

Hilda

Character Name

Cleric 1

CLASS

1 (1)

0 / 1000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

DEX

Dexterity

11

+0

11

+0

CON

Constitution

14

+2

14

+2

INT

Intelligence

9

-1

9

-1

WIS

Wisdom

16

+3

16

+3

CHA

Charisma

9

-1

9

-1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

REFLEX

(dexterity)

+0

=

+0

+

+0

+

+0

+

+0

WILL

(wisdom)

+5

=

+2

+

+3

+

+0

+

+0

Player Name

Dwarf (Hill) / Humanoid

RACE

65

Female

GENDER

None

EYES

None

HAIR

Lawful Good

Alignment

Deity

Medium / 5 ft.

SIZE / FACE

4' 0" / 130 lbs.

HEIGHT / WEIGHT

Darkvision (60 ft.)

VISION

HP

hit points

10

WOUNDS/CURRENT HP

AC

armor class

14

14

10

=

10

+

3

+

1

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+0

=

+0

+

+0

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Medium

(rules applied)

SPEED

Walk 20 ft.

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

+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

TOTAL

+3

=

BASE ATTACK BONUS

+0

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+0

=

BASE ATTACK BONUS

+0

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+0

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+3

DAMAGE

1d3+3

CRITICAL

20/x2

REACH

5 ft.

*Mace, Light

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

M

20/x2

5 ft.

To Hit

Dam

2W-P-(OH)

To Hit

Dam

1H-P

+3

1d6+3

-3

1d6+3

1H-O

-1

1d6+1

-1

1d6+3

2H

+3

1d6+3

-5

1d6+1

Special Properties: A mace is made of metal, even the haft, which makes it quite heavy and very hard to break.

*Light 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

-1

1d3+3

-7

1d3+3

1H-O

-5

1d3+1

-5

1d3+3

2H

-1

1d3+3

-9

1d3+1

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

+3

1d4+3

-3

1d4+3

1H-O

-1

1d4+1

-1

1d4+3

2H

+3

1d4+3

-5

1d4+1

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

+0

-2

-4

-6

-8

Dam

1d4+3

1d4+3

1d4+3

1d4+3

1d4+3

*: 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

*Studded Leather

Light

+3

+5

-1

15

This armor is made from tough but flexible leather (not hardened leather as with normal leather armor) reinforced with close-set metal rivets.

*Light Metal Shield

Light

+1

-1

5

TOTAL SKILLPOINTS: 4			MAX RANKS: 4/2			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Appraise	INT	-1	= -1		
✓	Balance	DEX	-3	= 0	+ -3	
✓	Bluff	CHA	-1	= -1		
✓	Climb	STR	0	= 3	+ -3	
✓	Concentration	CON	3	= 2	+ 1	
✓	Concentration (Cast defensively)		0	= 0		
✓	Craft (Untrained)	INT	-1	= -1		
✓	Diplomacy	CHA	-1	= -1		
✓	Disguise	CHA	-1	= -1		
✓	Escape Artist	DEX	-3	= 0	+ -3	
✓	Forgery	INT	-1	= -1		
✓	Gather Information	CHA	-1	= -1		
✓	Heal	WIS	4	= 3	+ 1	
✓	Hide	DEX	-3	= 0	+ -3	
✓	Iaijutsu Focus	CHA	-1	= -1		
✓	Intimidate	CHA	-1	= -1		
✓	Jump	STR	-6	= 3	+ -9	
✓	Knowledge (Shadowlands)		0	= 0		
✓	Knowledge (Spirits)		0	= 0		
✓	Knowledge (Untrained)	INT	-1	= -1		
✓	Knowledge (war)		0	= 0		
✓	Listen	WIS	3	= 3		
✓	Move Silently	DEX	-3	= 0	+ -3	
✓	Profession (Cook)	WIS	4	= 3	+ 1	
✓	Ride	DEX	0	= 0		
✓	Search	INT	-1	= -1		
✓	Search (Notice unusual stonework)	INT	1	= -1	+ 2	
✓	Sense Motive	WIS	3	= 3		
✓	Spellcraft	INT	0	= -1	+ 1	
✓	Spot	WIS	3	= 3		
✓	Survival	WIS	3	= 3		
✓	Swim	STR	-3	= 3	+ -6	
✓	Use Rope	DEX	0	= 0		
				=	+	+
				=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

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

☐☐

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Mace, Light	Equipped	1	4 / 5
A mace is made of metal, even the haft, which makes it quite heavy and very hard to break.			
Studded Leather	Equipped	1	20 / 25
This armor is made from tough but flexible leather (not hardened leather as with normal leather armor) reinforced with close-set metal rivets.			
Traveler's Outfit	Equipped	1	5 / 0
This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.			
Light Metal Shield	Equipped	1	6 / 9
Backpack	Equipped	1	2 / 2
30.5 lbs., 1 Bedroll, 1 Blanket, Winter, 2 Caltrops, 1 Candle, 1 Flask (Empty), 1 Flint and Steel, 1 Mug or Tankard (Clay), 1 Pot (Iron), 1 Rations (Trail/Per Day), 2 Sack, 1 Spice Pouch (dirty yellow grain that dissolves in liquid forming a paste), 1 Spice Pouch (red-earth spice that springs to life on tongue), 5 Tindertwig, 3 Torch			
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.			
Blanket, Winter	Backpack	1	3 / 0.5
A thick, quilted, wool blanket made to keep you warm in cold weather.			
Caltrops	Backpack	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.			
Candle	Backpack	1	0 / 0
A candle dimly illuminates a 5-foot radius and burns for 1 hour. See page 164 for more rules on illumination.Duration: 1 hr., Shadowy Illumination: 5 ft.			
Flask (Empty)	Backpack	1	1.5 / 0
This ceramic, glass, or metal container is fitted with a tight stopper and holds 1 pint of liquid.			
Flint and Steel	Backpack	1	0 / 1
Striking steel and flint together creates sparks. By knocking sparks into tinder, you can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.			
Mug or Tankard (Clay)	Backpack	1	1 / 0
Pot (Iron)	Backpack	1	10 / 0.5
Rations (Trail/Per Day)	Backpack	1	1 / 0.5
Sack	Backpack	2	0.5 (1) / 0.1 (0.2)
This item is made of burlap or a similar material and has a drawstring so it can be closed.			
Spice Pouch (dirty yellow grain that dissolves in liquid forming a paste)	Backpack	1	0.5 / 0
(Pouch, Belt)			
Spice Pouch (red-earth spice that springs to life on tongue)	Backpack	1	0.5 / 0
(Pouch, Belt)			
Tindertwig	Backpack	5	0 (0) / 1 (5)
The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.			
Torch	Backpack	3	1 (3) / 0 (0)
□□□			
A typical torch is a wooden rod capped with a twisted flax soaked in tallow. A torch burns for 1 hour, clearly illuminating a 20- foot radius and providing shadowy illumination out to a 40- foot radius. See page 164 for more rules on illumination. If a torch is used in combat, treat it as a one-handed improvised weapon (see page 113) that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.			
Waterskin (Filled)	Carried	1	4 / 1
A waterskin is a leather pouch with a narrow neck that is used for holding water.			
Dagger	Carried	1	1 / 2
Holy Symbol, Wooden	Carried	1	0 / 0
A holy symbol focuses positive energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol, and a sun symbol is the default holy symbol for clerics not associated with any particular religion. A silver holy symbol works no better than a wooden one, but it serves as a mark of status for the wielder.			
Rope, Hempen	Carried	1	10 / 1
This rope has 2 hit points and can be burst with a DC 23 Strength check.			
TOTAL WEIGHT CARRIED/VALUE		77.5 lbs.	54.9gp

WEIGHT ALLOWANCE			
Light	76	Medium	153
Lift over head	230	Lift off ground	460
		Heavy	230
		Push / Drag	1150

MONEY
Total= 0 gp [Unspent Funds = 10.61 gp]

MAGIC
Languages
Common, Dwarven

Other Companions

Special Abilities
Add +2 to your caster level for all Conjunction (summoning) or Conjunction (calling) spells.
You cast conjunction (creation) spells at +1 caster level

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 urgroshes 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.
Normal [Wizards of the Coast - Players Handbook]
You are in good standing with your deity.
Spells [Wizards of the Coast - Players Handbook, p.32]
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.
Spontaneous Casting [Wizards of the Coast - Players Handbook, p.32]
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).
Turn or Rebuke Undead (Su) [Wizards of the Coast - Players Handbook, p.33]
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.
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
Divine Spell Power [Wizards of the Coast - Complete Divine, p.80]
You can channel positive or negative energy to enhance your divine spellcasting ability.
You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

Domains
Creation
Cast conjunction (creation) spells at +1 caster levels.
Summoner
Add +2 to your caster level for all Conjunction (summoning) or Conjunction (calling) spells.
Proficiencies
Aspergillum (Heavy), Battle Gauntlet, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Javelin, Longspear, Mace (Heavy),

Mace (Light), Morningstar, Quarterstaff, Ranged Spell, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Unarmed Strike

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
☐☐☐☐ Amanuensis	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:13, Will negates [object]]					
☐☐☐☐ Create Water (CL:2)	Conjuration (Creation) [Water, Water Shugenja]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.215
[V, S] TARGET: Up to 4 gallons of water; <i>EFFECT</i> : Creates 4 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:13, Will half (harmless); see text]					
☐☐☐☐ Detect Magic	Divination [Antimagic Domain, Divination Dor]	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:13, 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:13, Will negates]					
☐☐☐☐ Light	Evocation [Light, Fire Shugenja, Evocation Dr]	1 standard action	10 minutes [D]	Touch	PH:p.248
[V, MDF] 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:13, 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:13, 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:13, 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, MDF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +1 on saving throws. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐ Styptic	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:13, Will Negates [harmless]]					
☐☐☐☐ Summon Holy Symbol (CL:3)	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:13, 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:14, 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:14, Will negates [object]]					
☐☐☐☐ Bane	Enchantment (Compulsion) [Fear, Mind-Affec]	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:14, 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, V]	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:14, 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:14, Will negates (object)]					
☐☐☐☐ Blood Wind	Evocation	1 swift action	1 round	Close (25 ft.)	SC:p.33
[V,S] 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:14, 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:14, 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:14, 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:14, Will negates]					
☐☐☐☐ Comprehend Languages	Divination	1 standard action	10 minutes	Personal	PH:p.212
[V, S, MDF] TARGET: You; <i>EFFECT</i> : You understand all spoken and written languages. [SR:No]					
☐☐☐☐ Conjure Ice Beast I (CL:2)	Conjuration (Creation) [Cold]	1 round	2 rounds [D]	Close (30 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:14, Will negates (harmless)]					
☐☐☐☐ *Create Water (CL:2)	Conjuration (Creation) [Water, Water Shugenja]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.215
[V, S] TARGET: Up to 4 gallons of water; <i>EFFECT</i> : Creates 4 gallons of pure water. [SR:No]					
☐☐☐☐ 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:14, Will half (harmless); see text]					
☐☐☐☐ Delay Disease	Conjuration (Healing)	1 standard action	24 hours	Touch	SC:p.63
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Halts any nonmagical disease for the duration of the spell. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
☐☐☐☐ Detect Chaos	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	PH:p.218
[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]					
☐☐☐☐ Detect Evil	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	PH:p.218
[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]					
☐☐☐☐ Detect Fire	Divination [Cold]	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	Fr:p.92
[V,S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Functions like detect magic but detect fire/heat within 60 ft. [SR:No]					
☐☐☐☐ Detect Good	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	PH:p.219
[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]					
* =Domain/Speciality Spell					

Cleric Spells

☐☐☐☐☐ Detect Incarnum	Divination	1 standard action	Concentration, up to 10 min./level	60 ft.	Mol:p.101
[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Detect soulmelds and essentia within 60 feet. [SR:No]					
☐☐☐☐☐ Detect Law	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	PH:p.219
[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]					
☐☐☐☐☐ Detect Taint	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	HH:p.128
[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]					
☐☐☐☐☐ Detect Undead	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	PH:p.220
[V, S, M/DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals undead within 60 ft. [SR:No]					
☐☐☐☐☐ Detect Weaponry	Divination	1 standard action	Concentration, up to 10 minutes [D]	Close (25 ft.)	Cip.66
[V,S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals weapons within 60 feet. [SR:No]					
☐☐☐☐☐ Dispel Ward	Abjuration	1 standard action	Instantaneous	Medium (110 ft.)	SC:p.67
[V,S] TARGET: One warded object or area; <i>EFFECT</i> : Functions like dispel magic; see text [SR:No]					
☐☐☐☐☐ Divine Favor	Evocation	1 standard action	1 minute	Personal	PH:p.224
[V, S, DF] TARGET: You; <i>EFFECT</i> : You gain +1 on attack and damage rolls. [SR:No]					
☐☐☐☐☐ Divine Inspiration	Divination	1 standard action	1d4 rounds	Touch	BE:p.96
[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)]					
☐☐☐☐☐ Doom	Necromancy [Fear, Mind-Affecting]	1 standard action	1 minutes	Medium (110 ft.)	PH:p.225
[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:14, Will negates]					
☐☐☐☐☐ Drug Resistance	Enchantment	1 standard action	1 hour/level	Touch	BV:BoVD
[V, M] TARGET: one living creature; <i>EFFECT</i> : Subject is immune to addiction. [SR:Yes; DC:14, Fortitude negates (harmless)]					
☐☐☐☐☐ Ease of Breath	Necromancy [Cold]	1 standard action	1 hours	Touch	Fr:p.93
[V,S,DF] TARGET: Creature touched; <i>EFFECT</i> : Grants +20 bonus on Fortitude saves to resist altitude sickness & fatigue. [SR:No]					
☐☐☐☐☐ Ebon Eyes	Transmutation	1 standard action	10 minutes/level	Touch	SC:p.77
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : See normally in darkness both magical and natural. [SR:Yes [harmless]]					
☐☐☐☐☐ Endure Elements	Abjuration [WuJenEarth, WuJenFire, WuJenW	1 standard action	24 hours	Touch	PH:p.226
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ Entropic Shield	Abjuration	1 standard action	1 minutes [D]	Personal	PH:p.227
[V, S] TARGET: You; <i>EFFECT</i> : Ranged attacks against you have 20% miss chance. [SR:No]					
☐☐☐☐☐ Extract Drug (CL:2)	Conjuration (Creation)	1 minute	Permanent	Touch	BV:BoVD
[V, S, F] TARGET: one dose of drug; <i>EFFECT</i> : Creates drug from inanimate object. [SR:No]					
☐☐☐☐☐ Eyes of the Avoral	Transmutation	1 standard action	10 minutes/level	Touch	BE:p.99
[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:14, Will negates (harmless)]					
☐☐☐☐☐ Faith Healing	Conjuration (Healing)	1 standard action	Instantaneous	Touch	SC:p.87
[V,S] TARGET: Living creature touched; <i>EFFECT</i> : Heal 8 + caster level [max +5] hit points. [SR:Yes [harmless]; DC:14, Will negates [harmless]]					
☐☐☐☐☐ Favorable Sacrifice	Abjuration	1 standard action	1 hours	Touch	MHp:p.35
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : Gain benefit from deity; see text. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ Fortify Cold Creatures	Transmutation [Cold]	1 standard action	1 rounds	Close (25 ft.)	Fr:p.94
[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]					
☐☐☐☐☐ Foundation of Stone	Transmutation [Earth]	1 standard action	1 round/level	Close (25 ft.)	SC:p.99
[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]]					
☐☐☐☐☐ Grave Strike	Divination [Good]	1 swift action	1 rounds [D]	Personal	CAd:p.150
[V,S,M] TARGET: You; <i>EFFECT</i> : Allows you to make sneak attacks against undead if you have the ability.					
☐☐☐☐☐ Guiding Light	Evocation [Light]	1 standard action	1 minutes [D]	Long (440 ft.)	MHp:p.36
[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]					
☐☐☐☐☐ Healer's Vision	Divination	1 standard action	1 round/level [D]	Personal	CS:null
[V, S] TARGET: You; <i>EFFECT</i> : Gain +5 bonus on Heal checks, and +2 attack and damage on sneak attacks.					
☐☐☐☐☐ Healthful Rest	Conjuration (Healing)	10 minutes	24 hours	Close (25 ft.)	SC:p.111
[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:14, Will negates [harmless]]					
☐☐☐☐☐ Hemorrhage	Necromancy	1 action	[0,5] rounds	Touch	SA:p.9
[V S DF] TARGET: Creature touched; <i>EFFECT</i> : Inflict 1d3 points of damage each round [SR:Yes; DC:14, Will negates]					
☐☐☐☐☐ Hide from Undead	Abjuration	1 standard action	10 minutes [D]	Touch	PH:p.241
[V, S, DF] TARGET: 1 touched creatures; <i>EFFECT</i> : Undead can't perceive 1 subjects. [SR:Yes; DC:14, Will negates (harmless); see text]					
☐☐☐☐☐ Ice Gauntlet	Evocation [Cold]	1 standard action	1 minute/level [D]	Personal	SC:p.119
[V,DF] TARGET: You; <i>EFFECT</i> : Attack as if wearing a +1 spiked gauntlet. Deals normal damage for your size + 1d4 cold damage.					
☐☐☐☐☐ Ice Slick (CL:2)	Conjuration (Creation) [Cold]	1 standard action	2 rounds [D]	Close (30 ft.)	Fr:p.100
[V,S,DF] TARGET: One 20-ft. square; <i>EFFECT</i> : Reduce movement to half and require save or creature falls. [SR:No; DC:14, See text]					
☐☐☐☐☐ Impede	Enchantment (Compulsion)	1 standard action	1 round/level [D]	Medium (110 ft.)	CC:p.122
[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:14, Will partial]					
☐☐☐☐☐ Incite	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes	Close (25 ft.)	MHp:p.36
[V,S] TARGET: One creature; <i>EFFECT</i> : Forces creature to act, it cannot delay or ready an action. [SR:Yes; DC:14, Will negates]					
☐☐☐☐☐ Inflict Light Wounds	Necromancy	1 standard action	Instantaneous	Touch	PH:p.244
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Touch deals 1d8+1 damage. [SR:Yes; DC:14, Will half]					
☐☐☐☐☐ Inhibit	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Instantaneous	Medium (110 ft.)	MHp:p.36
[V,S] TARGET: One creature; <i>EFFECT</i> : Subject is forced to delay; see text. [SR:Yes; DC:14, Will negates]					
☐☐☐☐☐ 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:14, 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:14, 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.)	Sap.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:14, Will negates (harmless, object)]					
* =Domain/Specialty Spell					

Cleric Spells					
☐☐☐☐☐ 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:14, 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:14, 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.171-172
[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 (CL:2)	Conjuration (Creation) [WuJenWater, Water S]	1 standard action	2 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:14, N/A]					
☐☐☐☐☐ Peacebond	Transmutation	1 standard action	10 minutes [D]	Close (25 ft.)	Cip:171-172
[V,S,F] TARGET: One weapon; <i>EFFECT</i> : Weapon is impossible to draw. [SR:Yes (o); DC:14, 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, M/DF] TARGET: Creature touched; <i>EFFECT</i> : +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:14, Will negates (harmless)]					
☐☐☐☐☐ Protection from Evil	Abjuration [Good, Antimagic Domain]	1 standard action	1 minutes [D]	Touch	PH:p.266
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:14, 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:14, 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:14, Will negates (harmless)]					
☐☐☐☐☐ Ray of Resurgence	Evocation	1 standard action	Instantaneous	Close (25 ft.)	LE:p.33
[V, S] TARGET: One creature; <i>EFFECT</i> : Yellow light restores 1 of Strength damage, negates penalties to Strength 1 and either converts exhaustion to fatigue or removes fatigue [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
☐☐☐☐☐ 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:14, 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:14, 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:14, Will negates (harmless)]					
☐☐☐☐☐ 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:14, 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:14, 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]					
☐☐☐☐☐ 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:					

Spellbook: Prepared Spells

Cleric

Character: **Hilda** PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing). Level:1 (CR:1)
 Player: Created using [PCGen](#) v6.06.01 on Apr 27, 2019 at 7:48:29 PM Page 6

☐Guidance (DC:13)
☐Resistance (DC:13)

☐Nimbus of Light
☐*Summon Monster I

Hilda

Dwarf (Hill)

RACE

65

AGE

Female

GENDER

Darkvision (60 ft.)

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

4' 0"

HEIGHT

130 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: