

Dongella

Character Name
 Cleric 5, Sorcerer 2
 CLASS
 7 (7) 22150 / 28000
 Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	13		+1		
DEX Dexterity	18		+4		
CON Constitution	16		+3		
INT Intelligence	16	18	+4		
WIS Wisdom	15		+2		
CHA Charisma	13		+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+7	+4	+3	+0	+0	+0	
REFLEX (dexterity)	+5	+1	+4	+0	+0	+0	
WILL (wisdom)	+9	+7	+2	+0	+0	+0	

Conditional Save Modifiers:
 +2 racial saving throw bonus against enchantment spells or effects.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	+4	+1	+0	+0	+0	
RANGED attack bonus	+8	+4	+4	+0	+0	+0	
GRAPPLE attack bonus	+5	+4	+1	+0	+0	+0	

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
Lethal	+6	1d8	20	5 ft.

*Rapier	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	18-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5	1d6+1				

Longbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
Range: 30 ft.	To Hit: +9	Damage: 1d8+1				
100 ft.	200 ft.	300 ft.	400 ft.	500 ft.		
TH +8	+6	+4	+2	+0		
Dam 1d8	1d8	1d8	1d8	1d8	1d8	
600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.		
TH -2	-4	-6	-8	-10		
Dam 1d8	1d8	1d8	1d8	1d8	1d8	

Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6	1d8+1				

*: 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
*Chain Shirt	Light	+4	+4	-2	20
*Shield (Heavy/Metal)	Heavy	+2		-2	15

Rick Whitehead

Player Name
 Elf (High) / Humanoid
 RACE
 147 Female
 AGE GENDER

HP	AC	INITIATIVE	Encumbrance	Light
61 <small>hit points</small>	20 <small>armor class</small>	+4 <small>modifier</small>	Light	

WOUNDS/CURRENT HP: []
 SUBDUAL DAMAGE: []
 DAMAGE REDUCTION: []
 SPEED: Walk 30 ft.

TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	DODGE	Morale	Insight	Sacred	Profane	MISC
20	16	14	10	4	2	4	0	0	0	0	0	0	0	0	0

TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST
+4	+4	+0			35	-4

TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
+6	1d8	20	5 ft.

Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6	1d8+1				

*: 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
*Chain Shirt	Light	+4	+4	-2	20
*Shield (Heavy/Metal)	Heavy	+2		-2	15

Corellon Larethian None
 Deity Region
 Medium / 5 ft. 5' 1" / 120 lbs.
 SIZE / FACE HEIGHT / WEIGHT
 Chaotic Good
 Alignment
 Low-Light
 VISION

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	4	=	4	
✓ Balance	DEX	0	=	4	+ -4
✓ Bluff	CHA	1	=	1	
✓ Climb	STR	-3	=	1	+ -4
✓ Concentration	CON	12	=	3 + 9	
✓ Concentration (Cast defensively)	CON	16	=	3 + 9 + 4	
✓ Craft (Untrained)	INT	4	=	4	
✓ Diplomacy	CHA	5	=	1 + 4	
✓ Disguise	CHA	1	=	1	
✓ Escape Artist	DEX	0	=	4	+ -4
✓ Forgery	INT	4	=	4	
✓ Gather Information	CHA	1	=	1	
✓ Heal	WIS	7	=	2 + 5	
✓ Hide	DEX	0	=	4	+ -4
✓ Intimidate	CHA	1	=	1	
✓ Jump	STR	-3	=	1	+ -4
Knowledge (Arcana)	INT	10	=	4 + 6	
Knowledge (History)	INT	8	=	4 + 4	
✓ Listen	WIS	6	=	2	+ 4
✓ Move Silently	DEX	0	=	4	+ -4
✓ Perform (Untrained)	CHA	1	=	1	
✓ Ride	DEX	6	=	4 + 2	
✓ Search	INT	6	=	4	+ 2
✓ Sense Motive	WIS	2	=	2	
✓ Spellcraft	INT	15	=	4 + 9 + 2	
✓ Spot	WIS	11	=	2 + 2 + 7	
✓ Survival	WIS	2	=	2	
✓ Swim	STR	-7	=	1	+ -8
✓ Use Rope	DEX	4	=	4	

TOTAL SKILLPOINTS: 50 (UNUSED: 5) MAX RANKS: 10/5

TURN UNDEAD	Turning Check Result	UNDEAD Affected (Maximum Hit Dice)	Turning Check
	Up to 0	1	1d20+1
	1 - 3	2	Turn level 5
	4 - 6	3	Turn damage 2d6+6
	7 - 9	4	You destroy Undead creatures with total hit dice up to 2.
	10 - 12	5	
	13 - 15	6	
	16 - 18	7	
	19 - 21	8	
	22+	9	

TURN/DAY [] [] [] []

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Headband of Intellect +2	Equipped	1	0 / 4,000	
Rapier	Equipped	1	2 / 20	
Chain Shirt	Equipped	1	25 / 100	
Outfit (Explorer's)	Equipped	1	8 / 0	
Boots of Landing	Equipped	1	1 / 1,000	
Shield (Heavy/Metal)	Equipped	1	15 / 20	
Longbow	Carried	1	3 / 75	
Longsword	Carried	1	4 / 15	
Horse (Light)	Carried	1	0 / 75	
TOTAL WEIGHT CARRIED/VALUE		50 lbs.	5,305gp	

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

MONEY	
Total= 0 gp	

MAGIC	
Languages	
Celestial, Common, Draconic, Elven, Orc, Sylvan	

Other Companions	

Special Attacks	
Turn Undead	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
4/day (turn level 5) (turn damage 2d6+6)	

Special Qualities	
Aura of Chaos (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Strong	
Aura of Good (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Strong	
Aura (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]
A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Clerics who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.	

Bonus Languages	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]
A cleric's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race.	

Chaotic, Evil, Good, and Lawful Spells	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]
A cleric can't cast spells of an alignment opposed to his own or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.	

Spells	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]
A cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A cleric must choose and prepare his spells in advance (see below). To prepare or cast a spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Wisdom modifier. Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score. 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 (see Deities, Domains, and Domain Spells, below). Clerics meditate or pray for their spells. 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. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Deity, Domains, and Domain Spells: A cleric's deity influences his alignment, what magic he can perform,	

his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain. If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies. Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected. With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in his domain spell slot.

Spontaneous Casting	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]
A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric 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). An evil cleric (or a neutral cleric of an evil deity), can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name). A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead (see below).	

Turn or Rebuke Undead (Su)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]
Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead). A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures. A neutral cleric of a neutral deity must choose whether his turning ability functions as that of a good cleric or an evil cleric. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see above). 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 - Revised (v.3.5) System Reference Document, classes!]
Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields). A cleric who chooses the War domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.	

Familiar	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]
A sorcerer can obtain a familiar (see below). Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant. The sorcerer chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power. If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs. A character with more than one class that grants a familiar may have only one familiar at a time.	

Spells	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]
A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below). To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier. Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score. A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study. The sorcerer can't use this method of spell acquisition to learn spells at a faster rate, however. Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer "loses" the old spell in exchange for the new one. The new spell's	

level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level. Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

Weapon and Armor Proficiency

[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]

Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's gestures, which can cause his spells with somatic components to fail.

Elf Racial Traits (Ex)

[Wizards of the Coast - Revised (v.3.5) System Reference Document]

Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Low-light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.

+2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. An elf's senses are so keen that she practically has a sixth sense about hidden portals.

Low-Light Vision (Ex)

[Wizards of the Coast - Revised (v.3.5) System Reference Document]

You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Spontaneous Casting ~ Cure Spells

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes]

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric 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).

Reference Document, Feats]

You get a +2 bonus on all Listen checks and Spot checks.

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.

War

Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

Proficiencies

Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Unarmed Strike

Templates

Base Race Type

Base Race Type ~ Humanoid

Feats

Combat Casting

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

Point Blank Shot

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Rapid Shot

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.

Martial Weapon Proficiency (Longbow, Longsword, Rapier, Shortbow)

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Weapon Focus (Longsword)

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Alertness (Granted)

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

Cleric Spells

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

LEVEL 0 / Per Day:5 / Caster Level:5

Name	School	Time	Duration	Range	Source
□□□□□ Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsC
<small>[V, S] TARGET: Up to 10 gallons of water; EFFECT: Creates 10 gallons of pure water. [SR:No]</small>					
□□□□□ Cure Minor Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
<small>[V, S] TARGET: Creature touched; EFFECT: Cures 1 point of damage. [SR:Yes (harmless); see text; DC:12, Will half (harmless); see text]</small>					
□□□□□ Detect Magic	Divination	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	RSRD:SpellsD-E
<small>[V, S] TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No]</small>					
□□□□□ Detect Poison	Divination	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsD-E
<small>[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detects poison in one creature or small object. [SR:No]</small>					
□□□□□ Guidance	Divination	1 standard action	1 minute or until discharged	Touch	RSRD:SpellsF-G
<small>[V, S] TARGET: Creature touched; EFFECT: +1 on one attack roll, saving throw, or skill check. [SR:Yes; DC:12, Will negates (harmless)]</small>					
□□□□□ Inflict Minor Wounds	Necromancy	1 standard action	Instantaneous	Touch	RSRD:SpellsH-L
<small>[V, S] TARGET: Creature touched; EFFECT: Touch attack, 1 point of damage. [SR:Yes; DC:12, Will negates]</small>					
□□□□□ Light	Evocation [Light]	1 standard action	50 minutes [D]	Touch	RSRD:SpellsH-L
<small>[V, M/DF] TARGET: Object touched; EFFECT: Object shines like a torch. [SR:No]</small>					
□□□□□ Mending	Transmutation	1 standard action	Instantaneous	10 ft.	RSRD:SpellsM-O
<small>[V, S] TARGET: One object of up to 1 lb.; EFFECT: Makes minor repairs on an object. [SR:Yes (harmless, object); DC:12, Will negates (harmless, object)]</small>					
□□□□□ Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	RSRD:SpellsP-R
<small>[V, S] TARGET: 5 cu. ft. of contaminated food and water; EFFECT: Purifies 5 cu. ft. of food or water. [SR:Yes (object); DC:12, Will negates (object)]</small>					
□□□□□ Read Magic	Divination	1 standard action	50 minutes	Personal	RSRD:SpellsP-R
<small>[V, S, F] TARGET: You; EFFECT: Read scrolls and spellbooks. [SR:No]</small>					
□□□□□ Resistance	Abjuration	1 standard action	1 minute	Touch	RSRD:SpellsP-R
<small>[V, S, M/DF] TARGET: Creature touched; EFFECT: Subject gains +1 on saving throws. [SR:Yes (harmless); DC:12, Will negates (harmless)]</small>					
□□□□□ Virtue	Transmutation	1 standard action	1 min.	Touch	RSRD:SpellsT-Z
<small>[V, S, DF] TARGET: Creature touched; EFFECT: Subject gains 1 temporary hp. [SR:Yes (harmless); DC:12, Fortitude negates (harmless)]</small>					

LEVEL 1 / Per Day:4+1 / Caster Level:5

Name	School	Time	Duration	Range	Source
□□□□□ Bane	Enchantment (Compulsion) [Fear, Mind-Affecting]	1 standard action	5 minutes	50 ft.	RSRD:SpellsA-B
<small>[V, S, DF] TARGET: All enemies within 50 ft.; EFFECT: Enemies take -1 on attack rolls and saves against fear. [SR:Yes; DC:13, Will negates]</small>					
□□□□□ Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 minutes	50 ft.	RSRD:SpellsA-B
<small>[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; EFFECT: Allies gain +1 on attack rolls and +1 on saves against fear. [SR:Yes (harmless)]</small>					
□□□□□ Bless Water	Transmutation [Good]	1 minute	Instantaneous	Touch	RSRD:SpellsA-B
<small>[V, S, M] TARGET: Flask of water touched; EFFECT: Makes holy water. [SR:Yes (object); DC:13, Will negates (object)]</small>					
□□□□□ Cause Fear	Necromancy [Fear, Mind-Affecting]	1 standard action	1d4 rounds or 1 round; see text	Close (35 ft.)	RSRD:SpellsC
<small>[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: One creature of 5 HD or less flees for 1d4 rounds. [SR:Yes; DC:13, Will partial]</small>					
□□□□□ Command	Enchantment (Compulsion) [Language-Dependent]	1 standard action	1 round	Close (35 ft.)	RSRD:SpellsC
<small>[V] TARGET: One living creature; EFFECT: One subject obeys selected command for 1 round. [SR:Yes; DC:13, Will negates]</small>					
□□□□□ Comprehend Languages	Divination	1 standard action	50 minutes	Personal	RSRD:SpellsC
<small>[V, S, M/DF] TARGET: You; EFFECT: You understand all spoken and written languages. [SR:No]</small>					
□□□□□ Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
<small>[V, S] TARGET: Creature touched; EFFECT: Cures 1d8+5 damage. [SR:Yes (harmless); see text; DC:13, Will half (harmless); see text]</small>					
□□□□□ Detect Chaos	Divination	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	RSRD:SpellsD-E
<small>[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: Reveals creatures, spells, or objects of selected alignment. [SR:No]</small>					
□□□□□ Detect Evil	Divination	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	RSRD:SpellsD-E
<small>[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: Reveals creatures, spells, or objects of selected alignment. [SR:No]</small>					
□□□□□ Detect Good	Divination	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	RSRD:SpellsD-E
<small>[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: Reveals creatures, spells, or objects of selected alignment. [SR:No]</small>					
□□□□□ Detect Law	Divination	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	RSRD:SpellsD-E
<small>[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: Reveals creatures, spells, or objects of selected alignment. [SR:No]</small>					
□□□□□ Detect Undead	Divination	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	RSRD:SpellsD-E
<small>[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: Reveals undead within 60 ft. [SR:No]</small>					
□□□□□ Divine Favor	Evocation	1 standard action	1 minute	Personal	RSRD:SpellsD-E
<small>[V, S, DF] TARGET: You; EFFECT: You gain +1 on attack and damage rolls. [SR:No]</small>					
□□□□□ Doom	Necromancy [Fear, Mind-Affecting]	1 standard action	5 minutes	Medium (150 ft.)	RSRD:SpellsD-E
<small>[V, S, DF] TARGET: One living creature; EFFECT: One subject takes -2 on attack rolls, damage rolls, saves, and checks. [SR:Yes; DC:13, Will negates]</small>					
□□□□□ Endure Elements	Abjuration	1 standard action	24 hours	Touch	RSRD:SpellsD-E
<small>[V, S] TARGET: Creature touched; EFFECT: Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:13, Will negates (harmless)]</small>					
□□□□□ Entropic Shield	Abjuration	1 standard action	5 minutes [D]	Personal	RSRD:SpellsD-E
<small>[V, S] TARGET: You; EFFECT: Ranged attacks against you have 20% miss chance. [SR:No]</small>					
□□□□□ Hide from Undead	Abjuration	1 standard action	50 minutes [D]	Touch	RSRD:SpellsH-L
<small>[V, S, DF] TARGET: 5 touched creatures; EFFECT: Undead can't perceive 5 subjects. [SR:Yes; DC:13, Will negates (harmless); see text]</small>					
□□□□□ Inflict Light Wounds	Necromancy	1 standard action	Instantaneous	Touch	RSRD:SpellsH-L
<small>[V, S, DF] TARGET: Creature touched; EFFECT: Touch deals 1d8+5 damage. [SR:Yes; DC:13, Will half]</small>					
□□□□□ Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	RSRD:SpellsM-O
<small>[V, S, DF] TARGET: Up to three pebbles touched; EFFECT: Three stones gain +1 on attack rolls, deal 1d6+1 damage. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]</small>					
□□□□□ *Magic Weapon	Transmutation	1 standard action	5 minutes	Touch	RSRD:SpellsM-O
<small>[V, S, DF] TARGET: Weapon touched; EFFECT: Weapon gains +1 bonus. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]</small>					
□□□□□ Magic Weapon	Transmutation	1 standard action	5 minutes	Touch	RSRD:SpellsM-O
<small>[V, S, DF] TARGET: Weapon touched; EFFECT: Weapon gains +1 bonus. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]</small>					
□□□□□ Obscuring Mist	Conjuration (Creation)	1 standard action	5 minutes	20 ft.	RSRD:SpellsM-O
<small>[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: Fog surrounds you. [SR:No]</small>					
□□□□□ Protection from Evil	Abjuration [Good]	1 standard action	5 minutes [D]	Touch	RSRD:SpellsP-R
<small>[V, S, M/DF] TARGET: Creature touched; EFFECT: +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:13, Will negates (harmless)]</small>					
□□□□□ Protection from Law	Abjuration [Chaotic]	1 standard action	5 minutes [D]	Touch	RSRD:SpellsP-R
<small>[V, S, M/DF] TARGET: Creature touched; EFFECT: +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:13, Will negates (harmless)]</small>					
□□□□□ Remove Fear	Abjuration	1 standard action	10 minutes; see text	Close (35 ft.)	RSRD:SpellsP-R
<small>[V, S] TARGET: 2 creatures, no two of which can be more than 30 ft. apart; EFFECT: Suppresses fear or gives +4 on saves against fear for 2 subjects. [SR:Yes (harmless); DC:13, Will negates (harmless)]</small>					
□□□□□ *Sanctuary	Abjuration	1 standard action	5 rounds	Touch	RSRD:SpellsS
<small>[V, S, DF] TARGET: Creature touched; EFFECT: Opponents can't attack you, and you can't attack. [SR:No; DC:13, Will negates]</small>					
□□□□□ Sanctuary	Abjuration	1 standard action	5 rounds	Touch	RSRD:SpellsS
<small>[V, S, DF] TARGET: Creature touched; EFFECT: Opponents can't attack you, and you can't attack. [SR:No; DC:13, Will negates]</small>					

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Shield of Faith	Abjuration	1 standard action	5 minutes	Touch	RSRD:SpellsS
[V, S, M] TARGET: Creature touched; EFFECT: Aura grants +2 deflection bonus. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐ Summon Monster I	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, F/DF] TARGET: One summoned creature; EFFECT: Calls extraplanar creature to fight for you. [SR:No]					

LEVEL 2 / Per Day:3+1 / Caster Level:5

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Aid	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 minutes	Touch	RSRD:SpellsA-B
[V, S, DF] TARGET: Living creature touched; EFFECT: +1 on attack rolls, +1 against fear, 1d8+5 temporary hp. [SR:Yes (harmless)]					
☐☐☐☐☐ Align Weapon	Transmutation	1 standard action	5 minutes	Touch	RSRD:SpellsA-B
[V, S, DF] TARGET: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]; EFFECT: Weapon becomes good, evil, lawful, or chaotic. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
☐☐☐☐☐ Augury	Divination	1 minute	Instantaneous	Personal	RSRD:SpellsA-B
[V, S, M, F] TARGET: You; EFFECT: Learns whether an action will be good or bad. [SR:No]					
☐☐☐☐☐ Bear's Endurance	Transmutation	1 standard action	5 minutes	Touch	RSRD:SpellsA-B
[V, S, DF] TARGET: Creature touched; EFFECT: Subject gains +4 to Con for 5 minutes. [SR:Yes; DC:14, Will negates (harmless)]					
☐☐☐☐☐ Bull's Strength	Transmutation	1 standard action	5 minutes	Touch	RSRD:SpellsA-B
[V, S, MDF] TARGET: Creature touched; EFFECT: Subject gains +4 to Str for 5 minutes. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ Calm Emotions	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration, up to 5 rounds [D]	Medium (150 ft.)	RSRD:SpellsC
[V, S, DF] TARGET: Creatures in a 20-ft.-radius spread; EFFECT: Calms creatures, negating emotion effects. [SR:Yes; DC:14, Will negates]					
☐☐☐☐☐ Consecrate	Evocation [Good]	1 standard action	10 hours	Close (35 ft.)	RSRD:SpellsC
[V, S, M, DF] TARGET: 20-ft.-radius emanation; EFFECT: Fills area with positive energy, making undead weaker. [SR:No]					
☐☐☐☐☐ Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S] TARGET: Creature touched; EFFECT: Cures 2d8+5 damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
☐☐☐☐☐ Darkness	Evocation [Darkness]	1 standard action	50 minutes [D]	Touch	RSRD:SpellsD-E
[V, M/DF] TARGET: Object touched; EFFECT: 20-ft. radius of supernatural shadow. [SR:No]					
☐☐☐☐☐ Delay Poison	Conjuration (Healing)	1 standard action	5 hours	Touch	RSRD:SpellsD-E
[V, S, DF] TARGET: Creature touched; EFFECT: Stops poison from harming subject for 5 hours. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
☐☐☐☐☐ Eagle's Splendor	Transmutation	1 standard action	5 minutes	Touch	RSRD:SpellsD-E
[V, S, MDF] TARGET: Creature touched; EFFECT: Subject gains +4 to Cha for 5 minutes. [SR:Yes; DC:14, Will negates (harmless)]					
☐☐☐☐☐ Enthral	Enchantment (Charm)	1 round	1 hour or less	Medium (150 ft.)	RSRD:SpellsD-E
[V, S] TARGET: Any number of creatures; EFFECT: Captivates all within 150 ft. [SR:Yes; DC:14, Will negates; see text]					
☐☐☐☐☐ Find Traps	Divination	1 standard action	5 minutes	Personal	RSRD:SpellsF-G
[V, S] TARGET: You; EFFECT: Notice traps as a rogue does. [SR:No]					
☐☐☐☐☐ Gentle Repose	Necromancy	1 standard action	5 days	Touch	RSRD:SpellsF-G
[V, S, MDF] TARGET: Corpse touched; EFFECT: Preserves one corpse. [SR:Yes (object); DC:14, Will negates (object)]					
☐☐☐☐☐ Hold Person	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 rounds [D]; see text	Medium (150 ft.)	RSRD:SpellsH-L
[V, S, F/DF] TARGET: One humanoid creature; EFFECT: Paralyzes one humanoid for 5 rounds. [SR:Yes; DC:14, Will negates; see text]					
☐☐☐☐☐ Inflict Moderate Wounds	Necromancy	1 standard action	Instantaneous	Touch	RSRD:SpellsH-L
[V, S] TARGET: Creature touched; EFFECT: Touch attack, 2d8+5 damage. [SR:Yes; DC:14, Will half]					
☐☐☐☐☐ Make Whole	Transmutation	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsM-O
[V, S] TARGET: One object of up to 50 cu. ft.; EFFECT: Repairs an object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
☐☐☐☐☐ Owl's Wisdom	Transmutation	1 standard action	5 minutes	Touch	RSRD:SpellsM-O
[V, S, MDF] TARGET: Creature touched; EFFECT: Subject gains +4 to Wis for 5 minutes. [SR:Yes; DC:14, Will negates (harmless)]					
☐☐☐☐☐ Remove Paralysis	Conjuration (Healing)	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsP-R
[V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; EFFECT: Frees one or more creatures from paralysis or slow effect. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ Resist Energy	Abjuration	1 standard action	50 minutes	Touch	RSRD:SpellsP-R
[V, S, DF] TARGET: Creature touched; EFFECT: Ignores first 10 points of damage/attack from specified energy type. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
☐☐☐☐☐ Restoration, Lesser	Conjuration (Healing)	3 rounds	Instantaneous	Touch	RSRD:SpellsP-R
[V, S] TARGET: Creature touched; EFFECT: Disperses magical ability penalty or repairs 1d4 ability damage. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ Shatter	Evocation [Sonic]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsS
[V, S, MDF] TARGET: 5-ft.-radius spread; or one solid object or one crystalline creature; EFFECT: Sonic vibration damages objects or crystalline creatures. [SR:Yes (object); DC:14, Will negates (object); Will negates (object) or Fortitude half; see text]					
☐☐☐☐☐ *Shield Other	Abjuration	1 standard action	5 hours [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, F] TARGET: One creature; EFFECT: You take half of subject's damage. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ Shield Other	Abjuration	1 standard action	5 hours [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, F] TARGET: One creature; EFFECT: You take half of subject's damage. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ Silence	Illusion (Glamer)	1 standard action	5 minutes [D]	Long (600 ft.)	RSRD:SpellsS
[V, S] TARGET: 20 ft. radius emanation centered on a creature, object, or point in space; EFFECT: Negates sound in 15-ft. radius. [SR:Yes; see text or no (object); DC:14, Will negates; see text or none (object)]					
☐☐☐☐☐ Sound Burst	Evocation [Sonic]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsS
[V, S, F/DF] TARGET: 10-ft.-radius spread; EFFECT: Deals 1d8 sonic damage to subjects; may stun them. [SR:Yes; DC:14, Fortitude partial]					
☐☐☐☐☐ *Spiritual Weapon	Evocation [Force]	1 standard action	5 rounds [D]	Medium (150 ft.)	RSRD:SpellsS
[V, S, DF] TARGET: Magic weapon of force; EFFECT: Magical weapon attacks on its own. [SR:Yes]					
☐☐☐☐☐ Spiritual Weapon	Evocation [Force]	1 standard action	5 rounds [D]	Medium (150 ft.)	RSRD:SpellsS
[V, S, DF] TARGET: Magic weapon of force; EFFECT: Magical weapon attacks on its own. [SR:Yes]					
☐☐☐☐☐ Status	Divination	1 standard action	5 hours	Touch	RSRD:SpellsS
[V, S] TARGET: 1 living creature touched; EFFECT: Monitors condition, position of allies. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ Summon Monster II	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, F/DF] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; EFFECT: Calls extraplanar creature to fight for you. [SR:No]					
☐☐☐☐☐ Undetectable Alignment	Abjuration	1 standard action	24 hours	Close (35 ft.)	RSRD:SpellsT-Z
[V, S] TARGET: One creature or object; EFFECT: Conceals alignment for 24 hours. [SR:Yes (object); DC:14, Will negates (object)]					
☐☐☐☐☐ Zone of Truth	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 minutes	Close (35 ft.)	RSRD:SpellsT-Z
[V, S, DF] TARGET: 20-ft.-radius emanation; EFFECT: Subjects within range cannot lie. [SR:Yes; DC:14, Will negates]					

LEVEL 3 / Per Day:1+1 / Caster Level:5

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Bestow Curse	Necromancy	1 standard action	Permanent	Touch	RSRD:SpellsA-B
[V, S] TARGET: Creature touched; EFFECT: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action. [SR:Yes; DC:15, Will negates]					
☐☐☐☐☐ Blindness/Deafness	Necromancy	1 standard action	Permanent [D]	Medium (150 ft.)	RSRD:SpellsA-B
[V] TARGET: One living creature; EFFECT: Makes subject blinded or deafened. [SR:Yes; DC:15, Fortitude negates]					
☐☐☐☐☐ Continual Flame	Evocation [Light]	1 standard action	Permanent	Touch	RSRD:SpellsC
[V, S, M] TARGET: Object touched; EFFECT: Makes a permanent, heatless torch. [SR:No]					
☐☐☐☐☐ Create Food and Water	Conjuration (Creation)	10 minutes	24 hours; see text	Close (35 ft.)	RSRD:SpellsC
[V, S] TARGET: Food and water to sustain 15 humans or 5 horses for 24 hours; EFFECT: Feeds 15 humans or 5 horses. [SR:No]					
☐☐☐☐☐ Cure Serious Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S] TARGET: Creature touched; EFFECT: Cures 3d8+5 damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
☐☐☐☐☐ Daylight	Evocation [Light]	1 standard action	50 minutes [D]	Touch	RSRD:SpellsD-E
[V, S] TARGET: Object touched; EFFECT: 60-ft. radius of bright light. [SR:No]					

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐ Deeper Darkness	Evocation [Darkness]	1 standard action	5 days [D]	Touch	RSRD:SpellsD-E
[V, M/DF] TARGET: Object touched; EFFECT: Object sheds supernatural shadow in 60-ft. radius. [SR:No]					
☐☐☐☐☐ Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (150 ft.)	RSRD:SpellsD-E
[V, S] TARGET: One spellcaster, creature, or object; or 20-ft.-radius burst; EFFECT: Cancels magical spells and effects. [SR:No]					
☐☐☐☐☐ Glyph of Warding	Abjuration	10 minutes	Permanent until discharged [D]	Touch	RSRD:SpellsF-G
[V, S, M] TARGET: Object touched or up to 25 sq. ft.; EFFECT: Inscription harms those who pass it. [SR:No (object) and Yes; see text; DC:15, See text]					
☐☐☐☐☐ Helping Hand	Evocation	1 standard action	5 hours	5 miles	RSRD:SpellsH-L
[V, S, DF] TARGET: Ghostly hand; EFFECT: Ghostly hand leads subject to you. [SR:No]					
☐☐☐☐☐ Infllict Serious Wounds	Necromancy	1 standard action	Instantaneous	Touch	RSRD:SpellsH-L
[V, S] TARGET: Creature touched; EFFECT: Touch attack, 3d8+5 damage. [SR:Yes; DC:15, Will half]					
☐☐☐☐☐ Invisibility Purge	Evocation	1 standard action	5 minutes [D]	Personal	RSRD:SpellsH-L
[V, S] TARGET: You; EFFECT: Dispel invisibility within 25 ft [SR:No]					
☐☐☐☐☐ Locate Object	Divination	1 standard action	5 minutes	Long (600 ft.)	RSRD:SpellsH-L
[V, S, F/DF] TARGET: Circle, centered on you, with a radius of 600 ft.; EFFECT: Senses direction toward object [specific or type]. [SR:No]					
☐☐☐☐☐ Magic Circle against Evil	Abjuration [Good]	1 standard action	50 minutes	Touch	RSRD:SpellsM-O
[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 50 minutes. [SR:No; see text; DC:15, Will negates (harmless)]					
☐☐☐☐☐ Magic Circle against Law	Abjuration [Chaotic]	1 standard action	50 minutes	Touch	RSRD:SpellsM-O
[V, S, M/DF] TARGET: 10-ft.-radius emanation from touched creature; EFFECT: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 50 minutes. [SR:No; see text; DC:15, Will negates (harmless)]					
☐☐☐☐☐ *Magic Vestment	Transmutation	1 standard action	5 hours	Touch	RSRD:SpellsM-O
[V, S, DF] TARGET: Armor or shield touched; EFFECT: Armor or shield gains 1 enhancement [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
☐☐☐☐☐ Magic Vestment	Transmutation	1 standard action	5 hours	Touch	RSRD:SpellsM-O
[V, S, DF] TARGET: Armor or shield touched; EFFECT: Armor or shield gains 1 enhancement [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
☐☐☐☐☐ Meld into Stone	Transmutation [Earth]	1 standard action	50 minutes	Personal	RSRD:SpellsM-O
[V, S, DF] TARGET: You; EFFECT: You and your gear merge with stone. [SR:No]					
☐☐☐☐☐ Obscure Object	Abjuration	1 standard action	8 hours [D]	Touch	RSRD:SpellsM-O
[V, S, M/DF] TARGET: One object touched of up to 500 lbs; EFFECT: Masks object against scrying. [SR:Yes (object); DC:15, Will negates (object)]					
☐☐☐☐☐ Prayer	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 rounds	40 ft.	RSRD:SpellsP-R
[V, S, DF] TARGET: All allies and foes within a 40-ft.-radius burst centered on you; EFFECT: Allies +1 bonus on most rolls, enemies -1 penalty. [SR:Yes]					
☐☐☐☐☐ *Protection from Energy	Abjuration	1 standard action	50 minutes or until discharged	Touch	RSRD:SpellsP-R
[V, S, DF] TARGET: Creature touched; EFFECT: Absorb 60 points of damage from one kind of energy. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
☐☐☐☐☐ Protection from Energy	Abjuration	1 standard action	50 minutes or until discharged	Touch	RSRD:SpellsP-R
[V, S, DF] TARGET: Creature touched; EFFECT: Absorb 60 points of damage from one kind of energy. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
☐☐☐☐☐ Remove Blindness/Deafness	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsP-R
[V, S] TARGET: Creature touched; EFFECT: Cures normal or magical conditions. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
☐☐☐☐☐ Remove Curse	Abjuration	1 standard action	Instantaneous	Touch	RSRD:SpellsP-R
[V, S] TARGET: Creature or item touched; EFFECT: Frees object or person from curse. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐ Remove Disease	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsP-R
[V, S] TARGET: Creature touched; EFFECT: Cures all diseases affecting subject. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
☐☐☐☐☐ Searing Light	Evocation	1 standard action	Instantaneous	Medium (150 ft.)	RSRD:SpellsS
[V, S] TARGET: Ranged touch attack deals 2d8 damage; 5d6 against undead; 5d8 to undead vulnerable to bright light; construct or inanimate object only takes 2d6 damage. [SR:Yes]					
☐☐☐☐☐ Speak with Dead	Necromancy [Language-Dependent]	10 minutes	5 minutes	10 ft.	RSRD:SpellsS
[V, S, DF] TARGET: One dead creature; EFFECT: Corpse answers 2 questions. [SR:No; DC:15, Will negates; see text]					
☐☐☐☐☐ Stone Shape	Transmutation [Earth]	1 standard action	Instantaneous	Touch	RSRD:SpellsS
[V, S, M/DF] TARGET: Stone or stone object touched, up to 15 cu. ft.; EFFECT: Sculpts stone into any shape. [SR:No]					
☐☐☐☐☐ Summon Monster III	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, F/DF] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; EFFECT: Calls extraplanar creature to fight for you. [SR:No]					
☐☐☐☐☐ Telepathic Bond, Lesser	Divination [Mind-Affecting]	1 standard action	50 minutes	30 feet	RSRD:PsionicSpells
[V, S] TARGET: You and One willing creature within 30'; EFFECT: You forge a telepathic bond with another willing creature with an Intelligence score of 6 or higher. [SR:No]					
☐☐☐☐☐ Water Breathing	Transmutation	1 standard action	10 hours; see text	Touch	RSRD:SpellsT-Z
[V, S, M/DF] TARGET: Living creatures touched; EFFECT: Subjects can breathe underwater. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐ Water Walk	Transmutation [Water]	1 standard action	50 minutes [D]	Touch	RSRD:SpellsT-Z
[V, S, DF] TARGET: 5 touched creatures; EFFECT: Subject treads on water as if solid. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐ Wind Wall	Evocation [Air]	1 standard action	5 rounds	Medium (150 ft.)	RSRD:SpellsT-Z
[V, S, M/DF] TARGET: Wall up to 50 ft. long and 25 ft. high [S]; EFFECT: Deflects arrows, smaller creatures, and gases. [SR:Yes; DC:15, None; see text]					

* =Domain/Speciality Spell

Sorcerer Spells

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

LEVEL 0 / Per Day:6 / Caster Level:2

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Disrupt Undead	Necromancy	1 standard action	Instantaneous	Close (30 ft.)	RSRD:SpellsD-E
[V, S] TARGET: Ray; EFFECT: Deals 1d6 damage to one undead. [SR:Yes]					
☐☐☐☐☐ Light	Evocation [Light]	1 standard action	20 minutes [D]	Touch	RSRD:SpellsH-L
[V, M/DF] TARGET: Object touched; EFFECT: Object shines like a torch. [SR:No]					
☐☐☐☐☐ Mage Hand	Transmutation	1 standard action	Concentration	Close (30 ft.)	RSRD:SpellsM-O
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; EFFECT: 5-pound telekinesis. [SR:No]					
☐☐☐☐☐ Ray of Frost	Evocation [Cold]	1 standard action	Instantaneous	Close (30 ft.)	RSRD:SpellsP-R
[V, S] TARGET: Ray; EFFECT: Ray deals 1d3 cold damage. [SR:Yes]					
☐☐☐☐☐ Resistance	Abjuration	1 standard action	1 minute	Touch	RSRD:SpellsP-R
[V, S, M/DF] TARGET: Creature touched; EFFECT: Subject gains +1 on saving throws. [SR:Yes (harmless); DC:11, Will negates (harmless)]					

LEVEL 1 / Per Day:5 / Caster Level:2

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Mage Armor	Conjuration (Creation) [Force]	1 standard action	2 hours [D]	Touch	RSRD:SpellsM-O
[V, S, F] TARGET: Creature touched; EFFECT: Gives subject +4 armor bonus. [SR:No; DC:12, Will negates (harmless)]					
☐☐☐☐☐ Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (120 ft.)	RSRD:SpellsM-O
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: 1 missiles that do 1d4+1 damage each. [SR:Yes]					

* =Domain/Speciality Spell

Spellbook: Prepared Spells

Cleric

Level 0

- Detect Magic
- Light
- Mending (DC:12)
- Resistance (DC:12)

Level 1

- Cure Light Wounds (DC:13)
- *Magic Weapon (DC:13)
- Shield of Faith (DC:13)
- Summon Monster I

Dongella

Elf (High)

RACE

147

AGE

Female

GENDER

Low-Light

VISION

Chaotic Good

ALIGNMENT

Other

DOMINANT HAND

5' 1"

HEIGHT

120 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Corellon Larethian

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: