

Dorim Soulshield

Pre-Gen

Neutral Good

NAME: Clr12 66000 Dwarf Medium 4' 4" 193 lbs. Darkvision (60')

CLASS: Clr12 EXPERIENCE: 78000 RACE: Dwarf SIZE: Medium HEIGHT: 4' 4" WEIGHT: 193 lbs. VISION: Darkvision (60')

Character Level: 12 NEXT LEVEL: 78000 AGE: 60 GENDER: Male EYES: Gray HAIR: Brown, Braided/Bearded POINTS: -1

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	10	+0	10	+0	10	+0
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	13	+1	13	+1	13	+1
WIS Wisdom	19	+4	19	+4	19	+4
CHA Charisma	13	+1	13	+1	13	+1

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
98			3/-	Walk 20 ft.

AC armor class	22	22	10	10	10	2	0	0	0	0	0	0	0	0	0	0	0	0
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISC CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST					

INITIATIVE modifier	+0	+0	+0
TOTAL	DEX MODIFIER	MISC MODIFIER	

BASE ATTACK bonus	+9/+4
-----------------------------	-------

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10	+8	+2	+0	+0	+0		
REFLEX (dexterity)	+4	+4	+0	+0	+0	+0		
WILL (wisdom)	+12	+8	+4	+0	+0	+0		

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11/+6	1d3+2	20/x2	5 ft.

*Warhammer +3	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x3	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+15/+10	1d8+5				

Special Properties
*: 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
*Dwarven Plate +2	Heavy	+10	+1	-5	35
40hp/inch and 20 hardness					
*Shield +1 (Light/Metal)	Light	+2		+0	5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5
✓ Appraise	INT	1	= 1 +	+	
✓ Balance	DEX	-5	= 0 +	+	-5
✓ Bluff	CHA	1	= 1 +	+	
✓ Climb	STR	-2	= 2 +	1.0 +	-5
✓ Concentration	CON	10	= 2 +	8.0 +	
✓ Craft (Stonemasonry)	INT	5	= 1 +	2.0 +	2
✓ Craft (Untrained)	INT	1	= 1 +	+	
✓ Diplomacy	CHA	5	= 1 +	4.0 +	
✓ Disguise	CHA	1	= 1 +	+	
✓ Escape Artist	DEX	-5	= 0 +	+	-5
✓ Forgery	INT	1	= 1 +	+	
✓ Gather Information	CHA	1	= 1 +	+	
✓ Heal	WIS	8	= 4 +	4.0 +	
✓ Hide	DEX	-5	= 0 +	+	-5
✓ Intimidate	CHA	1	= 1 +	+	
✓ Jump	STR	-9	= 2 +	+	-11
Knowledge (Arcana)	INT	3	= 1 +	2.0 +	
Knowledge (History)	INT	2	= 1 +	1.0 +	
Knowledge (Religion)	INT	8	= 1 +	7.0 +	
Knowledge (The Planes)	INT	3	= 1 +	2.0 +	
✓ Listen	WIS	4	= 4 +	+	
✓ Move Silently	DEX	-5	= 0 +	+	-5
✓ Profession (Miner)	WIS	6	= 4 +	2.0 +	
✓ Ride	DEX	1	= 0 +	1.0 +	
✓ Search	INT	1	= 1 +	+	
✓ Sense Motive	WIS	4	= 4 +	+	
✓ Spellcraft	INT	6	= 1 +	5.0 +	
✓ Spot	WIS	4	= 4 +	+	
✓ Survival	WIS	5	= 4 +	1.0 +	
✓ Swim	STR	-8	= 2 +	+	-10
✓ Use Rope	DEX	1	= 0 +	1.0 +	
			= +	+	
			= +	+	

✓: can be used untrained. X: exclusive skills

TURN UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+3
Up to 0	9	Turn level	13
1 - 3	10	Turn damage	2d6 +14
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	
Dwarven Plate +2 40hp/inch and 20 hardness	Equipped	1	50.0	20500.0	
Potion of Cure Moderate Wounds	Equipped	2	0.0 (0.0)	300.0 (600.0)	
<input type="checkbox"/> Potion of Cold Protection from Energy	Equipped	1	0.0	750.0	
<input type="checkbox"/> Shield +1 (Light/Metal)	Equipped	1	6.0	1159.0	
Warhammer +3	Equipped	1	5.0	18312.0	
TOTAL WEIGHT CARRIED/VALUE			61 lbs.	41321.0 gp	

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

MONEY	
Backpack	
Torches (5)	
Flint & Steel	
Belt	
Small Pouches (2 on Belt)	
Bedroll	
Cold Weather Clothes (2 sets)	
Cold Weather Blanket	
Dagger	
Flask of Oil (2)	
House Signet Ring	
Scroll Case	
Sheets of Parchment (6)	
Candle	
Piece of Chalk (3)	
Wooden Mallet	
Iron Spikes (5)	
Waterskin	
Trail Rations (2 weeks)	
Silk Rope (50 Feet)	
Pup Tent	
Total = 0.0 gp	

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
+2 racial bonus on saving throws against poison.
+2 racial bonus on saving throws against spells and spell-like effects.
+4 Dodge bonus to Armor Class against monsters of the giant type.
Spontaneous casting - Can spontaneously cast Cure spells
Stability
Stonecunning
Turn Undead (Su) 4/day (turn level 13) (turn damage 2d6+14)

FEATS	
Empower Spell	All variable, numeric effects of an empowered spell are increased by one-half.
Improved Turning	You turn or rebuke creatures as if you were one level higher than you are in the class that grants you the ability.
Martial Weapon Proficiency (Warhammer)	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Silent Spell	A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.
Weapon Focus (Warhammer)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
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.

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, Warhammer

LANGUAGES
Common, Dwarven

TEMPLATES

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	5	5	4	3	2	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Create Water <i>Effect:</i> Creates 24 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (55 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf Caster Level: 12
□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf Caster Level: 12
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (55 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	RSRD: SpellsF-G.rtf Caster Level: 12
□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	14	Will negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf Caster Level: 12
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	120 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf Caster Level: 12
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf Caster Level: 12
□□□□ Purify Food and Drink <i>Effect:</i> Purifies 12 cu. ft. of food or water.	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	RSRD: SpellsP-R.rtf Caster Level: 12
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf Caster Level: 12
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf Caster Level: 12
□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	14	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf Caster Level: 12

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Bane <i>Effect:</i> Enemies take -1 on attack rolls and saves against fear.	15	Will negates	1 standard action	12 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	RSRD: SpellsA-B.rtf Caster Level: 12
□□□□ Bless <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	15	None	1 standard action	12 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf Caster Level: 12
□□□□ Bless Water <i>Effect:</i> Makes holy water.	15	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf Caster Level: 12
□□□□ Cause Fear <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (55 ft.)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	RSRD: SpellsC.rtf Caster Level: 12
□□□□ Command <i>Effect:</i> One subject obeys selected command for 1 round.	15	Will negates	1 standard action	1 round	Close (55 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsC.rtf Caster Level: 12
□□□□ Comprehend Languages <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	120 minutes	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf Caster Level: 12
□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage.	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf Caster Level: 12
□□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 120 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 120 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Detect Good <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 120 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Detect Law <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 120 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S, M/DF	No	Divination	RSRD: SpellsD-E.rtf Caster Level: 12
□□□□ Divine Favor <i>Effect:</i> You gain +4 on attack and damage rolls.	15	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf Caster Level: 12

* =Domain/Specialty Spell

Cleric Spells

□□□□□Doom	15	Will negates	1 standard	12 minutes action	Medium (220 ft.)	V, S, DF	Yes	Necromancy [Fear,RSRD: SpellsD-E.rtf Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> One subject takes -2 on attack rolls, damage rolls, saves, and checks.									
□□□□□Endure Elements	15	Will negates (harmless)	1 standard	24 hours action	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.									
□□□□□Entropic Shield	15	None	1 standard	12 minutes [D] action	Personal	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Ranged attacks against you have 20% miss chance.									
□□□□□Hide from Undead	15	Will negates (harmless); see text	1 standard	120 minutes [D] action	Touch	V, S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Undead can't perceive 12 subjects.									
□□□□□Inflict Light Wounds	15	Will half	1 standard	Instantaneous action	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch deals 1d8+5 damage.									
□□□□□Magic Stone	15	Will negates (harmless, object)	1 standard	30 minutes or until discharged action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.									
□□□□□Magic Weapon	15	Will negates (harmless, object)	1 standard	12 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.									
□□□□□Obscuring Mist	15	None	1 standard	12 minutes action	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Fog surrounds you.									
□□□□□Protection from Chaos	15	Will negates (harmless)	1 standard	12 minutes [D] action	Touch	V, S, M/DF No; see text		Abjuration [Lawful]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□Protection from Evil	15	Will negates (harmless)	1 standard	12 minutes [D] action	Touch	V, S, M/DF No; see text		Abjuration [Good]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□Protection from Law	15	Will negates (harmless)	1 standard	12 minutes [D] action	Touch	V, S, M/DF No; see text		Abjuration [Chaotic]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
□□□□□Remove Fear	15	Will negates (harmless)	1 standard	10 minutes; see text action	Close (55 ft.)	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Suppresses fear or gives +4 on saves against fear for 4 subjects.									
□□□□□Sanctuary	15	Will negates	1 standard	12 rounds action	Touch	V, S, DF	No	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Opponents can't attack you, and you can't attack.									
□□□□□Shield of Faith	15	Will negates (harmless)	1 standard	12 minutes action	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Aura grants +4 deflection bonus.									
□□□□□Summon Monster I	15	None	1 round	12 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.									

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Aid	16	None	1 standard	12 minutes action	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.									
□□□□□Align Weapon	16	Will negates (harmless, object)	1 standard	12 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Weapon becomes good, evil, lawful, or chaotic.									
□□□□□Augury	16	None	1 minute	Instantaneous	Personal	V, S, M, F	No	Divination	RSRD: SpellsA-B.rtf
<i>Effect:</i> Learns whether an action will be good or bad.									
□□□□□Bear's Endurance	16	Will negates (harmless)	1 standard	12 minutes action	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 12 minutes.									
□□□□□Bull's Strength	16	Will negates (harmless)	1 standard	12 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 12 minutes.									
□□□□□Calm Emotions	16	Will negates	1 standard	Concentration, up to 12 rounds [D] action	Medium (220 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Calms creatures, negating emotion effects.									
□□□□□Consecrate	16	None	1 standard	24 hours action	Close (55 ft.)	V, S, M, DF	No	Evocation [Good]	RSRD: SpellsC.rtf
<i>Effect:</i> Fills area with positive energy, making undead weaker.									
□□□□□Cure Moderate Wounds	16	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+10 damage.									
□□□□□Darkness	16	None	1 standard	120 minutes [D] action	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 20-ft. radius of supernatural shadow.									
□□□□□Delay Poison	16	Fortitude negates (harmless)	1 standard	12 hours action	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 12 hours.									
□□□□□Eagle's Splendor	16	Will negates (harmless)	1 standard	12 minutes action	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject gains +4 to Cha for 12 minutes.									
□□□□□Enthral	16	Will negates; see text	1 round	1 hour or less	Medium (220 ft.)	V, S	Yes	Enchantment (Charm)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Captivates all within 220 ft.									
□□□□□Find Traps	16	None	1 standard	12 minutes action	Personal	V, S	No	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> Notice traps as a rogue does.									

* =Domain/Specialty Spell

Cleric Spells

□□□□□ Gentle Repose	16	Will negates (object)	1 standard action	12 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> 12		
□□□□□ Hold Person	16	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one humanoid for 12 rounds.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 12		
□□□□□ 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> 12		
□□□□□ 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 120 cu. ft		<i>Caster Level:</i> 12		
□□□□□ Owl's Wisdom	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 12 minutes.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 12		
□□□□□ 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> 12		
□□□□□ Resist Energy	16	Fortitude negates (harmless)	1 standard action	120 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> 12		
□□□□□ 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> 12		
□□□□□ 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> 12		
□□□□□ Shield Other	16	Will negates (harmless)	1 standard action	12 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> 12		
□□□□□ Silence	16	Will negates; see text or none (object)	1 standard action	12 minutes [D]	Long (880 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> 12		
□□□□□ 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> 12		
□□□□□ Spiritual Weapon	16	None	1 standard action	12 rounds [D]	Medium (220 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> 12		
□□□□□ Status	16	Will negates (harmless)	1 standard action	12 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> 12		
□□□□□ Summon Monster II	16	None	1 round	12 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> 12		
□□□□□ 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> 12		
□□□□□ Zone of Truth	16	Will negates	1 standard action	12 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> 12		

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> 12		
□□□□□ Blindness/Deafness	17	Fortitude negates	1 standard action	Permanent [D]	Medium (220 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> 12		
□□□□□ 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> 12		
□□□□□ 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 36 humans or 12 horses.					<i>Target:</i> Food and water to sustain 36 humans or 12 horses for 24 hours		<i>Caster Level:</i> 12		
□□□□□ 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+12 damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 12		
□□□□□ Daylight	17	None	1 standard action	120 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> 12		
□□□□□ Deeper Darkness	17	None	1 standard action	12 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> 12		
□□□□□ Dispel Magic	17	None	1 standard action	Instantaneous	Medium (220 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> 12		
□□□□□ 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 60 sq. ft		<i>Caster Level:</i> 12		
□□□□□ Helping Hand	17	None	1 standard action	12 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> 12		

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Inflict Serious Wounds	17	Will half	1 standard	Instantaneous action	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 3d8+12 damage.										
☐☐☐☐☐	Invisibility Purge	17	None	1 standard	12 minutes [D] action	Personal	V, S	No	Evocation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Dispels invisibility within 60 ft										
☐☐☐☐☐	Locate Object	17	None	1 standard	12 minutes action	Long (880 ft.)	V, S, F/DF	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> Senses direction toward object [specific or type].										
☐☐☐☐☐	Magic Circle against Chaos	17	Will negates (harmless)	1 standard	120 minutes action	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 120 minutes.										
☐☐☐☐☐	Magic Circle against Evil	17	Will negates (harmless)	1 standard	120 minutes action	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 120 minutes.										
☐☐☐☐☐	Magic Circle against Law	17	Will negates (harmless)	1 standard	120 minutes action	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	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 120 minutes.										
☐☐☐☐☐	Magic Vestment	17	Will negates (harmless, object)	1 standard	12 hours action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Armor or shield gains 3 enhancement										
☐☐☐☐☐	Meld into Stone	17	None	1 standard	120 minutes action	Personal	V, S, DF	No	Transmutation [Earth]	RSRD: SpellsM-O.rtf
<i>Effect:</i> You and your gear merge with stone.										
☐☐☐☐☐	Obscure Object	17	Will negates (object)	1 standard	8 hours [D] action	Touch	V, S, M/DF	Yes (object)	Abjuration	RSRD: SpellsM-O.rtf
<i>Effect:</i> Masks object against scrying.										
☐☐☐☐☐	Prayer	17	None	1 standard	12 rounds action	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.										
☐☐☐☐☐	Protection from Energy	17	Fortitude negates (harmless)	1 standard	120 minutes or until discharged action	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Absorb 120 points of damage from one kind of energy.										
☐☐☐☐☐	Remove Blindness/Deafness	17	Fortitude negates (harmless)	1 standard	Instantaneous action	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Cures normal or magical conditions.										
☐☐☐☐☐	Remove Curse	17	Will negates (harmless)	1 standard	Instantaneous action	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Frees object or person from curse.										
☐☐☐☐☐	Remove Disease	17	Fortitude negates (harmless)	1 standard	Instantaneous action	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Cures all diseases affecting subject.										
☐☐☐☐☐	Searing Light	17	None	1 standard	Instantaneous action	Medium (220 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.										
☐☐☐☐☐	Speak with Dead	17	Will negates; see text	10 minutes	12 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]	RSRD: SpellsS.rtf
<i>Effect:</i> Corpse answers 6 questions.										
☐☐☐☐☐	Stone Shape	17	None	1 standard	Instantaneous action	Touch	V, S, M/DF	No	Transmutation [Earth]	RSRD: SpellsS.rtf
<i>Effect:</i> Sculpts stone into any shape.										
☐☐☐☐☐	Summon Monster III	17	None	1 round	12 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.										
☐☐☐☐☐	Water Breathing	17	Will negates (harmless)	1 standard	24 hours; see text action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects can breathe underwater.										
☐☐☐☐☐	Water Walk	17	Will negates (harmless)	1 standard	120 minutes [D] action	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject treads on water as if solid.										
☐☐☐☐☐	Wind Wall	17	None; see text	1 standard	12 rounds action	Medium (220 ft.)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.										

LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐	Air Walk	18	None	1 standard	120 minutes action	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].										
☐☐☐☐☐	Control Water	18	None; see text	1 standard	120 minutes [D] action	Long (880 ft.)	V, S, M/DF	No	Transmutation [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Raises or lowers bodies of water.										
☐☐☐☐☐	Cure Critical Wounds	18	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 4d8+12 damage.										
☐☐☐☐☐	Death Ward	18	Will negates (harmless)	1 standard	12 minutes action	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Grants immunity to death spells and negative energy effects.										
☐☐☐☐☐	Dimensional Anchor	18	None	1 standard	12 minutes action	Medium (220 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Bars extradimensional movement.										
☐☐☐☐☐	Discern Lies	18	Will negates	1 standard	Concentration, up to 12 rounds action	Close (55 ft.)	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals deliberate falsehoods.										
☐☐☐☐☐	Dismissal	18	Will negates; see text	1 standard	Instantaneous action	Close (55 ft.)	V, S, DF	Yes	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Forces a creature to return to native plane.										

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Divination	18	None	10 minutes	Instantaneous	Personal	V, S, M	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Provides useful advice for specific proposed actions.										
□□□□□	Divine Power	18	None	1 standard	12 rounds action	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain attack bonus, +6 to Str, and 12 hps.										
□□□□□	Freedom of Movement	18	Will negates (harmless)	1 standard	120 minutes action	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject moves normally despite impediments.										
□□□□□	Giant Vermin	18	None	1 standard	12 minutes action	Close (55 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Turns centipedes, scorpions, or spiders into giant vermin.										
□□□□□	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
<i>Effect:</i> Transfer spells to subject.										
□□□□□	Inflict Critical Wounds	18	Will half	1 standard	Instantaneous action	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Touch attack, 4d8+12 damage										
□□□□□	Magic Weapon, Greater	18	Will negates (harmless, object)	1 standard	12 hours action	Close (55 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +3 bonus.										
□□□□□	Neutralize Poison	18	Will negates (harmless, object)	1 standard	120 minutes action	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.										
□□□□□	Planar Ally, Lesser	18	None	10 minutes	Instantaneous	Close (55 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Your deity sends you an elemental or outsider of the deity's choice of 6 HD or less.										
□□□□□	Poison	18	Fortitude negates; see text	1 standard	Instantaneous; see text action	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsP-R.rtf
<i>Effect:</i> Touch deals 1d10 Con damage, repeats in 1 minute.										
□□□□□	Repel Vermin	18	None or Will negates; see text	1 standard	120 minutes [D] action	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.										
□□□□□	Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Restores level and ability score drains.										
□□□□□	Sending	18	None	10 minutes	12 round; see text	See text	V, S, M/DF	No	Evocation	RSRD: SpellsS.rtf
<i>Effect:</i> Delivers short message anywhere, instantly.										
□□□□□	Spell Immunity	18	Will negates (harmless)	1 standard	120 minutes action	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Subject is immune to 3 spells, up to 4th-level spells.										
□□□□□	Summon Monster IV	18	None	1 round	12 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.										
□□□□□	Tongues	18	Will negates (harmless)	1 standard	120 minutes action	Touch	V, M/DF	No	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Speak any language.										

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, Yes DF, XP	Abjuration	RSRD: SpellsA-B.rtf	
<i>Effect:</i> Removes burden of misdeeds from subject.										
□□□□□	Break Enchantment	19	See text	1 minute	Instantaneous	Close (55 ft.)	V, S	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.										
□□□□□	Command, Greater	19	Will negates	1 standard	12 rounds action	Close (55 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> As command, but affects 12 subjects.										
□□□□□	Commune	19	None	10 minutes	12 rounds	Personal	V, S, M, DF, XP	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> Deity answers 12 yes-or-no questions.										
□□□□□	Cure Light Wounds, Mass	19	Will half (harmless) or Will half; see text	1 standard	Instantaneous action	Close (55 ft.)	V, S	Yes (harmless) or see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+12 damage for many creatures.										
□□□□□	Dispel Chaos	19	See text	1 standard	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]	RSRD: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.										
□□□□□	Dispel Evil	19	See text	1 standard	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]	RSRD: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.										
□□□□□	Dispel Law	19	See text	1 standard	12 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Chaotic]	RSRD: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.										
□□□□□	Disrupting Weapon	19	Will negates (harmless, object); see action text	1 standard	12 rounds action	Touch	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Melee weapon destroys undead.										
□□□□□	Flame Strike	19	Reflex half	1 standard	Instantaneous action	Medium (220 ft.)	V, S, DF	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Smite foes with divine fire for 12d6 damage.										
□□□□□	Hallow	19	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Designates location as holy.										

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Inflict Light Wounds, Mass	19	Will half	1 standard action	Instantaneous	Close (55 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 1d8+12 damage to many creatures.						Target: 12 creatures, no two of which can be more than 30 ft. apart		Caster Level: 12		
☐☐☐☐☐	Insect Plague	19	None	1 round	12 minutes	Long (880 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Locust swarms attack creatures.						Target: 4 swarms of locust, each of which must be adjacent to at least one other swarm		Caster Level: 12		
☐☐☐☐☐	Mark of Justice	19	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsM-O.rtf
<i>Effect:</i> Designates action that will trigger curse on subject.						Target: Creature touched		Caster Level: 12		
☐☐☐☐☐	Plane Shift	19	Will negates	1 standard action	Instantaneous	Touch	V, S, F	Yes	Conjuration (Teleportation)	RSRD: SpellsP-R.rtf
<i>Effect:</i> As many as eight subjects travel to another plane.						Target: Creature touched, or up to eight willing creatures joining hands		Caster Level: 12		
☐☐☐☐☐	Raise Dead	19	None; see text	1 minute	Instantaneous	Touch	V, S, M, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Restores life to subject who died as long as 12 days ago.						Target: Dead creature touched		Caster Level: 12		
☐☐☐☐☐	Righteous Might	19	None	1 standard action	12 rounds [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Your size increases, and you gain combat bonuses.						Target: You		Caster Level: 12		
☐☐☐☐☐	Scrying	19	Will negates	1 hour	12 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)	RSRD: SpellsS.rtf
<i>Effect:</i> Spies on subject from a distance.						Target: Magical sensor		Caster Level: 12		
☐☐☐☐☐	Slay Living	19	Fortitude partial	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Death]	RSRD: SpellsS.rtf
<i>Effect:</i> Touch attack kills subject.						Target: Living creature touched		Caster Level: 12		
☐☐☐☐☐	Spell Resistance	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Subject gains SR 24.						Target: Creature touched		Caster Level: 12		
☐☐☐☐☐	Summon Monster V	19	None	1 round	12 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.						Target: One or more summoned creatures, no two of which can be more than 30 ft. apart		Caster Level: 12		
☐☐☐☐☐	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:</i> Triggered rune puts nearby creatures into catatonic slumber.						Target: One symbol		Caster Level: 12		
☐☐☐☐☐	True Seeing	19	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M	Yes (harmless)	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Lets you see all things as they really are.						Target: Creature touched		Caster Level: 12		
☐☐☐☐☐	Wall of Stone	19	See text	1 standard action	Instantaneous	Medium (220 ft.)	V, S, M/DF	No	Conjuration (Creation) [Earth]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Creates a stone wall that can be shaped.						Target: Stone wall whose area is up to 12 5-ft. squares [S]		Caster Level: 12		

LEVEL 6

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐	Animate Objects	20	None	1 standard action	12 rounds	Medium (220 ft.)	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Objects attack your foes.						Target: 12 Small objects; see text		Caster Level: 12		
☐☐☐☐☐	Antilife Shell	20	None	1 round	120 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> 10-ft. field hedges out living creatures.						Target: 10-ft.-radius emanation, centered on you		Caster Level: 12		
☐☐☐☐☐	Banishment	20	Will negates	1 standard action	Instantaneous	Close (55 ft.)	V, S, F	Yes	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Banishes 24 HD of extraplanar creatures.						Target: One or more extraplanar creatures, no two of which can be more than 30 ft. apart		Caster Level: 12		
☐☐☐☐☐	Bear's Endurance, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> As bear's endurance, affects 12 subjects.						Target: 12 creatures, no two of which can be more than 30 ft. apart		Caster Level: 12		
☐☐☐☐☐	Blade Barrier	20	Reflex half or Reflex negates; see text	1 standard action	12 minutes [D]	Medium (220 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Wall of blades deals 12d6 damage.						Target: Wall of whirling blades up to 240 ft. long, or a ringed wall of whirling blades with a radius of up to 30 ft; either form 20 ft. high		Caster Level: 12		
☐☐☐☐☐	Bull's Strength, Mass	20	Will negates (harmless)	1 standard action	12 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.						Target: 12 creatures, no two of which can be more than 30 ft. apart		Caster Level: 12		
☐☐☐☐☐	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 see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+12 damage for many creatures.						Target: 12 creatures, no two of which can be more than 30 ft. apart		Caster Level: 12		
☐☐☐☐☐	Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (220 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> As dispel magic, but +20 on check.						Target: One spellcaster, creature, or object; or 20-ft.-radius burst		Caster Level: 12		
☐☐☐☐☐	Eagle's Splendor, Mass	20	Will negates (harmless)	1 standard action	12 minutes	Close (55 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> As eagle's splendor, affects 12 subjects.						Target: 12 creatures, no two of which can be more than 30 ft. apart		Caster Level: 12		
☐☐☐☐☐	Find the Path	20	None or Will negates (harmless)	3 rounds	120 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.						Target: You or creature touched		Caster Level: 12		
☐☐☐☐☐	Forbiddance	20	See text	6 rounds	Permanent	Medium (220 ft.)	V, S, M, DF	Yes	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Blocks planar travel, damages creatures of different alignment.						Target: 12 60-ft. cubes [S]		Caster Level: 12		
☐☐☐☐☐	Geas/Quest	20	None	10 minutes	12 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.						Target: One living creature		Caster Level: 12		
☐☐☐☐☐	Glyph of Warding, Greater	20	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and see text	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> As glyph of warding, but up to 10d8 damage or 6th-level spell.						Target: Object touched or up to 60 sq. ft		Caster Level: 12		
☐☐☐☐☐	Harm	20	Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<i>Effect:</i> Deals 120 points damage to target.						Target: Creature touched		Caster Level: 12		
☐☐☐☐☐	Heal	20	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Cures 120 points of damage, all diseases and mental conditions.						Target: Creature touched		Caster Level: 12		

* =Domain/Specialty Spell

Cleric Spells

<p>☐☐☐☐☐ Heroes' Feast</p> <p><i>Effect:</i> Food for 12 creatures cures and grants combat bonuses.</p>	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
<p><i>Effect:</i> As owl's wisdom, affects one subject/ level.</p>							<p><i>Target:</i> Feast for 12 creatures</p> <p><i>Caster Level:</i> 12</p>	
<p>☐☐☐☐☐ Inflict Moderate Wounds, Mass</p> <p><i>Effect:</i> Deals 2d8+12 damage to many creatures.</p>	20	Will half	1 standard Instantaneous action	Close (55 ft.)	V, S	Yes	Necromancy	RSRD: SpellsH-L.rtf
<p><i>Effect:</i> As owl's wisdom, affects one subject/ level.</p>							<p><i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart</p> <p><i>Caster Level:</i> 12</p>	
<p>☐☐☐☐☐ Owl's Wisdom, Mass</p> <p><i>Effect:</i> As owl's wisdom, affects one subject/ level.</p>	20	Will negates (harmless)	1 standard 12 minutes action	Close (55 ft.)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<p><i>Effect:</i> As lesser planar ally, but up to 12 HD.</p>							<p><i>Target:</i> 12 creatures, no two of which can be more than 30 ft. apart</p> <p><i>Caster Level:</i> 12</p>	
<p>☐☐☐☐☐ Planar Ally</p> <p><i>Effect:</i> As lesser planar ally, but up to 12 HD.</p>	20	None	10 minutes Instantaneous	Close (55 ft.)	V, S, DF, XP	No	Conjuration (Calling) [See Text]	RSRD: SpellsP-R.rtf
<p><i>Effect:</i> Calls extraplanar creature to fight for you.</p>							<p><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</p> <p><i>Caster Level:</i> 12</p>	
<p>☐☐☐☐☐ Summon Monster VI</p> <p><i>Effect:</i> Calls extraplanar creature to fight for you.</p>	20	None	1 round 12 rounds [D]	Close (55 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<p><i>Effect:</i> Triggered rune panics nearby creatures.</p>							<p><i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart</p> <p><i>Caster Level:</i> 12</p>	
<p>☐☐☐☐☐ Symbol of Fear</p> <p><i>Effect:</i> Triggered rune panics nearby creatures.</p>	20	Will negates	10 minutes See text	0 ft.; see text	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]	RSRD: SpellsS.rtf
<p><i>Effect:</i> Triggered rune charms nearby creatures.</p>							<p><i>Target:</i> One symbol</p> <p><i>Caster Level:</i> 12</p>	
<p>☐☐☐☐☐ Symbol of Persuasion</p> <p><i>Effect:</i> Triggered rune charms nearby creatures.</p>	20	Will negates	10 minutes See text	0 ft.; see text	V, S, M	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsS.rtf
<p><i>Effect:</i> Destroys 12d4 HD of undead.</p>							<p><i>Target:</i> One symbol</p> <p><i>Caster Level:</i> 12</p>	
<p>☐☐☐☐☐ Undeath to Death</p> <p><i>Effect:</i> Destroys 12d4 HD of undead.</p>	20	Will negates	1 standard Instantaneous action	Medium (220 ft.)	V, S, M/DF	Yes	Necromancy [Death]	RSRD: SpellsT-Z.rtf
<p><i>Effect:</i> You and your allies turn vaporous and travel fast.</p>							<p><i>Target:</i> Several undead creatures within a 40-ft.-radius burst</p> <p><i>Caster Level:</i> 12</p>	
<p>☐☐☐☐☐ Wind Walk</p> <p><i>Effect:</i> You and your allies turn vaporous and travel fast.</p>	20	No and Will negates (harmless)	1 standard 12 hours [D]; see text action	Touch	V, S, DF	No and Yes (harmless)	Transmutation [Air]	RSRD: SpellsT-Z.rtf
<p><i>Effect:</i> Teleports you back to designated place.</p>							<p><i>Target:</i> You and 4 touched creatures</p> <p><i>Caster Level:</i> 12</p>	
<p>☐☐☐☐☐ Word of Recall</p> <p><i>Effect:</i> Teleports you back to designated place.</p>	20	None or Will negates (harmless, object)	1 standard Instantaneous action	Unlimited	V	No or Yes (harmless, object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<p><i>Effect:</i> Teleports you back to designated place.</p>							<p><i>Target:</i> You and touched objects or other willing creatures</p> <p><i>Caster Level:</i> 12</p>	

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: