

# Friar Francis

NAME  
Clr13  
CLASS  
13  
Character Level  
NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	10	+0	10	+0	10	+0
<b>CON</b> Constitution	12	+1	12	+1	12	+1
<b>INT</b> Intelligence	11	+0	11	+0	11	+0
<b>WIS</b> Wisdom	18	+4	18	+4	18	+4
<b>CHA</b> Charisma	16	+3	16	+3	16	+3

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+11	+8	+1	+2	+0	+0		
<b>REFLEX</b> (dexterity)	+6	+4	+0	+2	+0	+0		
<b>WILL</b> (wisdom)	+14	+8	+4	+2	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+11/+6	+9/+4	+2	+0	+0	+0	
<b>RANGED</b> attack bonus	+9/+4	+9/+4	+0	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+11/+6	+9/+4	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+11/+6	1d3+2	20/x2

Crossbow, Light	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	P	M	19-20/x2
	30 ft.	80 ft.	160 ft.	240 ft.
To Hit	+9/+4	+9/+4	+7/+2	+5/+0
Dam	1d8	1d8	1d8	1d8

*Mace of Smiting +3	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	B	M	20/x2
	To Hit	Dam	To Hit	Dam
1H-P	+14/+9	1d8+5	2W-P-(OH)	+8/+3
1H-O	+10/+5	1d8+4	2W-P-(OL)	+10/+5
2H	+14/+9	1d8+6	2W-OH	+4

Special Properties: +5 against constructs, critical destroys construct, critical X4 against outsiders, +5 against constructs, critical destroys construct, critical X4 against outsiders, +5 against constructs, critical destroys construct, critical X4 against outsiders, +5 against constructs, critical destroys construct, critical X4 against outsiders, (Mace of Smiting +3 (Enhancement to Weapon or Ammunition)/Masterwork)

\*: 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
*Banded Mail of Luck	Heavy	+9	+1	-5	35
Allows the wearer to reroll one attack against him 1/week					
*Shield +2 (Heavy/Metal)	Heavy	+4		-1	15
(Shield (Heavy/Metal)+2 (Enhancement to Shield)/Masterwork)					
*Ring of Protection +1		+1		+0	0

# Mike R.

PLAYERNAME  
Human  
RACE  
24  
AGE  
Medium  
SIZE  
Male  
GENDER

HP hit points: 84

AC armor class: 24

INITIATIVE modifier: +4

BASE ATTACK bonus: +9/+4

WOUNDS/CURRENT HP: [ ]

SUBDUAL DAMAGE: [ ]

DAMAGE REDUCTION: [ ]

SPEED: Walk 20 ft.

TOTAL: 24

FLAT: 11

TOUCH: 10

BASE: 9

ARMOR BONUS: 4

SHIELD BONUS: 0

STAT: 0

SIZE: 0

NATURAL: 0

MISC: 1

MISS CHANCE: [ ]

ARCANE SPELL FAILURE: 50

ARMOR CHECK PENALTY: -6

SPELL RESIST: 0

TOTAL: +4 = +0 + +4

TOTAL: +9/+4

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+11	+8	+1	+2	+0	+0		
<b>REFLEX</b> (dexterity)	+6	+4	+0	+2	+0	+0		
<b>WILL</b> (wisdom)	+14	+8	+4	+2	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+11/+6	+9/+4	+2	+0	+0	+0	
<b>RANGED</b> attack bonus	+9/+4	+9/+4	+0	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+11/+6	+9/+4	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+11/+6	1d3+2	20/x2

Crossbow, Light	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	P	M	19-20/x2
	30 ft.	80 ft.	160 ft.	240 ft.
To Hit	+9/+4	+9/+4	+7/+2	+5/+0
Dam	1d8	1d8	1d8	1d8

*Mace of Smiting +3	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	B	M	20/x2
	To Hit	Dam	To Hit	Dam
1H-P	+14/+9	1d8+5	2W-P-(OH)	+8/+3
1H-O	+10/+5	1d8+4	2W-P-(OL)	+10/+5
2H	+14/+9	1d8+6	2W-OH	+4

Special Properties: +5 against constructs, critical destroys construct, critical X4 against outsiders, +5 against constructs, critical destroys construct, critical X4 against outsiders, +5 against constructs, critical destroys construct, critical X4 against outsiders, +5 against constructs, critical destroys construct, critical X4 against outsiders, (Mace of Smiting +3 (Enhancement to Weapon or Ammunition)/Masterwork)

\*: 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
*Banded Mail of Luck	Heavy	+9	+1	-5	35
Allows the wearer to reroll one attack against him 1/week					
*Shield +2 (Heavy/Metal)	Heavy	+4		-1	15
(Shield (Heavy/Metal)+2 (Enhancement to Shield)/Masterwork)					
*Ring of Protection +1		+1		+0	0

# Lathlander

DEITY  
6' 2"  
HEIGHT  
Grey  
EYES  
210 lbs.  
WEIGHT  
Black, Tonsure  
HAIR

WOUNDS/CURRENT HP: [ ]

SUBDUAL DAMAGE: [ ]

DAMAGE REDUCTION: [ ]

SPEED: Walk 20 ft.

TOTAL: 24

FLAT: 11

TOUCH: 10

BASE: 9

ARMOR BONUS: 4

SHIELD BONUS: 0

STAT: 0

SIZE: 0

NATURAL: 0

MISC: 1

MISS CHANCE: [ ]

ARCANE SPELL FAILURE: 50

ARMOR CHECK PENALTY: -6

SPELL RESIST: 0

TOTAL: +4 = +0 + +4

TOTAL: +9/+4

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	16/8 MISC MODIFIER
✓ Appraise	INT	0	= 0	+	+
✓ Balance	DEX	-6	= 0	+	+ -6
✓ Bluff	CHA	3	= 3	+	+
✓ Climb	STR	-4	= 2	+	+ -6
✓ Concentration	CON	17	= 1	+	+ 16.0
✓ Craft (Untrained)	INT	0	= 0	+	+
✓ Diplomacy	CHA	3	= 3	+	+
✓ Disguise	CHA	3	= 3	+	+
✓ Escape Artist	DEX	-6	= 0	+	+ -6
✓ Forgery	INT	0	= 0	+	+
✓ Gather Information	CHA	3	= 3	+	+
✓ Heal	WIS	20	= 4	+	+ 16.0
✓ Hide	DEX	-6	= 0	+	+ -6
✓ Intimidate	CHA	3	= 3	+	+
✓ Jump	STR	-10	= 2	+	+ -12
Knowledge (Religion)	INT	16	= 0	+	+ 16.0
✓ Listen	WIS	4	= 4	+	+
✓ Move Silently	DEX	-6	= 0	+	+ -6
✓ Ride	DEX	0	= 0	+	+
✓ Search	INT	0	= 0	+	+
✓ Sense Motive	WIS	4	= 4	+	+
✓ Spot	WIS	4	= 4	+	+
✓ Survival	WIS	4	= 4	+	+
✓ Swim	STR	-10	= 2	+	+ -12
✓ Use Rope	DEX	0	= 0	+	+

✓: can be used untrained. X: exclusive skills

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	
Up to 0	9	Turn level	13
1 - 3	10	Turn damage	2d6 + 16
4 - 6	11	You destroy Undead creatures with total hit dice up to 6.	
7 - 9	12		
10 - 12	13		
13 - 15	14		
16 - 18	15		
19 - 21	16		
22+	17		

TURN/DAY: [ ] [ ] [ ] [ ] [ ] [ ]

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
<b>Backpack</b> 10 lbs., 1 Flint and Steel, 1 Bedroll, 3 Torch, 2 Sunrod, 1 Freedom Fighter's Brooch, 1 Potion of Cure Light Wounds, 3 Potion of Cure Moderate Wounds, 1 Potion of Neutralize Poison, 1 Wand (Cure Moderate Wounds)	Carried	1	2.0	2.0	
<b>Cloak of Resistance +2</b>	Equipped	1	1.0	4000.0	
<b>Bag of Holding (Type 4)</b> 4 lbs., 4 Holy Water (Flask)	Carried	1	60.0	10000.0	
<b>Banded Mail of Luck</b> Allows the wearer to reroll one attack against him 1/week	Equipped	1	35.0	9400.0	
<b>Bedroll</b>	Backpack	1	5.0	0.1	
<b>Bolts +2 (Crossbow/50)</b> (Bolts (Crossbow/50)+2 (Enhancement to Weapon or Ammunition)/Masterwork)		2	5.0 (10.0)	8305.0 (16610.0)	
<input type="checkbox"/>					
<b>Crossbow, Light</b> 0 lbs.	Carried	1	4.0	35.0	
<b>Flint and Steel</b>	Backpack	1	0.0	1.0	
<b>Freedom Fighter's Brooch</b> (Brooch)	Backpack	1	0.0	0.0	
<b>Holy Water (Flask)</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Bag of Holding (Type 4)	4	1.0 (4.0)	25.0 (100.0)	
<b>Mace of Smiting +3</b> +5 against constructs, critical destroys construct, critical X4 against outsiders, +5 against constructs, critical destroys construct, critical X4 against outsiders, +5 against constructs, critical destroys construct, critical X4 against outsiders, +5 against constructs, critical destroys construct, critical X4 against outsiders, (Mace of Smiting +3 (Enhancement to Weapon or Ammunition)/Masterwork)	Equipped	1	12.0	93612.0	
<b>Monk's Outfit</b>	Equipped	1	2.0	0.0	
<b>Potion of Cure Light Wounds</b>	Backpack	1	0.0	50.0	
<input type="checkbox"/>					
<b>Potion of Cure Moderate Wounds</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Backpack	3	0.0 (0.0)	300.0 (900.0)	
<b>Potion of Neutralize Poison</b> <input type="checkbox"/>	Backpack	1	0.0	750.0	
<b>Ring of Protection +1</b>	Equipped	1	0.0	2000.0	
<b>Shield +2 (Heavy/Metal)</b> (Shield (Heavy/Metal)+2 (Enhancement to Shield)/Masterwork)	Equipped	1	15.0	4170.0	
<b>Sunrod</b> <input type="checkbox"/> <input type="checkbox"/>	Backpack	2	1.0 (2.0)	2.0 (4.0)	
<b>Torch</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Backpack	3	1.0 (3.0)	0.01 (0.03)	
<b>Wand (Cure Moderate Wounds)</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Backpack	1	0.0	1080.0	
<b>TOTAL WEIGHT CARRIED/VALUE</b>			139 lbs.	142714.13 gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

MONEY	
Money (in Bag of Holding, held by Cleric)	240 Platinum
	705 Gold
	231 Silver
Total = 0.0 gp	

SPECIAL ABILITIES	
Spontaneous casting	
Turn Undead (Su) 6/day (turn level 13) (turn damage 2d6+16)	

FEATS	
Extend Spell	An extended spell lasts twice as long as normal.
Improved Initiative	You get a +4 bonus on initiative checks.
Maximize Spell	All variable, numeric effects of a spell modified by this feat are maximized.
Persistent Spell	A persistent spell has a duration of 24 hours.
Reach Spell	You may cast a spell that normally has a range of touch at any distance up to 30 feet.
Twin Spell	A repeated spell is automatically cast twice on the same target. Spells occupy a spell slot 4 levels higher.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

DOMAINS	
Protection	You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.
Strength	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.

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

LANGUAGES	
Common	

# Cleric Spells

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

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Create Water	14	None	1 standard action	Instantaneous	Close (55 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 26 gallons of pure water.					<i>Target:</i> Up to 26 gallons of water			<i>Caster Level:</i> 13	
□□□□□ Cure Minor Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□ Detect Magic	14	None	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 13	
□□□□□ Detect Poison	14	None	1 standard action	Instantaneous	Close (55 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 13	
□□□□□ Guidance	14	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□ Inflict Minor Wounds	14	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□ Light	14	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 13	
□□□□□ Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 13	
□□□□□ Purify Food and Drink	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Purifies 13 cu. ft. of food or water.					<i>Target:</i> 13 cu. ft. of contaminated food and water			<i>Caster Level:</i> 13	
□□□□□ Read Magic	14	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□□ Resistance	14	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□ Virtue	14	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bane	15	Will negates	1 standard action	13 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear; Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.					<i>Target:</i> All enemies within 50 ft.			<i>Caster Level:</i> 13	
□□□□□ Bless	15	None	1 standard action	13 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 13	
□□□□□ Bless Water	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 13	
□□□□□ Cause Fear	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (55 ft.)	V, S	Yes	Necromancy [Fear, RSRD: SpellsC.rtf Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 13	
□□□□□ Command	15	Will negates	1 standard action	1 round	Close (55 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> One subject obeys selected command for 1 round.					<i>Target:</i> One living creature			<i>Caster Level:</i> 13	
□□□□□ Comprehend Languages	15	None	1 standard action	130 minutes	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□□ Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+5 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□ Detect Chaos	15	None	1 standard action	Concentration, up to 130 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 13	
□□□□□ Detect Evil	15	None	1 standard action	Concentration, up to 130 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 13	
□□□□□ Detect Good	15	None	1 standard action	Concentration, up to 130 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 13	
□□□□□ Detect Law	15	None	1 standard action	Concentration, up to 130 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 13	
□□□□□ Detect Undead	15	None	1 standard action	Concentration, up to 130 minutes [D]	60 ft.	V, S, M/DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 13	
□□□□□ Divine Favor	15	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain +4 on attack and damage rolls.					<i>Target:</i> You			<i>Caster Level:</i> 13	

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□	<b>Doom</b>	15	Will negates	1 standard action	13 minutes	Medium (230 ft.)	V, S, DF	Yes	Necromancy [Fear, RSRD: SpellsD-E.rtf Mind-Affecting]	
	<i>Effect: One subject takes -2 on attack rolls, damage rolls, saves, and checks.</i>					<i>Target: One living creature</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Endure Elements</b>	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
	<i>Effect: Exist comfortably in hot or cold environments.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>*Enlarge Person</b>	15	Fortitude negates	1 round	13 minutes [D]	Close (55 ft.)	V, S, M	Yes	Transmutation	RSRD: SpellsD-E.rtf
	<i>Effect: Creatures size increases to next category</i>					<i>Target: One humanoid creature</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Entropic Shield</b>	15	None	1 standard action	13 minutes [D]	Personal	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
	<i>Effect: Ranged attacks against you have 20% miss chance.</i>					<i>Target: You</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Hide from Undead</b>	15	Will negates (harmless); see text	1 standard action	130 minutes [D]	Touch	V, S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
	<i>Effect: Undead can't perceive 13 subjects.</i>					<i>Target: 13 touched creatures</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Inflict Light Wounds</b>	15	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
	<i>Effect: Touch deals 1d8+5 damage.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Magic Stone</b>	15	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
	<i>Effect: Three stones gain +1 on attack rolls, deal 1d6+1 damage.</i>					<i>Target: Up to three pebbles touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Magic Weapon</b>	15	Will negates (harmless, object)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
	<i>Effect: Weapon gains +1 bonus.</i>					<i>Target: Weapon touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Obscuring Mist</b>	15	None	1 standard action	13 minutes	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
	<i>Effect: Fog surrounds you.</i>					<i>Target: Cloud spreads in 20-ft. radius from you, 20 ft. high</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Protection from Chaos</b>	15	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: SpellsP-R.rtf
	<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Protection from Evil</b>	15	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
	<i>Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Remove Fear</b>	15	Will negates (harmless)	1 standard action	10 minutes; see text	Close (55 ft.)	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
	<i>Effect: Suppresses fear or gives +4 on saves against fear for 4 subjects.</i>					<i>Target: 4 creatures, no two of which can be more than 30 ft. apart</i>			<i>Caster Level: 13</i>	
□□□□□	<b>**Sanctuary</b>	15	Will negates	1 standard action	13 rounds	Touch	V, S, DF	No	Abjuration	RSRD: SpellsS.rtf
	<i>Effect: Opponents can't attack you, and you can't attack.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Sanctuary</b>	15	Will negates	1 standard action	13 rounds	Touch	V, S, DF	No	Abjuration	RSRD: SpellsS.rtf
	<i>Effect: Opponents can't attack you, and you can't attack.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Shield of Faith</b>	15	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
	<i>Effect: Aura grants +4 deflection bonus.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Summon Monster I</b>	15	None	1 round	13 rounds [D]	Close (55 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
	<i>Effect: Calls extraplanar creature to fight for you.</i>					<i>Target: One summoned creature</i>			<i>Caster Level: 13</i>	

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	<b>Aid</b>	16	None	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
	<i>Effect: +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.</i>					<i>Target: Living creature touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Align Weapon</b>	16	Will negates (harmless, object)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect: Weapon becomes good, evil, lawful, or chaotic.</i>					<i>Target: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Augury</b>	16	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	RSRD: SpellsA-B.rtf
	<i>Effect: Learns whether an action will be good or bad.</i>					<i>Target: You</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Bear's Endurance</b>	16	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect: Subject gains +4 to Con for 13 minutes.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>**Bull's Strength</b>	16	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect: Subject gains +4 to Str for 13 minutes.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Bull's Strength</b>	16	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect: Subject gains +4 to Str for 13 minutes.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Calm Emotions</b>	16	Will negates	1 standard action	Concentration, up to 13 rounds [D]	Medium (230 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
	<i>Effect: Calms creatures, negating emotion effects.</i>					<i>Target: Creatures in a 20-ft.-radius spread</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Consecrate</b>	16	None	1 standard action	26 hours	Close (55 ft.)	V, S, M, DF	No	Evocation [Good]	RSRD: SpellsC.rtf
	<i>Effect: Fills area with positive energy, making undead weaker.</i>					<i>Target: 20-ft.-radius emanation</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Cure Moderate Wounds</b>	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
	<i>Effect: Cures 2d8+10 damage.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Darkness</b>	16	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
	<i>Effect: 20-ft. radius of supernatural shadow.</i>					<i>Target: Object touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Delay Poison</b>	16	Fortitude negates (harmless)	1 standard action	13 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
	<i>Effect: Stops poison from harming subject for 13 hours.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Eagle's Splendor</b>	16	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
	<i>Effect: Subject gains +4 to Cha for 13 minutes.</i>					<i>Target: Creature touched</i>			<i>Caster Level: 13</i>	
□□□□□	<b>Entrhall</b>	16	Will negates; see text	1 round	1 hour or less	Medium (230 ft.)	V, S	Yes	Enchantment (Charm)	RSRD: SpellsD-E.rtf
	<i>Effect: Captivates all within 230 ft.</i>					<i>Target: Any number of creatures</i>			<i>Caster Level: 13</i>	

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□	Find Traps	16	None	1 standard action	13 minutes	Personal	V, S	No	Divination	RSRD: SpellsF-G.rtf
	<i>Effect:</i> Notice traps as a rogue does.					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□□	Gentle Repose	16	Will negates (object)	1 standard action	13 days	Touch	V, S, M/DF	Yes (object)	Necromancy	RSRD: SpellsF-G.rtf
	<i>Effect:</i> Preserves one corpse.					<i>Target:</i> Corpse touched			<i>Caster Level:</i> 13	
□□□□□	Hold Person	16	Will negates; see text	1 standard action	13 rounds [D]; see text	Medium (230 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Paralyzes one humanoid for 13 rounds.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 13	
□□□□□	Inflict Moderate Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Touch attack, 2d8+10 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□	Make Whole	16	Will negates (harmless, object)	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
	<i>Effect:</i> Repairs an object.					<i>Target:</i> One object of up to 130 cu. ft			<i>Caster Level:</i> 13	
□□□□□	Owl's Wisdom	16	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
	<i>Effect:</i> Subject gains +4 to Wis for 13 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□	Remove Paralysis	16	Will negates (harmless)	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 13	
□□□□□	Resist Energy	16	Fortitude negates (harmless)	1 standard action	130 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Ignores first 30 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□	Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□	Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (55 ft.)	V, S, M/DF	Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
	<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature			<i>Caster Level:</i> 13	
□□□□□	**Shield Other	16	Will negates (harmless)	1 standard action	13 hours [D]	Close (55 ft.)	V, S, F	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
	<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature			<i>Caster Level:</i> 13	
□□□□□	Shield Other	16	Will negates (harmless)	1 standard action	13 hours [D]	Close (55 ft.)	V, S, F	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
	<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature			<i>Caster Level:</i> 13	
□□□□□	Silence	16	Will negates; see text or none (object)	1 standard action	13 minutes [D]	Long (920 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamer)	RSRD: SpellsS.rtf
	<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space			<i>Caster Level:</i> 13	
□□□□□	Sound Burst	16	Fortitude partial	1 standard action	Instantaneous	Close (55 ft.)	V, S, F/DF	Yes	Evocation [Sonic]	RSRD: SpellsS.rtf
	<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					<i>Target:</i> 10-ft.-radius spread			<i>Caster Level:</i> 13	
□□□□□	Spiritual Weapon	16	None	1 standard action	13 rounds [D]	Medium (230 ft.)	V, S, DF	Yes	Evocation [Force]	RSRD: SpellsS.rtf
	<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force			<i>Caster Level:</i> 13	
□□□□□	Status	16	Will negates (harmless)	1 standard action	13 hours	Touch	V, S	Yes (harmless)	Divination	RSRD: SpellsS.rtf
	<i>Effect:</i> Monitors condition, position of allies.					<i>Target:</i> 4 living creatures touched			<i>Caster Level:</i> 13	
□□□□□	Summon Monster II	16	None	1 round	13 rounds [D]	Close (55 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
	<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 13	
□□□□□	Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (55 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 13	
□□□□□	Zone of Truth	16	Will negates	1 standard action	13 minutes	Close (55 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 13	

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Bestow Curse	17	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	RSRD: SpellsA-B.rtf
	<i>Effect:</i> -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□	Blindness/Deafness	17	Fortitude negates	1 standard action	Permanent [D]	Medium (230 ft.)	V	Yes	Necromancy	RSRD: SpellsA-B.rtf
	<i>Effect:</i> Makes subject blinded or deafened.					<i>Target:</i> One living creature			<i>Caster Level:</i> 13	
□□□□□	Continual Flame	17	None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]	RSRD: SpellsC.rtf
	<i>Effect:</i> Makes a permanent, heatless torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 13	
□□□□□	Create Food and Water	17	None	10 minutes	24 hours; see text	Close (55 ft.)	V, S	No	Conjuration (Creation)	RSRD: SpellsC.rtf
	<i>Effect:</i> Feeds 39 humans or 13 horses.					<i>Target:</i> Food and water to sustain 39 humans or 13 horses for 24 hours			<i>Caster Level:</i> 13	
□□□□□	Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
	<i>Effect:</i> Cures 3d8+13 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□	Daylight	17	None	1 standard action	130 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
	<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched			<i>Caster Level:</i> 13	
□□□□□	Deeper Darkness	17	None	1 standard action	13 days [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
	<i>Effect:</i> Object sheds supernatural shadow in 60-ft. radius.					<i>Target:</i> Object touched			<i>Caster Level:</i> 13	
□□□□□	Dispel Magic	17	None	1 standard action	Instantaneous	Medium (230 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
	<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 13	
□□□□□	Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
	<i>Effect:</i> Inscription harms those who pass it.					<i>Target:</i> Object touched or up to 65 sq. ft			<i>Caster Level:</i> 13	

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□	Helping Hand	17	None	1 standard action	13 hours	5 miles	V, S, DF	No	Evocation	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Ghostly hand leads subject to you.					<i>Target:</i> Ghostly hand			<i>Caster Level:</i> 13	
□□□□□	Inflict Serious Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Touch attack, 3d8+13 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□	Invisibility Purge	17	None	1 standard action	13 minutes [D]	Personal	V, S	No	Evocation	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Disperses invisibility within 65 ft					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□□	Locate Object	17	None	1 standard action	13 minutes	Long (920 ft.)	V, S, F/DF	No	Divination	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Senses direction toward object [specific or type].					<i>Target:</i> Circle, centered on you, with a radius of 920 ft.			<i>Caster Level:</i> 13	
□□□□□	Magic Circle against Chaos	17	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: SpellsM-O.rtf
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 130 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 13	
□□□□□	Magic Circle against Evil	17	Will negates (harmless)	1 standard action	130 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsM-O.rtf
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 130 minutes.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 13	
□□□□□	**Magic Vestment	17	Will negates (harmless, object)	1 standard action	13 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
	<i>Effect:</i> Armor or shield gains 3 enhancement					<i>Target:</i> Armor or shield touched			<i>Caster Level:</i> 13	
□□□□□	Magic Vestment	17	Will negates (harmless, object)	1 standard action	13 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
	<i>Effect:</i> Armor or shield gains 3 enhancement					<i>Target:</i> Armor or shield touched			<i>Caster Level:</i> 13	
□□□□□	Meld into Stone	17	None	1 standard action	130 minutes	Personal	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
	<i>Effect:</i> You and your gear merge with stone.					<i>Target:</i> You			<i>Caster Level:</i> 13	
□□□□□	Obscure Object	17	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration	RSRD: SpellsM-O.rtf
	<i>Effect:</i> Masks object against scrying.					<i>Target:</i> One object touched of up to 1300 lbs			<i>Caster Level:</i> 13	
□□□□□	Prayer	17	None	1 standard action	13 rounds	40 ft.	V, S, DF	Yes	Enchantment [Compulsion] [Mind-Affecting]	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.					<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you			<i>Caster Level:</i> 13	
□□□□□	**Protection from Energy	17	Fortitude negates (harmless)	1 standard action	130 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Absorb 120 points of damage from one kind of energy.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□	Protection from Energy	17	Fortitude negates (harmless)	1 standard action	130 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Absorb 120 points of damage from one kind of energy.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□	Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Cures normal or magical conditions.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□	Remove Curse	17	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Frees object or person from curse.					<i>Target:</i> Creature or item touched			<i>Caster Level:</i> 13	
□□□□□	Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□	Searing Light	17	None	1 standard action	Instantaneous	Medium (230 ft.)	V, S	Yes	Evocation	RSRD: SpellsS.rtf
	<i>Effect:</i> Range deals 5d8 damage; 10d6 against undead; 10 to undead vulnerable to bright light; construct or inanimate object only takes 5d6 damage.					<i>Target:</i> Ray			<i>Caster Level:</i> 13	
□□□□□	Speak with Dead	17	Will negates; see text	10 minutes	13 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]	RSRD: SpellsS.rtf
	<i>Effect:</i> Corpse answers 6 questions.					<i>Target:</i> One dead creature			<i>Caster Level:</i> 13	
□□□□□	Stone Shape	17	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsS.rtf
	<i>Effect:</i> Sculpts stone into any shape.					<i>Target:</i> Stone or stone object touched, up to 23 cu. ft.			<i>Caster Level:</i> 13	
□□□□□	Summon Monster III	17	None	1 round	13 rounds [D]	Close (55 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
	<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 13	
□□□□□	Summon Undead III	17	None	1 round	13 rounds	Close (55 ft.)	V, S, F/DF	No	Conjuration (Summoning)	Custom: .CLEAR
	<i>Effect:</i> Summons undead.					<i>Target:</i>			<i>Caster Level:</i> 13	
□□□□□	Telepathic Bond, Lesser	17	None	1 standard action	130 minutes	30 feet	V, S	No	Divination [Mind-Affecting]	RSRD: PsionicSpells.rtf
	<i>Effect:</i> You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher.					<i>Target:</i> You and One willing creature within 30'			<i>Caster Level:</i> 13	
□□□□□	Water Breathing	17	Will negates (harmless)	1 standard action	26 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Subjects can breathe underwater.					<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 13	
□□□□□	Water Walk	17	Will negates (harmless)	1 standard action	130 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Subject treads on water as if solid.					<i>Target:</i> 13 touched creatures			<i>Caster Level:</i> 13	
□□□□□	Wind Wall	17	None; see text	1 standard action	13 rounds	Medium (230 ft.)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.					<i>Target:</i> Wall up to 130 ft. long and 65 ft. high [S]			<i>Caster Level:</i> 13	

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□	Air Walk	18	None	1 standard action	130 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air] RSRD: SpellsA-B.rtf
	<i>Effect:</i> Subject treads on air as if solid [climb at 45-degree angle].					<i>Target:</i> Creature [Gargantuan or smaller] touched			<i>Caster Level:</i> 13
□□□□□	Control Water	18	None; see text	1 standard action	130 minutes [D]	Long (920 ft.)	V, S, M/DF	No	Transmutation [Water] RSRD: SpellsC.rtf
	<i>Effect:</i> Raises or lowers bodies of water.					<i>Target:</i> Water in a volume of 130 ft by 130 ft by 26 ft [S]			<i>Caster Level:</i> 13
□□□□□	Cure Critical Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing) RSRD: SpellsC.rtf
	<i>Effect:</i> Cures 4d8+13 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13
□□□□□	Death Ward	18	Will negates (harmless)	1 standard	13 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy RSRD: SpellsD-E.rtf

\* =Domain/Specialty Spell

## Cleric Spells

action									
Effect: Grants immunity to death spells and negative energy effects.						Target: Living creature touched			Caster Level: 13
□□□□ Dimensional Anchor	18	None	1 standard action	13 minutes		Medium (230 ft.)	V, S	Yes (object)	Abjuration RSRD: SpellsD-E.rtf
Effect: Bars extradimensional movement.						Target: Ray			Caster Level: 13
□□□□ Discern Lies	18	Will negates	1 standard action	Concentration, up to 13 rounds		Close (55 ft.)	V, S, DF	No	Divination RSRD: SpellsD-E.rtf
Effect: Reveals deliberate falsehoods.						Target: 13 creatures, no two of which can be more than 30 ft. apart			Caster Level: 13
□□□□ Dismissal	18	Will negates; see text	1 standard action	Instantaneous		Close (55 ft.)	V, S, DF	Yes	Abjuration RSRD: SpellsD-E.rtf
Effect: Forces a creature to return to native plane.						Target: One extraplanar creature			Caster Level: 13
□□□□ Divination	18	None	10 minutes	Instantaneous		Personal	V, S, M	No	Divination RSRD: SpellsD-E.rtf
Effect: Provides useful advice for specific proposed actions.						Target: You			Caster Level: 13
□□□□ Divine Power	18	None	1 standard action	13 rounds		Personal	V, S, DF	No	Evocation RSRD: SpellsD-E.rtf
Effect: You gain attack bonus, +6 to Str, and 13 hps.						Target: You			Caster Level: 13
□□□□ Dweomer of Transference	18	Will Negates (Harmless)	1 minute	13 rounds		Close (55 ft.)	V, S	Yes (Harmless)	Evocation RSRD: PsionicSpells.rtf
Effect: You form a radiating corona around the head of a psionic ally, then convert some of your spells into power points [see text].						Target: One willing psionic creature			Caster Level: 13
□□□□ Freedom of Movement	18	Will negates (harmless)	1 standard action	130 minutes		Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration RSRD: SpellsF-G.rtf
Effect: Subject moves normally despite impediments.						Target: You or creature touched			Caster Level: 13
□□□□ Giant Vermin	18	None	1 standard action	13 minutes		Close (55 ft.)	V, S, DF	Yes	Transmutation RSRD: SpellsF-G.rtf
Effect: Turns centipedes, scorpions, or spiders into giant vermin.						Target: Up to three vermin, no two of which can be more than 30 ft. apart			Caster Level: 13
□□□□ Imbue with Spell Ability	18	Will negates (harmless)	10 minutes	Permanent until discharged [D]		Touch	V, S, DF	Yes (harmless)	Evocation RSRD: SpellsH-L.rtf
Effect: Transfer spells to subject.						Target: Creature touched; see text			Caster Level: 13
□□□□ Inflict Critical Wounds	18	Will half	1 standard action	Instantaneous		Touch	V, S	Yes	Necromancy RSRD: SpellsH-L.rtf
Effect: Touch attack, 4d8+13 damage						Target: Creature touched			Caster Level: 13
□□□□ Magic Weapon, Greater	18	Will negates (harmless, object)	1 standard action	13 hours		Close (55 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation RSRD: SpellsM-O.rtf
Effect: Weapon gains +3 bonus.						Target: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]			Caster Level: 13
□□□□ Neutralize Poison	18	Will negates (harmless, object)	1 standard action	130 minutes		Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing) RSRD: SpellsM-O.rtf
Effect: Immunizes subject against poison, detoxifies venom in or on subject.						Target: Creature or object of up to 13 cu. ft. touched			Caster Level: 13
□□□□ Planar Ally, Lesser	18	None	10 minutes	Instantaneous		Close (55 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text] RSRD: SpellsP-R.rtf
Effect: Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.						Target: One called elemental or outsider of 6 HD or less			Caster Level: 13
□□□□ Poison	18	Fortitude negates; see text	1 standard action	Instantaneous; see text		Touch	V, S, DF	Yes	Necromancy RSRD: SpellsP-R.rtf
Effect: Touch deals 1d10 Con damage, repeats in 1 minute.						Target: Living creature touched			Caster Level: 13
□□□□ Repel Vermin	18	None or Will negates; see text	1 standard action	130 minutes [D]		10 ft.	V, S, DF	Yes	Abjuration RSRD: SpellsP-R.rtf
Effect: Insects, spiders, and other vermin stay 10 ft. away.						Target: 10 ft. radius emanation centered on you			Caster Level: 13
□□□□ Restoration	18	Will negates (harmless)	3 rounds	Instantaneous		Touch	V, S, M	Yes (harmless)	Conjuration (Healing) RSRD: SpellsP-R.rtf
Effect: Restores level and ability score drains.						Target: Creature touched			Caster Level: 13
□□□□ Sending	18	None	10 minutes	13 round; see text		See text	V, S, M/DF	No	Evocation RSRD: SpellsS.rtf
Effect: Delivers short message anywhere, instantly.						Target: One creature			Caster Level: 13
□□□□ **Spell Immunity	18	Will negates (harmless)	1 standard action	130 minutes		Touch	V, S, DF	Yes (harmless)	Abjuration RSRD: SpellsS.rtf
Effect: Subject is immune to 3 spells, up to 4th-level spells.						Target: Creature touched			Caster Level: 13
□□□□ **Spell Immunity	18	Will negates (harmless)	1 standard action	130 minutes		Touch	V, S, DF	Yes (harmless)	Abjuration RSRD: SpellsS.rtf
Effect: Subject is immune to 3 spells, up to 4th-level spells.						Target: Creature touched			Caster Level: 13
□□□□ Spell Immunity	18	Will negates (harmless)	1 standard action	130 minutes		Touch	V, S, DF	Yes (harmless)	Abjuration RSRD: SpellsS.rtf
Effect: Subject is immune to 3 spells, up to 4th-level spells.						Target: Creature touched			Caster Level: 13
□□□□ Summon Monster IV	18	None	1 round	13 rounds [D]		Close (55 ft.)	V, S, F/DF	No	Conjuration (Summoning) RSRD: SpellsS.rtf
Effect: Calls extraplanar creature to fight for you.						Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			Caster Level: 13
□□□□ Tongues	18	Will negates (harmless)	1 standard action	130 minutes		Touch	V, M/DF	No	Divination RSRD: SpellsT-Z.rtf
Effect: Speak any language.						Target: Creature touched			Caster Level: 13

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Atonement	19	None	1 hour	Instantaneous	Touch	V, S, M, F, DF, XP	Yes	Abjuration	RSRD: SpellsA-B.rtf
Effect: Removes burden of misdeeds from subject.						Target: Living creature touched			Caster Level: 13
□□□□ Break Enchantment	19	See text	1 minute	Instantaneous	Close (55 ft.)	V, S	No	Abjuration	RSRD: SpellsA-B.rtf
Effect: Frees subjects from enchantments, alterations, curses, and petrification.						Target: Up to 13 creatures, all within 30 ft. of each other			Caster Level: 13
□□□□ Command, Greater	19	Will negates	1 standard action	13 rounds	Close (55 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsC.rtf
Effect: As command, but affects 13 subjects.						Target: 13 creatures, no two of which can be more than 30 ft. apart			Caster Level: 13
□□□□ Commune	19	None	10 minutes	13 rounds	Personal	V, S, M, DF, XP	No	Divination	RSRD: SpellsC.rtf
Effect: Deity answers 13 yes-or-no questions.						Target: You			Caster Level: 13
□□□□ Cure Light Wounds, Mass	19	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes (harmless) or see text	Yes; Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 1d8+13 damage for many creatures.						Target: 13 creatures, no two of which can be more than 30 ft. apart			Caster Level: 13

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□	Dispel Chaos	19	See text	1 standard action	13 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]	RSRD: SpellsD-E.rtf
	<i>Effect: +4 bonus against attacks.</i>							<i>Target: You and a touched chaotic creature from another plane; or you and an enchantment or chaotic spell on a touched creature or object</i>	<i>Caster Level: 13</i>	
□□□□□	Dispel Evil	19	See text	1 standard action	13 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]	RSRD: SpellsD-E.rtf
	<i>Effect: +4 bonus against attacks.</i>							<i>Target: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object</i>	<i>Caster Level: 13</i>	
□□□□□	Disrupting Weapon	19	Will negates (harmless, object); see text	1 standard action	13 rounds	Touch	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsD-E.rtf
	<i>Effect: Melee weapon destroys undead.</i>							<i>Target: One melee weapon</i>	<i>Caster Level: 13</i>	
□□□□□	Flame Strike	19	Reflex half	1 standard action	Instantaneous	Medium (230 ft.)	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
	<i>Effect: Smite foes with divine fire for 13d6 damage.</i>							<i>Target: Cylinder 10</i>	<i>Caster Level: 13</i>	
□□□□□	Hallow	19	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]	RSRD: SpellsH-L.rtf
	<i>Effect: Designates location as holy.</i>							<i>Target: 40-ft. radius emanating from the touched point</i>	<i>Caster Level: 13</i>	
□□□□□	Inflict Light Wounds, Mass	19	Will half	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
	<i>Effect: Deals 1d8+13 damage to many creatures.</i>							<i>Target: 13 creatures, no two of which can be more than 30 ft. apart</i>	<i>Caster Level: 13</i>	
□□□□□	Insect Plague	19	None	1 round	13 minutes	Long (920 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsH-L.rtf
	<i>Effect: Locust swarms attack creatures.</i>							<i>Target: 4 swarms of locust, each of which must be adjacent to at least one other swarm</i>	<i>Caster Level: 13</i>	
□□□□□	Mark of Justice	19	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsM-O.rtf
	<i>Effect: Designates action that will trigger curse on subject.</i>							<i>Target: Creature touched</i>	<i>Caster Level: 13</i>	
□□□□□	Plane Shift	19	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
	<i>Effect: As many as eight subjects travel to another plane.</i>							<i>Target: Creature touched, or up to eight willing creatures joining hands</i>	<i>Caster Level: 13</i>	
□□□□□	Psychic Turmoil	19	Will partial; see text	1 standard action	13 rounds	Close (55 ft.)	V, S, M	Yes	Abjuration	RSRD: PsionicSpells.rtf
	<i>Effect: [see text]</i>							<i>Target: 40-ft-radius emanation centered on point in space</i>	<i>Caster Level: 13</i>	
□□□□□	Raise Dead	19	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
	<i>Effect: Restores life to subject who died as long as 13 days ago.</i>							<i>Target: Dead creature touched</i>	<i>Caster Level: 13</i>	
□□□□□	**Righteous Might	19	None	1 standard action	13 rounds [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
	<i>Effect: Your size increases, and you gain combat bonuses.</i>							<i>Target: You</i>	<i>Caster Level: 13</i>	
□□□□□	Righteous Might	19	None	1 standard action	13 rounds [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
	<i>Effect: Your size increases, and you gain combat bonuses.</i>							<i>Target: You</i>	<i>Caster Level: 13</i>	
□□□□□	Scrying	19	Will negates	1 hour	13 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
	<i>Effect: Spies on subject from a distance.</i>							<i>Target: Magical sensor</i>	<i>Caster Level: 13</i>	
□□□□□	Slay Living	19	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
	<i>Effect: Touch attack kills subject.</i>							<i>Target: Living creature touched</i>	<i>Caster Level: 13</i>	
□□□□□	**Spell Resistance	19	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
	<i>Effect: Subject gains SR 25.</i>							<i>Target: Creature touched</i>	<i>Caster Level: 13</i>	
□□□□□	Spell Resistance	19	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
	<i>Effect: Subject gains SR 25.</i>							<i>Target: Creature touched</i>	<i>Caster Level: 13</i>	
□□□□□	Summon Monster V	19	None	1 round	13 rounds [D]	Close (55 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
	<i>Effect: Calls extraplanar creature to fight for you.</i>							<i>Target: One or more summoned creatures, no two of which can be more than 30 ft. apart</i>	<i>Caster Level: 13</i>	
□□□□□	Symbol of Sleep	19	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
	<i>Effect: Triggered rune puts nearby creatures into catatonic slumber.</i>							<i>Target: One symbol</i>	<i>Caster Level: 13</i>	
□□□□□	True Seeing	19	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M	Yes (harmless)	Divination	RSRD: SpellsT-Z.rtf
	<i>Effect: Lets you see all things as they really are.</i>							<i>Target: Creature touched</i>	<i>Caster Level: 13</i>	
□□□□□	Wall of Stone	19	See text	1 standard action	Instantaneous	Medium (230 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth]	RSRD: SpellsT-Z.rtf
	<i>Effect: Creates a stone wall that can be shaped.</i>							<i>Target: Stone wall whose area is up to 13 5-ft. squares</i>	<i>Caster Level: 13</i>	

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Animate Objects	20	None	1 standard action	13 rounds	Medium (230 ft.)	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect: Objects attack your foes.</i>							<i>Target: 13 Small objects; see text</i>	<i>Caster Level: 13</i>	
□□□□□	Antilife Shell	20	None	1 round	130 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsA-B.rtf
	<i>Effect: 10-ft. field hedges out living creatures.</i>							<i>Target: 10-ft.-radius emanation, centered on you</i>	<i>Caster Level: 13</i>	
□□□□□	*Antimagic Field	20	None	1 standard action	130 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration	RSRD: SpellsA-B.rtf
	<i>Effect: Negates magic within 10 ft.</i>							<i>Target: 10-ft.-radius emanation, centered on you</i>	<i>Caster Level: 13</i>	
□□□□□	Banishment	20	Will negates	1 standard action	Instantaneous	Close (55 ft.)	V, S, F	Yes	Abjuration	RSRD: SpellsA-B.rtf
	<i>Effect: Banishes 26 HD of extraplanar creatures.</i>							<i>Target: One or more extraplanar creatures, no two of which can be more than 30 ft. apart</i>	<i>Caster Level: 13</i>	
□□□□□	Bear's Endurance, Mass	20	Will negates (harmless)	1 standard action	13 minutes	Close (55 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
	<i>Effect: As bear's endurance, affects 13 subjects.</i>							<i>Target: 13 creatures, no two of which can be more than 30 ft. apart</i>	<i>Caster Level: 13</i>	
□□□□□	Blade Barrier	20	Reflex half or Reflex negates; see text	1 standard action	13 minutes [D]	Medium (230 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsA-B.rtf
	<i>Effect: Wall of blades deals 13d6 damage.</i>							<i>Target: Wall of whirling blades up to 260 ft. long, or a ringed wall of whirling blades with a radius of up to 32 ft; either form 20 ft. high</i>	<i>Caster Level: 13</i>	

\* =Domain/Specialty Spell

## Cleric Spells

□□□□ Bull's Strength, Mass	20	Will negates (harmless)	1 standard action	13 minutes	Close (55 ft.)	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> As bull's strength, affects one subject/ level.					<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□ Cure Moderate Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+13 damage for many creatures.					<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□ Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (230 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> As dispel magic, but +20 on check.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst		<i>Caster Level:</i> 13		
□□□□ Eagle's Splendor, Mass	20	Will negates (harmless)	1 standard action	13 minutes	Close (55 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> As eagle's splendor, affects 13 subjects.					<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□ Find the Path	20	None or Will negates (harmless)	3 rounds	130 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> Shows most direct way to a location.					<i>Target:</i> You or creature touched		<i>Caster Level:</i> 13		
□□□□ Forbiddance	20	See text	6 rounds	Permanent	Medium (230 ft.)	V, S, M, DF	Yes	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.					<i>Target:</i> 13 60-ft. cubes [S]		<i>Caster Level:</i> 13		
□□□□ Geas/Quest	20	None	10 minutes	13 days or until discharged [D]	Close (55 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsF-G.rtf
<i>Effect:</i> As lesser geas, plus it affects any creature.					<i>Target:</i> One living creature		<i>Caster Level:</i> 13		
□□□□ Glyph of Warding, Greater	20	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and Yes; see text	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.					<i>Target:</i> Object touched or up to 65 sq. ft		<i>Caster Level:</i> 13		
□□□□ Harm	20	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 130 points damage to target.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
□□□□ Heal	20	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Cures 130 points of damage, all diseases and mental conditions.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
□□□□ Heroes' Feast	20	None	10 minutes	1 hour plus 12 hours; see text	Close (55 ft.)	V, S, DF	No	Conjuration (Creation) [Creation]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Food for 13 creatures cures and grants combat bonuses.					<i>Target:</i> Feast for 13 creatures		<i>Caster Level:</i> 13		
□□□□ Inflict Moderate Wounds, Mass	20	Will half	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 2d8+13 damage to many creatures.					<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□ Owl's Wisdom, Mass	20	Will negates (harmless)	1 standard action	13 minutes	Close (55 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> As owl's wisdom, affects one subject/ level.					<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□ Planar Ally	20	None	10 minutes	Instantaneous	Close (55 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
<i>Effect:</i> As lesser planar ally, but up to 12 HD.					<i>Target:</i> 1-2 called elementals or outsiders totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear		<i>Caster Level:</i> 13		
□□□□ *Stoneskin	20	Will negates (harmless)	1 standard action	130 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Ignore 10 points of damage per attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 13		
□□□□ Summon Monster VI	20	None	1 round	13 rounds [D]	Close (55 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□ Symbol of Fear	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Triggered rune panics nearby creatures.					<i>Target:</i> One symbol		<i>Caster Level:</i> 13		
□□□□ Symbol of Persuasion	20	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Triggered rune charms nearby creatures.					<i>Target:</i> One symbol		<i>Caster Level:</i> 13		
□□□□ Undeath to Death	20	Will negates	1 standard action	Instantaneous	Medium (230 ft.)	V, S, M/DF	Yes	Necromancy [Death]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Destroys 13d4 HD of undead.					<i>Target:</i> Several undead creatures within a 40-ft.-radius burst		<i>Caster Level:</i> 13		
□□□□ Wind Walk	20	No and Will negates (harmless)	1 standard action	13 hours [D]; see text	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> You and your allies turn vaporous and travel fast.					<i>Target:</i> You and 4 touched creatures		<i>Caster Level:</i> 13		
□□□□ Word of Recall	20	None or Will negates (harmless, object)	1 standard action	Instantaneous	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Teleports you back to designated place.					<i>Target:</i> You and touched objects or other willing creatures		<i>Caster Level:</i> 13		

## LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Control Weather	21	None	10 minutes; see text	4d12 hours; see text	2 miles	V, S	No	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Changes weather in local area.					<i>Target:</i> 2-mile-radius circle, centered on you; see text		<i>Caster Level:</i> 13		
□□□□ Cure Serious Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 3d8+13 damage for many creatures.					<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 13		
□□□□ Destruction	21	Fortitude partial	1 standard action	Instantaneous	Close (55 ft.)	V, S, F	Yes	Necromancy [Death]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Kills subject and destroys remains.					<i>Target:</i> One creature		<i>Caster Level:</i> 13		
□□□□ Dictum	21	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Lawful, Sonic]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Kills, paralyzes, slows, or deafens nonlawful subjects.					<i>Target:</i> Nonlawful creatures in a 40-ft.-radius spread centered on you		<i>Caster Level:</i> 13		
□□□□ Ethereal Jaunt	21	None	1 standard action	13 rounds [D]	Personal	V, S	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You become ethereal for 13 rounds.					<i>Target:</i> You		<i>Caster Level:</i> 13		

\* = Domain/Specialty Spell

## Cleric Spells

□□□□□*Grasping Hand	21	None	1 standard action	13 rounds [D]	Medium (230 ft.)	V, S, F/DF	Yes	Evocation [Force]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Hand provides cover, pushes, or grapples.					<i>Target:</i> 10-ft. hand	<i>Caster Level:</i> 13			
□□□□□Holy Word	21	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Kills, paralyzes, blinds, or deafens nongood subjects.					<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you	<i>Caster Level:</i> 13			
□□□□□Inflict Serious Wounds, Mass	21	Will half	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 3d8+13 damage to many creatures.					<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart	<i>Caster Level:</i> 13			
□□□□□Psychic Turmoil, Greater	21	Will partial; see text	1 standard action	13 rounds	Close (55 ft.)	V, S, M	Yes	Abjuration	RSRD: PsionicSpells.rtf
<i>Effect:</i> [see text]					<i>Target:</i> 40-ft-radius emanation centered on point in space	<i>Caster Level:</i> 13			
□□□□□Refuge	21	None	1 standard action	Permanent until discharged	Touch	V, S, M	No	Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Alters item to transport its possessor to you.					<i>Target:</i> Object touched	<i>Caster Level:</i> 13			
□□□□□Regenerate	21	Fortitude negates (harmless)	3 full rounds	Instantaneous	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject's severed limbs grow back, cures 4d8+13 [max +35].					<i>Target:</i> Living creature touched	<i>Caster Level:</i> 13			
□□□□□Repulsion	21	Will negates	1 standard action	13 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Creatures can't approach you.					<i>Target:</i> 130 ft. radius emanation centered on you	<i>Caster Level:</i> 13			
□□□□□**Repulsion	21	Will negates	1 standard action	13 rounds [D]	Up to 10 ft./level	V, S, F/DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Creatures can't approach you.					<i>Target:</i> 130 ft. radius emanation centered on you	<i>Caster Level:</i> 13			
□□□□□Restoration, Greater	21	Will negates (harmless)	10 minutes	Instantaneous	Touch	V, S, XP	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> As restoration, plus restores all levels and ability scores.					<i>Target:</i> Creature touched	<i>Caster Level:</i> 13			
□□□□□Resurrection	21	None; see text	10 minutes	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Fully restore dead subject.					<i>Target:</i> Dead creature touched	<i>Caster Level:</i> 13			
□□□□□Scrying, Greater	21	Will negates	1 standard action	13 hours	See text	V, S	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
<i>Effect:</i> As scrying, but faster and longer.					<i>Target:</i> Magical sensor	<i>Caster Level:</i> 13			
□□□□□Summon Monster VII	21	None	1 round	13 rounds [D]	Close (55 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart	<i>Caster Level:</i> 13			
□□□□□Symbol of Stunning	21	Will negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Triggered rune stuns nearby creatures.					<i>Target:</i> One symbol	<i>Caster Level:</i> 13			
□□□□□Symbol of Weakness	21	Fortitude negates	10 minutes	See text	0 ft.; see text	V, S, M	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
<i>Effect:</i> Triggered rune weakens nearby creatures.					<i>Target:</i> One symbol	<i>Caster Level:</i> 13			

\* =Domain/Specialty Spell

## Notes:

Character Sheet Notes:

Other Languages:

Celestial