]	1 standard action	1 minutes [D]	Personal	CD:p.
[V,S,DF] TARGET: You; <i>EFFECT</i> : Creates light 30' Can use as ranged touch attack 30' for 1d8 plus 1 point per round that's elapsed since casting to max of +1. [SR:No]					
Obscuring Mist	Conjuration (Creation) [WuJenWater, Water S]	1 standard action	1 minutes	20 ft.	PH:p.258
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; <i>EFFECT</i> : Fog surrounds you. [SR:No]					
Omen of Peril	Divination	1 full round	Instantaneous	Personal	CD:p.171-172
[V, F] TARGET: You; <i>EFFECT</i> : Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be. [SR:N/A; DC:13, N/A]					
Peacebond	Transmutation	1 standard action	10 minutes [D]	Close (25 ft.)	Cip:67
[V,S,F] TARGET: One weapon; <i>EFFECT</i> : Weapon is impossible to draw. [SR:Yes (o); DC:13, Will negates (o)]					
Portal Beacon	Transmutation	1 standard action	1 hour/level	Close (25 ft.)	SC:p.161
[V,S] TARGET: One interplanar gate or portal; <i>EFFECT</i> : Up to six creatures can be chosen to recieve mental beacon. [SR:No]					
Protection from Chaos	Abjuration [Lawful, Antimagic Domain]	1 standard action	1 minutes [D]	Touch	PH:p.266
[V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:13, Will negates (harmless)]					
Protection from Evil	Abjuration [Good, Antimagic Domain]	1 standard action	1 minutes [D]	Touch	PH:p.266
[V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:13, Will negates (harmless)]					
Protection from Good	Abjuration [Evil, Antimagic Domain]	1 standard action	1 minutes [D]	Touch	PH:p.266
[V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:13, Will negates (harmless)]					
Protection From Incarnum	Abjuration	1 standard action	1 minutes [D]	Touch	Mol:p.104
[V, S] TARGET: One creature; <i>EFFECT</i> : Ward a target from attacks by soulmelds and incarnum creatures. [SR:No; see text; DC:13, Will negates (harmless)]					
Ray of Hope	Enchantment (Compulsion) [Good, Mind-Affe	1 standard action	1 round/level	Close (25 ft.)	BE:p.105
[V, S] TARGET: One living creature; <i>EFFECT</i> : Powerful hope wells up in the subject, who gains a +2 morale bonus on saving throws, attack rolls, ability checks, and skill checks. Ray of hope counters and dispels sorrow [detailed in the Book of Vile Darkness]. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
Reaving Aura	Necromancy [Evil]	1 swift action	Instantaneous	10 ft.	CM:p.114
[V] TARGET: 10-ft.-radius emanation centered on you; <i>EFFECT</i> : All creatures below 0 hit points within 10 feet of you take 1 point of damage. [SR:Yes]					
Remove Fear	Abjuration [Water Shugenja]	1 standard action	10 minutes; see text	Close (25 ft.)	PH:p.271
[V, S] TARGET: 1 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Suppresses fear or gives +4 on saves against fear for 1 subjects. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
Resist Planar Alignment	Abjuration	1 standard action	1 round/level	Touch	SC:p.174
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Grants limited protection from a plane's alignment traits; see text. [SR:Yes [harmless]; DC:13, Will negates [harmless]]					
Resurgence	Abjuration	1 standard action	Instantaneous	Touch	CD:p.177
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
Sacrificial Skill	Enchantment [Evil]	1 standard action	1 minute/level	Personal	BV:BoVD
[V, S, M] TARGET: you; <i>EFFECT</i> : Caster gains +5 bonus on Knowledge [Religion] checks made during sacrifice. [SR:No]					
Sanctuary	Abjuration [Earth Shugenja]	1 standard action	1 rounds	Touch	PH:p.274
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Opponents can't attack you, and you can't attack. [SR:No; DC:13, Will negates]					
Scholar's Touch	Divination	Standard Action	Concentration, up to 1 rounds	Personal	RD:p.167
[V,S,M,F] TARGET: One book/round; <i>EFFECT</i> : Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language. [SR:No]					
Shield of Faith	Abjuration [Earth Shugenja]	1 standard action	1 minutes	Touch	PH:p.278
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : Aura grants +2 deflection bonus. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
Shivering Touch, Lesser	Necromancy [Cold]	1 standard action	1 rounds	Touch	Fr:p.104
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Melee touch attack causes target to shiver uncontrollably and take 1d6 Dex damage. [SR:Yes]					
Sign	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes	Personal	MH:p.39
[V,S,M] TARGET: You; <i>EFFECT</i> : Know when foes go and your initiative is 20+ your modifier. [SR:No]					
Slow Consumption	Necromancy [Evil]	10 minutes	Permanent	Touch	BV:BoVD
[V, S, Location] TARGET: one living creature; <i>EFFECT</i> : Caster absorb health and sustenance from helpless subject.Location: an area under the effect of a Desecrate or Unhallow spell. [SR:Yes; DC:13, Fortitude negates]					
Snowshoes	Transmutation	1 standard action	1 hour/level [D]	Touch	SC:p.194
[V,S] TARGET: Creature touched; <i>EFFECT</i> : Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow. [SR:Yes [harmless]; DC:13, Will negates [harmless]]					
Sorrow	Enchantment [Evil, Mind-Affecting]	1 standard action	1 round/level	Close (25 ft.)	BV:BoVD
[V, S, M] TARGET: one living creature; <i>EFFECT</i> : Subject takes -3 penalty on attacks, saves and checks. [SR:Yes; DC:13, Will negates]					
Spell Flower	Transmutation	1 standard action	1 round/level	Personal	SC:p.198
[V,S] TARGET: You; <i>EFFECT</i> : Hold the charge of one touch spell per arm; see text.					
Spider Hand	Transmutation	1 standard action	Concentration, up to 1 minute/level	Personal	BV:BoVD
[V, S] TARGET: caster's land; <i>EFFECT</i> : Caster's hand becomes a small monstrous spider. [SR:No]					
Stupor	Enchantment [Mind-Affecting]	1 minute	1 hour/level	Touch	BV:BoVD
[S, M] TARGET: one helpless creature; <i>EFFECT</i> : One helpless subject is put in a state that allows him to be moved but take no other action. [SR:Yes; DC:13, Fortitude negates]					
Summon Monster I	Conjuration (Summoning)	1 round	1 rounds [D]	Close (25 ft.)	PH:p.285
[V, S, F/DF] TARGET: One summoned creature; <i>EFFECT</i> : 1st Level List: Celestial: Dog, Owl, Giant Fire Beetle, Porpoise, Badger, Monkey, Fiendish: Dire Rat, Raven, Monstrous Centipede Medium, Monstrous Scorpion Small, Hawk, Monstrous Spider Small, Octopus, Snake Small Viper Calls extraplanar creature to fight for you. 1st Level List: Celestial: Dog, Owl, Giant Fire Beetle, Porpoise, Badger, Monkey, Fiendish: Dire Rat, Raven, Monstrous Centipede Medium, Monstrous Scorpion Small, Hawk, Monstrous Spider Small, Octopus, Snake Small Viper 2nd Level List: Celestial: Giant Bee, Giant Bombardier Beetle, Riding Dog, Eage, Lemure [Devil], Fiendish: Squid, Wolf, Monstrous Centipede Large, Monstrous Scorpion Medium, Shark Medium, Monstrous Spider Medium, Snake Medium Viper [SR:No]					
Summon Undead I	Conjuration (Summoning) [Evil]	1 round	1 rounds [D]	Close (25 ft.)	HH:p.132
[V, S, F/DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell functions like summon monster I [see page 285 of the Player's Handbook], except that you summon an undead creature. Summon undead I conjures one of the creatures from the 1st-level list in the Summon Undead table at right. You choose which creature to summon, and you can change that choice each time you cast the spell. Summoned undead do not count toward the total Hit Dice of undead that you can control with animate dead, plague of undead, or other command undead abilities. No undead creature you summon can have more Hit Dice than your caster level +1. Focus: A tiny bag, a small candle [not lit], and a carved bone from any humanoid. Note: The descriptions of the summon undead spells presented here supersede earlier published descriptions. [SR:No]					
Suspend Disease	Abjuration	1 standard action	24 hours	Touch	BV:BoVD
[V, S, M] TARGET: One creature; <i>EFFECT</i> : Keeps disease from harming creature for 24 hours. [SR:Yes; DC:13, Fortitude negates (harmless)]					
Tongue of Baalzebul	Transmutation [Evil]	1 round	1 hour/level	Personal	BV:BoVD
[V, S, M, Drug] TARGET: You; <i>EFFECT</i> : Caster gains +2 bonus on Bluff , Diplomacy and Gather Information. Drug: Mushroom powder [SR:No]					
* =Domain/Speciality Spell					

Cleric Spells

▣▣▣▣▣ <b>Twilight Luck</b>	<b>Abjuration [Good]</b>	1 standard action	1 minute/level	Touch	BE:p.110
[V, Abstinence] <b>TARGET:</b> One nonevil creature touched; <b>EFFECT:</b> By means of this spell, the caster can impart the luck of the fey to one nonevil being. The target gains a +1 luck bonus on all saving throws for the duration of the spell. Abstinence: The caster must refrain from imbibing alcohol for 3 days prior to casting this spell. [SR:Yes (harmless)]					
▣▣▣▣▣ <b>Updraft</b>	<b>Conjuration (Creation) [Air]</b>	1 swift action	Instantaneous	Personal	SC:p.228
[V,S,M] <b>TARGET:</b> You; <b>EFFECT:</b> Gain 10 ft. per level of altitude, and then gently float back to the ground.					
▣▣▣▣▣ <b>Vigor, Lesser</b>	<b>Conjuration (Healing)</b>	1 standard action	11 rounds	Touch	CD:p.186
[V,S] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
▣▣▣▣▣ <b>Vision of Glory</b>	<b>Divination</b>	1 standard action	1 minute or until discharged	Touch	SC:p.231
[V,S,DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Grants a +1 morale bonus to a single saving throw [target's choice]. [SR:Yes]					
▣▣▣▣▣ <b>Vision of Heaven</b>	<b>Enchantment [Mind-Affecting]</b>	1 standard action	1 round	Close (25 ft.)	BE:p.111
[V] <b>TARGET:</b> One evil creature; <b>EFFECT:</b> Your words allow the target creature the merest glimpse of the blessed joy of the Seven Heavens, spurring the target to a moment of regret for its evil deeds. For 1 round, the target is dazed. In addition, the creature is more susceptible to future redemption. For the next 24 hours, the creature takes a -1 penalty on all Will saves related to redemption [see Chapter 2]. [SR:Yes; DC:13, Will negates]					
▣▣▣▣▣ <b>Wings of the Sea</b>	<b>Transmutation</b>	1 standard action	1 minute/level	Touch	SC:p.240
[S,M] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Increases creatures swim speed by 30 ft. [SR:Yes [harmless]; DC:13, Fortitude negates [harmless]]					
* =Domain/Speciality Spell					

Spellbook: Prepared Spells  
Cleric

Level 0	Level 1
<div><input type="checkbox"/>Cure Minor Wounds (DC:12)</div> <div><input type="checkbox"/>Detect Magic</div> <div><input type="checkbox"/>Mending (DC:12)</div>	<div><input type="checkbox"/>*Enlarge Person (DC:13)</div> <div><input type="checkbox"/>Protection from Evil (DC:13)</div> <div><input type="checkbox"/>Shield of Faith (DC:13)</div>

# Hragg

Dwarf (Hill)

RACE

56

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

4' 3"

HEIGHT

166 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: