Dungeons & Dragons

Ema's Character Record Sheet 3.1

Personal Info

Name: _____ Player: _____
Race: _____ Religion: _____
Alignment: _____ Looks: _____

Age: _____ Weight: _____ Height: _____ Size: ____ Gender: ____

Classes

Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Psi	PsW	Rgr	Rog	Sor	Wiz	_____	_____	Total
HD:12 BSP:4	HD:6 BSP:4	HD:8 BSP:2	HD:8 BSP:4	HD:10 BSP:2	HD:8 BSP:4	HD:10 BSP:2	HD:4 BSP:4	HD:8 BSP:2	HD:10 BSP:4	HD:6 BSP:8	HD:4 BSP:2	HD:4 BSP:2	Prestige Classes		

Experience: _____ XP Penalty: _____ Next Level: _____

Saving Throws

	Total	Base	Ability	Misc	Temp
Fortitude	_____ =	___ +	CON +	___ +	___
Reflexes	_____ =	___ +	DEX +	___ +	___
Will	_____ =	___ +	WIS +	___ +	___

Spell Resistance: _____ Power Resistance: _____

Notes: _____

Abilities

	Ability	Modifier	Temp	Modifier
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

Armor

AC

Base	10	+
Dexterity	____	+
_____	____	+
_____	____	+
_____	____	+
_____	____	+
_____	____	

Flat-footed: _____ vs. Touch Attacks: _____
_____ : _____ _____ : _____

Armor / Shield	AC Value	Max Dex	Check Penalty	Arcane Failure
☐ _____	____	____	____	____
☐ _____	____	____	____	____
☐ _____	____	____	____	____
☐ _____	____	____	____	____
Total:	____	____	____	____

Notes: _____

Hit Points

[HP] [Current]

Notes: _____

Skills

Skill Name		Total	Rank	Ability	Misc
Alchemy	(C)	____ =	___ +	INT +	___
Animal Empathy	(C)	____ =	___ +	CHA +	___
◆ Appraise	(C)	____ =	___ +	INT +	___
Autohypnosis	(C)	____ =	___ +	WIS +	___
◆ Balance	(C)	____ =	___ +	DEX +	*
◆ Bluff	(C)	____ =	___ +	CHA +	___
◆ Climb	(C)	____ =	___ +	STR +	*
◆ Concentration	(C)	____ =	___ +	CON +	___
◆ Craft (_____)	(C)	____ =	___ +	INT +	___
(_____)	(C)	____ =	___ +	INT +	___
Decipher Script	(C)	____ =	___ +	INT +	___
◆ Diplomacy	(C)	____ =	___ +	CHA +	___
Disable Device	(C)	____ =	___ +	INT +	___
◆ Disguise	(C)	____ =	___ +	CHA +	___
◆ Escape Artist	(C)	____ =	___ +	DEX +	*
◆ Forgery	(C)	____ =	___ +	INT +	___
◆ Gather Information	(C)	____ =	___ +	CHA +	___
Handle Animal	(C)	____ =	___ +	CHA +	___
◆ Heal	(C)	____ =	___ +	WIS +	___
◆ Hide	(C)	____ =	___ +	DEX +	*
Innuendo	(C)	____ =	___ +	WIS +	___
◆ Intimidate	(C)	____ =	___ +	CHA +	___
Intuit Direction	(C)	____ =	___ +	WIS +	___
◆ Jump	(C)	____ =	___ +	STR +	*
Knowledge (_____)	(C)	____ =	___ +	INT +	___
(_____)	(C)	____ =	___ +	INT +	___
(_____)	(C)	____ =	___ +	INT +	___
(_____)	(C)	____ =	___ +	INT +	___
◆ Listen	(C)	____ =	___ +	WIS +	___
◆ Move Silently	(C)	____ =	___ +	DEX +	*
Open Lock	(C)	____ =	___ +	DEX +	___
◆ Perform	(C)	____ =	___ +	CHA +	___
Pick Pocket	(C)	____ =	___ +	DEX +	*
Profession (_____)	(C)	____ =	___ +	WIS +	___
(_____)	(C)	____ =	___ +	WIS +	___
Psicraft	(C)	____ =	___ +	INT +	___
Read Lips	(C)	____ =	___ +	INT +	___
Remote View	(C)	____ =	___ +	INT +	___
◆ Ride	(C)	____ =	___ +	DEX +	___
◆ Scry	(C)	____ =	___ +	INT +	___
◆ Search	(C)	____ =	___ +	INT +	___
◆ Sense Motive	(C)	____ =	___ +	WIS +	___
Spellcraft	(C)	____ =	___ +	INT +	___
◆ Spot	(C)	____ =	___ +	WIS +	___
Stabilize Self	(C)	____ =	___ +	CON +	___
◆ Swim (-1 every 5 lbs.)	(C)	____ =	___ +	STR +	___
Tumble	(C)	____ =	___ +	DEX +	*
Use Magic Device	(C)	____ =	___ +	CHA +	___
Use Psionic Device	(C)	____ =	___ +	CHA +	___
◆ Use Rope	(C)	____ =	___ +	DEX +	___
◆ Wilderness Lore	(C)	____ =	___ +	WIS +	___
_____	(C)	____ =	___ +	___ +	___
_____	(C)	____ =	___ +	___ +	___

Max. Rank: ____ / ____

(C) Class Skill ◆ Untrained Skill * Armor Penalty

Combat

Ab.	Misc	Size	Base	Mnk	Total
Melee					
___ +	___ +	___ +	1st / 1st =		____/____
			2nd / 2nd =		____/____
			3rd / 3rd =		____/____
			4th / 4th =		____/____
			5th =		____

Ab.	Misc	Size	Base	Total
Ranged				
___ +	___ +	___ +	1st =	____
			2nd =	____
			3rd =	____
			4th =	____

Sz. M.	Ab.	Base	Total
Grapple			
___ +	___ +	___ =	____
Initiative			
	___ +	___ =	____

2-Hand Attack: ____ / ____ Speed: _____

Notes: _____

Weapons

Name	Modified Attacks	Hand	Feat	Misc	Damage	Critical	Range	Sz/Type
Unarmed Strike	___/___/___/___/___	___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	___	_____	_____	____	____
_____	___/___/___/___/___	___	___	___	_____	_____	____	____

Notes: _____

Ammunition: ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

Feats

General Feats
- ☐ Acrobatic
- ☐ Alertness
- ☐ Alluring
- ☐ Ambidexterity*
- ☐ Animal Control
- ☐ Animal Defiance
- ☐ Arcane Defense
  ____
  ____
- ☐ Arcane Preparation
- ☐ Armor Prof., Hvy
- ☐ Armor Prof., Light
- ☐ Armor Prof., Med
- ☐ Arterial Strike
- ☐ Athletic
- ☐ Augment Summ.
- ☐ Blind-Fight*
- ☐ Blindsight, 5-ft. R.
- ☐ Brachiation
- ☐ Chariot Archery
- ☐ Chariot Charge
- ☐ Chariot Combat
- ☐ Chariot Sideswipe
- ☐ Chariot Trample
- ☐ Charlatan
- ☐ Chink in Armor
- ☐ Circle Kick
- ☐ Cleave*
- ☐ Clever Wrestling
- ☐ Close-Quart. Fight*
- ☐ Combat Casting
- ☐ Combat Reflexes*
- ☐ Dash
- ☐ Death Blow*
- ☐ Deflect Arrows*
- ☐ Destructive Rage
- ☐ Dirty Fighting
- ☐ Dodge*
- ☐ Dragon's Toughn.* (☐☐☐☐☐)
- ☐ Dual Strike*
- ☐ Dwarf's Toughness* (☐☐☐☐☐)
- ☐ Eagle Claw Attack
- ☐ Endurance
- ☐ Exotic Weap. Prof.*
  ____
  ____
- ☐ Expertise*
- ☐ Expert Tactician*
- ☐ Extended Rage (☐☐☐☐☐)
- ☐ Extra Fav. Enemy
- ☐ Extra Music (☐☐☐☐☐)
- ☐ Extra Rage (☐☐☐☐☐)
- ☐ Extra Slot (☐☐☐☐☐)
- ☐ Extra Spell (☐☐☐☐☐)
- ☐ Extra Stun Attack (☐☐☐☐☐)
- ☐ Eyes in Back of Head
- ☐ Far Shot*
- ☐ Faster Healing
- ☐ Favored Critical
  ____
- ☐ Feign Weakness
- ☐ Fists of Iron
- ☐ Fleet of Foot
- ☐ Flick of the Wrist
- ☐ Flyby Attack
- ☐ Giant's Toughness* (☐☐☐☐☐)
- ☐ Great Cleave*
- ☐ Great Fortitude
- ☐ Greater Resiliency
- ☐ Greater Spell Focus
- ☐ Greater Spell Pen.
- ☐ Great. 2-W. Fight*
- ☐ Green Ear
- ☐ Hamstring
- ☐ Hold the Line*
- ☐ Impr. Bull Rush*
- ☐ Impr. Critical*
  ____
  ____
- ☐ Impr. Disarm*
- ☐ Impr. Familiar
- ☐ Impr. Flight
- ☐ Impr. Initiative*
- ☐ Impr. Overrun*
- ☐ Impr. Shield Bash
- ☐ Impr. Sunder*
- ☐ Impr. Swimming
- ☐ Impr. Trip*
- ☐ Impr. 2-W. Fight.*
- ☐ Impr. Un. Strike*
- ☐ Innate Spell
  ____
  ____
- ☐ Instantaneous Rage
- ☐ Intimidating Rage
- ☐ Iron Will
- ☐ Jack of All Trades
- ☐ Knock-Down*
- ☐ Leadership
- ☐ Lightning Fists
- ☐ Lightning Reflexes
- ☐ Lingering Song
- ☐ Mantis Leap
- ☐ Martial Weap. Prof.
  ____
  ____
- ☐ Mobility*
- ☐ Monkey Grip
  ____
  ____
- ☐ Mounted Archery*
- ☐ Mounted Combat*
- ☐ Multiattack
- ☐ Multicultural
- ☐ Multidexterity*
- ☐ Obscure Lore
- ☐ Off-Hand Parry*
- ☐ Pain Touch
- ☐ Persuasive
- ☐ Pin Shield*
- ☐ Plant Control
- ☐ Plant Defiance
- ☐ Point Blank Shot*
- ☐ Power Attack*
- ☐ Power Critical*
  ____
- ☐ Power Lunge*
- ☐ Precise Shot*
- ☐ Prone Attack*
- ☐ Pyro
- ☐ Quick Draw*
- ☐ Quicker Than Eye
- ☐ Rapid Reload*
- ☐ Rapid Shot*
- ☐ Remain Conscious
- ☐ Requiem
- ☐ Resist Disease
- ☐ Resist Poison
- ☐ Resist. to Energy
  ____
- ☐ Ride-By Attack*
- ☐ Run
- ☐ Shadow
- ☐ Sharp-Shooting*
- ☐ Shield Charge
- ☐ Shield Expert*
- ☐ Shield Proficiency
- ☐ Shot on the Run*
- ☐ Simple Weap. Prof.
- ☐ Skill Focus
  ____
  ____
- ☐ Snatch
- ☐ Snatch Arrows*
- ☐ Snatch Weapon
- ☐ Spell Focus
  ____
  ____
- ☐ Spell Penetration
- ☐ Spell Specialization
  ____
  ____
- ☐ Spirited Charge*
- ☐ Spring Attack*
- ☐ Stunning Fist*
- ☐ Subsonics
- ☐ Sunder*
- ☐ Supernatural Blow
- ☐ Throw Anything
- ☐ Toughness (☐☐☐☐☐)
- ☐ Track
- ☐ Trample*
- ☐ Trustworthy
- ☐ Two-Weap. Fight.*
- ☐ Weapon Finesse*
  ____
  ____
- ☐ Weapon Focus*
  ____
  ____
- ☐ Whirlwind Attack*
- ☐ Wingover
- ☐ Zen Archery

Item Creation Feats
- ☐ Brew Potion
- ☐ Craft Magic Ar./Ar.
- ☐ Craft Rod
- ☐ Craft Staff
- ☐ Craft Wand
- ☐ Craft Wondr. Item
- ☐ Create Infusion
- ☐ Forge Ring
- ☐ Scribe Scroll

Metamagic Feats
- ☐ Chain Spell
- ☐ Cooperative Spell
- ☐ Delay Spell
- ☐ Disguise Spell
- ☐ Empower Spell
- ☐ Energy Admixture
  ____
  ____
- ☐ Energy Substitut.
  ____
  ____
- ☐ Enlarge Spell
- ☐ Eschew Materials
- ☐ Extend Spell
- ☐ Heighten Spell
- ☐ Maximize Spell
- ☐ Quicken Spell
- ☐ Persistent Spell
- ☐ Reach Spell
- ☐ Repeat Spell
- ☐ Sacred Spell
- ☐ Sanctum Spell
- ☐ Sculpt Spell
- ☐ Silent Spell
- ☐ Split Ray
- ☐ Still Spell
- ☐ Subdual Substitut.
- ☐ Twin Spell
- ☐ Widen Spell

Special Feats
- ☐ ______________
- ☐ ______________
- ☐ ______________
- ☐ Empower Turning
- ☐ Extra Smiting
- ☐ Extra Turning (☐☐☐☐☐)
- ☐ Heighten Turning
- ☐ Quicken Turning
- ☐ Spell Mastery
  ____
  ____
- ☐ Weapon Specializ.*
  ____
  ____

* Fighter/Psychic Warrior Bonus Feats

Languages

Literacy ☐

____
____
____
____
____
____

Race Traits

____

Class Features

____

Portrait / Symbol

Equipment

Item Name	Weight
Head ______	___
Eyes ______	___
Cloak ______	___
Amulet ______	___
Robe ______	___
Vest ______	___
Bracers ______	___
Gloves ______	___
Rings ______	___
______	___
Belt ______	___
Boots ______	___
Armor ______	___
Shield ______	___
In Hand ______	___
______	___
Readied ______	___
☐ ______	___

Total Carried Weight ____

Carrying Capacity / Movement

Load: _____ /_____ /_____

Over Head	____	Current Speed	____
Off Ground	____	Run (x ___)	____
Push/Drag	____	Alternate Move:	
Current Load	____		______________
Max. Dex B.	____		______________
Check Pen.	____		______________

Wealth

PP: _______ GP: _______ SP: _______ CP: _______

Gems/Jewels: ______________________________

Other: ______________________________

Henchmen / Animals / Familiars

Name	Race/Class	HD/Lvl	HP	Init	Spd	AC	AL	Attacks	Damage	Face/Reach

Notes:

Notes

Bard Powers

Bardic Knowledge: INT + Lev = ____

Inspire Courage: ☐
Countersong: ☐
Fascinate: ☐
Inspire Competence: ☐
Suggestion: ☐
Inspire Greatness: ☐

Bard Spells

0-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Dancing Lights *[Light]*	Ev	VS	1 act	Medium	1 min	–	N	Figment torches or other lights	PHB190
☐	___	Daze *[Mind-Affecting]*	En	VSM	1 act	Close	1 round	Will n.	Y	Creature loses next action	PHB191
☐	___	Detect Magic	Un	VS	1 act	60 ft	1 min/lev (D)	–	N	Detect spells and magic items within 60 ft	PHB193
☐	___	Easy Math	Tr	VS	1 act	Personal	1 round	–	Y	Allows instant counting and distance calc.	S&S90
☐	___	Fine Tuning	Tr	VSF	1 round	Touch	1 min/lev	–	Y	Makes instrument masterwork: +2 Perform	S&S90
☐	___	Flare *[Light]*	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attack)	PHB206
☐	___	Ghost Sound	Il	VSM	1 act	Close	1 round/lev (D)	Will dis.	N	Figments sound	PHB209
☐	___	Light *[Light]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch	PHB222
☐	___	Mage Hand	Tr	VS	1 act	Close	Concentration	–	N	5-pound telekinesis	PHB223
☐	___	Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs to an object	PHB227
☐	___	Open/Close	Tr	VSF	1 act	Close	Instantaneous	Will n.	Y	Opens or closes small or light things	PHB233
☐	___	Percussion	Il	VSM	1 act	Close	5 min/lev (D)	Will dis.	N	Creates illusory drum accompaniment	S&S94
☐	___	Prestidigitation	Un	VS	1 act	10 ft	1 hour	–	N	Performs minor tricks	PHB238
☐	___	Read Magic	Un	VSF	1 act	Personal	10 min/lev	–	N	Read scrolls and spellbooks	PHB243
☐	___	Resistance	Ab	VSM	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws	PHB245
☐	___										
☐	___										
☐	___										

1st-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Alarm	Ab	VSF	1 act	Close	2 hrs/lev (D)	–	N	Wards an area, with mental or audible alarm	PHB172
☐	___	Ambient Song	Il	VSM	1 act	Personal	1 min/lev (D)	Will dis.	N	Masks bardic music effects as other sounds	S&S89
☐	___	Cause Fear *[Fear, Mind-Affecting]*	Ne	VS	1 act	Close	1d4 rounds	Will n.	Y	One creat. with <6 HD flees, -2 to rolls	PHB182
☐	___	Charm Person *[Mind-Affecting]*	En	VS	1 act	Close	1 hr/lev	Will n.	Y	Makes one person your friend	PHB183
☐	___	Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 hp +1 per level (up to +5)	PHB190
☐	___	Detect Secret Doors	Di	VS	1 act	Personal	1 min/lev (D)	–	N	Reveals hidden doors within 60 ft	PHB193
☐	___	Erase	Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes	PHB200
☐	___	Expeditious Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	–	N	Doubles your speed and jump distance	PHB202
☐	___	Feather Fall	Tr	V	Free	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly at 60 ft/round	PHB205
☐	___	Focusing Chant	Ab	V	1 act	Personal	5 rds/lev (D)	–	Y	+1 to attack or selected checks	S&S91
☐	___	Grease	Co	VSM	1 act	Close	1 round/lev (D)	Ref part.	N	Makes 10-ft square or 1 object slippery	PHB210
☐	___	Hypnotism *[Mind-Affecting]*	En	VS	1 act	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures	PHB215
☐	___	Identify	Di	VSM	8 hrs	Touch	Instantaneous	–	N	Determines single feature of magic item	PHB216
☐	___	Joyful Noise	Ab	SF	1 round	10 ft	Concentration	–	Y	Negates magical *silence*	S&S95
☐	___	Lullaby *[Mind-Affecting]*	En	VSF	1 act	Medium	Conc. +1 rd/l.	Will n.	Y	Subjects in 15′ -2 to Spot, Listen, vs. *sleep*	S&S94
☐	___	Mage Armor *[Force]*	Co	VSF	1 act	Touch	1 hr/lev (D)	Will n.	Y	Gives subject +4 armor bonus	PHB223
☐	___	Magic Weapon	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus to hit and damage	PHB225
☐	___	Message *[Language-Dependent]*	Tr	VSF	1 act	Medium	10 min/lev	–	N	Whispered conversation at distance	PHB227
☐	___	Protection from Chaos *[Lawful]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, no mind control, hedge out	PHB240
☐	___	Protection from Evil *[Good]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, no mind control, hedge out	PHB240
☐	___	Protection from Good *[Evil]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, no mind control, hedge out	PHB240
☐	___	Protection from Law *[Chaotic]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, no mind control, hedge out	PHB240
☐	___	Silent Image	Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates visual minor illusion of your design	PHB252
☐	___	Sleep *[Mind-Affecting]*	En	VSM	1 act	Medium	1 min/lev	Will n.	Y	Put 2d4 HD of creat. up to 4 HD into slumber	PHB252
☐	___	Summon Monster I	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls a 1st-level outsider to fight for you	PHB258
☐	___	Unseen Servant	Co	VSM	1 act	Close	1 hr/lev	–	N	Invisible force obeys your commands	PHB268
☐	___	Ventriloquism	Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev	PHB269
☐	___										
☐	___										
☐	___										

2nd-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Animal Trance *[Mind-Affecting, Sonic]*	En	VS	1 act	Close	Concentration	Will n.	Y	Fascinates 2d6 HD of animals	PHB173
☐	___	Blindness/Deafness	Tr	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blind or deaf	PHB180
☐	___	Blur	Il	V	1 act	Touch	1 min/lev	Will n.	Y	Attacks miss subject 20% of the time	PHB181
☐	___	Bull's Strength	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Str for 1 hr/lev	PHB181
☐	___	Cat's Grace	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Dex for 1 hr/lev	PHB182
☐	___	Crescendo	Ev	VS	1 act	30 ft	4 rounds	–	Y	Grants bonus on attack rolls (+0, +1, +2, +3)	S&S90
☐	___	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8+1/lev (up to +10)	PHB190
☐	___	Darkness *[Darkness]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	20-ft radius of supernatural darkness	PHB190
☐	___	Daylight *[Light]*	Ev	VS	1 act	Touch	10 min/lev	–	N	60-ft radius of bright light	PHB191
☐	___	Delay Poison	Co	VS	1 act	Touch	1 hr/lev	For n.	Y	Stops poison effect for 1 hr/lev	PHB191
☐	___	Detect Thoughts *[Mind-Affecting]*	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts	PHB194
☐	___	Eagle's Splendor	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Cha for 1 hr/lev	T&B87
☐	___	Enthrall *[Language-Dep., Mind-Aff., Sonic]*	En	VS	1 round	Medium	Up to 1 hr	Will n.	Y	Captivates all within range	PHB200
☐	___	Fortissimo	Ev	VS	1 act	Medium	1 min/lev	–	N	2x sound volume: +2 on DCs, +1d6 damage	S&S91
☐	___	Fox's Cunning	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Int for 1 hr/lev	T&B89
☐	___	Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	Y	Blinds creatures, outlines invisible creatures	PHB209
☐	___	Harmonize	Ev	VSF	3 rds	Touch	1 round/lev (D)	Will n.	Y	Pools Perform talents, up to 4 bards: +1/3 lev	S&S92
☐	___	Hold Person *[Mind-Affecting]*	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one person helpless for 1 round/level	PHB214
☐	___	Hypnotic Pattern *[Mind-Affecting]*	Il	VSM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev (max +10) of creat.	PHB215
☐	___	Invisibility	Il	VSM	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject is invisible until it attacks	PHB217
☐	___	Levitate	Tr	VSF	1 act	Close	10 min/lev (D)	–	N	Subject moves up and down, 20 ft/r, your dir.	PHB222
☐	___	Locate Object	Di	VSF	1 act	Long	1 min/lev	–	N	Senses direction towards object	PHB223
☐	___	Magic Mouth	Il	VSM	1 act	Close	Perm. until dis.	Will n.	Y	Speaks once when triggered	PHB224
☐	___	Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion	PHB228
☐	___	Mirror Image	Il	VS	1 act	Personal	1 min/lev	–	N	Creates 1d4+1/3 lev decoys of you (max 8)	PHB229
☐	___	Misdirection	Il	VS	1 act	Close	1 hr/lev	Will n.	N	Misleads divinations for one creature/object	PHB230
☐	___	Obscure Object	Ab	VSM	1 act	Touch	8 hrs	Will n.	Y	Masks object against divination	PHB232
☐	___	Owl's Wisdom	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Wis for 1 hr/lev	T&B94
☐	___	Portal Alarm	Ab	VSM	1 act	Close	2 hrs/lev (D)	–	N	Sounds an alarm when creature passes a portal	MoP36
☐	___	Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Y/N	Turns fire to blinding light or choking smoke	PHB241
☐	___	Scare *[Fear, Mind-Affecting]*	Ne	VSM	1 act	Medium	1 round/lev	Will n.	Y	Panics all creatures up to 5 HD in a 15-ft radius	PHB247
☐	___	See Invisibility	Di	VSM	1 act	Medium	10 min/lev (D)	–	N	Reveals invisible creatures or objects	PHB248
☐	___	Shatter *[Sonic]*	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures	PHB250
☐	___	Silence	Il	VS	1 act	Long	1 min/lev	Will n.	Y/N	Negates sound in 15-ft radius	PHB252
☐	___	Sound Burst *[Sonic]*	Ev	VSF	1 act	Close	Instantaneous	Will part.	Y	Deals 1d8 sonic damage to subjects	PHB254
☐	___	Suggestion *[Language-Dep., Mind-Affecting]*	En	VM	1 act	Close	1 hr/lev	Will n.	Y	Compels subject to follow course of action	PHB257
☐	___	Summon Instrument	Co	VS	1 act	Personal	Conc +1 r/l (D)	–	N	Conjures one instrument	S&S95
☐	___	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 2nd or 1d3 1st)	PHB259
☐	___	Summon Swarm	Co	VSM	1 round	Close	Conc. +2 rds	–	N	Summons swarm of small creatures	PHB261
☐	___	Tasha's Hideous Laughter	En	VSM	1 act	Close	1d3 rounds	Will n.	Y	Subject laughs and loses actions for 1d3 rounds	PHB263
☐	___	Tongues	Di	VM	1 act	Touch	10 min/lev	–	N	Speak any language	PHB265
☐	___	Undetectable Alignment	Ab	VS	1 act	Close	24 hrs	Will n.	Y	Conceals alignment for 24 hrs	PHB267
☐	___	Whispering Wind	Tr	VS	1 act	1 mile/lv	1 hr/lev	–	N	Sends a short message up to 1 mile/lev	PHB272
☐	___										

3rd-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Analyze Portal	Di	VSM	1 min	60 ft	1 round/lev (D)	Special	N	You can tell if an area contains a magical portal	MoP35
☐	___	Bestow Curse	Tr	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability; -4 on rolls; or 50% losing act.	PHB177
☐	___	Blink	Tr	VS	1 act	Personal	1 round/lev (D)	–	N	You randomly vanish and reappear	PHB180
☐	___	Blunt Weapon	Tr	VS	1 act	Medium	1 min/lev	For n.	Y	Halves base dmg of slash/pierce weap. in 20'	S&S89
☐	___	Charm Monster *[Mind-Affecting]*	En	VS	1 act	Close	1 day/lev	Will n.	Y	Makes monster believe it is your ally	PHB183
☐	___	Clairaudience/Clairvoyance	Di	VSF	1 act	Kn. area	1 min/lev (D)	–	N	Hear or see at a distance for 1 min/lev	PHB184
☐	___	Confusion *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Makes subject behave oddly for 1 round/lev	PHB186
☐	___	Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8+1/lev (up to +15)	PHB190
☐	___	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical effects, max +10 on check	PHB196
☐	___	Displacement	Il	VM	1 act	Touch	1 round/lev	Will n.	Y	Attacks miss subject 50%	PHB197
☐	___	Emotion *[Mind-Affecting]*	En	VS	1 act	Medium	Concentration	Will n.	Y	Arouses strong emotion in subject	PHB199
☐	___	Fear *[Fear, Mind-Affecting]*	Ne	VSM	1 act	Close	1 round/lev	Will n.	Y	Subjects in cone have a -2 on saves and flee	PHB203
☐	___	Gaseous Form	Tr	SM	1 act	Touch	2 min/lev (D)	–	N	Subject gets insubstantial and can fly at spd 10	PHB207
☐	___	Greater Magic Weapon	Tr	VSM	1 act	Close	1 hr/lev	Will n.	Y	1 weap. or 50 proj. become +1/3 lev (max +5)	PHB210
☐	___	Gust of Wind	Ev	VSF	1 act	Medium	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB212
☐	___	Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	Extra partial action and +4 AC, jump are x1.5	PHB212
☐	___	Healthful Slumber	Co	VSF	10 min	Close	1 day	Will n.	Y	Doubles natural healing rate	S&S92
☐	___	Hymn of Praise *[Good, Sonic]*	Ev	VSF	1 round	Medium	1 round/lev	Will n.	Y	Grants +1 CL to good-aligned divine casters	S&S92
☐	___	Illusory Script *[Mind-Affecting]*	Il	VSM	1 min+	Touch	1 day/lev	Will n.	Y	Only intended reader can decipher	PHB216
☐	___	Improved Alarm	Ab	VSM	1 act	Close	8 hrs/lev (D)	–	N	As the *alarm* spell, but works on coex. planes	MoP35
☐	___	Infernal Threnody *[Evil, Sonic]*	Ev	VSF	1 round	Medium	1 round/lev	Will n.	Y	Grants +1 CL to evil-aligned divine casters	S&S93
☐	___	Invisibility Sphere	Il	VSM	1 act	Touch	10 min/lev (D)	Will n.	Y/N	Makes everyone within 10 ft invisible	PHB218
☐	___	Keen Edge	Tr	VS	1 act	Close	10 min/lev	Will n.	Y	Doubles a norm. weapon's threat range	PHB219
☐	___	Leomund's Tiny Hut *[Force]*	Ev	VSM	1 act	20 ft	2 hrs/lev (D)	–	N	Creates shelter for 10 creatures	PHB220
☐	___	Lesser Geas	En	V	1 act	Close	1 day/lev (D)	Will n.	Y	Commands subject of 7 HD or less	PHB221
☐	___	Magic Circle against Chaos *[Lawful]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft rad., no mind contr.	PHB223
☐	___	Magic Circle against Evil *[Good]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft rad., no mind contr.	PHB223
☐	___	Magic Circle against Good *[Evil]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft rad., no mind contr.	PHB223
☐	___	Magic Circle against Law *[Chaotic]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft rad., no mind contr.	PHB223
☐	___	Major Image	Il	VSF	1 act	Long	Conc.+3 rds.	Will dis.	N	Creates visual,sound and thermal illusion	PHB225
☐	___	Phantom Steed	Co	VS	10 min	0 ft	1 hr/lev	–	N	Quasi- real magical horse appears for 1 hr/lev	PHB235
☐	___	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB244
☐	___	Remove Disease	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB244
☐	___	Scrying	Di	VSMF	1 hour	Unlimit.	1 min/lev	–	N	Spies on subject from a distance	PHB247
☐	___	Sculpt Sound	Tr	VS	1 act	Close	1 hr/lev (D)	Will n.	Y	Creates new sounds or changes existing ones	PHB248
☐	___	Sepia Snake Sigil *[Force]*	Co	VSM	10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader	PHB249
☐	___	Shadow Cache	Il	VS	1 act	Touch	1 min/lev (D)	–	N	Stash small items on the Plane of Shadow	MoP39
☐	___	Slow	Tr	VSM	1 act	Close	1 round/lev	Will n.	Y	1 subj./lev takes only part. act., -2 AC and hit	PHB253
☐	___	Summon Monster III	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (1 3rd, 1d3 2nd or 1d4+1 1st)	PHB259
☐	___	Wind Wall	Ev	VSM	1 act	Medium	1 round/lev	–	Y	Deflects arrows, smaller creatures, and gases	PHB273

Bard Spells

4th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Allegro	Tr	VSM	1 act	10 ft	1 min/lev	For n.	Y	Doubles speed and max. jump dist. in 10-ft	S&S89
☐	___	Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from magical effects	PHB181
☐	___	Choir *[Mind-Affecting]*	Il	VSF	1 act	Close	Conc. +4 rds	Will dis.	N	Creates illusory accompanists: +2 to Perform	S&S89
☐	___	Cure Critical Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 4d8 +1/lev damage (max +20)	PHB190
☐	___	Detect Scrying	Di	VSM	1 act	120 ft	24 hrs	–	N	Alerts you of magical eavesdropping	PHB193
☐	___	Dimension Door *[Teleportation]*	Tr	V	1 act	Long	Instantaneous	–	Y/N	Teleports you and up to 500 lbs up to range	PHB195
☐	___	Dismissal	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane	PHB196
☐	___	Dominate Person *[Mind-Affecting]*	En	VS	1 act	Medium	1 day/lev	Will n.	Y	Controls humanoid telepathically	PHB197
☐	___	Ethereal Mount	Co	VS	10 min	0 ft	1 hour/lev	–	N	Calls into being 1 quasi-real mount + 1/2 lev.	MoP35
☐	___	Follow the Leader *[Mind-Affecting, Sonic]*	En	VSF	1 round	Medium	Up to 1 min/l.	Will n.	Y	Causes 1 HD/lev to follow, up to 10 HD tot.	S&S91
☐	___	Hallucinatory Terrain	Il	VSM	10 min	Long	2 hrs/lev	Will dis.	N	Makes one type of terrain appear like another	PHB212
☐	___	Harmonic Chorus	Tr	VSM	1 act	Close	1 round/lev (D)	Will n.	Y	Save DCs increased by 1d4+1, damage by +1/die	S&S92
☐	___	Hold Monster *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one creature helpless	PHB214
☐	___	Improved Invisibility	Il	VS	1 act	Touch	1 min/lev (D)	Will n.	Y/N	Subject is invisible even if it attacks	PHB217
☐	___	Improved Portal Alarm	Ab	VSF	1 act	Close	8 hrs/lev (D)	–	N	Sounds an alarm when creature passes a portal	MoP35
☐	___	Legend Lore	Di	VSMF	Special	Personal	Special	–	N	Learn tales about a person, place, or thing	PHB219
☐	___	Leomund's Secure Shelter	Co	VSMF	10 min	Close	2 hrs/lev (D)	–	N	Creates sturdy cottage	PHB220
☐	___	Listening Coin	Di	VSM	1 act	Unlimit.	1 hour/lev	–	N	Allows remote eavesdropping	S&S93
☐	___	Locate Creature	Di	VSM	1 act	Long	10 min/lev	–	N	Indicates direction to familiar creature	PHB225
☐	___	Modify Memory *[Mind-Affecting]*	En	VS	1 act	Close	Permanent	Will n.	Y	Changes 5 minutes of subject's memories	PHB230
☐	___	Neutralize Poison	Co	VSM	1 act	Touch	Instantaneous	Will n.	Y	Detoxifies venom in or on subject	PHB232
☐	___	Rainbow Pattern *[Mind-Affecting]*	Il	VSMF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Prevents 24 HD of creat. from attack/move	PHB241
☐	___	Shout *[Sonic]*	Ev	V	1 act	Close	Instantaneous	For part.	Y	Deafens all within cone and deals 2d6 damage	PHB252
☐	___	Spectral Weapon	Il	VSF	1 act	Personal	1 round/lev	–	N	Creates a weapon, with *ghost touch*, +1/5 lev.	S&S95
☐	___	Summon Monster IV	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (1 4th, 1d3 3rd or 1d4+1 2nd)	PHB259
☐	___	Zone of Silence	Il	VSF	1 round	5 ft	1 round/lev	Will n.	Y	Keeps eavesdroppers from overhearing	S&S96
☐	___										
☐	___										
☐	___										

5th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Contact Other Plane	Di	V	10 min	Personal	Concentration	–	N	Ask questions to extraplanar entity	PHB187
☐	___	Control Water	Tr	VSM	1 act	Long	10 min/lev (D)	–	N	Raises, Lowers, or parts bodies of water	PHB188
☐	___	Dream *[Mind-Affecting]*	Il	VS	1 min	Unlimit.	Special	–	Y	Sends message to anyone sleeping	PHB198
☐	___	False Vision	Il	VSM	1 act	Close	1 min/lev	–	N	Fools scrying with an illusion	PHB202
☐	___	Greater Dispelling	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical effects, max +20 on check	PHB210
☐	___	Healing Circle	Co	VS	1 act	20 ft	Instantaneous	For ½	Y	Cures 1d8 +1/level (max +20) damage	PHB213
☐	___	Improvisation	Tr	VSM	1 act	Personal	1 round/lev	–	N	Applies +2 point/lev to checks or attacks	S&S92
☐	___	Mind Fog *[Mind-Affecting]*	En	VS	1 act	Medium	30 min + 2d6 r.	Will n.	Y	Subjects in fog get -10 Wis and Will checks	PHB228
☐	___	Mirage Arcana	Il	VS	1 act	Long	Conc. +1 hr/lev	Will dis.	N	Terrain and structure appear like another	PHB229
☐	___	Mislead	Il	S	1 act	Close	1 round/lev (D)	Will dis.	N	Turns you invisible and creates illusory double	PHB230
☐	___	Nightmare *[Mind-Affecting, Evil]*	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue	PHB232
☐	___	Otto's Resistible Dance *[Mind-Affecting]*	En	VSF	1 round	Close	Concentration	Will n.	Y	Makes listeners dance, with -2 to AC, Will, etc.	S&S94
☐	___	Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentr.	PHB235
☐	___	Song of Discord *[Mind-Affecting]*	En	VS	1 act	Medium	1 round/lev	Will n.	Y	Targets in 15' have a 50% to attack each other	S&S95
☐	___	Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (1 5th, 1d3 4th or 1d4+1 3rd)	PHB259
☐	___	Wail of Doom *[Sonic]*	Ev	V	1 act	Close	Instantaneous	Will n.	Y	Targets flee, 1d4 damage/lev, -2 on saves	S&S96
☐	___										
☐	___										
☐	___										

6th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	Control Weather	Tr	VS	10 min	2 miles	4d12 hrs	–	N	Changes weather in local area	PHB188
☐	___	Eyebite	Tr	VS	1 act	Close	1 round/3 lev	Special	Y	*Charm, fear, sicken* or *sleep* one target	PHB202
☐	___	Fanfare	Ev	VSM	1 act	100 ft	Instantaneous	For n.	Y	Stuns, deafens, 4d6 dmg to creat., 2d6 to obj.	S&S90
☐	___	Geas/Quest *[Language-Dep., Mind-Affecting]*	En	V	1 act	Close	1 day/lev (D)	–	Y	Places a magical command on a creature	PHB208
☐	___	Great Shout *[Sonic]*	Ev	VSF	1 act	Close	Instantaneous	Special	Y	Yell deals 20d6 damage, stuns, damages obj.	T&B90
☐	___	Greater Scrying	Di	VS	1 act	Unlimit.	1 hr/lev	–	N	Spies on subject from a distance	PHB211
☐	___	Insidious Rhythm *[Mind-Affecting]*	En	VSF	3 rds	Medium	1 hour/lev	Will n.	Y	-4 on Int-based checks and Concentr. to cast	S&S93
☐	___	Mass Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	Extra partial action and +4 AC, one subject/lev	PHB226
☐	___	Mass Suggestion *[Language-Dep., Mind-Aff.]*	En	VM	1 act	Medium	1 hr/lev	Will n.	Y	Compels one subject/lev	PHB226
☐	___	Permanent Image	Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell	PHB235
☐	___	Plane Shift	Tr	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane	PHB235
☐	___	Programmed Image	Il	VSF	1 act	Long	Perm. then 1r/l	Will dis.	N	Creates full illusion triggered by event	PHB239
☐	___	Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	N	Illusory double can talk and cast spells	PHB239
☐	___	Protégé	Ev	VSF	3 rds	Touch	1 min/lev	Will n.	Y	Grants another creature bardic abilities	S&S94
☐	___	Repulsion	Ab	VSF	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you	PHB245
☐	___	Summon Monster VI	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (1 6th, 1d3 5th or 1d4+1 4th)	PHB259
☐	___	Sympathetic Vibration *[Sonic]*	Ev	VSM	10 min	Touch	1 round/lev	Will n.	Y	Inflicts 2d10 damage/round to a structure	S&S96
☐	___	Veil	Il	VS	1 act	Long	Conc. +1 hr/lev	Will n.	Y	Changes appearance of group of creatures	PHB269
☐	___										
☐	___										
☐	___										

Cleric Powers

Deity: _____

Domain: _____

Granted Power:

Prestige Domain: _____

Granted Power:

Domain: _____

Granted Power:

Prestige Domain: _____

Granted Power:

Divine Feats

- ☐ Divine Cleansing
- ☐ Divine Might
- ☐ Divine Resistance
- ☐ Divine Shield
- ☐ Divine Vengeance
- ☐ Divine Vigor

Turn/Rebuke Undead

Turning Check: CHA

Times per Day: 3 + CHA + ___ = ____

Turning Damage: 2d6 + CHA + Lev = ____

Check Result	Max HD Affected
Up to 0	Level -4
1-3	Level -3
4-6	Level -2
7-9	Level -1
10-12	Level
13-15	Level +1
16-18	Level +2
19-21	Level +3
22+	Level +4

Cleric Spells

0-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Create Water	Co	VS	1 act	Close	Instantaneous	–	N	Creates up to 2 gallons of water per level	PHB189
		Cure Minor Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1 point of damage	PHB190
		Detect Magic	Un	VS	1 act	60 ft	1 min/lev (D)	–	N	Detect spells and magic items within 60 ft	PHB193
		Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poisons – Wis check (DC 20) for type	PHB193
		Guidance	Di	VS	1 act	Touch	1 min	–	Y	+1 on one roll, check or save	PHB211
		Inflict Minor Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Touch attack, 1 point of damage	PHB217
		Light *[Light]*	Ev	VSD	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch	PHB222
		Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs to an object	PHB227
		Purify Food and Drink	Un	VS	1 act	10 ft	Instantaneous	Will n.	Y	Purifies 1 cu.ft/level of food or water	PHB241
		Read Magic	Un	VSF	1 act	Personal	10 min/lev	–	N	Allows to read magical inscriptions	PHB243
		Resistance	Ab	VSD	1 act	Touch	1 min	Will n.	Y	Grants the subject a +1 bonus on saves	PHB245
		Virtue	Tr	VSD	1 act	Touch	1 min	Will n.	Y	Grants the subject 1 temporary hp	PHB269

1st-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Bane *[Mind-Affecting]*	En	VSD	1 act	50 ft	1 min/lev	Will n.	Y	Enemies suffer -1 to hit and saves vs. fear	PHB177
		Bless *[Mind-Affecting]*	En	VSD	1 act	50 ft	1 min/lev	–	Y	Fills allies with courage: +1 hit, +1 ST vs. fear	PHB180
		Bless Water *[Good]*	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Turn 1 pint of water into holy water	PHB180
		Burial Blessing *[Good]*	Ab	VSMX	10 min	Touch	Permanent	Will n.	Y	Prevents a corpse from rising as undead	DoF83
		Cause Fear *[Fear, Mind-Affecting]*	Ne	VS	1 act	Close	1d4 rounds	Will n.	Y	One creature flees for 1d4 rounds	PHB182
		Command *[Language-Dependent, Mind-Affecting]*	En	V	1 act	Close	1 round	Will n.	Y	Subject obeys one-word command for 1 rnd	PHB185
		Comprehend Languages	Di	VSD	1 act	Personal	10 min/lev	–	N	Understand all spoken and written languages	PHB186
		Cure Light Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 hp +1 per level (up to +5)	PHB190
		Curse Water *[Evil]*	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes 1 pint of unholy water	PHB190
		Deathwatch	Ne	VS	1 act	Close	10 min/lev	–	N	Sees how wounded subjects within 30 ft area	PHB191
		Detect Chaos	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects	PHB192
		Detect Evil	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects	PHB192
		Detect Good	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects	PHB193
		Detect Law	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects	PHB193
		Detect Undead	Di	VSD	1 act	60 ft	1 min/lev (D)	–	N	Detects undead, info depending on duration	PHB194
		Divine Favor	Ev	VSD	1 act	Personal	1 min	–	N	+1 to hit and damage per 3 levels (up yo +6)	PHB197
		Doom *[Fear, Mind-Affecting]*	En	VSD	1 act	Medium	1 min/lev	Will n.	Y	Subject suffers -2 to hit, dmg, checks, saves	PHB198
		Endure Elements	Ab	VS	1 act	Touch	24 hrs	–	Y	Absorbs the first 5 dmg/rnd vs. an element	PHB199
		Entropic Shield	Ab	VS	1 act	Personal	1 min/lev	–	N	Ranged attacks against you miss 20%	PHB200
		Inflict Light Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Inflicts 1d8 +1/lev damage (max +5)	PHB217
		Invisibility to Undead	Ab	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Undead can't perceive one subject/level	PHB218
		Magic Stone	Tr	VSD	1 act	Touch	30 min	Will n.	Y	3 stones gain +1 to hit and do 1d6+1 damage	PHB225
		Magic Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	+1 to hit and dmge, weapon *blessed* if good	PHB225
		Obscuring Mist	Co	VSD	1 act	30 ft	1 min/lev	–	N	Fog surrounds you	PHB233
		Portal Beacon	Tr	VS	1 act	Close	1 hour/lev	–	N	Portal sends out a mental beacon	MoP37
		Protection from Chaos *[Lawful]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; no possession	PHB240
		Protection from Evil *[Good]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; no possession	PHB240
		Protection from Good *[Evil]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; no possession	PHB240
		Protection from Law *[Chaotic]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves; no possession	PHB240
		Random Action *[Mind-Affecting]*	En	VSD	1 act	Close	1 round	Will n.	Y	One creature acts randomly for 1 round	PHB242
		Regenerate Light Wounds *[Healing]*	Co	VS	1 act	Touch	10 rd +1 rd/lev	Will n.	Y	Target heals 1 hp/round	MoW92
		Remove Fear	Ab	VS	1 act	Close	10 min	Will n.	Y	+1 on saves vs. fear, +1/four levels	PHB245
		Sanctuary	Ab	VSD	1 act	Touch	1 round/lev	Will n.	N	Opponents can't attack you, you can't attack	PHB247
		Shield of Faith	Ab	VSM	1 act	Touch	1 min/lev	Will n.	Y	Aura grants +2 or higher deflection bonus	PHB251
		Summon Monster I	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls a 1st-level outsider to fight for you	PHB258
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2nd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Aid *[Mind-Affecting]*	En	VSD	1 act	Touch	1 min/lev	–	Y	+1 to hit and save vs. fear, +1d8 temp. hp	PHB172
___	___	Animal Messenger *[Mind-Affecting]*	En	VSM	1 act	Close	1 day/lev	–	Y	Sends a Tiny animal to a specific place	PHB173
___	___	Augury	Di	VSF	1 act	Personal	Instantaneous	–	N	Learn whether an action will be good or bad	PHB177
___	___	Avoid Planar Effects	Ab	V	1 act	20 ft	1 min/lev	–	Y	1 creat./lev gains respite from a plane's effects	MoP33
___	___	Brambles	Tr	VSM	1 act	Touch	1 round/lev	–	N	Wooden weap.: +1 att., +1/lev dmg (max +10)	DoF82
___	___	Bull's Strength	Tr	VSD	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Strength for 1 hr/level	PHB181
___	___	Calm Emotions *[Mind-Affecting]*	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Calms 1d6 subjects/level	PHB182
___	___	Consecrate	Ev	VSMD	1 act	Close	2 hrs/lev	–	N	Fills area with positive energy, weakens undead	PHB187
___	___	Cure Moderate Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8+1/lev (up to +10)	PHB190
___	___	Darkness *[Darkness]*	Ev	VSD	1 act	Touch	10 min/lev (D)	–	N	20-ft radius of supernatural darkness	PHB190
___	___	Death Knell *[Death, Evil]*	Ne	VS	1 act	Touch	10 min/HD	Will n.	Y	Kills 1 creature, gain 1d8 hp, +2 Str and 1 level	PHB191
___	___	Delay Poison *[Healing]*	Co	VSD	1 act	Touch	1 hr/lev	For n.	Y	Stops poison effect for 1 hr/lev	PHB191
___	___	Desecrate	Ev	VSMD	1 act	Touch	2 hrs/lev	–	Y	Fills area with neg. energy, strength. undead	PHB192
___	___	Divine Flame	Ab	VS	1 act	15 ft	1 round/lev	For ½	Y	Cold creatures: 1d4 dmg/lev (max 5d4) in 15'	DoF85
___	___	Divine Zephyr	Ab	VS	1 act	15 ft	1 round/lev	For ½	Y	Fire creatures: 1d4 dmg/lev (max 5d4) in 15'	DoF85
___	___	Eagle's Splendor	Tr	VSD	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Cha for 1 hr/lev	T&B87
___	___	Endurance	Tr	VSD	1 act	Touch	1 hr/lev	Will n.	Y	Gain 1d4+1 Constitution for 1 hr/level	PHB199
___	___	Enthrall *[Language-Dep., Mind-Affecting, Sonic]*	En	VS	1 round	Medium	Up to 1 hr	Will n.	Y	Captivates all within range	PHB200
___	___	Filter	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	Makes subject resistant to inhaled toxins	T&B89
___	___	Find Traps	Di	VS	1 act	Medium	1 min/lev	–	N	Notice traps as rogue does	PHB203
___	___	Fox's Cunning	Tr	VSD	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Int for 1 hr/lev	T&B89
___	___	Gaze Screen	Ab	VS	1 act	Touch	10 min/lev	Will n.	Y	Subject has 50% chance to avoid gaze attacks	T&B90
___	___	Gentle Repose	Ne	VSD	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse	PHB208
___	___	Hold Person *[Mind-Affecting]*	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one person helpless for 1 round/level	PHB214
___	___	Inflict Moderate Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Inflicts 2d8 +1/level damage (max +10)	PHB217
___	___	Knife Spray	Ev	VS	1 act	Close	Instantaneous	Ref ½	Y	Cone inflicts 1d6 + 1/lev (max +5) damage	DoF87
___	___	Lesser Restoration *[Healing]*	Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Dispels ab. penalty or repairs 1d4 ability dmg	PHB222
___	___	Make Whole	Tr	VS	1 act	Close	Instantaneous	–	Y	Repairs an object	PHB225
___	___	Owl's Wisdom	Tr	VSD	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Wis for 1 hr/lev	T&B94
___	___	Remove Paralysis *[Healing]*	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis	PHB245
___	___	Resist Elements	Ab	VSD	1 act	Touch	1 min/lev	–	Y	Ignores 12 damage/round from one energy	PHB246
___	___	Shatter *[Sonic]*	Ev	VSD	1 act	Close	Instantaneous	Special	Y	Vibrations damage objects/crystalline creat.	PHB250
___	___	Shield Other	Ab	VSF	1 act	Close	1 hr/lev (D)	Will n.	Y	You take half of subject's damage	PHB251
___	___	Silence	Il	VS	1 act	Long	1 min/lev	Will n.	Y/N	Negates sound in 15-ft radius	PHB252
___	___	Sound Burst *[Sonic]*	Ev	VSD	1 act	Close	Instantaneous	Will part.	Y	Deals 1d8 sonic damage to subjects	PHB254
___	___	Speak with Animals	Di	VS	1 act	Personal	1 min/lev	–	N	You can communicate with natural animals	PHB254
___	___	Spiritual Weapon *[Force]*	Ev	VSD	1 act	Medium	1 round/lev (D)	–	Y	Magical weapon attacks on its own	PHB256
___	___	Summon Monster II	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 2nd or 1d3 1st)	PHB259
___	___	Undetectable Alignment	Ab	VS	1 act	Close	24 hrs	Will n.	Y	Conceals alignment for 24 hrs	PHB267
___	___	Zone of Truth *[Mind-Affecting]*	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie	PHB275
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Cleric Spells

3rd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Animate Dead *[Evil]*	Ne	VSM	1 act	Touch	Instantaneous	–	N	Creates undead skeletons and zombies	PHB174
___	___	Attune Form	Tr	VSD	1 act	Touch	2 hrs/lev	–	N	Attunes recipients to the plane they're on	MoP33
___	___	Bestow Curse	Tr	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability; -4 to rolls; or 50% lose act.	PHB177
___	___	Blessed Aim	Di	VS	1 act	60 ft	Concentration	Will n.	N	Allies have +2 morale bonus on ranged att.	DoF81
___	___	Blindness/Deafness	Tr	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blind or deaf	PHB180
___	___	Briar Web	Tr	VSD	1 act	Medium	1 min/lev	Ref part.	N	Entangles in 40-ft radius, 1d4+1/lev. damage	DoF83
___	___	Chain of Eyes	Di	VS	1 act	Touch	1 hour/lev	Will n.	Y	Scrying sensor passed along by touch	DoF84
___	___	Contagion	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB187
___	___	Continual Flame *[Light]*	Ev	VSM	1 act	0 ft	Permanent	–	N	Makes a permanent heatless torch	PHB188
___	___	Create Food and Water	Co	VS	10 min	Close	24 hrs	–	N	Feeds 3 humans or 1 horse/level	PHB189
___	___	Cure Serious Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8+1/lev (up to +15)	PHB190
___	___	Curse of the Brute	Tr	VS	1 act	Touch	1 round/lev	For n.	Y	Str, Con or Dex: +1/lev, Int and Cha: -1/lev	DoF84
___	___	Daylight *[Light]*	Ev	VS	1 act	Touch	10 min/lev	–	N	60-ft radius of bright light	PHB191
___	___	Deeper Darkness *[Darkness]*	Ev	VS	1 act	Touch	1 day/lev	–	N	Object sheds absolute darkness in 60-ft radius	PHB191
___	___	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magic spells and effects	PHB196
___	___	Flame of Faith	Ev	VSM	1 act	Touch	1 round/lev	–	N	Weapon becomes *flaming burst*	DoF86
___	___	Glyph of Warding	Ab	VSM	10 min	Touch	Until disch.	Special	Y	Inscription harms those who pass it (max 5d8)	PHB209
___	___	Helping Hand	Ev	VSD	1 act	5 miles	1 hr/lev	–	N	Ghostly hand leads subject to you	PHB213
___	___	Inflict Serious Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Inflicts 3d8 +1/level damage (max +15)	PHB217
___	___	Interplanar Message *[Language-Dependant]*	Ev	VS	1 act	Unlimit.	1 round	Will n.	Y	Sends a message up to 25 words to a creature	MoP36
___	___	Invisibility Purge	Ev	VS	1 act	Personal	1 min/lev (D)	–	N	Dispels invisibility within 5 ft/level	PHB218
___	___	Lesser Telepathic Bond *[Mind-Affecting]*	Di	VS	1 act	30 ft	10 min/lev	–	N	Comm. link with subject of Int 6+ within 30 ft	DoF87
___	___	Locate Object	Di	VSD	1 act	Long	1 min/lev	–	N	Sense direction towards object	PHB223
___	___	Magic Circle against Chaos	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB223
___	___	Magic Circle against Evil	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB223
___	___	Magic Circle against Good	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB223
___	___	Magic Circle against Law	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB223
___	___	Magic Vestment	Tr	VSD	1 act	Touch	1 hr/lev	Will n.	Y	Armor or shield gains +1/3 levels	PHB225
___	___	Mass Resist Elements	Ab	VSD	1 act	Touch	1 min/lev	–	Y	One creat./lev ignores 12 energy dmg/round	T&B93
___	___	Meld into Stone	Tr	VSD	1 act	Personal	10 min/lev	–	N	You and your gear merge with stone	PHB226
___	___	Negative Energy Protection	Ab	VS	1 act	Touch	1 round/lev	Will n.	Y	Subject resists level and ability drains	PHB231
___	___	Obscure Object	Ab	VSD	1 act	Touch	8 hrs	Will n.	Y	Masks object against divination	PHB232
___	___	Prayer	Co	VSD	1 act	30 ft	1 round/lev	–	Y	Allies gain +1 on most rolls, enemies -1	PHB238
___	___	Positive Energy Protection	Ab	VS	1 act	Touch	1 round/lev	Will n.	Y	Subject resists magical healing/regeneration	MoP37
___	___	Protection from Elements	Ab	VSD	1 act	Touch	10 min/lev	–	Y	Absorbs 12 damage/level from one energy	PHB240
___	___	Regenerate Moderate Wounds *[Healing]*	Co	VS	1 act	Touch	10 rd +1 rd/lev	Will n.	Y	Target heals 2 hp/round	MoW93
___	___	Remove Blindness/Deafness *[Healing]*	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions	PHB244
___	___	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB244
___	___	Remove Disease *[Healing]*	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB244
___	___	Safety	Ab	VS	1 act	Touch	10 min/lev	Will n.	Y	Find shortest direction to a place of safety	MoP38
___	___	Searing Light	Ev	VS	1 act	Medium	Instantaneous	–	Y	Ray deals 1d8/2 lev (max 5d8), more if undead	PHB248
___	___	Speak with Dead *[Language-Dependent]*	Ne	VSD	10 min	10 ft	1 min/lev	Will n.	N	Corpse answers one question/2 levels	PHB254
___	___	Speak with Plants	Di	VS	1 act	Personal	1 min/lev	–	N	You can talk to plants and plant creatures	PHB254
___	___	Spikes	Tr	VSM	1 act	Touch	1 hour/lev	–	N	Wooden weap. +2 att., +1/lev dmg (max +10)	DoF90
___	___	Stone Shape	Tr	VSD	1 act	Touch	Instantaneous	–	N	Sculpts stone into any form	PHB257
___	___	Summon Monster III	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (1 3rd, 1d3 2nd or 1d4+1 1st)	PHB259
___	___	Sweet Water	Di	VSM	1 act	Long	Instantaneous	–	N	Creates a well of fresh water up to 100 ft down	DoF90
___	___	Sword Stream	Ev	VS	1 act	Close	Instantaneous	Ref ½	Y	Cone inflicts 1d8+1/lev damage (max +10)	DoF90
___	___	Water Breathing	Tr	VSD	1 act	Touch	2 hrs/lev	Will n.	Y	Subject can breathe underwater	PHB271
___	___	Water Walk	Tr	VSD	1 act	Touch	10 min/lev	Will n.	Y	Subject treads on water as if solid	PHB272
___	___	Wind Wall	Ev	VSD	1 act	Medium	1 round/lev	–	Y	Deflects arrows, smaller creatures and gases	PHB273
___	___	Zone of Respite	Ab	VSM	2 rds	Medium	10 min/lev	–	N	30-ft cube/lev region is intrusion-proof	MoP40
___	___	Zone of Revelation	Di	VSD	1 act	Close	1 min/lev	–	Y	All is visible in 5-ft radius/lev	MoP40
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4th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Air Walk	Tr	VSD	1 act	Touch	10 min/lev	–	Y	Subject treads on air as if solid (45 deg. climb)	PHB172
___	___	Beast Claws	Tr	VSM	1 act	Personal	1 round/lev	–	N	Hands become slashing weapons (1d6 dmg)	DoF81
___	___	Castigate *[Sonic]*	Ev	V	1 act	10 ft	Instantaneous	For ½	Y	Deafens or damages foes	DoF83
___	___	Control Water	Tr	VSD	1 act	Long	10 min/lev (D)	–	N	Raises, lowers, or parts bodies of water	PHB188
___	___	Cure Critical Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 4d8 +1/lev damage (max +20)	PHB190
___	___	Death Ward	Ne	VSD	1 act	Touch	10 min/lev	–	Y	Grants immunity to death spells and effects	PHB191
___	___	Dimensional Anchor	Ab	VS	1 act	Medium	1 min/lev	–	Y	Bars extradimensional movement	PHB195
___	___	Discern Lies	Di	VSD	1 act	Close	Up to 1 r/lev	Will n.	N	Reveals deliberate falsehood	PHB195
___	___	Dismissal	Ab	VSD	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane	PHB196
___	___	Divination	Di	VSM	10 min	Personal	Instantaneous	–	N	Provides advice for specific proposed actions	PHB197
___	___	Divine Power	Ev	VSD	1 act	Personal	1 round/lev	–	N	You gain attack bonus, 18 Str and 1 hp/level	PHB197
___	___	Divine Storm	Ev	VSD	1 round	Close	Concentration	Ref n.	Y	Disc of weapons inflicts 1d6+2/lev (max +20)	DoF85
___	___	Ether Blast	Ab	VSM	1 act	Close	1 round/lev	–	N	Detonates small ether cyclone on Ethereal Pl.	MoP35
___	___	Freedom of Movement	Ab	VSMD	1 act	P./Touch	10 min/lev	–	Y/N	Subject moves normally despite impediments	PHB207
___	___	Giant Vermin	Tr	VSD	1 act	Close	1 min/lev	–	Y	Turns insects into giant vermin	PHB209
___	___	Greater Magic Weapon	Tr	VSD	1 act	Close	1 hr/lev	Will n.	Y	+1 bonus/3 levels (up to +5)	PHB210
___	___	Harrier	Co	VS	1 act	Close	1 round/lev	–	N	Summons an incorporeal bird of prey	DoF87
___	___	Imbue with Spell Ability	Ev	VSD	10 min	Touch	Until disch.	Will n.	Y	Transfers spells to subject	PHB216
___	___	Inflict Critical Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Inflicts 4d8 +1/lev damage (max +20)	PHB217
___	___	Lesser Planar Ally	Co	VSD	10 min	Close	Instantaneous	–	N	Exchange services with a 8 HD outsider	PHB221
___	___	Make Manifest	Tr	VS	1 act	Close	1 round/lev	Will n.	Y	One creat. on coexistent plane appears	MoP36
___	___	Neutralize Poison *[Healing]*	Co	VSD	1 act	Touch	Instantaneous	Will n.	Y	Detoxifies venom in or on subject	PHB232
___	___	Poison	Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min.	PHB236
___	___	Recitation	Co	VSD	1 act	60 ft	1 round/lev	–	Y	Allies gain +2 or +3 on att./saves, foes get -2	DoF89
___	___	Repel Vermin	Ab	VSD	1 act	10 ft	10 min/lev	Special	Y	Insects stay 10 ft away	PHB245
___	___	Restoration *[Healing]*	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability drains	PHB246
___	___	Sending	Ev	VSD	10 min	Unlimit.	1 round	–	N	Instantly delivers short messages anywhere	PHB248
___	___	Shadowblast	Ev	VSM	1 act	Long	Instantaneous	For n.	Y	Plane of Shadow access blocked in 20-ft radius	MoP39
___	___	Spell Immunity	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	Subject is immune to 1 spell/4 levels	PHB255
___	___	Status	Di	VS	1 act	Touch	1 hr/lev	Will n.	Y	Monitors condition and position of allies	PHB256
___	___	Summon Monster IV	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (1 4th, 1d3 3rd or 1d4+1 2nd)	PHB259
___	___	Tongues	Di	VD	1 act	Touch	10 min/lev	–	N	Speak any language	PHB265
___	___	Unfailing Endurance	Tr	VS	1 round	Touch	1 day/lev	–	Y	+4 bonus against weakness to 1 creature/lev	DoF91
___	___	Weapon of the Deity	Tr	VD	1 act	Personal	1 round/lev	–	N	+1 to weapon's att. and dmg, special ability	DoF92
___	___	Weather Eye	Di	VSMD	1 hour	1+1 mi/l.	Instantaneous	–	N	Forecast natural weather for 1 week	DoF92
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5th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Atonement	Ab	VSMFDX	1 hour	Touch	Instantaneous	–	Y	Removes burden of misdeeds from subject	PHB176
___	___	Bear's Heart	Tr	VS	1 act	20 ft	1 round/lev	Will n.	N	+4 Str and +1d4/lev hp to one ally/lev	DoF81
___	___	Blight	Ne	VSD	1 act	Special	Instantaneous	For ½	Y	Deals 1d6/lev to a plant creat., or blight 100'	MoW84
___	___	Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from magical effects	PHB181
___	___	Circle of Doom	Ne	VS	1 act	20 ft	Instantaneous	For ½	Y	Deals 1d8 +1/level (max +20) in all directions	PHB184
___	___	Commune	Di	VSMDX	10 min	Personal	1 round/lev	–	N	Deity answers one yes-or-no question/level	PHB186
___	___	Dispel Chaos *[Lawful]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Y/N	+4 bonus against attacks made by evil creatures	PHB196
___	___	Dispel Evil *[Good]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Y/N	+4 bonus against attacks made by evil creatures	PHB196
___	___	Dispel Good *[Evil]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Y/N	+4 bonus against attacks made by evil creatures	PHB196
___	___	Dispel Law *[Chaotic]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Y/N	+4 bonus against attacks made by evil creatures	PHB196
___	___	Divine Agility	Tr	VS	1 act	Touch	1 round/lev	Will n.	N	Subject gets Ref bonus, 18 Dex, Spring Attack	DoF85
___	___	Ethereal Jaunt	Tr	VS	1 act	Personal	1 round/lev (D)	–	N	You become ethereal for 1 round/level	PHB201
___	___	Flame Strike *[Fire]*	Ev	VSD	1 act	Medium	Instantaneous	Ref ½	Y	Smites foes with fire (1d6/level, max 15d6)	PHB205
___	___	Greater Command *[Lang.-Dep., Mind-Aff.]*	En	V	1 act	Close	1 round	Will n.	Y	One subject/lev obeys 1-word command	PHB210
___	___	Hallow *[Good]*	Ev	VSMD	1 day	Touch	Instantaneous	–	Sp.	Designates location as holy	PHB212
___	___	Healing Circle *[Healing]*	Co	VS	1 act	20 ft	Instantaneous	For ½	Y	Cures 1d8 +1/level (max +20) in all directions	PHB213
___	___	Insect Plague	Co	VSD	1 round	Long	1 min/lev	Special	N	Insect horde limits vision and deals damage	PHB217
___	___	Mark of Justice	Tr	VSD	10 min	Touch	Permanent	–	Y	Designate action that will trigger *curse* on subj.	PHB225
___	___	Mirror Walking	Tr	VSM	1 round	Touch	Special	Will n.	Y	Target may pass through to Plane of Mirrors	MoP205
___	___	Plane Shift	Tr	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane	PHB235
___	___	Raise Dead *[Healing]*	Co	VSMD	1 min	Touch	Instantaneous	–	Y	Restores life to subject dead up to 1 day/level	PHB242
___	___	Regenerate Serious Wounds *[Healing]*	Co	VS	1 act	Touch	10 rd +1 rd/lev	Will n.	Y	Target heals 3 hp/round	MoW93
___	___	Righteous Might	Tr	VSD	1 act	Personal	1 round/lev	–	N	Your size increases, and you gain +4 Str	PHB246
___	___	Scrying	Di	VSFD	1 hour	Unlimit.	1 min/lev	–	N	Spies on subject from a distance	PHB247
___	___	Slay Living *[Death]*	Ne	VS	1 act	Touch	Instantaneous	For p.	Y	Touch attack kills (or 3d6 +1/level if saves)	PHB252
___	___	Spell Resistance	Ab	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +12 +1/level Spell Resistance	PHB255
___	___	Summon Monster V	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (1 5th, 1d3 4th or 1d4+1 3rd)	PHB259
___	___	True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	See all things as they really are	PHB267
___	___	Unhallow *[Evil]*	Ev	VSM	1 day	Touch	Instantaneous	–	Sp.	Designates location as unholy	PHB268
___	___	Wall of Stone	Co	VSD	1 act	Medium	Instantaneous	–	N	Wall of stone, 20 hp/4 levels, can be shaped	PHB270
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Cleric Spells

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		6th-Level Spells			Spells: ___ + ___ = ____			Save DC: ____			
___	___	Animate Objects	Tr	VS	1 act	Medium	1 round/lev	–	N	Objects attack your foes	PHB174
___	___	Antilife Shell	Ab	VSD	1 round	10 ft	10 min/lev (D)	–	Y	10-ft field hedges out living creatures	PHB174
___	___	Banishment	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev extraplanar creatures	PHB177
___	___	Blade Barrier	Ev	VS	1 round	Medium	10 min/lev	Ref n.	Y	Blades deal 1d6 damage/level (max 20d6)	PHB179
___	___	Create Undead *[Evil]*	Ne	VSM	1 hour	Close	Instantaneous	–	N	Ghouls, shadows, ghasts, wights, or wraiths	PHB189
___	___	Energy Immunity	Ab	VS	1 act	Touch	24 hours	–	Y	Subject immune to dmg from one energy	T&B88
___	___	Etherealness	Tr	VS	1 act	Touch	1 min/lev (D)	–	Y	Travel to Ethereal Plane with 1 comp./3 levels	PHB200
___	___	Find the Path	Di	VSF	3 rds	P./Touch	10 min/lev	–/Will n.	Y/N	Shows most direct way to a location	PHB203
___	___	Forbiddance	Ab	VSMD	6 rds	Medium	Permanent	Special	Y	Denies area to creatures of another alignment	PHB206
___	___	Geas/Quest *[Language-Dep., Mind-Affecting]*	En	V	1 act	Close	1 day/lev (D)	–	Y	Places a magical command on a creature	PHB208
___	___	Greater Dispelling	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magic spells and effects, +20 on check	PHB210
___	___	Greater Glyph of Warding	Ab	VSM	10 min	Touch	Until disch.	Special	Y	Inscription harms those who pass it (max 10d8)	PHB210
___	___	Harm	Ne	VS	1 act	Touch	Instantaneous	–	Y	Subject loses all but 1d4 hp	PHB212
___	___	Heal *[Healing]*	Co	VS	1 act	Touch	Instantaneous	–	Y	Cures damage, diseases, mental conditions	PHB213
___	___	Heroes' Feast	Ev	VSD	10 min	Close	1 hr +12 hrs	–	Y	Food for 1 creat./lev cures 1d4+4 and *blesses*	PHB213
___	___	Mass Manifest	Tr	VSM	1 act	Close	1 round/lev	–	Y	Creat. in 25-ft. rad. are brought to your plane	MoP36
___	___	Planar Ally	Co	VSD	10 min	Close	Instantaneous	–	N	Exchange service with a 16 HD outsider	PHB235
___	___	Regenerate Critical Wounds *[Healing]*	Co	VS	1 act	Touch	10 rd + 1 rd/lev	Will n.	Y	Target heals 4 hp/round	MoW92
___	___	Revive Outsider *[Healing]*	Co	VSMD	1 min	Touch	Instantaneous	–	Y	Restores life to dead outsider up to 1 HD/lev	MoP38
___	___	Summon Monster VI	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (1 6th, 1d3 5th or 1d4+1 4th)	PHB259
___	___	Undeath to Death	Ne	VSD	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20HD) undead	T&B96
___	___	Wind Walk	Tr	VSD	1 act	Touch	1 hr/lev (D)	Will n.	Y/N	You and allies turn vaporous and travel fast	PHB272
___	___	Word of Recall *[Teleportation]*	Tr	V	1 act	Unlimit.	Instantaneous	Will n.	Y/N	Teleports you and willing subj. to special place	PHB274
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		7th-Level Spells			Spells: ___ + ___ = ____			Save DC: ____			
___	___	Blasphemy *[Sonic, Evil]*	Ev	V	1 act	30 ft	Instantaneous	–	Y	Kill/paralyze/weaken/daze nonevil subjects	PHB179
___	___	Control Weather	Tr	VS	10 min	2 miles	4d12 hrs	–	N	Changes weather in local area	PHB188
___	___	Destruction *[Death]*	Ne	VSF	1 act	Close	Instantaneous	For p.	Y	Destroys subject (or 10d6 if saves)	PHB192
___	___	Dictum *[Sonic, Lawful]*	Ev	V	1 act	30 ft	Instantaneous	–	Y	Kill/paralyze/weaken/daze nonlawful subjects	PHB194
___	___	Greater Restoration	Ne	VSX	10 min	Touch	Instantaneous	Will n.	Y	Restores all drained levels and ability scores	PHB211
___	___	Greater Scrying	Di	VS	1 act	Unlimit.	1 hr/lev	–	N	Spies on subject from a distance	PHB211
___	___	Holy Word *[Sonic, Good]*	Ev	V	1 act	30 ft	Instantaneous	–	Y	Kill/paralyze/weaken/daze nongood subjects	PHB215
___	___	Refuge	Tr	VSM	1 act	Touch	Perm. until dis.	–	N	Alters item to transport its possessor to you	PHB243
___	___	Regenerate *[Healing]*	Co	VSD	3 rds	Touch	Instantaneous	For n.	Y	Subject's severed limbs grow back	PHB244
___	___	Repulsion *[Teleportation]*	Ab	VSD	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you	PHB245
___	___	Resurrection *[Healing]*	Co	VSMD	10 min	Touch	Instantaneous	–	Y	Fully restores dead subjects	PHB246
___	___	Righteous Wrath of the Faithful *[Mind-Aff.]*	En	VSD	1 act	30 ft	1 round/lev	–	Y	As *aid* in 30 ft, followers of deity get more	DoF89
___	___	Slime Wave	Co	VSM	1 act	Close	1 round/lev	Ref n.	N	Creates a 15-ft spread of green slime	MoW93
___	___	Summon Monster VII	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (1 7th, 1d3 6th or 1d4+1 5th)	PHB259
___	___	Word of Chaos *[Sonic, Chaotic]*	Ev	V	1 act	30 ft	Instantaneous	–	Y	Kill/paralyze/weaken/daze nonchaotic subjects	PHB273
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		8th-Level Spells			Spells: ___ + ___ = ____			Save DC: ____			
___	___	Antimagic Field	Ab	VSD	1 act	10 ft	10 min/lev	–	Y/N	Negates magic within 10 ft	PHB175
___	___	Brain Spider *[Mind-Affecting]*	Di	VSMD	1 round	Long	1 min/lev	Will n.	Y	Eavesdrop on thoughts of up to 8 creatures	DoF82
___	___	Chain of Chaos *[Mind-Affecting]*	En	VS	1 act	Touch	1 day/5 lev	Will n.	Y	Creates plague of *insanity* passed by touch	DoF83
___	___	Cloak of Chaos *[Chaotic]*	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and 25 SR vs. lawful spells	PHB184
___	___	Create Greater Undead *[Evil]*	Ne	VSM	1 hour	Close	Instantaneous	–	N	Mummies, spectres, vampires, or ghosts	PHB189
___	___	Dimensional Lock	Ab	VS	1 act	Medium	1 day/lev	–	Y	Blocks teleport/dimensional travel in 15-ft	T&B87
___	___	Discern Location	Di	VSD	10 min	Unlimit.	Instantaneous	–	N	Exact location of creature or object	PHB195
___	___	Earthquake	Ev	VSD	1 act	Long	1 round	Special	N	Intense tremors shake 5 ft/level radius	PHB198
___	___	Fire Storm *[Fire]*	Ev	VS	1 round	Medium	Instantaneous	Ref ½	Y	Deals 1d6 fire damage/level	PHB205
___	___	Greater Planar Ally	Co	VSD	10 min	Close	Instantaneous	–	N	Exchange services with a 24 HD outsider	PHB211
___	___	Holy Aura *[Good]*	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and 25 SR vs. evil spells	PHB214
___	___	Mass Heal *[Healing]*	Co	VS	1 act	Close	Instantaneous	–	Y	Cures all damage and disease from subjects	PHB226
___	___	Shield of Law *[Lawful]*	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resist. and 25 SR vs. chaotic spells	PHB251
___	___	Summon Monster VIII	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (1 8th, 1d3 7th or 1d4+1 6th)	PHB259
___	___	Symbol	Un	VSMD	Special	0 ft	Special	Special	Y	Triggered runes have array of effects	PHB261
___	___	Unholy Aura *[Evil]*	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and 25 SR vs. good spells	PHB268
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9th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Astral Projection	Ne	VSM	30 min	Touch	Special	–	Y	Projects you and companion into Astral Plane	PHB176
___	___	Energy Drain	Ne	VS	1 act	Close	Instantaneous	For n.	Y	Subject gains 2d4 negative levels	PHB199
___	___	Gate	Co	VS	1 act	Medium	Instantaneous	–	N	Connects two planes for travel or summon	PHB207
___	___	Implosion	Ev	VS	1 act	Close	Up to 4 rounds	For n.	Y	Kills one creature/round	PHB216
___	___	Miracle	Ev	VSX	1 act	Special	Special	Special	Y	Request a deity's intercession	PHB228
___	___	Soul Bind	Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent *resurrection*	PHB254
___	___	Storm of Vengeance	Co	VS	1 round	Long	Up to 10 r. (D)	Special	Y	Storm rains acid, lightning, and hail	PHB257
___	___	Summon Monster IX	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (19th, 1d3 8th or 1d4+17th)	PHB259
___	___	True Resurrection *[Healing]*	Co	VSMD	10 min	Touch	Instantaneous	–	Y	Fully restores dead subject, without remains	PHB267
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Druid Powers

Nature Sense: ☑
Animal Companion: ☑
Woodland Stride: ☐
Trackless Step: ☐
Resist Nature's Lure: ☐
Venom Immunity: ☐
A Thousand Faces: ☐
Timeless Body: ☐

Wild Shape: _____ times/day
- Tiny ☐
- Small ☐
- Medium ☐
- Large ☐
- Huge ☐
- Dire ☐
- Elemental ☐ _____ times/day

Wild Feats

☐ Blindsight
☐ Extra Wild Shape (☐☐☐☐☐)
☐ Fast Wild Shape
☐ Natural Spell
☐ Proportionate Wild Shape
☐ Scent
☐ Speaking Wild Shape

Druid Spells

0-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Animal Trick	Tr	VSD	1 act	Close	Instantaneous	Will n.	Y	One animal companion performs a trick	MoW82
		Create Water	Co	VS	1 act	Close	Instantaneous	–	N	Creates up to 2 gallons of water per level	PHB189
		Cure Minor Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1 point of damage	PHB190
		Darkseed	Tr	VD	1 act	Close	1 day	Ref n.	Y	Inflicts 1 dmg +1/hour to a plant/plant creat.	MoW86
		Dawn	Ab	V	1 act	Personal	Instantaneous	For n.	Y	Awakens sleeping creatures in a 15-ft area	MoW86
		Daze Animal *[Mind-Affecting]*	En	VSD	1 act	Close	1 round	Will n.	Y	One animal with less than 5 HD loses one act.	MoW86
		Detect Magic	Un	VS	1 act	60 ft	1 min/lev (D)	–	N	Detect spells and magic items within 60 ft	PHB193
		Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poisons – Wis check (DC 20) for type	PHB193
		Fire Eyes	Tr	VD	1 act	Touch	10 min/lev	Will n.	Y	You see through natural fire, smoke, and fog	MoW88
		Flare *[Light]*	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attacks)	PHB206
		Guidance	Di	VS	1 act	Touch	1 min	–	Y	+1 on one roll, check or save	PHB211
		Know Direction	Di	VS	1 act	Personal	Instantaneous	–	N	You discern north	PHB219
		Light *[Light]*	Ev	VSD	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch	PHB222
		Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs to an object	PHB227
		Purify Food and Drink	Un	VS	1 act	10 ft	Instantaneous	Will n.	Y	Purifies 1 cu.ft/level of food or water	PHB241
		Read Magic	Un	VSF	1 act	Personal	10 min/lev	–	N	Allows to read magical inscriptions	PHB243
		Resistance	Ab	VSD	1 act	Touch	1 min	Will n.	Y	Grants the subject a +1 bonus on saves	PHB245
		Scarecrow *[Fear, Mind-Affecting]*	Ne	VS	1 act	Close	1 round/lev	Will n.	Y	1 animal is shaken: -2 to attack, saves, checks	MoW93
		Virtue	Tr	VSD	1 act	Touch	1 min	Will n.	Y	Grants the subject 1 temporary hp	PHB269

1st-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Animal Friendship *[Mind-Affecting]*	En	VSM	1 act	Close	Instantaneous	Will n.	Y	Gains permanent animal companions	PHB173
		Calm Animals *[Mind-Affecting]*	En	VS	1 act	Close	1 min/lev	Will n.	Y	Calms 2d4 +1/level HD of animals/beasts	PHB182
		Camouflage	Tr	VSM	1 act	Personal	10 min/lev	–	N	Grants +10 on Hide checks	MoW85
		Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 hp +1 per level (up to +5)	PHB190
		Detect Animals or Plants	Di	VS	1 act	Long	10 min/lev (D)	–	N	Detects species of animal or plant	PHB192
		Detect Snares and Pits	Di	VS	1 act	60 ft	10 min/lev (D)	–	N	Reveals natural or primitive traps	PHB194
		Endure Elements	Ab	VS	1 act	Touch	24 hrs	–	Y	Absorbs first 5 damage/round vs. an element	PHB199
		Entangle	Tr	VSD	1 act	Long	1 min/lev	Ref ½	N	Plants entangle everyone in 40-ft radius circle	PHB200
		Faerie Fire	Ev	VSD	1 act	Long	1 min/lev	–	Y	Outlines subjects with light	PHB202
		Goodberry	Tr	VSD	1 act	Touch	1 day/lev	–	Y	2d4 berries cure 1 hp each (max 8 hp/24 hrs)	PHB210
		Hawkeye	Tr	V	1 act	Personal	10 min/lev	–	N	Increases range inc. by 50%, gain +5 to Spot	MoW89
		Invisibility to Animals	Ab	SD	1 act	Touch	10 min/lev (D)	–	Y	Animals can't perceive one subject/level	PHB218
		Magic Fang	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	One natural weapon gets +1 to hit and damage	PHB223
		Obscuring Mist	Co	VS	1 act	30 ft	1 min/lev	–	N	Fog surrounds you	PHB233
		Pass without Trace	Tr	VSD	1 act	Touch	10 min/lev	Will n.	Y	One subject/level leaves no tracks	PHB234
		Power Sight	Di	VS	1 act	Close	Instantaneous	–	N	Determines a creature's HD or level	MoW92
		Regenerate Light Wounds	Co	VS	1 act	Touch	10 rd +1 rd/lev	Will n.	Y	Target heals 1 hp/round	MoW92
		Sandblast	Ev	VSD	1 act	10 ft	Instantaneous	Ref ½	Y	Creates sandstorm in arc, 1d6 subdual damage	MoW93
		Shillelagh	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Cudgel becomes +1 weapon for 1d10 damage	PHB251
		Summon Nature's Ally I	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (one 1st-level)	PHB260
		Wood Wose	Co	VSD	1 act	Close	1 hour/lev	–	N	Summon minor nature spirit	MoW96

2nd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Adrenalin Surge	Tr	VSD	1 act	Close	1 round/lev	Will n.	Y	Grants +4 Str to summoned creat. in range	MoW82
___	___	Animal Messenger *[Mind-Affecting]*	En	VSM	1 act	Close	1 day/lev	–	Y	Sends a Tiny animal to a specific place	PHB173
___	___	Animal Reduction	Tr	VS	1 act	Touch	1 hour/lev	Will n.	Y	Willing animal (Small to Huge) shrinks in size	MoW82
___	___	Animal Trance *[Mind-Affecting, Sonic]*	En	VS	1 act	Close	Concentration	Will n.	Y	Fascinates 2d6 HD of animals	PHB173
___	___	Avoid Planar Effects	Ab	V	1 act	20 ft	1 min/lev	–	Y	1 creat./lev gains respite from plane's effect	MoP33
___	___	Barkskin	Tr	VSD	1 act	Touch	10 min/lev	–	Y	Grants +3 or higher matural armor bonus	PHB177
___	___	Beastmask	Il	VS	1 act	Touch	5 + 1 min/lev	Will dis.	Y	Animals/beasts think subject is one of them	DoF81
___	___	Body of the Sun *[Fire]*	Tr	VSD	1 act	5 ft	1 round/lev	–	N	Fire (1d4+1 hp) extends 5 ft. from caster	MoW84
___	___	Brambles	Tr	VSM	1 act	Touch	1 round/lev	–	N	Wooden weap.: +1 att., +1/lev dmg (max +10)	DoF82
___	___	Briar Web	Tr	VSD	1 act	Medium	1 min/lev	Ref part.	N	Entangles in 40-ft radius, 1d4+1/lev. damage	MoW85
___	___	Charm Person or Animal *[Mind-Affecting]*	En	VS	1 act	Close	1 hr/lev	Will n.	Y	Makes one person or animal your friend	PHB183
___	___	Chill Metal *[Cold]*	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Cold metal damages those who touch it	PHB183
___	___	Creeping Cold *[Cold]*	Tr	VSF	1 act	Close	3 rounds	For ½	Y	Deals progressive cold damage (+1d6/round)	MoW86
___	___	Decomposition	Ne	VSD	1 act	50 ft	1 round/lev	–	Y	Wounded creatures suffer 1 extra hp/round	MoW87
___	___	Delay Poison	Co	VSD	1 act	Touch	1 hr/lev	For n.	Y	Stops poison effect for 1 hr/lev	PHB191
___	___	Filter	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	Makes subject resistant to inhaled toxins	T&B89
___	___	Fire Trap *[Fire]*	Ab	VSM	10 min	Touch	Perm. until dis.	Ref ½	Y	Opened object deals 1d4 +1/level of damage	PHB205
___	___	Flame Blade *[Fire]*	Ev	VSD	1 act	0 ft	1 min/lev (D)	–	Y	Touch attack deals 1d8 +1/2 levels of damage	PHB205
___	___	Flaming Sphere *[Fire]*	Ev	VSD	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire deals 2d6 damage	PHB206
___	___	Gaze Screen	Ab	VS	1 act	Touch	10 min/lev	Will n.	Y	Subject has 50% chance to avoid gaze attacks	T&B90
___	___	Green Blockade	Co	VSD	1 act	Close	1 round/lev	–	N	Creates a 20-ft long wall of vegetable matter	MoW89
___	___	Heat Metal *[Fire]*	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Hot metal damages those who touch it	PHB213
___	___	Hold Animal *[Mind-Affecting]*	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one animal helpless for 1 round/level	PHB214
___	___	Lesser Restoration	Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Dispels magic ab/ penalty or repairs 1d4 ability	PHB222
___	___	Might of the Oak	Tr	VSD	1 act	Touch	10 min/lev	Will n.	Y	Grants +4 Str, -2 Dex	MoW91
___	___	Persistence of the Waves	Tr	VSD	1 act	Touch	10 min/lev	Will n.	Y	Grants +4 Con, -2 Str	MoW92
___	___	Produce Flame *[Fire]*	Ev	VS	1 act	0 ft	1 round/lev (D)	–	Y	1d4 +1/2 levels damage, touch or thrown	PHB238
___	___	Regenerate Moderate Wounds	Co	VS	1 act	Touch	10 rd +1 rd/lev	Will n.	Y	Target heals 2 hp/round	MoW93
___	___	Resist Elements	Ab	VSD	1 act	Touch	1 min/lev	–	Y	Ignores 12 damage/round from one energy	PHB246
___	___	Soften Earth and Stone	Tr	VSD	1 act	Close	Instantaneous	–	N	Turns stone to clay or dirt to sand or mud	PHB253
___	___	Speak with Animals	Di	VS	1 act	Personal	1 min/lev	–	N	You can communicate with natural animals	PHB254
___	___	Speed of the Wind	Tr	VS	1 act	Touch	10 min/lev	Will n.	Y	Grants +4 Dex, -2 Con	MoW94
___	___	Summon Nature's Ally II	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight (1 2nd or 1d3 1st level)	PHB260
___	___	Summon Swarm	Co	VSD	1 round	Close	Conc. +2 rds	–	N	Summon swarm of crawling or flying creatures	PHB261
___	___	Sweet Water	Di	VSM	1 act	Long	Instantaneous	–	N	Creates a well of fresh water up to 100 ft down	DoF90
___	___	Tree Shape	Tr	VSD	1 act	Personal	1 hr/lev (D)	–	N	You look like a tree for 1 hr/lev	PHB267
___	___	Warp Wood	Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Bends wood	PHB271
___	___	Wood Shape	Tr	VSD	1 act	Touch	Instantaneous	Will n.	Y	Rearrange wooden objects to suit you	PHB273
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___	___										

3rd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Attune Form	Tr	VSD	1 act	Touch	2 hrs/lev	–	N	Attunes recipients to the plane they're on	MoP33
___	___	Beast Claws	Tr	VSM	1 act	Personal	1 round/lev	–	N	Hands become slashing weapons (1d6 damage)	DoF81
___	___	Bottle of Smoke	Co	VSF	10 min	Touch	1 hour/lev	–	N	Creates a steed made of smoke	MoW84
___	___	Call Lightning *[Electricity]*	Ev	VS	10 min	Long	10 min/lev	Ref ½	Y	Directs lightning bolts (1d10/level)	PHB182
___	___	Contagion	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB187
___	___	Countermoon	Ab	VSF	1 act	Close	12 hours (D)	Will n.	Y	Stops a lycanthrope from shapechanging	MoW86
___	___	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8+1/lev (up to +10)	PHB190
___	___	Diminish Plants	Tr	VSD	1 act	Special	Instantaneous	–	N	Reduces size or blights growth of plants	PHB195
___	___	Dominate Animal *[Mind-Affecting]*	En	VS	1 act	Medium	1 round/lev	Will n.	Y	Subject animal obeys silent mental commands	PHB197
___	___	Embrace the Wild	Tr	VF	1 act	Personal	10 min/lev	–	N	Caster gains an animal's senses and skills	MoW87
___	___	False Bravado *[Mind-Affecting]*	En	VSF	1 act	Close	3 rds+Con mod	Will n.	Y	Causes false rage in humanoid (penalties only)	MoW88
___	___	Greater Magic Fang	Tr	VSD	1 act	Close	1 hr/lev	Will n.	Y	Natural weap. +1 to hit/dmg per 3 lev (max +5)	PHB210
___	___	Harrier	Co	VS	1 act	Close	1 round/lev	–	N	Summons an incorporeal bird of prey	DoF87
___	___	Mass Resist Elements	Ab	VSD	1 act	Touch	1 min/lev	–	Y	One creat./lev ignores 12 energy dmg/round	T&B93
___	___	Meld into Stone	Tr	VSD	1 act	Personal	10 min/lev	–	N	You and your gear merge with stone	PHB226
___	___	Nature's Favor	Ev	VSD	1 act	Touch	5 rounds/lev	Will n.	Y	Animal gains att. and damage bonus +1/2 lev.	MoW92
___	___	Neutralize Poison	Co	VSD	1 act	Touch	Instantaneous	Will n.	Y	Detoxifies venom in or on subject	PHB232
___	___	Plant Growth	Tr	VSD	1 act	Special	Instantaneous	–	N	Grows vegetation and improves crops	PHB236
___	___	Poison	Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 min	PHB236
___	___	Protection from Elements	Ab	VSD	1 act	Touch	10 min/lev	–	Y	Absorbs 12 damage/level from one energy	PHB240
___	___	Regenerate Ring	Co	VS	1 act	20 ft	10 rds+1r/2 lev	Will n.	Y	One creature/2 lev. in range heals 1 hp/round	MoW93
___	___	Remove Disease	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB244
___	___	Snare	Tr	VSD	3 rds	Touch	Until triggered	–	N	Creates a magical booby trap	PHB253
___	___	Speak with Plants	Di	VS	1 act	Personal	1 min/lev	–	N	Talk to normal plants and plant creatures	PHB254
___	___	Spike Growth	Tr	VSD	1 act	Medium	1 hr/lev (D)	Ref part.	Y	Creatures take 1d4 damage and may be *slowed*	PHB255
___	___	Spikes	Tr	VSM	1 act	Touch	1 hour/lev	–	N	Wooden weap.: +2 att., +1/lev dmg (max +10)	DoF90
___	___	Standing Wave	Tr	VSD	1 act	Close	10 min/lev	Ref n.	Y	Transports across water	MoW94
___	___	Stone Shape	Tr	VSD	1 act	Touch	Instantaneous	–	N	Sculpts stone into any form	PHB257
___	___	Summon Nature's Ally III	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight (1 3rd/1d3 2nd/1d4+1 1st)	PHB260
___	___	Water Breathing	Tr	VSD	1 act	Touch	2 hrs/lev	Will n.	Y	Subject can breathe underwater	PHB271
___	___	Weather Eye	Di	VSMD	1 hour	1+1 mi/l.	Instantaneous	–	N	Forecast natural weather for 1 week	DoF92
___	___										
___	___										
___	___										

Druid Spells

4th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Antiplant Shell	Ab	VSD	1 act	10 ft	10 min/lev (D)	–	Y	Keeps animated plants at bay	PHB175
		Bear's Heart	Tr	VS	1 act	20 ft	1 round/lev	Will n.	N	+4 Str and +1d4/lev hp to one ally/lev	DoF81
		Beget Bogun	Co	VSMX	1 act	Touch	Instantaneous	–	N	Creates natural homunculus	MoW82
		Blight	Ne	VSD	1 act	Special	Instantaneous	For ½	Y	Deals 1d6/lev to plant creature, or blight 100'	MoW84
		Chain of Eyes	Di	VS	1 act	Touch	1 hour/lev	Will n.	Y	Scrying sensor passed along by touch	DoF84
		Control Plants	Tr	VSD	1 act	Close	1 min/lev	Will n.	N	Talk to and control plants and fungi	PHB188
		Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8+1/lev (up to +15)	PHB190
		Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magic spells and effects	PHB196
		Feathers	Tr	VSD	1 act	Close	1 hour/lev (D)	–	Y	*Polymorphs* one willing creat./lev. into bird	MoW88
		Flame Strike *[Fire]*	Ev	VSD	1 act	Medium	Instantaneous	Ref ½	Y	Smites foes with fire (1d6/level, max 15d6)	PHB205
		Forestfold	Tr	VSM	1 act	Personal	10 min/lev	–	N	Grants +20 on Hide and Move Silently checks	MoW88
		Freedom of Movement	Ab	VSMD	1 act	P./Touch	10 min/lev	–	Y/N	Subject moves normally despite impediments	PHB207
		Giant Vermin	Tr	VSD	1 act	Close	1 min/lev	–	Y	Turns insects into giant vermin	PHB209
		Languor	Tr	VS	1 act	Close	1 round/lev	Will n.	Y	Ray causes 1d6-1 per 2 lev. Str loss and slowing	MoW89
		Last Breath	Ne	VS	1 act	Touch	Instantaneous	–	Y	Creat. killed within 1 round goes to 0 hp	MoW90
		Mass Calm *[Mind-Affecting]*	En	VS	1 act	Close	1 min/lev	Will n.	Y	Calms all animals/beasts in area	MoW91
		Miasma	EV	VSD	1 act	Medium	5 rounds/lev	Special	Y	Gas cloud suffocates one target	MoW91
		Quench	Tr	VSD	1 act	Medium	Instantaneous	–/Will n.	Y/N	Extinguishes normal fires or one magic item	PHB241
		Regenerate Serious Wounds	Co	VS	1 act	Touch	10 rd +1 rd/lev	Will n.	Y	Target heals 3 hp/round	MoW93
		Reincarnate	Tr	VSD	10 min	Touch	Instantaneous	–	Y	Brings dead subject back in random body	PHB244
		Repel Vermin	Ab	VSD	1 act	10 ft	10 min/lev	Special	Y	Insects stay 10 ft away	PHB245
		Rusting Grasp	Tr	VSD	1 act	Touch	Special	–	N	Your touch corrodes iron and alloys	PHB247
		Scrying	Di	VSFD	1 hour	Unlimit.	1 min/lev	–	N	Spies on subject from a distance	PHB247
		Shadowblast	Ev	VSM	1 act	Long	Instantaneous	For n.	Y	Plane of Shadow access blocked in 20-ft radius	MoP39
		Sleet Storm *[Cold]*	Co	VSD	1 act	Long	1 round/lev	Ref part.	N	Hampers vision and movement	PHB253
		Spike Stones	Tr	VSD	1 act	Medium	1 hr/lev (D)	Ref part.	Y	Creatures take 1d8 damage and may be *slowed*	PHB255
		Summon Nature's Ally IV	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals (1 4th/1d3 3rd/1d4+1 2nd)	PHB260
		Waterball	Ev	VSM	1 act	Long	Instantaneous	Ref ½	Y	1d6/lev. subdual damage in 20-ft (max 10d6)	MoW96

5th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Animal Growth	Tr	VS	1 act	Medium	1 min/lev	–	Y	One animal/2 levels doubles in size and HD	PHB173
		Atonement	Ab	VSMFDX	1 hour	Touch	Instantaneous	–	Y	Removes burden of misdeeds from subject	PHB176
		Awaken	Tr	VSFX	1 day	Touch	Instantaneous	Will n.	Y	Animal or tree gains human intellect	PHB177
		Big Sky *[Fear, Mind-Affecting]*	En	VSD	1 act	30 ft	1 round/lev	Will n.	Y	Cause fear in enemies, allies get bonuses	MoW83
		Cloak of the Sea	Tr	VSD	1 act	Touch	1 hour/lev (D)	Will n.	Y	Bestows several spell effects while in water	MoW85
		Commune with Nature	Di	VS	10 min	Personal	Instantaneous	–	N	Learn about terrain for 1 mile/level	PHB186
		Control Winds	Tr	VS	1 act	40 ft/lev	10 min/lev	For n.	N	Change wind direction and speed	PHB189
		Cure Critical Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 4d8 +1/lev damage (max +20)	PHB190
		Death Ward	Ne	VSD	1 act	Touch	10 min/lev	–	Y	Grants immunity to death spells and effects	PHB191
		Druid Grove	Tr	VS	10 min+	Close	1 day/lev	–	N	Trees store spells for 24 hours	MoW87
		Hallow *[Good]*	Ev	VSMD	1 day	Touch	Instantaneous	–	Sp.	Designates location as holy	PHB212
		Ice Storm *[Cold]*	Ev	VSD	1 act	Long	Instantaneous	–	Y	Hail deals 5d6 damage in cylinder 40 ft across	PHB216
		Insect Plague	Co	VSD	1 round	Long	1 min/lev	Special	N	Insect horde limits vision, deals damage	PHB217
		Kiss of Death	Ne	VSD	1 act	Personal	1 round/lev	For n.	Y	Creates poison (1d10 Con) delivered by touch	MoW89
		Mass Trance *[Mind-Affecting]*	En	VS	1 act	Close	Concentration	Will n.	Y	Fascinates all the animals in area	MoW91
		Regenerate Critical Wounds	Co	VS	1 act	Touch	10 rd + 1 rd/lev	Will n.	Y	Target heals 4 hp/round	MoW92
		Summon Nature's Ally V	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals (1 5th/1d3 4th/1d4+1 3rd)	PHB260
		Transmute Mud to Rock	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	PHB266
		Transmute Rock to Mud	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level	PHB266
		Tree Stride *[Teleportation]*	Tr	VSD	1 act	Personal	1 hr/lev	–	N	Step from one tree to another far away	PHB267
		Unhallow *[Evil]*	Ev	VSMD	1 day	Touch	Instantaneous	–	Sp.	Designates location as unholy	PHB268
		Wall of Fire *[Fire]*	Ev	VSD	1 act	Medium	Conc. +1 r/lev	Special	Y	Deals 2d4 or 1d4. Passing is 2d6 +1/lev	PHB269
		Wall of Thorns	Co	VS	1 act	Medium	10 min/lev (D)	–	N	Thorns damage who tries to pass (25+AC/rd.)	PHB271

6th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		Antilife Shell	Ab	VSD	1 round	10 ft	10 min/lev (D)	–	Y	10-ft field hedges out living creatures	PHB174
		Contagious Touch	Ne	VS	1 act	Personal	1 round/lev	For n.	Y	Infects one touched creat./round with disease	MoW86
		Energy Immunity	Ab	VS	1 act	Touch	24 hours	–	Y	Subject immune to damage from one energy	T&B88
		Find the Path	Di	VSF	3 rds	P./Touch	10 min/lev	–/Will n.	Y/N	Shows most direct way to a location	PHB203
		Fire Seeds *[Fire]*	Co	VSM	1 act/seed	Touch	10 min/lev	Ref ½	Y	Acorns 1d8/lev (max 20d8), berries 1d8+1/lev	PHB204
		Greater Call Lightning *[Electricity]*	Ev	VS	10 min+	Long	10 min/lev	Ref ½	Y	1 lightning bolt/5 min (1d10/lev. max 15d10)	MoW88
		Greater Dispelling	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magic spells and effects, +20 on check	PHB210
		Healing Circle	Co	VS	1 act	20 ft	Instantaneous	For ½	Y	Cures 1d8 +1/level (max +20) in all directions	PHB213
		Ironwood	Tr	VSM	1 min/lb	0 ft	1 day/lev (D)	–	N	Magical wood is strong as steel	PHB218
		Liveoak	Tr	VS	10 min	Touch	1 day/lev (D)	–	N	Oak becomes treant guardian	PHB222
		Mandragora *[Mind-Affecting]*	En	VSM	1 act	15 ft	1 round/lev	Will n.	Y	*Confuses* on failed save, or *true seeing*	MoW90
		Protection from All Elements	AB	VSD	1 act	Touch	10 min/lev	–	Y	Reduces effect of elem. spells (12 points/lev)	MoW92
		Regenerate Circle	Co	VS	1 act	20 ft	10 r +1 r/2 lev	Will n.	Y	One creature/2 lev heals 3 hp/round	MoW92
		Repel Wood	Tr	VS	1 act	Medium	1 min/lev	–	N	Pushes away wooden objects	PHB245
		Spellstaff	Tr	VSF	10 min	Touch	Perm. until dis.	Will n.	Y	Stores one spell in wooden quarterstaff	PHB255
		Stone Tell	Di	VSD	10 min	Personal	1 min/lev	–	N	Talk to natural or worked stone	PHB257
		Summon Nature's Ally VI	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals (1 6th/1d3 5th/1d4+1 4th)	PHB260
		Transport via Plants	Tr	VS	1 act	Unlimit.	1 round	–	N	Move from one plant to another	PHB266
		Wall of Stone	Co	VSD	1 act	Medium	Instantaneous	–	N	Creates a wall of stone, 20 hp/4 levels	PHB270

7th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Changestaff	Tr	VSF	1 round	Touch	1 hr/lev (D)	–	N	Your staff becomes a treant on command	PHB183
___	___	Cloudwalkers	Tr	VSD	1 act	Close	1 hr/lev (D)	Ref n.	Y	Clouds support creatures, allowing flight	MoW85
___	___	Control Weather	Tr	VS	10 min	2 miles	4d12 hrs	–	N	Changes weather in local area	PHB188
___	___	Creeping Doom	Co	VS	1 round	Close	1 min/lev	–	N	Carpet of insects attack (1000 damage)	PHB190
___	___	Fire Storm *[Fire]*	Ev	VS	1 round	Medium	Instantaneous	Ref ½	Y	Deals 1d6 fire damage/level	PHB205
___	___	Greater Creeping Cold *[Cold]*	Tr	VSF	1 act	Close	4 to 6 rounds	For ½	Y	Deals progressive cold damage (+1d6/round)	MoW89
___	___	Greater Scrying	Di	VS	1 act	Unlimit.	1 hr/lev	–	N	Spies on subject from a distance	PHB211
___	___	Harm	Ne	VS	1 act	Touch	Instantaneous	–	Y	Subject loses all but 1d4 hp	PHB212
___	___	Heal	Co	VS	1 act	Touch	Instantaneous	–	Y	Cures damage, diseases, and mental illness	PHB213
___	___	Slime Wave	Co	VSM	1 act	Close	1 round/lev	Ref n.	N	Creates a 15-ft spread of green slime	MoW93
___	___	Summon Nature's Ally VII	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals (17th/1d3 6th/1d4+1 5th)	PHB260
___	___	Sunbeam	Ev	VSD	1 act	Medium	1 round/lev	Ref n./½	Y	Beam blinds and deals 3d6 damage	PHB261
___	___	Transmute Metal to Wood	Tr	VSD	1 act	Long	Instantaneous	–	Y	Metal within 40 ft becomes wood	PHB266
___	___	True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	See all things as they really are	PHB267
___	___	Wind Walk	Tr	VSD	1 act	Touch	1 hr/lev (D)	Will n.	Y/N	You and allies turn vaporous and travel fast	PHB272
___	___		__	___					__		
___	___		__	___					__		
___	___		__	___					__		

8th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Animal Shapes	Tr	VSD	1 act	Close	1 hr/lev (D)	–	Y	One ally/lev *polymorphs* into chosen animal	PHB173
___	___	Command Plants *[Mind-Affecting]*	En	V	1 act	Close	1 day(hr)/lev	Special	Y/N	Plants animate and vegetation entangles	PHB186
___	___	Finger of Death *[Death]*	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject (3d6 +1 damage/lev if saves)	PHB203
___	___	Mass Awaken	Tr	VSFX	1 day	Medium	Instantaneous	Special	Y	1 animal/tree per 3 lev gains human intellect	MoW90
___	___	Repel Metal or Stone	Ab	VS	1 act	Medium	1 round/lev	–	N	Pushes away metal and stone	PHB245
___	___	Reverse Gravity	Tr	VSD	1 act	Medium	1 round/lev (D)	–	N	Objects and creatures fall upward	PHB246
___	___	Speak with Anything	Di	VS	10 min	Personal	1 min/lev	–	N	Allows conversation with any creature/object	MoW94
___	___	Summon Nature's Ally VIII	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals (18th/1d3 7th/1d4+1 6th)	PHB261
___	___	Sunburst *[Fire]*	Ev	VSD	1 act	Long	Instantaneous	Ref part.	Y	Blinds in 10 ft, deals 1d6 damage/lv (max 25)	PHB261
___	___	Whirlwind	Ev	VSD	1 act	Long	1 round/lev	Ref n.	Y	Cyclone inflicts 3d6 dmg and picks up creatures	PHB272
___	___	Word of Recall *[Teleportation]*	Tr	V	1 act	Unlimit.	Instantaneous	Will n.	Y/N	Teleports you and willing subj. to specific place	PHB274
___	___		__	___					__		
___	___		__	___					__		
___	___		__	___					__		

9th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Antipathy *[Mind-Affecting]*	En	VSD	1 hr	Close	1 hr/lev	Will part.	Y	Object or location repels certain creatures	PHB175
___	___	Earthquake	Ev	VSD	1 act	Long	1 round	Special	N	Intense tremors shake 5 ft/level radius	PHB198
___	___	Elemental Swarm	Co	VS	10 min	Medium	10 min/lev (D)	–	N	Summons 2d4 Large or 1d4 Huge elementals	PHB198
___	___	Epidemic	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with contagious disease	MoW88
___	___	Foresight	Di	VSD	1 act	P./Touch	10 min/lev	–/Will n.	Y/N	"Sixth sense" warns of impending danger	PHB207
___	___	Invulnerability to Elements	Ab	VSD	1 act	Touch	10 min/lev	–	Y	Grants immunity to energy damage	MoW89
___	___	Lookingglass	Tr	VSD	1 hour	Medium	1 day/lev	Special	Y	Connects 2 mirrored surfaces	MoW90
___	___	Mass Heal	Co	VS	1 act	Close	Instantaneous	–	Y	Cures damage and disease from many subjects	PHB226
___	___	Nature's Avatar	Ev	VSD	1 act	Touch	1 min/lev	Will n.	Y	Animal gains +10 att/dmg, +1d8 hp/lev, *haste*	MoW91
___	___	Shambler	Co	VS	1 act	Medium	7 days/7 months (D)	–	N	Summons 1d4+2 shambling mounds to fight	PHB250
___	___	Shapechange	Tr	VSF	1 act	Personal	10 min/lev	–	N	Change into any creature, change once/round	PHB250
___	___	Summon Nature's Ally IX	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals (19th/1d3 8th/1d4+17th)	PHB261
___	___	Sympathy *[Mind-Affecting]*	En	VSD	1 hr	Close	2 hrs/lev	Will n.	Y	Object or location attracts certain creatures	PHB263
___	___	Thunderswarm *[Electricity]*	Ev	VS	1 act	Long	Instantaneous	–/Ref ½	Y	16d6 lightning dmg, plus bursts (4d8 or 2d6)	MoW94
___	___	True Reincarnate	Tr	VSDX	10 min	Touch	Instantaneous	–	Y	Brings dead subject back, some choice of form	MoW96
___	___		__	___					__		
___	___		__	___					__		
___	___		__	___					__		

Paladin Powers

Casting Level: Lev/2

Detect Evil: ☑
Divine Grace: ☑
Divine Health: ☑
Aura of Courage: ☐
Special Mount: ☐

Lay on Hands: _____ hp/day
Smite Evil: +_____ to attack
+_____ to damage
Remove Disease: _____ times/week

Divine Feats

☐ Divine Cleansing
☐ Divine Might
☐ Divine Resistance
☐ Divine Shield
☐ Divine Vengeance
☐ Divine Vigor

Turn Undead

Turning Check: CHA
Times per Day: 3 + CHA + ___ = _____
Turning Damage: 2d6 + CHA + Lev-2 = _____

Check Result	Max HD Affected
Up to 0	Level -6
1-3	Level -5
4-6	Level -4
7-9	Level -3
10-12	Level-2
13-15	Level -1
16-18	Level
19-21	Level +1
22+	Level +2

Special Mount, Followers and Cohorts

_____
_____
_____

Paladin Spells

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
		1st-Level Spells								Spells: ___ + ___ = ____ Save DC: ____	
___	___	Bless *[Mind-Affecting]*	En	VSD	1 act	50 ft	1 min/lev	-	Y	Fills allies with courage: +1 hit, +1 ST vs. fear	PHB180
___	___	Bless Water *[Good]*	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Turn 1 pint of water into holy water	PHB180
___	___	Bless Weapon	Tr	VS	1 act	Touch	1 min/lev	-	N	Weapon gains +1 bonus	PHB180
___	___	Create Water	Co	VS	1 act	Close	Instantaneous	-	N	Creates up to 2 gallons of water per level	PHB189
___	___	Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 hp +1 per level (up to +5)	PHB190
___	___	Detect Poison	Di	VS	1 act	Close	Instantaneous	-	N	Detects poisons - Wis check (DC 20) for type	PHB195
___	___	Detect Undead	Di	VSD	1 act	60 ft	1 min/lev (D)	-	N	Detects undead, info depends on duration	PHB194
___	___	Divine Favor	Ev	VSD	1 act	Personal	1 min	-	N	+1 to hit and damage per 3 levels (up yo +6)	PHB197
___	___	Divine Sacrifice	Ev	VS	1 act	Personal	1 round/lev	-	N	Sacrifice up to hp for a +1d6/2 hp dmg bonus	DoF85
___	___	Endure Elements	Ab	VS	1 act	Touch	24 hrs	-	Y	Absorbs /first 5 dmg/round vs. an element	PHB199
___	___	Magic Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Gives /+1 to hit/damage, *blesses* the weapon	PHB225
___	___	Protection from Evil *[Good]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. evil; no possession	PHB240
___	___	Read Magic	Un	VSF	1 act	Personal	10 min/lev	-	N	Allows to read magical inscriptions	PHB243
___	___	Resistance	Ab	VSD	1 act	Touch	1 min	Will n.	Y	Grants the subject a +1 bonus on saves	PHB245
___	___	Virtue	Tr	VSD	1 act	Touch	1 min	Will n.	Y	Grants the subject 1 temporary hp	PHB269
___	___										
___	___										
___	___										
		2nd-Level Spells								Spells: ___ + ___ = ____ Save DC: ____	
___	___	Blessed Aim	Di	VS	1 act	60 ft	Concentration	Will n.	N	Allies get +2 morale bonus on ranged attacks	DoF81
___	___	Curse of the Brute	Tr	VS	1 act	Touch	1 round/lev	For n.	Y	+1/lev to Str, Con or Dex, -1/lev to Int, Cha	DoF84
___	___	Delay Poison	Co	VSD	1 act	Touch	1 hr/lev	For n.	Y	Stops poison effect for 1 hr/lev	PHB191
___	___	Remove Paralysis	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis	PHB245
___	___	Resist Elements	Ab	VSD	1 act	Touch	1 min/lev	-	Y	Ignores 12 damage/round from one energy	PHB246
___	___	Shield Other	Ab	VSF	1 act	Close	1 hr/lev (D)	Will n.	Y	You take half of subject's damage	PHB251
___	___	Undetectable Alignment	Ab	VS	1 act	Close	24 hrs	Will n.	Y	Conceals alignment for 24 hrs	PHB267
___	___	Zeal	Ab	VS	1 act	Personal	1 round/lev	-	N	You gain +4 AC against attacks of opportunity	DoF92
___	___										
___	___										
___	___										
		3rd-Level Spells								Spells: ___ + ___ = ____ Save DC: ____	
___	___	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8+1/lev (up to +10)	PHB190
___	___	Discern Lies	Di	VSD	1 act	Close	Up to 1 r/lev	Will n.	N	Reveals deliberate falsehood	PHB195
___	___	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	-	N	Cancels magic spells and effects	PHB196
___	___	Greater Magic Weapon	Tr	VSD	1 act	Close	1 hr/lev	Will n.	Y	+1 bonus/3 levels (up to +5)	PHB210
___	___	Heal Mount	Co	VS	1 act	Touch	Instantaneous	-	Y	Completely heals warhorse or other mount	PHB215
___	___	Magic Circle against Evil *[Good]*	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius	PHB225
___	___	Prayer	Co	VSD	1 act	30 ft	1 round/lev	-	Y	Allies gain +1 on most rolls, enemies -1	PHB258
___	___	Remove Blindness/Deafness	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions	PHB244
___	___										
___	___										
___	___										
		4th-Level Spells								Spells: ___ + ___ = ____ Save DC: ____	
___	___	Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8+1/lev (up to +15)	PHB190
___	___	Death Ward	Ne	VSD	1 act	Touch	10 min/lev	-	Y	Grants immunity to death spells and effects	PHB191
___	___	Dispel Evil *[Good]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Y/N	+4 bonus against attacks made by evil creatures	PHB196
___	___	Freedom of Movement	Ab	VSMD	1 act	P./Touch	10 min/lev	-	Y/N	Subject moves normally despite impediments	PHB207
___	___	Holy Sword	Ev	VS	1 act	Touch	1 round/lev	-	N	Weapon becomes +5, double damage vs. evil	PHB215
___	___	Lesser Aspect of the Deity *[Good]*	Tr	VSD	1 act	Personal	1 round/lev	-	N	+1d4+1 Cha, resist. 10 to acid/cold/electricity	DoF87
___	___	Neutralize Poison	Co	VSD	1 act	Touch	Instantaneous	Will n.	Y	Detoxifies venom in or on subject	PHB252
___	___	Weapon of the Deity	Tr	VD	1 act	Personal	1 round/lev	-	N	+1 to weapon's att. and damage, special ability	DoF92
___	___										
___	___										
___	___										

Psion Powers

Primary Discipline: _____
Key Ability: _____

Notes: _____

Power Points

[Max] [Current]

Attack Modes

Attack Name	PP	Disp	Man. Time	Range	ST: Will DC	Ab. Damage
☐ Ego Whip	3	Me	1 act	Close	1d20 + DEX + Sp.	1d4 DEX
☐ Id Insinuation	3	Me	1 act	Close	1d20 + STR + Sp.	1d2 STR*
☐ Mind Blast	9	Vi	1 act	60 ft	1d20 + CHA + Sp.	1d4 CHA
☐ Mind Thrust	1	Me	1 act	Close	1d20 + INT + Sp.	1d2 INT
☐ Psychic Crush	5	Me	1 act	Close	1d20 + WIS + Sp.	2d4 WIS

Defense Modes

Defense Name	PP	Disp	Man. Time	Range	Secondary Protection
☐ Empty Mind	1	Au	1 act	Personal	None
☐ Intellect Fortress	5	Au	1 act	Personal	3 Mental Hardness
☐ Mental Barrier	3	Au	1 act	Personal	2 Mental Hardness
☐ Thought Shield	1	Au	1 act	Personal	1 Mental Hardness
☐ Tower of Iron Will	5	Au	1 act	10 ft	2 Mental Hardness, 10-ft. radius

Psionic Combat DC Modifiers

Defense Name	Ego Whip	Id Insinuation	Mind Blast	Mind Thrust	Psychic Crush
Empty Mind	+1	-2	+3	-3	-5
Intellect Fortress	-2	+1	+0	+6	+4
Mental Barrier	-1	+4	-3	+1	+3
Thought Shield	-4	-1	-2	+4	+2
Tower of Iron Will	+3	+0	-1	+5	-3
Nonpsionic Buffer	-8	-9	+4	-8	-8
Flat-footed	+8	+7	+8	+8	+8

Psicrystal

Personality: _____ Intelligence: _____

Special: _____

Psionic Feats

Feat Name | Feat Name

Psionic Feats

- ☐ Body Fuel
- ☐ Combat Manifestation
- ☐ Deep Impact
- ☐ Disarm Mind
- ☐ Fell Shot
- ☐ Great Sunder
- ☐ Greater Power Penetration
- ☐ Greater Psionic Focus
- ☐ Improved Psicr. (☐☐☐☐)
- ☐ Inertial Armor
- ☐ Inner Strength (☐☐☐☐)
- ☐ Mental Adversary (☐☐☐)
- ☐ Mental Leap (☐☐☐☐)
- ☐ Metacreative
- ☐ Mind Trap
- ☐ Power Penetration
- ☐ Power Touch
- ☐ Psionic Body
- ☐ Psionic Charge
- ☐ Psionic Dodge
- ☐ Psionic Fist
- ☐ Psionic Focus
- ☐ Psionic Metabolism
- ☐ Psionic Shot
- ☐ Psionic Weapon
- ☐ Psychic Bastion (☐☐☐☐)
- ☐ Psychic Inquisitor
- ☐ Psychoanalyst
- ☐ Rapid Metabolism
- ☐ Return Shot
- ☐ Speed of Thought (☐☐☐)
- ☐ Stand Still
- ☐ Talented
- ☐ Trigger Power
- ☐ Unavoidable Strike
- ☐ Up The Walls

Item Creation Feats

- ☐ Craft Crystal Capacitor
- ☐ Craft Dorje
- ☐ Craft Psionic A. & Armor
- ☐ Craft Universal Item
- ☐ Encode Stone
- ☐ Scribe Tattoo

Metapsionic Feats

- ☐ Delay Power
- ☐ Enlarge Power
- ☐ Extend Power
- ☐ Heighten Power
- ☐ Master Dorje
- ☐ Maximize Power
- ☐ Persistent Power
- ☐ Quicken Power
- ☐ Twin Power

Special Feats

- ☐ _____

Psion Powers

0-Level Powers Powers: ___ + ___ = ____ Save DC: 1d20 + Ab. Modifier Cost: 0 / 1 (_____ free manifestations)

Disc.	Power Name	Discipline	Display	Man. Time	Range	Duration	Save	PR	Effect	
☐	Bolt	Metcre	Ma	1 act	0 ft	2 rounds	-	N	You create a short-lived bolt, arrow or bullet	PsHB57
☐	Burst	Psyport	Au	Free/1 act	Pers./Close	1 round	-	N	Subject speed improves by 10 ft. for 1 round	PsHB58
☐	Catfall	Psyport	Au	Free	Personal	1 round/lev	-	N	You land on your feet, and 3 damage are subd.	PsHB58
☐	Control Shadow	Psykin	Ol	1 act	Medium	1 min/lev	-	N	You control a normal shadow like a puppet	PsHB63
☐	Daze *[Compulsion, Mind-Affecting]*	Telep	Me,Ma	1 act	Close	1 round	Will n.	Y	Humanoid of less than 5 HD loses next action	PsHB64
☐	Detect Psionics	Clasen	Vi,Au	1 act	60 ft	1 min/lev (D)	-	N	You detect the presence of psionic activity	PsHB65
☐	Distract *[Mind-Affecting]*	Telep	Au	1 act	Close	1 min/lev (D)	Will n.	Y	Subject's mind wanders, imposing a -1 penalty	PsHB69
☐	Elfsight		Psymet	Vi	1 act	Personal	1 min	-	N You have low-light vision	PsHB71
☐	Far Hand	Psykin	Vi	1 act	Close	Concentration	-	N	Lift and move one object, up to 15 ft/round	PsHB74
☐	Far Punch	Psykin	Vi,Me	1 act	Close	Instantaneous	-	Y	Telekinetic punch deals 1 damage	PsHB74
☐	Finger of Fire *[Fire]*	Metcre	Vi	1 act	Close	Instantaneous	-	Y	You deal 1d3 fire damage to one foe	PsHB75
☐	Float	Psyport	Au	1 act	Close	Concentration	-	N	You buoy a subject in water or other liquid	PsHB76
☐	Inkling	Clasen	Ol,Au	1 act	Personal	Instantaneous	-	N	50% likely to know if an action is good or bad	PsHB81
☐	Know Direction	Clasen	Me	1 act	Personal	Instantaneous	-	N	You know which way is north	PsHB83
☐	Lesser Natural Armor	Psymet	Ol,Ma	1 act	Personal	1 min	-	N	You gain +1 natural armor bonus	PsHB83
☐	Missive	Telep	Vi	1 act	Close	Instantaneous	Will n.	Y	Send one-way short message to subject	PsHB89
☐	My Light *[Light]*	Psykin	Vi,Au	1 act	Personal	10 min/lev (D)	-	N	Your eyes emit a 20-ft cone of light	PsHB89
☐	Talons	Psymet	Vi	1 act	Personal	1 min	-	N	Your unarmed attacks deal +1 damage	PsHB102
☐	Telempathic Projection *[Mind-Affecting]*	Telep	Vi	1 act	Medium	1 min/lev	Will n.	Y	You modify subject's emotions by one step	PsHB103
☐	Trinket		Metcre	Ma	1 round	0 ft	1 min	-	N You create a short-lived trinket	PsHB106
☐	Verve	Psymet	Ma,Ol	1 act	Personal	1 min (D)	-	N	You gain 1 temporary hit point	PsHB108
☐										
☐										
☐										

1st-Level Powers

Powers: ___ + ___ = ____ Save DC: 1d20 + 1 + Ab. Modifier Cost: 1

Disc.	Power Name	Discipline	Display	Man. Time	Range	Duration	Save	PR	Effect	
☐	Astral Construct I	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Creates 1st-level astral construct to fight	PsHB52
☐	Attraction *[Compulsion, Mind-Affecting]*	Telep	Au	1 act	Close	1 hour/lev	Will n.	Y	Subject has an attraction you specify	PsHB54
☐	Biocurrent	Psykin	Vi	1 act	Close	1 min/lev	For ½	Y	You deal 1d4 damage/round to up to 2 creat.	PsHB56
☐	Biofeedback	Psymet	Vi,Ma	1 act	Personal	1 min/lev (D)	–	N	Take Str mod. as subdual damage	PsHB56
☐	Bite of the Wolf	Psymet	Vi,Ma	1 act	Personal	1 hour/lev	–	N	Your bite attack deals 1d8 damage	PsHB56
☐	Call Weaponry *[Teleportation]*	Psyport	Au,Ma	1 act	Touch	1 hour/lev (D)	–	N	You call a weapon to your hand	PsHB58
☐	Charm Person *[Comp., M.-Aff., Lang.-Dep.]*	Telep	Me	1 act	Close	1 hour/lev	Will n.	Y	Makes one person your friend	PsHB59
☐	Combat Precognition	Clasen	Vi,Ma	1 act	Personal	1 hour/lev (D)	–	N	You gain a +1 insight bonus to AC	PsHB60
☐	Compression	Psymet	Ol	1 act	Personal	1 min/lev (D)	–	N	You shrink 10% per level (max 50%)	PsHB60
☐	Conceal Thoughts	Telep	Vi	1 act	Close	1 hour/lev	Will n.	Y	You conceal your motives, +20 to Bluff	PsHB60
☐	Control Light	Psykin	Au	1 act	Medium	1 min/lev	–	N	Adjust light levels up or down (20% per level)	PsHB63
☐	Control Object	Psykin	Ma	1 act	Medium	1 round/lev	–	N	You telekinetically animate a small object	PsHB63
☐	Create Sound	Psykin	Vi	1 act	Close	1 round/lev (D)	–	N	You create the sound you desire	PsHB63
☐	Demoralize *[Mind-Affecting]*	Telep	Ol,Me	1 act	Medium	1 min/lev	Will n.	Y	Foes suffer -1 penalty on saves, attacks, skills	PsHB65
☐	Destiny Dissonance *[Mind-Affecting]*	Clasen	Ma,Me	1 act	Touch	Until discharg.	–	Y	Your touch deals 1d8 subdual damage	PsHB65
☐	Disable *[Compulsion, Mind-Affecting]*	Telep	Vi	1 act	Medium	1 min/lev (D)	Will n.	Y	2d4 HD of subjects believe they are disabled	PsHB67
☐	Dissipating Touch *[Teleportation]*	Psyport	Au,Vi	1 act	Touch	Until discharg.	–	Y	Touch deals 1d8 damage	PsHB68
☐	Empathic Transfer	Psymet	Ma,Au	1 act	Touch	Instantaneous	–	Y	You absorb up to 8 points of damage/lev.	PsHB71
☐	Empathy *[Mind-Affecting]*	Telep	Me	1 act	Close	1 min/lev (D)	Will n.	Y	You know the subject's surface emotions	PsHB72
☐	Expanded Vision	Clasen	Vi	1 act	Personal	10 min/lev (D)	–	N	Wider vision (315°) allows you to see more	PsHB73
☐	Feather Fall	Psyport	Au	Free	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly	PsHB75
☐	Feel Light	Psymet	Ma	1 act	Personal	10 min/lev (D)	–	N	You use tactile sensation to see	PsHB75
☐	Feel Sound	Psymet	Ma	1 act	Personal	10 min/lev (D)	–	N	You use tactile sensation to hear	PsHB75
☐	Firefall *[Fire]*	Metcre	Vi	1 act	20 ft	Instantaneous	Ref ½	Y	Fiery sparks deal 1d4 fire damage in 10-ft rad.	PsHB75
☐	Grease	Metcre	Ol	1 act	Close	1 round/lev (D)	Ref spec.	N	Makes 10-ft square or one object slippery	PsHB78
☐	Hammer	Psymet	Au,Ma	1 act	Touch	Until discharg.	–	Y	Youch deals 1d8 bludgeoning damage	PsHB79
☐	Hear Light	Psymet	Ma	1 act	Personal	10 min/lev (D)	–	N	You use auditory sensation to see	PsHB79
☐	Identify	Clasen	Ma,Me	8 hrs	Touch	Instantaneous	–	N	Identify single feature of psionic item	PsHB79
☐	Know Location	Clasen	Me	1 act	Personal	Instantaneous	–	N	You know, generally, where you are	PsHB83
☐	Lesser Body Adjustment	Psymet	Au,Ma	1 round	Personal	Instantaneous	–	N	Heal 1d8 hp, gain +1 For or regain 1 abil. point	PsHB83
☐	Lesser Concussion	Psykin	Au	1 act	Medium	Instantaneous	For ½	Y	Pummel foe for 1d6 damage	PsHB83
☐	Lesser Metaphysical Weapon	Metcre	Vi	1 act	Close	1 hour/lev	Will n.	Y	Weapon gains a +1 bonus	PsHB83
☐	Lesser Mindlink	Telep	Ma	1 act	Close	10 min/lev	–	N	Forge limited mental bond with a creature	PsHB83
☐	Matter Agitation	Psykin	Au,Ma	1 act	Close	2 rounds/lev	–	Y	Heat a creature or object (1, 1d4, 1d6 damage)	PsHB85
☐	Minor Creation	Metcre	Ma	1 min	0 ft	1 hour/lev	–	N	Creates one cloth or wood object	PsHB89
☐	Object Reading	Clasen	Au,Ma	1 act	Touch	10 min/lev (D)	–	Y	You know about an object's past	PsHB91
☐	Psycholuminescence	Metcre	Vi,Au	1 act	Touch	10 min/lev	–	N	Object sheds silvery light in a 20-ft radius	PsHB95
☐	See Sound	Psymet	Vi	1 act	Personal	10 min/lev (D)	–	N	You use visual sensation to hear	PsHB97
☐	Sense Link *[Mind-Affecting]*	Telep	Vi	1 act	Medium	1 min/lev (D)	Will n.	Y	You sense what the subject senses	PsHB98
☐	Skate	Psyport	Vi,Ma	1 act	Touch	1 min/lev (D)	–	N	Subject slides along the ground as if ice	PsHB100
☐	Spider Climb	Psyport	Ma	1 act	Touch	10 min/lev	Will n.	Y	Grants ability to walk on walls and ceilings	PsHB100
☐	Steadfast Gaze	Clasen	Vi	1 act	Personal	10 min/lev (D)	–	N	Gaze attacks hold no terror for you	PsHB100
☐	Stomp	Psykin	Au,Vi	1 act	20 ft	Instantaneous	Ref n.	N	Shock waves knock your foes prone	PsHB101
☐	Vigor	Psymet	Ma,Ol	1 act	Personal	1 min/lev (D)	–	N	Gain 3 temporary hit points/lev (max. 18 hp)	PsHB108
☐										

2nd-Level Powers

Powers: ___ + ___ = ____ Save DC: 1d20 + 2 + Ab. Modifier Cost: 3

Disc.	Power Name	Discipline	Display	Man. Time	Range	Duration	Save	PR	Effect	
☐	Animal Affinity	Psymet	Ma	1 act	Personal	1 hour/lev (D)	–	N	Gain ability score of a chosen animal (+1d4+1)	PsHB52
☐	Astral Construct II	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Creates atral constr. to fight (1 2nd or 1d3 1st)	PsHB53
☐	Augury	Clasen	Ol,Au	1 act	Personal	Instantaneous	–	N	Learn if intended action will be good or bad	PsHB54
☐	Aversion *[Compulsion, Mind-Affecting]*	Telep	Au,Ma	1 act	Close	1 hour/lev	Will n.	Y	Subject has aversion you specify	PsHB55
☐	Body Adjustment	Psymet	Au,Ma	1 round	Personal	Instantaneous	–	N	Heal 3d6 hp, gain on For save or regain 2 abil.	PsHB56
☐	Body Equilibrium	Psymet	Vi,Ma	1 act	Personal	1 min/lev (D)	–	N	You can walk on nonsolid surfaces	PsHB57
☐	Brain Lock	Telep	Vi, Ma	1 act	Medium	1 round/lev (D)	Will n.	Y	Subject cannot move or take mental actions	PsHB57
☐	Burning Ray *[Fire]*	Metcre	Vi	1 act	Close	Instantaneous	–	Y	Fiery ray deals 3d6 damage to foe	PsHB57
☐	Chameleon	Psymet	Ol	1 act	Personal	10 min/lev (D)	–	N	You gain a +10 bonus on Hide checks	PsHB59
☐	Clairaudience/Clairvoyance	Clasen	Vi,Au	1 act	Personal	1 min/lev (D)	–	N	Hear or see at a distance	PsHB59
☐	Claws of the Bear	Psymet	Vi,Ma	1 act	Personal	1 hour/lev	–	N	Your unarmed attack deals 1d12 damage	PsHB60
☐	Combat Prescience	Clasen	Vi	1 act	Personal	1 min/lev (D)	–	N	You gain a +2 insight bonus to your attack	PsHB60
☐	Concussion	Psykin	Au	1 act	Medium	Instantaneous	For ½	Y	Pummel foe for 3d6 damage	PsHB61
☐	Control Air	Psykin	Me	1 act	1000+500 ft./l	1 min/lev	–	N	Change wind speed by up to 10 + 5 mph/lev	PsHB61
☐	Control Body	Psykin	Ma	1 act	Medium	1 min/lev	For n.	Y	You take rudimentary control of a foe's limbs	PsHB62
☐	Control Flames	Psykin	Au	1 act	Medium	1 min/lev	Special	N	You control heat and movement of a fire	PsHB62
☐	Darkvision	Clasen	Vi	1 act	Touch	1 hour/lev	–	Y	You can see 60 ft in the dark	PsHB64
☐	Detect Thoughts *[Mind-Affecting]*	Telep	Vi,Me	1 act	60 ft	1 min/lev (D)	Will n.	N	You detect subject's surface thoughts	PsHB66
☐	Ectoplasmic Cocoon	Metcre	Ma,Au	1 act	Medium	1 round/lev (D)	Ref n.	Y	You encapsulate a foe so it can't move	PsHB70
☐	Ecto Puppet	Metcre	Au,Vi	1 act	Close	1 round/lev	–	N	You directly control an astral construct	PsHB71
☐	Expansion	Psymet	Ol	1 act	Personal	10 min/lev (D)	–	N	You grow 10%/level (max 100%)	PsHB73
☐	Glide	Psyport	Vi	1 act	Touch	1 min/lev	–	Y	Subject glides at speed of 20 ft	PsHB77
☐	Inflict Pain *[Mind-Affecting]*	Telep	Au	1 act	Long	Instantaneous	Will n.	Y	Your mental attack deals 3d6 damage	PsHB81
☐	Intrusive Sense Link *[Mind-Affecting]*	Telep	Vi	1 act	Medium	1 min/lev (D)	Will n.	Y	Subject senses what you sense	PsHB81
☐	Invisibility	Psykin	-	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject invisible for 10 min/lev or until attack	PsHB82
☐	Knock	Psyport	Ma	1 act	Medium	Instantaneous	–	N	Open locked or psionically locked doors	PsHB82
☐	Levitate	Psyport	Ol	1 act	Pers/Close	10 min/lev (D)	–	N	Subject moves up and down at your direction	PsHB84
☐	Painful Touch	Psymet	Vi,Ma	1 act	Personal	1 round/lev (D)	–	N	Unarmed attack deals an extra 1d6 subd. dmg	PsHB91
☐	Psionic Lock	Psyport	Ma	1 act	Touch	Permanent	–	N	Psionically locks a portal or chest	PsHB94
☐	Recall Pain	Clasen	Ma	1 act	Medium	Instantaneous	Will ½	Y	Foe takes 3d6 damage from painful memory	PsHB96
☐	See Invisibility	Clasen	Vi	1 act	Medium	10 min/lev (D)	–	N	Reveals invisible creatures or objects	PsHB97
☐	Sense Psychoportation	Psyport	Vi	1 act	Medium	1 hour/lev (D)	–	N	Know when others use this discipline	PsHB98
☐	Sensitivity to Psychic Impressions	Clasen	Au,Ma	1 act	Close	10 min/lev (D)	–	N	You can find out about an area's past	PsHB98
☐	Sever the Tie	Psykin	Au,Ma	1 act	Medium	Instantaneous	Will ½	Y	You deal 3d8 damage to undead in 10-ft rad.	PsHB99
☐	Sudden Minor Creation	Metcre	Ma	1 act	0 ft	1 hour/lev	–	N	Create cloth or wood object, up to 1 cu.ft.	PsHB101
☐	Suggestion	Telep	Au	1 act	Close	1 hour/lev	Will n.	Y	Compels subject to follow suggested action	PsHB101
☐	Sustenance	Psymet	Ma	1 act	Personal	Instantaneous	–	N	You can go without food and water for 1 day	PsHB102
☐										

Psion Powers

3rd-Level Powers

Powers: ___ + ___ = ____ Save DC: 1d20 + 3 + Ab. Modifier Cost: 5

Disc.	Power Name	Discipline	Display	Man. Time	Range	Duration	Save	PR	Effect	
☐	Astral Construct III	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Create astral con. (1 3rd, 1d3 2nd or 1d4+1 1st)	PsHB53
☐	Astral Steed	Psyport	Ma	10 min	0 ft	1 hour/lev	–	N	Quasi-real astral steed appears for 1 hour/lev	PsHB54
☐	Bite of the Tiger	Psymet	Vi,Ma	1 act	Personal	1 hour/lev	–	N	Your bite attack deals 2d8 damage	PsHB56
☐	Charm Monster *[Compulsion, Mind-Aff.]*	Telep	Me	1 act	Close	1 day/lev	Will n.	Y	Makes monster believe it is your ally	PsHB59
☐	Claws of the Vampire	Psymet	Vi,Ma	1 act	Personal	1 hour/lev	–	N	Unarmed attack deals 1d8 dmg you gain as hp	PsHB60
☐	Cone of Sound *[Sonic]*	Psykin	Vi,Au	1 act	60 ft	Instantaneous	Ref ½	Y	Cone of sonic energy deals 5d4 damage	PsHB61
☐	Control Sound	Psykin	Vi	1 act	Medium	1 min/lev	Special	N	You can create very specific sounds	PsHB63
☐	Create Food and Water	Metcre	Au,Ma	10 min	Close	1 day	–	N	Feeds 3 humans (or 1 horse)/lev	PsHB64
☐	Crisis of Breath *[Compulsion, Mind-Aff.]*	Telep	Au	1 act	Medium	2 rounds/lev	Will n.	Y	You disrupt the subject's breathing	PsHB64
☐	Danger Sense	Clasen	Vi	1 act	Personal	1 hour/lev (D)	–	N	You gain +4 on Ref and AC against traps	PsHB64
☐	Dimension Slide	Psyport	Vi	1 act	Close	Instantaneous	–	N	Move to any spot you can see in close range	PsHB67
☐	Displacement	Psymet	Au	1 act	Personal	1 round/lev (D)	–	N	Attacks miss you 50% of the time	PsHB68
☐	Duodimensional Hand	Psymet	Ma	1 act	Personal	10 min/lev	–	N	Unarm. attacks deal slashing dmg, threat 17-20	PsHB70
☐	Ectoplasmic Form	Psymet	Ol	1 act	Personal	2 min/lev (D)	–	N	Amorphous form has damage reduction 20/+1	PsHB71
☐	False Sensory Input *[Mind-Affecting]*	Telep	Me	1 round	Long	1 min/lev (D)	Will n.	Y	You falsify one of the subject's senses	PsHB73
☐	Fate Link	Telep	Ol	1 act	Close	1 hour/lev	Will n.	Y	You link the fates of two targets	PsHB74
☐	Fly	Psyport	Vi	1 act	Touch	10 min/lev	–	Y	Subject flies at speed of 90 ft (60 ft if in armor)	PsHB76
☐	Greater Concussion	Psykin	Au	1 act	Medium	Instantaneous	For ½	Y	Pummel foe for 5d6 damage	PsHB78
☐	Improved Biofeedback	Psymet	Vi,Ma	1 act	Personal	1 hour/lev (D)	–	N	Take 2x Str mod. damage as subdual damage	PsHB80
☐	Invisibility Purge	Clasen	Vi	1 act	Personal	1 min/lev (D)	–	N	Dispels invisibility within 5 ft/lev	PsHB82
☐	Lesser Domination	Telep	Me	1 act	Medium	1 day/lev	Will n.	Y	Forces humanoid subject to obey your will	PsHB83
☐	Metaphysical Weapon	Metcre	Vi	1 act	Close	1 hour/lev	Will n.	Y	Weapon gains a +3 bonus	PsHB87
☐	Mindlink	Telep	Ma	1 act	Close	10 min/lev	–	N	You have a mental bond with others	PsHB87
☐	Negate Psionics	Psykin	Vi	1 act	Medium	Instantaneous	–	N	Cancels psionic powers and effects in 30-ft rad.	PsHB90
☐	Nondetection	Clasen	–	1 act	Touch	1 hour/lev	Will n.	Y	Hides from Clairsentience/*remote viewing*	PsHB90
☐	Poison Sense	Clasen	Ol	1 act	30 ft	10 min/lev (D)	–	N	Sense poison in 30-ft radius	PsHB92
☐	Rejuvenation	Psymet	Au	1 min	Personal	10 hours	–	N	Heal 1 point of temp. damage/hour	PsHB96
☐	Remote Viewing	Clasen	Au,Vi	1 hour	Unlimited	1 min/lev	–	N	You see subject from a distance	PsHB96
☐	Schism	Telep	Vi,Au	1 act	Personal	1 round/lev (D)	–	N	Splits mind into 2 functioning parts	PsHB97
☐	Time Hop	Psyport	Vi,Au	1 act	Close	Instantaneous	Will n.	Y	Subject hops forward in time 3d6 rounds	PsHB105
☐	Ubiquitous Vision	Clasen	Vi	1 act	Personal	2 rds/lev (D)	–	N	You have all-round vision	PsHB107
☐	Undead Sense	Clasen	Vi	1 act	Close	10 min/lev (D)	–	N	You sense the presence of undead in range	PsHB107
☐	Whitefire *[Fire]*	Metcre	Vi	1 act	Long	Instantaneous	Ref ½	Y	Deals 5d4 fire damage in 20-ft radius	PsHB108
☐										
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4th-Level Powers

Powers: ___ + ___ = ____ Save DC: 1d20 + 4 + Ab. Modifier Cost: 7

Disc.	Power Name	Discipline	Display	Man. Time	Range	Duration	Save	PR	Effect	
☐	Amplified Invisibility	Psykin	Ma	1 act	Touch	1 min/lev (D)	Will n.	Y	Attack once and stay unseen	PsHB52
☐	Anchored Navigation	Clasen	Ol,Ma	1 act	Personal	1 hour/lev	–	N	Mentally sense a fixed reference point	PsHB52
☐	Astral Construct IV	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Create astral con. (1 4th, 1d3 3rd or 1d4+1 2nd)	PsHB53
☐	Aura Sight	Clasen	Vi	1 act	30 ft	10 min/lev (D)	–	N	Read things in others' auras in 30-ft radius	PsHB55
☐	Detect Remote Viewing	Clasen	Vi,Me	1 act	120 ft	24 hours	–	N	Know if others spy on you remotely, 120 ft	PsHB66
☐	Dimensional Anchor	Psyport	Au	1 act	Medium	1 min/lev	–	Y	Ranged touch attack bars extradim. move	PsHB66
☐	Dimension Door *[Teleportation]*	Psyport	Vi	1 act	Long	Instantaneous	–	N	Teleports you and 500 lbs a short distance	PsHB66
☐	Dismiss Ectoplasm	Metcre	Vi,Au	1 act	Medium	Instantaneous	For n.	N	Dissipates ectoplasmic targets in 30-ft radius	PsHB68
☐	Dismissal	Psyport	Au	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to its native plane	PsHB68
☐	Dissolving Touch *[Acid]*	Psymet	Vi	1 act	Touch	Until discharg.	–	Y	Touch deals 7d6 acid damage, 10d6 on a grapple	PsHB68
☐	Divination	Clasen	Vi,Me	10 min	Personal	Instantaneous	–	N	Provides specific advice for proposed actions	PsHB69
☐	Domination *[Compulsion, Mind-Affecting]*	Telep	Me	1 act	Medium	1 day/lev	Will n.	Y	Medium-sized subject obeys your will	PsHB69
☐	Fabricate	Metcre	Ma	Special	Close	Instantaneous	–	N	Transforms up to 1 cu.yd/l. raw goods to items	PsHB73
☐	Fatal Attraction *[Compulsion, Mind-Aff.]*	Telep	Me	1 act	Medium	Instantaneous	For n.	Y	Subject suicides in 1d4 days	PsHB74
☐	Fate of One	Clasen	Me,Vi	Free	Personal	Instantaneous	–	N	You can reroll a bad roll	PsHB74
☐	Forced Mindlink	Telep	Ma	1 act	Close	10 min/lev	Will n.	Y	Creates mental bond with unwilling subject	PsHB76
☐	Freedom of Movement	Psyport	Au	1 act	Pers/Touch	10 min/lev	–	N/Y	Move normally despite impediments	PsHB77
☐	Immovability	Psymet	Vi	1 act	Personal	1 hour/lev (D)	–	N	Difficult to move; damage red. 20/+3	PsHB80
☐	Inertial Barrier	Psykin	Au,Me	1 act	Touch	10 min/lev	Will n.	Y	Gains damage reduct. 10/+5, lasts 10 dam/lev	PsHB81
☐	Mass Concussion	Psykin	Ma	1 act	Long	Instantaneous	–	Y	Foes take 7d4 damage in 20-ft radius	PsHB84
☐	Mindwipe	Telep	Vi,Ma,Au	1 act	Close	Instantaneous	For n.	Y	Subject's gets 1 negative level/2 lev. (max. 5)	PsHB89
☐	Natural Armor	Psymet	Ol,Ma	1 act	Personal	1 hour/lev (D)	–	N	You gain a +4 natural armor bonus	PsHB90
☐	Polymorph Self	Psymet	Ma,Ol	1 act	Personal	1 hour/lev (D)	–	N	You assume a new form	PsHB92
☐	Psychofeedback	Psymet	Vi	1 act	Personal	1 min (D)	–	N	Boost your Str, Con and Dex modifiers	PsHB95
☐	Quintessence	Metcre	Ma	1 round	Close	Instantaneous	–	N	Collapse a bit of time into a physical substance	PsHB95
☐	Tailor Memory *[Mind-Affecting]*	Telep	Au	1 act	Medium	Instantaneous	Will n.	Y	False memory implanted in subject, 1 rd/4 lev	PsHB102
☐	Telekinesis	Psykin	Vi	1 act	Long	Varies	Will n.	Y	Lift or move 25 lbs/lev at long range	PsHB102
☐	Wall of Ectoplasm	Metcre	Vi	1 act	Close	1 min/lev (D)	–	N	You create an immovable protective barrier	PsHB108
☐										
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5th-Level Powers

Powers: ___ + ___ = ____ Save DC: 1d20 + 5 + Ab. Modifier Cost: 9

Disc.	Power Name	Discipline	Display	Man. Time	Range	Duration	Save	PR	Effect	
☐	Adapt Body	Psymet	Vi	1 act	Personal	1 hour/lev (D)	–	N	Adapt your body to hostile environments	PsHB51
☐	Astral Construct V	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Create astral con. (1 5th, 1d3 4th or 1d4+1 3rd)	PsHB53
☐	Baleful Teleport *[Teleportation]*	Psyport	Vi,Ma	1 act	Close	Instantaneous	Will ½	Y	Destructive teleport deals 9d6 damage	PsHB55
☐	Brilliant Blast	Psykin	Vi	1 act	Long	Instantaneous	Ref ½	Y	Light blast deals 9d4 damage in 20-ft radius	PsHB57
☐	Catapsi *[Mind-Affecting]*	Telep	Vi,Me	1 act	Medium	1 min/lev	Will n.	Y	Psychic static is a drag on power manifestations	PsHB58
☐	Clairtangency	Psykin	Vi,Au,Me	1 act	Unlimited	Up to 1 min/l	–	N	Use *far hand* or *far punch* at any distance	PsHB59
☐	Ectoplasmic Armor	Metcre	Vi	1 act	Touch	1 hour/lev (D)	Will n.	Y	Subject gains a +10 armor bonus	PsHB70
☐	Ectoplasmic Shambler	Metcre	Ma,Au,Ol	1 round	Long	1 min/lev	–	N	Foglike predator deals 1 dmg/round to foes	PsHB71
☐	Energy Barrier	Psymet	Vi	1 act	Personal	10 min/lev	–	N	Gain 10 res. to energy attack, up to 10 dam/l	PsHB72
☐	Graft Weapon	Psymet	Ol	1 act	Personal	Instantaneous	–	N	A weapon becomes a natural part of you	PsHB78
☐	Greater Domination	Telep	Me	1 act	Medium	1 day/lev	Will n.	Y	Subject obeys you, even if different language	PsHB79
☐	Incarnate	Metcre	Ma	2 rounds	Special	Permanent	–	N	You make some psionic effects permanent	PsHB80
☐	Major Creation	Metcre	Ma	10 min	Close	Varies	–	N	Creates one stone or metal object	PsHB84
☐	Matter Rearrangement	Psykin	Ma	1 act	Close	Instantaneous	–	N	Transmute 1/10 pound metal to another)	PsHB85
☐	Metaconcert *[Mind-Affecting]*	Telep	Vi	1 min	10 ft	1 round/lev (D)	–	N	Mental concert of 2+ psions increases power	PsHB85
☐	Metamorphosis	Psymet	Ma,Ol	1 act	Personal	1 hour/lev (D)	–	N	You take the form of creatures and objects	PsHB86
☐	Mind Probe	Telep	Vi,Ma,Au	1 min	Close	1 min/lev	For n.	Y	You discover the subject's secret thoughts	PsHB87
☐	Power Resistance	Clasen	Ma,Vi	1 act	Touch	1 min/lev	Will n.	Y	Subject gains PR 12 + manifester's level	PsHB93
☐	Psychic Vampire	Psykin	Vi,Me	1 act	Touch	1 round/lev	For n.	Y	Your touch attack leeches 2 power points/lev	PsHB94
☐	Recall Agony	Clasen	Ma	1 act	Medium	Instantaneous	Will ½	Y	Foe takes 9d6 damage from painful memory	PsHB95
☐	Sending	Psyport	Me	10 min	Unlimited	1 round	–	N	Delivers short message anywhere instantly	PsHB97
☐	Sense Psionics	Clasen	Vi	1 act	1 mile/l	1 hour/lev	–	Y	You sense psionic powers and effects	PsHB98
☐	Teleport *[Teleportation]*	Psyport	Vi	1 act	Pers./Touch	Instantaneous	–/Will n.	N/Y	Instantly transports you anywhere	PsHB103
☐	Teleport Trigger *[Teleportation]*	Psyport	Ma	1 act	Personal	1 hour/lev (D)	–	N	Predetermined event triggers teleport	PsHB104
☐	True Seeing	Clasen	Vi	1 act	Touch	1 min/lev	Will n.	Y	See all things as they really are up to 120 ft	PsHB107
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6th-Level Powers

Powers: ___ + ___ = ____ Save DC: 1d20 + 6 + Ab. Modifier Cost: 11

Disc.	Power Name	Discipline	Display	Man. Time	Range	Duration	Save	PR	Effect	
☐	Ablating	Psykin	Ma,Ol	1 act	Pers./Close	1 hour/lev (D)	–	N	Subject buffered from *negate psionics* effect	PsHB51
☐	Astral Construct VI	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Create astral con. (1 6th, 1d3 5th or 1d4+1 4th)	PsHB53
☐	Aura Alteration *[Mind-Affecting]*	Telep	Ma	1 act	Medium	Instant./10 min/lev	Will n.	Y	Subject seems something it is not	PsHB54
☐	Banishment	Psyport	Au,Ma	1 act	Close	Instantaneous	Will n.	Y	Banishes extraplanar creatures, up to 2 HD/lev	PsHB55
☐	Breath of the Dragon *[Fire]*	Psymet	Vi,Ma	1 act	Close	Instantaneous	Ref ½	Y	Breathe cone of fire for 11d4 damage	PsHB57
☐	Disintegrate	Psykin	Vi,Au,Ma	1 act	Medium	Instantaneous	For part.	Y	Creature or object vanishes (5d6 dmg on save)	PsHB67
☐	Ethereal Jaunt	Psyport	Vi	1 act	Personal	1 round/lev (D)	–	N	You become ethereal for 1 round/level	PsHB72
☐	Flaming Shroud	Metcre	Ma	1 act	Medium	Instantaneous	Ref n.	Y	Encased foe takes 11d6 fire damage	PsHB76
☐	Greater Biocurrent	Psykin	Vi	1 act	Close	1 min/lev	For ½	Y	Deal 6d6 damage/round to up to 4 creatures	PsHB78
☐	Improved Fabricate	Metcre	Ma	Special	Close	Instantaneous	–	N	Transforms up to 10 cu.yd/l. goods to items	PsHB80
☐	Improved Fly	Psyport	Vi	1 act	Touch	10 min/lev	–	Y	Subject flies at 180 ft speed (150 ft if in armor)	PsHB80
☐	Improved Vigor	Psymet	Ma,Ol	1 act	Personal	1 min/lev (D)	–	N	Gain 3 temporary hit points/lev (max. 60 hp)	PsHB80
☐	Mass Suggestion *[Comp., M.-Aff., L.-Dep.]*	Telep	Au	1 act	Medium	1 hour/lev	Will n.	Y	Up to 1 target/lev. follows suggested action	PsHB84
☐	Mind Switch	Telep	Vi	1 act	Medium	Special	Will n.	Y	You switch minds with another	PsHB88
☐	Null Psionics Field	Psykin	Vi,Au	1 act	10 ft	10 min/lev (D)	–	N	Negates psionics within 10 ft	PsHB90
☐	Precognition	Clasen	Vi,Au	10 min	Personal	1 min/lev (D)	–	N	Provides in-depth advice for proposed actions	PsHB93
☐	Remote View Trap	Clasen	Vi,Me	1 act	Personal	24 hrs +1 hr/lev	–	N	Enemy remote viewers take 4d4 damage	PsHB96
☐	Retrieve *[Teleportation]*	Psyport	Vi	1 act	Medium	Instantaneous	–	N	Teleport to your hand an item you can see	PsHB97
☐	Shield of Prudence	Clasen	Vi,Ma	1 act	Personal	1 hour/lev (D)	–	N	You gain a +6 insight bonus to AC	PsHB100
☐	Suspend Life	Psymet	Ol	1 act	Personal	Instantaneous	–	N	Life functions slow down, 1 day/year	PsHB101
☐	Trace Teleport *[Teleportation]*	Psyport	Vi	1 act	Medium	1 hour/lev (D)	Will n.	Y	Learn origin or goal of subject's *teleport*	PsHB106
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7th-Level Powers

Powers: ___ + ___ = ____ Save DC: 1d20 + 7 + Ab. Modifier Cost: 13

Disc.	Power Name	Discipline	Display	Man. Time	Range	Duration	Save	PR	Effect	
☐	Astral Construct VII	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Create astral con. (1 7th, 1d3 6th or 1d4+1 5th)	PsHB53
☐	Contingency	Metcre	Ol	10+ min	Personal	1 day/lev	–	N	Sets trigger for another power (max 6th lev)	PsHB61
☐	Divert Teleport *[Teleportation]*	PK/PP	Vi	1 act	Medium	10 min/lev (D)	Will n.	Y	Choose destination for another's *teleport*	PsHB69
☐	Emulate Power	Clasen	Ma	1 act	Special	Special	–	Y	Manifest any psionic power of up to 6th level	PsHB72
☐	Energy Conversion	Psymet	Vi	1 act	Pers./Med.	10 min/lev	–	N	Convert energy attacks to one ray attack	PsHB72
☐	Etherealness	Psyport	Vi	1 act	Touch	1 min/lev (D)	–	Y	Travel to the Ethereal Plane with companions	PsHB72
☐	Fission	Psymet	Ol	1 act	Personal	1 round/lev (D)	–	N	You briefly duplicate yourself	PsHB75
☐	Improved Anchored Navigation	Clasen	Ol,Ma	1 act	Personal	1 day/lev	–	N	You navigate from a fixed point	PsHB80
☐	Improved Telekinesis	Psykin	Vi	1 act	Long	Varies	Will n.	Y	Lift or move 100 lbs/lev at long range	PsHB80
☐	Insanity *[Compulsion, Mind-Affecting]*	Telep	Me	1 act	Medium	Instantaneous	Will n.	Y	Subject is permanently *confused*	PsHB81
☐	Mass Cocoon	Metcre	Ma	1 act	Close	2 hours/lev	–	N	You encapsulate foes so that they can't move	PsHB84
☐	Mass Domination *[Compulsion, Mind-Aff.]*	Telep	Me	1 act	Medium	1 day/lev	Will n.	Y	Many targets subject to your will (1 creat./lev)	PsHB84
☐	Oak Body	Psymet	Au	1 act	Personal	1 min/lev (D)	–	N	Body becomes wood, damage red. 20/+1	PsHB91
☐	Phase Door	Psyport	Vi	1 act	Touch	1 usage/2 lev	–	N	Invisible passage through wood or stone	PsHB91
☐	Plane Shift	Psyport	Au,Me	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane	PsHB92
☐	Power Turning	Psykin	Vi,Me	1 act	Personal	10 min/lev	–	N	Reflect 1d4+6 power levels back on manifester	PsHB93
☐	Reddopsi	Psykin	Au,Ol,Me	1 act	Personal	Up to 10 min/lev	–	N	Foe's power rebounds on her	PsHB96
☐	Sequester	Clasen	-	1 act	Touch	1 day/lev (D)	Will n.	Y	Subject invisible to sight and remote viewing	PsHB98
☐	Teleport Without Error *[Teleportation]*	Psyport	Vi	1 act	Pers./Touch	Instantaneous	–/Will n.	N/Y	Teleportation with no off-target arrival	PsHB104
☐	True Concussion	Psykin	Au	1 act	Medium	Instantaneous	For ½	Y	Pummels foe for 13d6 damage	PsHB106
☐	Ultrablast *[Mind-Affecting]*	Telep	Au	1 round	Medium	Instantaneous	Will ½	Y	Mental scream deals 13d4 damage within 15 ft	PsHB107
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Psion Powers

8th-Level Powers

Powers: ___ + ___ = ____ Save DC: 1d20 + 8 + Ab. Modifier Cost: 15

Disc.	Power Name	Discipline	Display	Man. Time	Range	Duration	Save	PR	Effect	
☐	Astral Construct VIII	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Create astral con. (18th, 1d3 7th or 1d4+16th)	PsHB53
☐	Dream Travel	Psyport	Vi	1 act	Touch	1 hour/lev (D)	Will n.	Y	You travel to other places through dreams	PsHB70
☐	Foresight	Clasen	Vi,Ma	1 act	Pers./Touch	10 min/lev	–/Will n.	N/Y	Psionic senses warn you of impending danger	PsHB76
☐	Hypercognition	CL/PM	Me	1 act	Personal	Instantaneous	–	N	You can deduce almost anything	PsHB79
☐	Improved Clairtangency	Psykin	Vi,Au,Me	1 act	Unlimited	Up to 1 min/l	–	N	You use *telekinesis* at any distance	PsHB80
☐	Improved Etherealness	Psyport	Vi	1 act	Touch	10 min/lev (D)	–	Y	Become and stay ethereal longer	PsHB80
☐	Iron Body	Psymet	Au	1 act	Personal	1 min/lev (D)	–	N	Body becomes iron, damage reduct. 50/+3	PsHB82
☐	Matter Manipulation	Psykin	Au,Me	1 act	Close	Instantaneous	–	Y	Change an object's base hardness by 5	PsHB85
☐	Mind Blank	Telep	Ol	1 act	Close	1 day	Will n.	Y	Subject immune to mental effects and scrying	PsHB87
☐	Mind Seed *[Compulsion, Mind-Affecting]*	Telep	Ma	3 rounds	5 ft	Instantaneous	Will n.	Y	Subject slowly (one week) becomes you	PsHB88
☐	Mind Store	Metcre	Ma	10 min	Touch	Instantaneous	–	N	Store your personality in a crystal	PsHB88
☐	Recall Death *[Death]*	Clasen	Ma	1 act	Close	Instantaneous	Will part.	Y	Foe dies, 3d6+15 on save	PsHB95
☐	Shadow Body	Psymet	Au	1 act	Personal	1 min/lev (D)	–	N	Become a shadow, damage reduction 50/+5	PsHB99
☐	Telekinetic Sphere *[Force]*	Psykin	Ma	1 act	Close	1 min/lev (D)	Ref n.	Y	Mobile force globe protects one subject	PsHB103
☐	Teleportation Circle *[Teleportation]*	Psyport	Me	10 min	Touch	10 min/lev (D)	–	Y	Circle teleports creatures to designated spot	PsHB104
☐	Temporal Acceleration	Psyport	-	1 act	Personal	2 rounds	–	N	Your time frame accelerates for 2 rounds	PsHB104
☐	True Creation	Metcre	Ma	10 min	Close	Instantaneous	–	N	Creates permanent items	PsHB106
☐	True Domination *[Compulsion, Mind-Aff.]*	Telep	Me	1 act	Medium	1 day/lev	Will n.	Y	Dominated subjects less likely to defy your will	PsHB106
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9th-Level Powers

Powers: ___ + ___ = ____ Save DC: 1d20 + 9 + Ab. Modifier Cost: 17

Disc.	Power Name	Discipline	Display	Man. Time	Range	Duration	Save	PR	Effect	
☐	Affinity Field	Psymet	Vi,Ma	1 act	20 ft	10 min (D)	–	Y	Personal effects also affect others in 20-ft rad.	PsHB51
☐	Apopsi	Telep	Vi,Ma,Au	1 round	Close	Instantaneous	For n.	Y	You delete 1d4 psionic powers of another	PsHB52
☐	Astral Construct IX	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Create astral con. (19th, 1d3 8th or 1d4+17th)	PsHB53
☐	Astral Projection	Psyport	-	30 min	Touch	Special	–	Y	Projects you and 1 friend/2 lev. into Astral Pl.	PsHB53
☐	Confidante	Telep	Ma	1 act	Close	Instantaneous	–	N	Share a permanent mental bond	PsHB61
☐	Detonation	Psykin	Au	1 act	Medium	Instantaneous	For ½	Y	Pummels foe for 17d6 damage	PsHB66
☐	Dissolution	Psykin	Vi	1 act	Medium	Instantaneous	For part.	Y	*Disintegrate* up to 50 foot cube, 10d6 on save	PsHB68
☐	Genesis	Metcre	Ma	1 week	0 ft	Instantaneous	–	N	Instigate a new demiplane in the Astral Plane	PsHB77
☐	Greater Emulation	Clasen	Ma	1 act	Special	Special	–	Y	Manifest any power of 8th level or lower	PsHB79
☐	Metafaculty	Clasen	Vi,Ol,Me	1 act	Personal	10 min/lev (D)	–	N	Subject cannot hide name or location	PsHB86
☐	Microcosm *[Mind-Affecting]*	Telep	Ma	1 act	Close	Instantaneous	–	Y	Subject explores imaginary world	PsHB87
☐	Monster Domination *[Comp., Mind-Aff.]*	Telep	Me	1 act	Medium	1 day/lev	Will n.	Y	Control any creature, but for less time	PsHB89
☐	Probability Travel	Psyport	-	1 min	Touch	Special	–	Y	You and friends physically enter Astral Plane	PsHB93
☐	Psychic Chirurgery	Telep	Vi,Au,Me	10 min	Close	Instantaneous	Will n.	Y	Repair psychic damage and impart new powers	PsHB94
☐	Shapechange	Psymet	Vi,Ma	1 act	Personal	10 min/lev	–	N	Become any creature, change once/round	PsHB100
☐	Temporal Velocity	Psyport	-	1 act	Personal	3d4 rounds	–	N	Your time frame accelerates for 3d4 rounds	PsHB105
☐	Thrall *[Compulsion, Mind-Affecting]*	Telep	Me	1 act	Medium	Instantaneous	Will n.	Y	Subject is your slave forever	PsHB105
☐	Time Regression	Psyport	-	1d4+1 rds.	Personal	Instantaneous	–	N	Relive the last 1d4+1 rounds	PsHB106
☐	True Metabolism	Psymet	Ma	1 round	Personal	1 min	–	N	Regenerate 10 hp/round for 1 minute	PsHB106
☐	True Telekinesis	Psykin	Vi	1 act	Long	Varies	Will n.	Y	Lift or move 500 lbs/level at long range	PsHB107
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Power Points

[Max] [Current]

Notes: _____

Attack Modes

Attack Name	PP	Disp	Man. Time	Range	ST: Will DC	Ab. Damage
☐ Ego Whip	3	Me	1 act	Close	1d20 + DEX + Sp.	1d4 DEX
☐ Id Insinuation	3	Me	1 act	Close	1d20 + STR + Sp.	1d2 STR*
☐ Mind Blast	9	Vi	1 act	60 ft	1d20 + CHA + Sp.	1d4 CHA
☐ Mind Thrust	1	Me	1 act	Close	1d20 + INT + Sp.	1d2 INT
☐ Psychic Crush	5	Me	1 act	Close	1d20 + WIS + Sp.	2d4 WIS

Defense Modes

Defense Name	PP	Disp	Man. Time	Range	Secondary Protection
☐ Empty Mind	1	Au	1 act	Personal	None
☐ Intellect Fortress	5	Au	1 act	Personal	3 Mental Hardness
☐ Mental Barrier	3	Au	1 act	Personal	2 Mental Hardness
☐ Thought Shield	1	Au	1 act	Personal	1 Mental Hardness
☐ Tower of Iron Will	5	Au	1 act	10 ft	2 Mental Hardness, 10-ft. radius

Psionic Combat DC Modifiers

Defense Name	Ego Whip	Id Insinuation	Mind Blast	Mind Thrust	Psychic Crush
Empty Mind	+1	-2	+3	-3	-5
Intellect Fortress	-2	+1	+0	+6	+4
Mental Barrier	-1	+4	-3	+1	+3
Thought Shield	-4	-1	-2	+4	+2
Tower of Iron Will	+3	+0	-1	+5	-3
Nonpsionic Buffer	-8	-9	+4	-8	-8
Flat-footed	+8	+7	+8	+8	+8

Psionic Feats

Feat Name | Feat Name

Psionic Feats

- ☐ Body Fuel
- ☐ Combat Manifestation
- ☐ Deep Impact
- ☐ Disarm Mind
- ☐ Fell Shot
- ☐ Great Sunder
- ☐ Greater Power Penetration
- ☐ Greater Psionic Focus
- ☐ Improved Psicrystal (☐☐☐☐)
- ☐ Inertial Armor
- ☐ Inner Strength (☐☐☐☐)
- ☐ Mental Adversary (☐☐☐☐)
- ☐ Mental Leap (☐☐☐☐)
- ☐ Metacreative
- ☐ Mind Trap
- ☐ Power Penetration
- ☐ Power Touch
- ☐ Psionic Body
- ☐ Psionic Charge
- ☐ Psionic Dodge
- ☐ Psionic Fist
- ☐ Psionic Focus
- ☐ Psionic Metabolism
- ☐ Psionic Shot
- ☐ Psionic Weapon
- ☐ Psychic Bastion (☐☐☐☐)
- ☐ Psychic Inquisitor
- ☐ Psychoanalyst
- ☐ Rapid Metabolism
- ☐ Return Shot
- ☐ Speed of Thought (☐☐☐☐)
- ☐ Stand Still
- ☐ Talented
- ☐ Trigger Power
- ☐ Unavoidable Strike
- ☐ Up The Walls

Item Creation Feats

- ☐ Craft Crystal Capacitor
- ☐ Craft Dorje
- ☐ Craft Psionic Arms & Armor
- ☐ Craft Universal Item
- ☐ Encode Stone
- ☐ Scribe Tattoo

Metapsionic Feats

- ☐ Delay Power
- ☐ Enlarge Power
- ☐ Extend Power
- ☐ Heighten Power
- ☐ Master Dorje
- ☐ Maximize Power
- ☐ Persistent Power
- ☐ Quicken Power
- ☐ Twin Power

Special Feats

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

Psychic Warrior Powers

0-Level Powers

Powers: ___ Save DC: 1d20 + Ab. Modifier Cost: 0 / 1 (_____ free manifestations)

Disc.	Power Name	Ability	Display	Man. Time	Range	Duration	Save	PR	Effect	
☐	Bolt	Int	Ma	1 act	0 ft	2 rounds	-	N	You create a short-lived bolt, arrow or bullet	PsHB57
☐	Burst	Dex	Au	Free/1 act	Pers./Close	1 round	-	N	Subject speed improves by 10 ft. for 1 round	PsHB58
☐	Catfall	Dex	Au	Free	Personal	1 round/lev	-	N	You land on your feet, and 3 dmg are subdual	PsHB58
☐	Control Shadow	Con	Ol	1 act	Medium	1 min/lev	-	N	You control a normal shadow like a puppet	PsHB63
☐	Daze *[Compulsion, Mind-Affecting]*	Cha	Me,Ma	1 act	Close	1 round	Will n.	Y	Hum. creat. of less than 5 HD loses next act.	PsHB64
☐	Detect Psionics	Wis	Vi,Au	1 act	60 ft	1 min/lev (D)	-	N	You detect the presence of psionic activity	PsHB65
☐	Distract *[Mind-Affecting]*	Cha	Au	1 act	Close	1 min/lev (D)	Will n.	Y	Subject has a -1 to some actions	PsHB69
☐	Elfsight	Str	Vi	1 act	Personal	1 min	-	N	You have low-light vision	PsHB71
☐	Far Punch	Con	Vi,Me	1 act	Close	Instantaneous	-	Y	Telekinetic punch deals 1 damage	PsHB74
☐	Float	Dex	Au	1 act	Close	Concentration	-	N	You buoy a subject in water or other liquid	PsHB76
☐	Know Direction	Wis	Me	1 act	Personal	Instantaneous	-	N	You know which way is north	PsHB83
☐	Talons	Str	Vi	1 act	Personal	1 min	-	N	Your unarmed attacks deal +1 damage	PsHB102
☐	Valor	Str	Au	Free	Personal	Instantaneous	-	N	You gain a +1 morale bonus on saving throws	PsHB107
☐	Verve	Str	Ma,Ol	1 act	Personal	1 min (D)	-	N	You gain 1 temporary hit point	PsHB108
☐										
☐										
☐										

1st-Level Powers

Powers: ___ Save DC: 1d20 + 1 + Ab. Modifier Cost: 1

Disc.	Power Name	Ability	Display	Man. Time	Range	Duration	Save	PR	Effect	
☐	Biofeedback	Str	Vi,Ma	1 act	Personal	1 min/lev (D)	-	N	Take some damage as subdual damage	PsHB56
☐	Bite of the Wolf	Str	Vi,Ma	1 act	Personal	1 hour/lev	-	N	Your bite attack deals 1d8 damage	PsHB56
☐	Call Weaponry *[Teleportation]*	Dex	Au,Ma	1 act	Touch	1 hour/lev (D)	-	N	You call a weapon to your hand	PsHB58
☐	Combat Precognition	Wis	Vi,Ma	1 act	Personal	1 hour/lev (D)	-	N	You gain a +1 insight bonus to AC	PsHB60
☐	Compression	Str	Ol	1 act	Personal	1 min/lev (D)	-	N	You shrink 10% per level (max 50%)	PsHB60
☐	Expanded Vision	Wis	Vi	1 act	Personal	10 min/lev (D)	-	N	Wider vision (315°) allows you to see more	PsHB73
☐	Feel Light	Str	Ma	1 act	Personal	10 min/lev (D)	-	N	You use tactile sensation to see	PsHB75
☐	Feel Sound	Str	Ma	1 act	Personal	10 min/lev (D)	-	N	You use tactile sensation to hear	PsHB75
☐	Hear Light	Str	Ma	1 act	Personal	10 min/lev (D)	-	N	You use auditory sensation to see	PsHB79
☐	Hustle	Str	Au	1 act	Personal	1 action	-	N	Can take extra partial action next round	PsHB79
☐	Lesser Metaphysical Weapon	Int	Vi	1 act	Close	1 hour/lev	Will n.	Y	Weapon gains a +1 bonus	PsHB83
☐	Minor Creation	Int	Ma	1 min	0 ft	1 hour/lev	-	N	Creates cloth or wood object, up to 1 cu.ft/lev	PsHB89
☐	See Sound	Str	Vi	1 act	Personal	10 min/lev (D)	-	N	You use visual sensation to hear	PsHB97
☐	Skate	Dex	Vi,Ma	1 act	Touch	1 min/lev (D)	-	N	Subject slides along the ground as if ice	PsHB100
☐	Vigor	Str	Ma,Ol	1 act	Personal	1 min/lev (D)	-	N	You gain 3 temporary hit points/lev (max. 18)	PsHB108
☐										
☐										
☐										

Disc.	Power Name	Ability	Display	Man. Time	Range	Duration	Save	PR	Effect	
	2nd-Level Powers	Powers: ___		Save DC: 1d20 + 2 + Ab. Modifier				Cost: 3		
☐	Animal Affinity	Str	Ma	1 act	Personal	1 hour/lev (D)	–	N	Gain ability score of a chosen animal (+1d4+1)	PsHB52
☐	Body Equilibrium	Str	Vi,Ma	1 act	Personal	1 min/lev (D)	–	N	You can walk on nonsolid surfaces	PsHB57
☐	Claws of the Bear	Str	Vi,Ma	1 act	Personal	1 hour/lev	–	N	Your unarmed attack deals 1d12 damage	PsHB60
☐	Combat Prescience	Wis	Vi	1 act	Personal	1 min/lev (D)	–	N	Gain a +2 insight bonus to your attack roll	PsHB60
☐	Darkvision	Wis	Vi	1 act	Touch	1 hour/lev	–	Y	You can see 60 ft in the dark	PsHB64
☐	Expansion	Str	Ol	1 act	Personal	10 min/lev (D)	–	N	You grow 10%/level (max 100%)	PsHB73
☐	Levitate	Dex	Ol	1 act	Pers/Close	10 min/lev (D)	–	N	Subject moves up and down at your direction	PsHB84
☐	Painful Touch	Str	Vi,Ma	1 act	Personal	1 round/lev (D)	–	N	Unarmed attack deals extra 1d6 subdual damage	PsHB91
☐	Sudden Minor Creation	Int	Ma	1 act	0 ft	1 hour/lev	–	N	Create cloth or wood object, up to 1 cu.ft.	PsHB101
☐	Vigilance	Wis	Me	1 act	Personal	1 hour/lev	–	N	See 30 ft in mist/darkness, 10 ft in magic one	PsHB108
☐										
☐										
☐										
	3rd-Level Powers	Powers: ___		Save DC: 1d20 + 3 + Ab. Modifier				Cost: 5		
☐	Bite of the Tiger	Str	Vi,Ma	1 act	Personal	1 hour/lev	–	N	Your bite attack deals 2d8 damage	PsHB56
☐	Claws of the Vampire	Str	Vi,Ma	1 act	Personal	1 hour/lev	–	N	Unarmed attack deals 1d8 dmg you gain as hp	PsHB60
☐	Danger Sense	Wis	Vi	1 act	Personal	1 hour/lev (D)	–	N	Gain a +4 bonus on Ref and AC against traps	PsHB64
☐	Displacement	Str	Au	1 act	Personal	1 round/lev (D)	–	N	Attacks miss you 50% of the time	PsHB68
☐	Improved Biofeedback	Str	Vi,Ma	1 act	Personal	1 hour/lev (D)	–	N	Take 2xStr mod. damage as subdual damage	PsHB80
☐	Metaphysical Weapon	Int	Vi	1 act	Close	1 hour/lev	Will n.	Y	Weapon gains a +3 bonus	PsHB87
☐	Prowess	Wis	Me	Free	Personal	Instantaneous	–	N	You may take one extra attack of opportunity	PsHB94
☐	Ubiquitous Vision	Wis	Vi	1 act	Personal	2 rds/lev (D)	–	N	You have all-round vision	PsHB107
☐										
☐										
☐										
	4th-Level Powers	Powers: ___		Save DC: 1d20 + 4 + Ab. Modifier				Cost: 7		
☐	Dimension Door *[Teleportation]*	Dex	Vi	1 act	Long	Instantaneous	–	N	Teleports you and 500 lbs a short distance	PsHB66
☐	Dissolving Touch *[Acid]*	Str	Vi	1 act	Touch	Until discharg.	–	Y	Touch deals 7d6 acid damage, 10d6 on a grapple	PsHB68
☐	Immovability	Str	Vi	1 act	Personal	1 hour/lev (D)	–	N	Difficult to move; damage red. 20/+3	PsHB80
☐	Inertial Barrier	Con	Au,Me	1 act	Touch	10 min/lev	Will n.	Y	Damage reduction 10/+5, lasts 10 dam/lev	PsHB81
☐	Polymorph Self	Str	Ma,Ol	1 act	Personal	1 hour/lev (D)	–	N	You assume a new form	PsHB92
☐	Psychofeedback	Str	Vi	1 act	Personal	1 min (D)	–	N	Boost your Str, Con and Dex modifiers	PsHB95
☐	Steadfast Perception	Wis	Vi	1 act	Personal	1 hour/lev (D)	–	N	Gain +4 vs. illusions, +2 to Spot and Search	PsHB101
☐	Telekinesis	Con	Vi	1 act	Long	Varies	Will n.	Y	Lift or move 25 lbs/lev at long range	PsHB102
☐										
☐										
☐										
	5th-Level Powers	Powers: ___		Save DC: 1d20 + 5 + Ab. Modifier				Cost: 9		
☐	Adamant Grasp	Str	Vi	1 act	Personal	1 round/lev	–	N	You gain a +10 bonus to your grapple checks	PsHB51
☐	Adapt Body	Str	Vi	1 act	Personal	1 hour/lev (D)	–	N	Adapt your body to hostile environments	PsHB51
☐	Catapsi *[Mind-Affecting]*	Cha	Vi,Me	1 act	Medium	1 min/lev	Will n.	Y	Psychic static is a drag on power manifestations	PsHB58
☐	Ectoplasmic Armor	Int	Vi	1 act	Touch	1 hour/lev (D)	Will n.	Y	Subject gains a +10 armor bonus	PsHB70
☐	Energy Barrier	Str	Vi	1 act	Personal	10 min/lev	–	N	Gain 10 res. to energy attack, up to 10 dam/l	PsHB72
☐	Graft Weapon	Str	Ol	1 act	Personal	Instantaneous	–	N	A weapon becomes a natural part of you	PsHB78
☐	Psychic Vampire	Con	Vi,Me	1 act	Touch	1 round/lev	For n.	Y	Your touch attack leeches 2 power points/lev	PsHB94
☐										
☐										
☐										
	6th-Level Powers	Powers: ___		Save DC: 1d20 + 6 + Ab. Modifier				Cost: 11		
☐	Ablating	Con	Ma,Ol	1 act	Pers./Close	1 hour/lev (D)	–	N	Subject buffered from one *negate psionics*	PsHB51
☐	Breath of the Dragon *[Fire]*	Str	Vi,Ma	1 act	Close	Instantaneous	Ref ½	Y	Breathe cone of fire for 11d4 damage	PsHB57
☐	Call Cohort *[Teleportation]*	Dex	Ma,Vi	1 act	Close	Instantaneous	–	N	Teleports your cohort to your location	PsHB58
☐	Ethereal Jaunt	Dex	Vi	1 act	Personal	1 round/lev (D)	–	N	You become ethereal for 1 round/level	PsHB72
☐	Improved Vigor	Str	Ma,Ol	1 act	Personal	1 min/lev (D)	–	N	Gain 3 temporary hit points/lev (max. 60 hp)	PsHB80
☐	Shield of Prudence	Wis	Vi,Ma	1 act	Personal	1 hour/lev (D)	–	N	You gain a +6 insight bonus to AC	PsHB100
☐	Suspend Life	Str	Ol	1 act	Personal	Instantaneous	–	N	Your life functions slow down, 1 day/year	PsHB101
☐										
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Ranger Powers

Casting Level: Lev/2

Favored Enemies

_____	Bonus: +_____	_____	Bonus: +_____	_____	Bonus: +_____
_____	Bonus: +_____	_____	Bonus: +_____	_____	Bonus: +_____

Ranger Spells

1st-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Alarm	Ab	VSD	1 act	Close	2 hrs/lev (D)	–	N	Wards an area for 2 hrs/lev	PHB172
___	___	Animal Friendship *[Mind-Affecting]*	En	VSM	1 act	Close	Instantaneous	Will n.	Y	Gains permanent animal companions	PHB173
___	___	Animal Trick	Tr	VSD	1 act	Close	Instantaneous	Will n.	Y	One animal companion performs a trick	MoW82
___	___	Bloodhound	Di	VS	1 act	Personal	1 hour/lev	–	N	Grants extra checks when tracking	MoW84
___	___	Camouflage	Tr	VSM	1 act	Personal	10 min/lev	–	N	Grants +10 on Hide checks	MoW85
___	___	Dawn	Ab	V	1 act	Personal	Instantaneous	For n.	Y	Awakens sleeping creatures in a 15-ft area	MoW86
___	___	Delay Poison	Co	VSD	1 act	Touch	1 hr/lev	For n.	Y	Stops poison effect for 1 hr/lev	PHB191
___	___	Detect Animals or Plants	Di	VS	1 act	Long	10 min/lev (D)	–	N	Detects species of animal or plant	PHB192
___	___	Detect Snares and Pits	Di	VS	1 act	60 ft	10 min/lev (D)	–	N	Reveals natural or primitive traps	PHB194
___	___	Entangle	Tr	VSD	1 act	Long	1 min/lev	Ref ½	N	Plants entangle everyone in 40-ft rad. circle	PHB200
___	___	Hawkeye	Tr	V	1 act	Personal	10 min/lev	–	N	Increases range inc. by 50%, gain +5 to Spot	MoW89
___	___	Magic Fang	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	One natural weapon gets +1 to hit and damage	PHB223
___	___	Pass without Trace	Tr	VSD	1 act	Touch	10 min/lev	Will n.	Y	One subject/level leaves no tracks	PHB234
___	___	Read Magic	Un	VSF	1 act	Personal	10 min/lev	–	N	Allows to read magical inscriptions	PHB243
___	___	Resist Elements	Ab	VSD	1 act	Touch	1 min/lev	–	Y	Ignores 12 dam/rd from one energy type	PHB246
___	___	Speak with Animals	Di	VS	1 act	Personal	1 min/lev	–	N	You can communicate with natural animals	PHB254
___	___	Summon Nature's Ally I	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (one 1st-level)	PHB260
___	___										
___	___										
___	___										

2nd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Animal Messenger *[Mind-Affecting]*	En	VSM	1 act	Close	1 day/lev	–	Y	Sends a Tiny animal to a specific place	PHB173
___	___	Bottle of Smoke	Co	VSF	10 min	Touch	1 hour/lev	–	N	Creates a steed made of smoke	MoW84
___	___	Briar Web	Tr	VSD	1 act	Medium	1 min/lev	Ref part.	N	Entangles in 40-ft radius, 1d4+1/lev. damage	MoW85
___	___	Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 hp +1 per level (up to +5)	PHB190
___	___	Detect Chaos	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects	PHB192
___	___	Detect Evil	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects	PHB192
___	___	Detect Good	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects	PHB193
___	___	Detect Law	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects	PHB193
___	___	Hold Animal *[Mind-Affecting]*	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one animal helpless for 1 round/level	PHB214
___	___	Nature's Favor	Ev	VSD	1 act	Touch	5 rounds/lev	Will n.	Y	Animal gains att. and damage bonus +1/2 lev.	MoW92
___	___	Protection from Elements	Ab	VSD	1 act	Touch	10 min/lev	–	Y	Absorbs 12 dmg/lev from one kind of energy	PHB240
___	___	Sleep *[Mind-Affecting]*	En	VSD	1 act	Medium	1 min/lev	Will n.	Y	Puts 2d4 HD of creatures into slumber	PHB252
___	___	Snare	Tr	VSD	3 rds	Touch	Until triggered	–	N	Creates a magical booby trap	PHB253
___	___	Speak with Plants	Di	VS	1 act	Personal	1 min/lev	–	N	You can talk to plants and plant creatures	PHB254
___	___	Summon Nature's Ally II	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight (1 2nd or 1d3 1st level)	PHB260
___	___										
___	___										
___	___										

3rd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Animal Reduction	Tr	VS	1 act	Touch	1 hour/lev	Will n.	Y	Willing animal (Small to Huge) shrinks in size	MoW82
___	___	Control Plants	Tr	VSD	1 act	Close	1 min/lev	Will n.	N	Talk to and control plants and fungi	PHB188
___	___	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8 hp +1 per level (up to +10)	PHB190
___	___	Detect Favored Enemy	Di	VSD	1 act	Long	10 min/lev (D)	–	N	Reveals favored enemies	MoW87
___	___	Diminish Plants	Tr	VSD	1 act	Special	Instantaneous	–	N	Reduces size or blights growth of norm. plants	PHB195
___	___	Embrace the Wild	Tr	VF	1 act	Personal	10 min/lev	–	N	Caster gains an animal's senses and skills	MoW87
___	___	Forestfold	Tr	VSM	1 act	Personal	10 min/lev	–	N	Grants +20 on Hide and Move Silently checks	MoW89
___	___	Greater Magic Fang	Tr	VSD	1 act	Close	1 hr/lev	Will n.	Y	1 nat. weapon +1 to hit/dmg per 3 lev (max +5)	PHB210
___	___	Neutralize Poison	Co	VSD	1 act	Touch	Instantaneous	Will n.	Y	Detoxifies venom in or on subject	PHB252
___	___	Plant Growth	Tr	VSD	1 act	Special	Instantaneous	–	N	Grows vegetation and improves crops	PHB236
___	___	Remove Disease	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject	PHB244
___	___	Summon Nature's Ally III	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight (1 3rd/1d3 2nd/1d4+1 1st)	PHB260
___	___	Tree Shape	Tr	VSD	1 act	Personal	1 hr/lev (D)	–	N	You look like a tree for 1 hr/lev	PHB262
___	___	Water Walk	Tr	VSD	1 act	Touch	10 min/lev	Will n.	Y	Subject treads on water as if solid	PHB271
___	___										
___	___										
___	___										

4th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
___	___	Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8+1/lev (up to +15)	PHB190
___	___	Freedom of Movement	Ab	VSMD	1 act	P./Touch	10 min/lev	–	Y/N	Subject moves normally despite impediments	PHB207
___	___	Nondetection	Ab	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Hides subject from divination and scrying	PHB252
___	___	Polymorph Self	Tr	V	1 act	Personal	1 hr/lev (D)	–	N	You assume a new form	T&B95
___	___	Summon Nature's Ally IV	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals (1 4th/1d3 3rd/1d4+1 2nd)	PHB260
___	___	Tree Stride *[Teleportation]*	Tr	VSD	1 act	Personal	1 hr/lev	–	N	Step from one tree to another far away	PHB267
___	___	Wind Wall	Ev	VSD	1 act	Medium	1 round/lev	–	Y	Deflects arrows, smaller creatures and gases	PHB273
___	___										
___	___										
___	___										

Schools of Magic

Access to Schools: ☐Abjuration ☐Conjuration ☐Divination ☐Enchantment ☐Evocation ☐Illusion ☐Necromancy ☐Transmutation ☑Universal

Sorcerer/Wizard Spells

0-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐☐☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	___	Arcane Mark	Un	VS	1 act	Touch	Permanent	–	N	Inscribe a personal rune (visible or invisible)	PHB176
☐	___	___	Dancing Lights *[Light]*	Ev	VS	1 act	Medium	1 min	–	N	Figment torches or other lights	PHB190
☐	___	___	Daze *[Mind-Affecting]*	En	VSM	1 act	Close	1 round	Will n.	Y	Creature loses next action	PHB191
☐	___	___	Detect Magic	Un	VS	1 act	60 ft	1 min/lev (D)	–	N	Detect spells and magic items within 60 ft	PHB193
☐	___	___	Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poison in one creature or small object	PHB193
☐	___	___	Disrupt Undead	Ne	VS	1 act	Close	Instantaneous	–	Y	Deals 1d6 damage to one undead	PHB197
☐	___	___	Flare *[Light]*	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attack)	PHB206
☐	___	___	Ghost Sound	Il	VSM	1 act	Close	1 round/lev (D)	Will dis.	N	Figments sound	PHB209
☐	___	___	Light *[Light]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch	PHB222
☐	___	___	Mage Hand	Tr	VS	1 act	Close	Concentration	–	N	5-pound telekinesis	PHB225
☐	___	___	Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs to an object	PHB227
☐	___	___	Open/Close	Tr	VSF	1 act	Close	Instantaneous	Will n.	Y	Opens or closes small or light things	PHB233
☐	___	___	Prestidigitation	Un	VS	1 act	10 ft	1 hour	–	N	Performs minor tricks	PHB238
☐	___	___	Ray of Frost *[Cold]*	Co	VS	1 act	Close	Instantaneous	–	Y	Ray deals 1d3 cold damage	PHB243
☐	___	___	Read Magic	Un	VSF	1 act	Personal	10 min/lev	–	N	Read scrolls and spellbooks	PHB243
☐	___	___	Repair Minor Damage	Tr	VS	1 act	Touch	Instantaneous	–	Y	Repairs 1 damage to a construct	T&B96
☐	___	___	Resistance	Ab	VSM	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws	PHB245
☐	___	___										
☐	___	___										

1st-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	___	Alarm	Ab	VSF	1 act	Close	2 hrs/lev (D)	–	N	Wards an area, with a mental or audible alarm	PHB172
☐	___	___	Animate Rope	Tr	VS	1 act	Medium	1 round/lev	–	N	Makes a rope move at your command	PHB174
☐	___	___	Burning Hands *[Fire]*	Tr	VS	1 act	10 ft	Instantaneous	Ref ½	Y	1d4 fire damage/lev (max 5d4)	PHB181
☐	___	___	Cause Fear *[Fear, Mind-Affecting]*	Ne	VS	1 act	Close	1d4 rounds	Will n.	Y	One creat. with less than 6 HD flees, -2 to rolls	PHB182
☐	___	___	Change Self	Il	VS	1 act	Personal	10 min/lev (D)	–	N	Changes your appearance, +10 to Disguise	PHB183
☐	___	___	Charm Person *[Mind-Affecting]*	En	VS	1 act	Close	1 hr/lev	Will n.	Y	Makes one person your friend	PHB183
☐	___	___	Chill Touch	Ne	VS	1 act	Touch	Instantaneous	For part.	Y	1 touch/lev deals 1d6 damage and possibly 1 Str	PHB184
☐	___	___	Color Spray *[Mind-Affecting]*	Il	VSM	1 act	Close	Instantaneous	Will n.	Y	Knocks unconscious, blinds or stun 1d6 creat.	PHB185
☐	___	___	Comprehend Languages	Di	VSM	1 act	Personal	10 min/lev	–	N	Understands all spoken and written languages	PHB186
☐	___	___	Detect Secret Doors	Di	VS	1 act	Personal	1 min/lev (D)	–	N	Reveals hidden doors within 60 ft	PHB193
☐	___	___	Detect Undead	Di	VSM	1 act	Personal	1 min/lev (D)	–	N	Reveaks undead within 60 ft	PHB194
☐	___	___	Endure Elements	Ab	VS	1 act	Touch	24 hrs	–	Y	Ignores 5 damage/round from one energy	PHB199
☐	___	___	Enlarge	Tr	VSM	1 act	Close	1 min/lev	For n.	Y	Object or creature grows 10%/lev (max 50%)	PHB200
☐	___	___	Erase	Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes	PHB200
☐	___	___	Expeditious Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	–	N	Doubles your speed and jump distance	PHB202
☐	___	___	Feather Fall	Tr	V	Free	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly at 60 ft/round	PHB205
☐	___	___	Grease	Co	VSM	1 act	Close	1 round/lev (D)	Ref part.	N	Makes 10-ft square or 1 object slippery	PHB210
☐	___	___	Hold Portal	Ab	V	1 act	Medium	1 min/lev	–	N	Holds door shut, +5 to the DC for forcing it	PHB214
☐	___	___	Hypnotism *[Mind-Affecting]*	En	VS	1 act	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures	PHB215
☐	___	___	Identify	Di	VSM	8 hrs	Touch	Instantaneous	–	N	Determines single feature of magic item	PHB216
☐	___	___	Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	–	Y	Subject gets +30 on Jump checks	PHB219
☐	___	___	Lesser Acid Orb *[Acid]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged att.; 1 orb/2 lev (max 6) deals 1d8 dmg	T&B92
☐	___	___	Lesser Cold Orb *[Cold]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged att.; 1 orb/2 lev (max 6) deals 1d8 dmg	T&B92
☐	___	___	Lesser Electric Orb *[Electricity]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged att.; 1 orb/2 lev (max 6) deals 1d8 dmg	T&B92
☐	___	___	Lesser Fire Orb *[Fire]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged att.; 1 orb/2 lev (max 6) deals 1d8 dmg	T&B93
☐	___	___	Lesser Sonic Orb *[Sonic]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged att.; 1 orb/2 lev (max 6) deals 1d8 dmg	T&B93
☐	___	___	Mage Armor *[Force]*	Co	VSF	1 act	Touch	1 hr/lev (D)	Will n.	Y	Gives subject +4 armor bonus	PHB223
☐	___	___	Magic Missile *[Force]*	Ev	VS	1 act	Medium	Instantaneous	–	Y	1d4+1 dmg missile, 1/2 lev. above 1st (max 5)	PHB224
☐	___	___	Magic Weapon	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus to hit and damage	PHB225
☐	___	___	Message *[Language-Dependent]*	Tr	VSF	1 act	Medium	10 min/lev	–	N	Whispered conversation at distance	PHB227
☐	___	___	Mount	Co	VSM	1 round	Close	2 hrs/lev	–	N	Summons light horse or pony as mount	PHB231
☐	___	___	Negative Energy Ray	Ne	VSM	1 act	Close	Instantaneous	Will ½	Y	Ray deals 1d6/2 lev. (max 5d6) damage	T&B93
☐	___	___	Nystul's Magic Aura	Il	VSF	1 act	Touch	1 day/lev	–	N	Grants object false magic aura	PHB232
☐	___	___	Nystul's Undetectable Aura	Il	VSF	1 act	Touch	1 day/lev	–	N	Masks magic item's aura	PHB232
☐	___	___	Obscuring Mist	Co	VS	1 act	30 ft	1 min/lev	–	N	Fog obscures all sight beyond 5 ft	PHB233
☐	___	___	Portal Beacon	Tr	VS	1 act	Close	1 hour/lev	–	N	Portal sends out a mental beacon	MoP37
☐	___	___	Protection from Chaos *[Lawful]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, no mind control	PHB240
☐	___	___	Protection from Evil *[Good]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, no mind control	PHB240
☐	___	___	Protection from Good *[Evil]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, no mind control	PHB240
☐	___	___	Protection from Law *[Chaotic]*	Ab	VSM	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves, no mind control	PHB240
☐	___	___	Ray of Enfeeblement	Ne	VS	1 act	Close	1 min/lev	For n.	Y	Ray reduces Str by 1d6 +1/2 lev (max 1d6+5)	PHB242
☐	___	___	Reduce	Tr	VSM	1 act	Close	1 min/lev	For n.	Y	Object or creatures shrinks 10%/lev (max 50%)	PHB243
☐	___	___	Repair Light Damage	Tr	VS	1 act	Touch	Instantaneous	–	Y	Repairs 1d8+1/lev (max +5) dmg to a construct	T&B95
☐	___	___	Shield *[Force]*	Ab	VS	1 act	Personal	1 min/lev (D)	–	N	Gives +7 AC, +3 Ref, blocks *magic missiles*	PHB251
☐	___	___	Shocking Grasp *[Electricity]*	Tr	VS	1 act	Touch	Until discharg.	–	Y	Touch deals 1d8+1/lev electricity (max 1d8+20)	PHB251
☐	___	___	Silent Image	Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates visual only minor illusion	PHB252
☐	___	___	Sleep *[Mind-Affecting]*	En	VSM	1 act	Medium	1 min/lev	Will n.	Y	Put 2d4 HD of creatures up to 4 HD to sleep	PHB252
☐	___	___	Spider Climb	Tr	VSM	1 act	Touch	10 min/lev	Will n.	Y	Grants ability to walk on walls and ceilings	PHB255
☐	___	___	Summon Monster I	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls a 1st-level outsider to fight for you	PHB258
☐	___	___	Tenser's Floating Disk *[Force]*	Ev	VSM	1 act	Close	1 hr/lev	–	N	3-ft diam. disk that holds 100 lbs/lev	PHB265
☐	___	___	True Strike	Di	VF	1 act	Personal	Until next r.	–	N	Adds +20 insight bonus to your next attack	PHB267
☐	___	___	Unseen Servant	Co	VSM	1 act	Close	1 hr/lev	–	N	Invisible force obeys your commands	PHB268
☐	___	___	Ventriloquism	Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev	PHB269
☐	___	___										
☐	___	___										
☐	___	___										

2nd-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	___	Adrenalin Surge	Tr	VSD	1 act	Close	1 round/lev	Will n.	Y	Grants +4 Str to summoned creat. in range	MoW82
☐	___	___	Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	–	N	Changes your appearance; +10 to Disguise	PHB172
☐	___	___	Arcane Lock	Ab	VSM	1 act	Touch	Permanent	–	N	Locks a portal or chest; adds +10 to DC	PHB176
☐	___	___	Blindness/Deafness	Tr	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blind or deaf	PHB180
☐	___	___	Blur	Il	V	1 act	Touch	1 min/lev	Will n.	Y	Attacks miss subject 20% of the time	PHB181
☐	___	___	Body of the Sun *[Fire]*	Tr	VS	1 act	5 ft	1 round/lev	–	N	Fire (1d4+1 hp) extends 5 ft. from caster	MoW84
☐	___	___	Bull's Strength	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Str for 1 hr/lev	PHB181
☐	___	___	Cat's Grace	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Dex for 1 hr/lev	PHB182
☐	___	___	Choke *[Force]*	Co	VSM	1 act	Close	1 round/lev	Ref ½	Y	Strangling hands deal 1d4 damage/round	T&B86
☐	___	___	Command Undead	Ne	VSM	1 act	Close	1 day/lev	Special	Y	An undead creature obeys your commands	T&B86
☐	___	___	Continual Flame *[Light]*	Ev	VSM	1 act	0 ft	Permanent	–	N	Makes a permanent, heatless torch	PHB188
☐	___	___	Darkness *[Darkness]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	20-ft radius of supernatural darkness	PHB190
☐	___	___	Darkvision	Tr	VSM	1 act	Touch	1 hr/lev	–	Y	See 60 ft in total non-magical darkness	PHB190
☐	___	___	Daylight *[Light]*	Ev	VS	1 act	Touch	10 min/lev	–	N	60-ft radius of bright light	PHB191
☐	___	___	Detect Thoughts *[Mind-Affecting]*	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts	PHB194
☐	___	___	Disguise Undead	Il	VSF	1 act	Touch	10 min/lev (D)	–	N	Changes the appearance of one corp. undead	T&B87
☐	___	___	Eagle's Splendor	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Cha for 1 hr/lev	T&B87
☐	___	___	Endurance	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Con for 1 hr/lev	PHB199
☐	___	___	False Life	Ne	VSM	1 round	Touch	1 hr/lev	Will n.	Y	Subject gains 1d10+1/lev (max. +10) temp. hp	T&B89
☐	___	___	Familiar Pocket	Un	VSM	1 act	Touch	1 hr/lev (D)	–	N	Creates hiding place for your familiar	T&B88
☐	___	___	Filter	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Makes subject resistant to inhaled toxins	T&B89
☐	___	___	Flaming Sphere *[Fire]*	Ev	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire, 2d6 dmg, lasts 1 round/lev	PHB206
☐	___	___	Fog Cloud	Co	VS	1 act	Medium	10 min/lev	–	N	Fog obscures vision beyond 5 feet	PHB206
☐	___	___	Fox's Cunning	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Int for 1 hr/lev	T&B89
☐	___	___	Gaze Screen	Ab	VS	1 act	Touch	10 min/lev	Will n.	Y	Subject has 50% chance to avoid gaze attacks	T&B90
☐	___	___	Ghoul Touch	Ne	VSM	1 act	Touch	1d6+2 rounds	For n.	Y	Paralyzes one subject, who exudes stench	PHB209
☐	___	___	Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	Y	Blinds creatures, outlines invisible creatures	PHB209
☐	___	___	Hypnotic Pattern *[Mind-Affecting]*	Il	SM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev (max +10) of creat.	PHB215
☐	___	___	Ice Knife *[Cold]*	Co	VSM	1 act	Long	Instantaneous	For part.	Y	Ranged attack, 1d8 damage and 2 Dex damage	T&B91
☐	___	___	Indifference *[Mind-Affecting]*	En	VSM	1 round	Touch	1 hr/lev (D)	Will n.	Y	Subject resists fear, compulsion, morale eff.	T&B92
☐	___	___	Invisibility	Il	VSM	1 act	Touch	10 min/lev (D)	Will n.	Y/N	Subject invisible for 10 min/lev or until attacks	PHB217
☐	___	___	Knock	Tr	V	1 act	Medium	Instantaneous	–	N	Opens locked or magically sealed doors	PHB219
☐	___	___	Leomund's Trap	Il	VSM	1 act	Touch	Permanent	–	N	Makes items seem trapped	PHB221
☐	___	___	Levitate	Tr	VSF	1 act	Close	10 min/lev (D)	–	N	Subject moves up and down at your direction	PHB222
☐	___	___	Locate Object	Di	VSF	1 act	Long	1 min/lev	–	N	Senses direction towards object	PHB223
☐	___	___	Magic Mouth	Il	VSM	1 act	Close	Perm. until dis.	Will n.	Y	Speaks once when triggered	PHB224
☐	___	___	Melf's Acid Arrow *[Acid]*	Co	VSMF	1 act	Long	1 r. + 1 r./3 lev	–	Y	Ranged touch attack, 2d4 for 1 round +1/3 lev	PHB227
☐	___	___	Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion	PHB228
☐	___	___	Mirror Image	Il	VS	1 act	Personal	1 min/lev	–	N	Creates 1d4+1/3 lev decoys of you (max 8)	PHB229
☐	___	___	Misdirection	Il	VS	1 act	Close	1 hr/lev	Will n.	N	Misleads divinations for a creature or object	PHB230
☐	___	___	Obscure Object	Ab	VSM	1 act	Touch	8 hrs	Will n.	Y	Masks object against divination	PHB232
☐	___	___	Owl's Wisdom	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Wis for 1 hr/lev	T&B94
☐	___	___	Portal Alarm	Ab	VSM	1 act	Close	2 hrs/lev (D)	–	N	Sounds an alarm when creature passes a portal	MoP36
☐	___	___	Protection from Arrows	Ab	VSF	1 act	Touch	10 min/lev	Will n.	Y	Damage red. of 10/+1 per 5 lev for 10 hp/lev	PHB239
☐	___	___	Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Y/N	Turns fire into blinding light or smoke	PHB241
☐	___	___	Repair Moderate Damage	Tr	VS	1 act	Touch	Instantaneous	–	Y	Repairs 2d8+1/lev (max +10) dmg to construct	T&B96
☐	___	___	Resist Elements	Ab	VS	1 act	Touch	1 min/lev	–	Y	Ignores 12 damage/round from one energy	PHB246
☐	___	___	Rope Trick	Tr	VSM	1 act	Touch	1 hr/lev (D)	–	N	Up to 8 creat. hide in extradimensional space	PHB246
☐	___	___	Scare *[Fear, Mind-Affecting]*	Ne	VSM	1 act	Medium	1 round/lev	Will n.	Y	Panics all creatures up to 5 HD in a 15-ft radius	PHB247
☐	___	___	See Invisibility	Di	VSM	1 act	Medium	10 min/lev (D)	–	N	Reveals invisible creatures or objects	PHB248
☐	___	___	Shatter *[Sonic]*	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or creatures	PHB250
☐	___	___	Spectral Hand	Ne	VS	1 act	Medium	1 min/lev (D)	–	N	Disembodied hand delivers touch attacks	PHB254
☐	___	___	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 2nd or 1d3 1st)	PHB258
☐	___	___	Summon Swarm	Co	VSM	1 round	Close	Conc. +2 rds	–	N	Summons swarm of small creatures	PHB261
☐	___	___	Tasha's Hideous Laughter	En	VSM	1 act	Close	1d3 rounds	Will n.	Y	Subject laughs and loses actions for 1d3 rounds	PHB263
☐	___	___	Web	Co	VSM	1 act	Medium	10 min/lev	Ref n.	Y	Fills 10-ft cube/lev with sticky spider webs	PHB271
☐	___	___	Whispering Wind	Tr	VS	1 act	1 mile/lv	1 hr/lev	–	N	Sends a short message up to 1 mile/lev	PHB272
☐	___	___										
☐	___	___										
☐	___	___										

Sorcerer/Wizard Spells

3rd-Level Spells Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	___	Analyze Portal	Di	VSM	1 min	60 ft	1 round/lev (D)	Special	N	You can tell if area contains a magical portal	MoP35
☐	___	___	Arcane Sight	Di	VS	1 act	Personal	1 min/lev	–	N	Magical auras become visible to you in 120 ft	T&B85
☐	___	___	Avoid Planar Effects	Ab	V	1 act	20 ft	1 min/lev	–	Y	1 creat./lev gains respite from effects of plane	MoP35
☐	___	___	Blacklight *[Darkness]*	Ev	VSM	1 act	Close	1 round/lev (D)	Will n./–	Y/N	Creates area of impenetrable darkness	D&D216
☐	___	___	Blink	Tr	VS	1 act	Personal	1 round/lev (D)	–	N	Randomly vanish and reappear for 1 round/lev	PHB180
☐	___	___	Chamber *[Force]*	Ev	VSM	1 act	Close	1 round/lev	Ref n.	Y	Creates force prison around an Ethereal creat.	MoP34
☐	___	___	Clairaudience/Clairvoyance	Di	VSF	1 act	Kn. area	1 min/lev (D)	–	N	Hear or see at a distance for 1 min/lev	PHB184
☐	___	___	Corpse Candle	Co	SM	1 act	Close	1 min/lev (D)	–	N	Incorporeal candle reveals hidden things	T&B86
☐	___	___	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical spells and effects, max +10	PHB196
☐	___	___	Displacement	Il	VM	1 act	Touch	1 round/lev	Will n.	Y	Attacks miss subject 50%	PHB197
☐	___	___	Enhance Familiar	Un	VS	1 act	Touch	1 hr/lev	–	Y	Familiar: +2 on AC, saves, att. and dmg rolls	T&B88
☐	___	___	Explosive Runes *[Force]*	Ab	VS	1 act	Touch	Until disc. (D)	Special	Y	Deals 6d6 damage when read	PHB202
☐	___	___	Feign Death	Ne	VS	1 act	Touch	1 hr/lev (D)	–	Y	Makes one willing, living creature appear dead	T&B89
☐	___	___	Fireball *[Fire]*	Ev	VSM	1 act	Long	Instantaneous	Ref ½	Y	20-ft radius, 1d6 damage per level (max 10d6)	PHB203
☐	___	___	Flame Arrow *[Fire]*	Co	VSM	1 act	Medium	1 r/Instantan.	–/Ref ½	Y	1 flaming proj./lev or 1 bolt/4 lev (4d6 dam.)	PHB205
☐	___	___	Fly	Tr	VSF	1 act	Touch	10 min/lev	–	Y	Subject flies at speed 90 and good maneuver.	PHB206
☐	___	___	Gaseous Form	Tr	SM	1 act	Touch	2 min/lev (D)	–	N	Subject is insubstantial and can fly at speed 10	PHB207
☐	___	___	Gentle Repose	Ne	VSM	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse	PHB208
☐	___	___	Greater Magic Weapon	Tr	VSM	1 act	Close	1 hr/lev	Will n.	Y	1 weapon/50 proj. become +1/3 lev (max +5)	PHB210
☐	___	___	Gust of Wind	Ev	VSF	1 act	Medium	1 round	For n.	Y	Blows away or knocks down smaller creatures	PHB212
☐	___	___	Halt Undead	Ne	VSM	1 act	Medium	1 round/lev	Special	Y	Immobilizes up to 3 undead for 1 round/lev	PHB212
☐	___	___	Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	Extra partial action and +4 AC, jump are x1.5	PHB212
☐	___	___	Hold Person *[Mind-Affecting]*	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one person helpless for 1 round/lev	PHB214
☐	___	___	Ice Burst *[Cold]*	Ev	VSM	1 act	Medium	Instantaneous	Ref ½	Y	1d4+1 dmg/lev (max 10d4+10) in 30-ft radius	T&B91
☐	___	___	Illusory Script *[Mind-Affecting]*	Il	VSM	1 min+	Touch	1 day/lev	Will n.	Y	Only intended reader can decipher	PHB216
☐	___	___	Improved Alarm	Ab	VSM	1 act	Close	8 hrs/lev (D)	–	N	As *alarm*, but also works on coexistant planes	MoP35
☐	___	___	Invisibility Sphere	Il	VSM	1 act	Touch	10 min/lev (D)	Will n.	Y/N	Makes everyone within 10 ft invisible	PHB218
☐	___	___	Keen Edge	Tr	VS	1 act	Close	10 min/lev	Will n.	Y	Doubles a normal weapon's threat range	PHB219
☐	___	___	Leomund's Tiny Hut *[Force]*	Ev	VSM	1 act	20 ft	2 hrs/lev (D)	–	N	Creates shelter for 10 creatures	PHB220
☐	___	___	Lightning Bolt *[Electricity]*	Ev	VSM	1 act	Medium	Instantaneous	Ref ½	Y	Electricity deals 1d6/level (max 10d6)	PHB222
☐	___	___	Magic Circle against Chaos *[Lawful]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft,no mind control	PHB223
☐	___	___	Magic Circle against Evil *[Good]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB223
☐	___	___	Magic Circle against Good *[Evil]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB223
☐	___	___	Magic Circle against Law *[Chaotic]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in 10-ft, no mind control	PHB223
☐	___	___	Major Image	Il	VSF	1 act	Long	Conc.+3 rds.	Will dis.	N	Creates visual,sound and thermal illusion	PHB225
☐	___	___	Negative Energy Burst	Ne	VS	1 act	Close	Instantaneous	Will ½	Y	Deals 1d8+1/lev (max. +10) damage in 20-ft	T&B93
☐	___	___	Nondetection	Ab	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Hides subject from divination and scrying	PHB232
☐	___	___	Phantom Steed	Co	VS	10 min	0 ft	1 hr/lev	–	N	Quasi- real magical horse appears for 1 hr/lev	PHB235
☐	___	___	Protection from Elements	Ab	VS	1 act	Touch	10 min/lev	–	Y	Absorbs 12 damage/lev from one energy	PHB240
☐	___	___	Repair Serious Damage	Tr	VS	1 act	Touch	Instantaneous	–	Y	Repairs 3d8+1/lev (max +15) dmg to construct	T&B96
☐	___	___	Secret Page	Tr	VSM	10 min	Touch	Permanent	–	N	Changes one page to hide its real content	PHB248
☐	___	___	Sepia Snake Sigil *[Force]*	Co	VSM	10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader	PHB249
☐	___	___	Shadow Cache	Il	VS	1 act	Touch	1 min/lev (D)	–	N	Stash small items on the Plane of Shadow	MoP39
☐	___	___	Shrink Item	Tr	VS	1 act	Touch	1 day/lev	Will n.	Y	Object shrinks to one-twelfth size	PHB252
☐	___	___	Sleet Storm *[Cold]*	Co	VSM	1 act	Long	1 round/lev	Ref part.	N	Hampers vision and movement	PHB253
☐	___	___	Slow	Tr	VSM	1 act	Close	1 round/lev	Will n.	Y	1 creat./lev takes part. actions, -2 AC and hit	PHB253
☐	___	___	Stinking Cloud	Co	VSM	1 act	Medium	1 round/lev	For n.	Y	Nauseating vapors, effect last 1d4+1 rounds	PHB256
☐	___	___	Suggestion *[Language-Dep., Mind-Affecting]*	En	VM	1 act	Close	1 hr/lev	Will n.	Y	Compels subject to follow course of action	PHB257
☐	___	___	Summon Monster III	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (1 3rd, 1d3 2nd or 1d4+1 1st)	PHB259
☐	___	___	Tongues	Di	VM	1 act	Touch	10 min/lev	–	N	Speak any language	PHB265
☐	___	___	Vampiric Touch	Ne	VS	1 act	Touch	Instant./1 hr	–	Y	Touch deals 1d6/2 lev, max 10d6, caster gains	PHB268
☐	___	___	Water Breathing	Tr	VSM	1 act	Touch	2 hrs/lev	Will n.	Y	Subject can breathe underwater	PHB271
☐	___	___	Wind Wall	Ev	VSM	1 act	Medium	1 round/lev	–	Y	Deflects arrows, smaller creatures, and gases	PHB273
☐	___	___										
☐	___	___										
☐	___	___										

4th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	___	Acid Orb *[Acid]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged touch, 1d6/lev (max 15d6) damage	T&B85
☐	___	___	Arcane Eye	Di	VSM	10 min	Unlimit.	1 min/lev	–	N	Invisible floating eye moves 30 ft/round	PHB175
☐	___	___	Attune Form	Tr	VSM	1 act	Touch	2 hrs/lev	–	N	Attunes recipients to the plane they're on	MoP33
☐	___	___	Bestow Curse	Tr	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability; -4 on rolls; or 50% losing action	PHB177
☐	___	___	Charm Monster *[Mind-Affecting]*	En	VS	1 act	Close	1 day/lev	Will n.	Y	Makes monster believe it is your ally	PHB183
☐	___	___	Cold Orb *[Cold]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged touch, 1d6/lev (max 15d6) damage	T&B86
☐	___	___	Confusion *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Makes subject behave oddly for 1 round/lev	PHB186
☐	___	___	Contagion	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease	PHB187
☐	___	___	Detect Scrying	Di	VSM	1 act	120 ft	24 hrs	–	N	Alerts you of magical eavesdropping	PHB193
☐	___	___	Dimensional Anchor	Ab	VS	1 act	Medium	1 min/lev	–	Y	Bars extradimensional movement	PHB195
☐	___	___	Dimension Door *[Teleportation]*	Tr	V	1 act	Long	Instantaneous	–	Y/N	Teleports you and up to 500 lbs up to range	PHB195
☐	___	___	Electric Orb *[Electricity]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged touch, 1d6/lev (max 15d6) damage	T&B87
☐	___	___	Emotion *[Mind-Affecting]*	En	VS	1 act	Medium	Concentration	Will n.	Y	Arouses strong emotion in subject	PHB199
☐	___	___	Enervation	Ne	VS	1 act	Medium	Instantaneous	–	Y	Subject gains 1d4 negative levels	PHB199
☐	___	___	Ethereal Mount	Co	VS	10 min	0 ft	1 hour/lev	–	N	Calls into being 1 quasi-real mount + 1/2 lev.	MoP35
☐	___	___	Evard's Black Tentacles	Co	VSM	1 act	Medium	1 hr/lev	–	N	1d4+1/lev tentacles grapple randomly in 15 ft	PHB201
☐	___	___	Fear *[Fear, Mind-Affecting]*	Ne	VSM	1 act	Close	1 round/lev	Will n.	Y	Subjects within cone have -2 on saves and flee	PHB203
☐	___	___	Fire Orb *[Fire]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged touch, 1d6/lev (max 15d6) damage	T&B89
☐	___	___	Fire Shield *[Fire/Cold]*	Ev	VSM	1 act	Personal	1 round/lev (D)	–	N	Attackers take dmg; protected from heat/cold	PHB204
☐	___	___	Fire Trap *[Fire]*	Ab	VSM	10 min	Touch	Perm. until dis.	Ref ½	Y	Opened object deals 1d4 +1/lev damage	PHB205
☐	___	___	Fortify Familiar	Un	VS	1 act	Touch	1 hr/lev	–	Y	Familiar: +2 AC and 25% to avoid critical hits	T&B89
☐	___	___	Hallucinatory Terrain	Il	VSM	10 min	Long	2 hrs/lev	Will dis.	N	Makes one type of terrain appear like another	PHB212
☐	___	___	Ice Storm *[Cold]*	Ev	VSM	1 act	Long	Instantaneous	–	Y	Hail deals 5d6 damage in cylinder 40 ft across	PHB216
☐	___	___	Illusory Wall	Il	VS	1 act	Close	Permanent	Will dis.	N	Wall, floor or ceiling looks real but is illusory	PHB216
☐	___	___	Improved Invisibility	Il	VS	1 act	Touch	1 min/lev (D)	Will n.	Y/N	Subject is invisible even if it attacks	PHB217
☐	___	___	Improved Portal Alarm	Ab	VSF	1 act	Close	8 hrs/lev (D)	–	N	Sounds an alarm when creature passes a portal	MoP35
☐	___	___	Leomund's Secure Shelter	Co	VSMF	10 min	Close	2 hrs/lev (D)	–	N	Creates sturdy cottage	PHB220
☐	___	___	Lesser Geas *[Language-Dep., Mind-Affecting]*	En	V	1 act	Close	1 day/lev (D)	Will n.	Y	Commands subject of 7 HD or less	PHB221
☐	___	___	Locate Creature	Di	VSM	1 act	Long	10 min/lev	–	N	Indicates direction to familiar creature	PHB223
☐	___	___	Mass Darkvision	Tr	VSM	1 act	10 ft	1 hr/lev	–	Y	Creatures see 60 ft in non-magical darkness	T&B93
☐	___	___	Mass Resist Elements	Ab	VS	1 act	Touch	1 min/lev	–	Y	One creat/lev ignores 12 energy dmg/round	T&B93
☐	___	___	Minor Creation	Co	VSM	1 min	0 ft	1 hr/lev	–	N	Creates one cloth or wood object	PHB228
☐	___	___	Minor Globe of Invulnerability	Ab	VSM	1 act	10 ft	1 round/lev	–	N	Stops 1st- through 3rd-level spell effects	PHB228
☐	___	___	Negative Energy Wave	Ne	VS	1 act	50 ft	Instantaneous	Will n.	Y	Energy affects 1d6 HD/lev undead (max 15d6)	T&B94
☐	___	___	Otiluke's Dispelling Screen	Ab	VSM	1 act	Close	1 min/lev (D)	–	N	Barrier dispels magic on contact (+10)	T&B94
☐	___	___	Otiluke's Resilient Sphere *[Force]*	Ev	VSM	1 act	Close	1 min/lev	Ref n.	Y	Force globe protects but traps one subject	PHB233
☐	___	___	Phantasmal Killer *[Fear, Mind-Affecting]*	Il	VS	1 act	Medium	Instantaneous	Special	Y	Illusion kills subject or deals 3d6 damage	PHB235
☐	___	___	Polymorph Other	Tr	VSM	1 act	Medium	Permanent	For n.	Y	Gives one subject a new form	T&B94
☐	___	___	Polymorph Self	Tr	V	1 act	Personal	1 hr/lev (D)	–	N	You assume a new form	T&B95
☐	___	___	Rainbow Pattern *[Mind-Affecting]*	Il	SMF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Lights prevent 24 HD creat. from attack/move	PHB241
☐	___	___	Rary's Mnemonic Enhancer *[Wizard]*	Tr	VSMF	10 min	Personal	Instantaneous	–	N	Prepares 3 extra spell levels or retains one cast	PHB242
☐	___	___	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse	PHB244
☐	___	___	Repair Critical Damage	Tr	VS	1 act	Touch	Instantaneous	–	Y	Repairs 4d8+1/lev (max +20) dmg to construct	T&B95
☐	___	___	Scramble Portal	Tr	VSM	1 act	Close	1 round/lev	Will n.	N	Randomize the destination of a portal	MoP39
☐	___	___	Scrying	Di	VSMF	1 hour	Unlimit.	1 min/lev	–	N	Spies on subject from a distance	PHB247
☐	___	___	Shadow Conjuration	Il	VS	1 act	Special	Special	Will part.	N	Mimics conjuring below 4th level, 20% real	PHB249
☐	___	___	Shout *[Sonic]*	Ev	V	1 act	Close	Instantaneous	For part.	Y	Deafens all within cone and deals 2d6 damage	PHB252
☐	___	___	Solid Fog	Co	VSM	1 act	Medium	1 min/lev	–	N	Blocks vision, slows movement to 1/10 speed	PHB253
☐	___	___	Sonic Orb *[Sonic]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged touch, 1d6/lev (max 15d6) damage	T&B96
☐	___	___	Stoneskin	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Damage red. 10/+5 up to 10 damage/lev	PHB257
☐	___	___	Summon Monster IV	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (1 4th, 1d3 3rd or 1d4+1 2nd)	PHB259
☐	___	___	Wall of Fire *[Fire]*	Ev	VSM	1 act	Medium	Conc. + 1 r/lev	Special	Y	2d4 dmg (10 ft), 1d4 (20), 2d6+1/lev passing	PHB269
☐	___	___	Wall of Ice *[Cold]*	Ev	VSM	1 act	Medium	1 min/lev	Special	Y	Creates wall with 3 hp/lev or hemisphere	PHB270
☐	___	___	Zone of Respite	Ab	VSM	2 rds	Medium	10 min/lev	–	N	30-ft cube/lev is planar intrusion-proof	MoP40
☐	___	___	Zone of Revelation	Di	VSM	1 act	Close	1 min/lev	–	Y	All in 5-ft radius/lev is visible	MoP40
☐	___	___										
☐	___	___										
☐	___	___										

Sorcerer/Wizard Spells

5th-Level Spells Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	___	Animal Growth	Tr	VS	1 act	Medium	1 min/lev	–	Y	One animal/2 lev doubles in size and HD	PHB173
☐	___	___	Animate Dead *[Evil]*	Ne	VSM	1 act	Touch	Instantaneous	–	N	Creates skeletons and zombies (1 HD/lev)	PHB174
☐	___	___	Bigby's Interposing Hand	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Hand provides 90% cover vs. one opponent	PHB178
☐	___	___	Cloak of the Sea	Tr	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	Bestows several spell effects while in water	MoW85
☐	___	___	Cloudkill	Co	VS	1 act	Medium	1 min/lev	For part.	Y	3 HD or less die, 4-6 HD save; damage 1d10/r	PHB185
☐	___	___	Cone of Cold *[Cold]*	Ev	VSM	1 act	Close	Instantaneous	Ref ½	Y	1d6 cold damage/level (max 15d6)	PHB186
☐	___	___	Contact Other Plane	Di	V	10 min	Personal	Concentration	–	N	Ask questions to extraplanar entity	PHB187
☐	___	___	Dismissal	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane	PHB196
☐	___	___	Dominate Person *[Mind-Affecting]*	En	VS	1 act	Medium	1 day/lev	Will n.	Y	Controls humanoid telepathically	PHB197
☐	___	___	Dream *[Mind-Affecting]*	Il	VS	1 min	Unlimit.	Special	–	Y	Sends message to anyone sleeping	PHB198
☐	___	___	Energy Buffer	Ab	VS	1 act	Touch	24 hrs/until disch.	–	N	Absorbs 1d6/lev (max 15d6) dmg from energy	T&B87
☐	___	___	Fabricate	Tr	VSM	Special	Close	Instantaneous	–	N	Transforms raw materials into finished items	PHB202
☐	___	___	False Vision	Il	VSM	1 act	Close	1 min/lev	–	N	Fools scrying with an illusion	PHB202
☐	___	___	Feeblemind *[Mind-Affecting]*	En	VSM	1 act	Medium	Instantaneous	Will n.	Y	Subject's Int drops to 1	PHB208
☐	___	___	Greater Shadow Conjuration	Il	VS	1 act	Special	Special	Will part.	N	Mimics conjuration up to 4th level, 40% real	PHB211
☐	___	___	Ghostform	Tr	VS	1 act	Personal	1 min/lev (D)	–	N	You become incorporeal	T&B90
☐	___	___	Hold Monster *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one creature helpless	PHB214
☐	___	___	Leomund's Secret Chest	Co	VSF	10 min	Special	60 days	–	N	Hides chest on Ethereal Plane, 1 cu. ft/lev	PHB220
☐	___	___	Lesser Planar Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Y	Traps outsider up to 8 HD to perform a task	PHB221
☐	___	___	Magic Jar	Ne	VSF	1 act	Medium	1 hr/lev	Will n.	Y	Enables possession of another creature	PHB224
☐	___	___	Major Creation	Co	VSM	10 min	Close	Special	–	N	Creates a cloth, wood, stone or metal object	PHB225
☐	___	___	Mind Fog *[Mind-Affecting]*	En	VS	1 act	Medium	30 min + 2d6 r.	Will n.	Y	Subjects in fog get -10 Wis and Will checks	PHB228
☐	___	___	Mirage Arcana	Il	VS	1 act	Long	Conc. + 1 hr/lv	Will dis.	N	Terrain and structure appear like another	PHB229
☐	___	___	Mordenkainen's Faithful Hound	Co	VSM	1 act	Close	1 hr/lv (1 r/lv)	–	N	Phantom dog can guard and attack	PHB230
☐	___	___	Mordenkainen's Private Sanctum	Ab	VSM	10 min	Close	24 hours	–	N	30-ft cube/lev area can't be seen or scried	T&B95
☐	___	___	Nightmare *[Mind-Affecting, Evil]*	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue	PHB232
☐	___	___	Passwall	Tr	VSM	1 act	Close	1 hr/lev (D)	–	N	Breaches walls 1 ft thick/lev	PHB234
☐	___	___	Permanency	Un	VSX	1 round	Special	Permanent	–	N	Makes certain spells permanent	PHB234
☐	___	___	Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentr.	PHB235
☐	___	___	Prying Eyes	Di	VSM	1 min	1 mile	1 hr/lev	–	N	1d4 floating eyes +1/lev scout for you	PHB240
☐	___	___	Rary's Telepathic Bond	Di	VSM	1 act	Close	10 min/lev	–	N	Link lets willing allies communicate	PHB242
☐	___	___	Seeming	Il	VS	1 act	Close	12 hrs	Will dis.	Y/N	Changes appearance of one person/2 lev.	PHB248
☐	___	___	Sending	Ev	VSM	10 min	Unlimit.	1 round	–	N	Instantly delivers short message anywhere	PHB248
☐	___	___	Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation less than 5th level, 20% real	PHB250
☐	___	___	Shadowfade	Il	VS	1 act	Touch	1 min/lev	Will n.	Y	Portal to Pl. of Shadows for you +1 creat./lev	MoP40
☐	___	___	Spiritwall	Ne	VSM	1 act	Close	1 min/lev (D)	–	N	Causes fear, deals 1d10 dam.+ 1 neg. level	T&B96
☐	___	___	Stone Shape	Tr	VSM	1 act	Touch	Instantaneous	–	N	Sculpts stone into any form	PHB257
☐	___	___	Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (1 5th, 1d3 4th or 1d4+1 3rd)	PHB259
☐	___	___	Telekinesis	Tr	VS	1 act	Long	Conc./Instant.	Will n.	Y	Moves 25 lbs/lev at speed 20 or hurls objects	PHB264
☐	___	___	Teleport *[Teleportation]*	Tr	V	1 act	P./Touch	Instantaneous	Will n.	Y/N	Teleports you and 50 lbs/lev anywhere	PHB264
☐	___	___	Transmute Mud to Rock	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev	PHB266
☐	___	___	Transmute Rock to Mud	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev	PHB266
☐	___	___	Wall of Force *[Force]*	Ev	VSM	1 act	Close	1 min/lev (D)	–	N	Wall is immune to damage and spells	PHB269
☐	___	___	Wall of Iron	Co	VSM	1 act	Medium	Instantaneous	Special	N	Wall with 30 hp/4 lev, can topple onto foes	PHB270
☐	___	___	Wall of Stone	Co	VSM	1 act	Medium	Instantaneous	Special	N	Wall with 15 hp/4 lev, can be shaped	PHB270
☐	___	___	Xorn Movement	Tr	VSF	1 act	Touch	1 round/lev	Will n.	Y	Normal move and breathing through earth	MoP40
☐	___	___										
☐	___	___										
☐	___	___										

6th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	___	Acid Fog *[Acid]*	Co	VSM	1 act	Medium	1 round/lev	–	Y	Fog deals 2d6 acid damage/ round	PHB172
☐	___	___	Analyze Dweomer	Di	VSF	8 hrs	Close	1 round/lev (D)	Special	N	Reveals magical aspects of subject	PHB172
☐	___	___	Antimagic Field	Ab	VSM	1 act	10 ft	10 min/lev (D)	–	Sp.	Invisible barrier negates magic within 10 ft	PHB175
☐	___	___	Bigby's Forceful Hand	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Hand pushes creatures away (bull rush at +14)	PHB178
☐	___	___	Chain Lightning *[Electricity]*	Ev	VSF	1 act	Long	Instantaneous	Ref ½	Y	1d6 dmg/lev (max 20d6), sec. bolts ½ damage	PHB182
☐	___	___	Circle of Death *[Death]*	Ne	VSM	1 act	Medium	Instantaneous	For n.	Y	Kills 1d4 HD/lev (max 20d4), up to 9 HD each	PHB184
☐	___	___	Contingency	Ev	VSMF	10+ min	Personal	1 day/lev	–	N	Sets trigger condition for another spell	PHB187
☐	___	___	Control Water	Tr	VSM	1 act	Long	10 min/lev (D)	–	N	Raises, Lowers, or parts bodies of water	PHB188
☐	___	___	Control Weather	Tr	VS	10 min	2 miles	4d12 hrs	–	N	Changes weather in local area	PHB188
☐	___	___	Disintegrate	Tr	VSM	1 act	Medium	Instantaneous	For part.	Y	Disintegrates 1 creature; 5d6 damage on save	PHB195
☐	___	___	Eyebite	Tr	VS	1 act	Close	1 round/3 lev	Special	Y	*Charm, fear, sicken* or *sleep* one target	PHB202
☐	___	___	Flesh to Stone	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Turn subject creature into statue	PHB206
☐	___	___	Geas/Quest *[Language-Dep., Mind-Affecting]*	En	V	1 act	Close	1 day/lev (D)	–	Y	Places a magical command on a creature	PHB208
☐	___	___	Globe of Invulnerability	Ab	VSM	1 act	10 ft	1 round/lev	–	N	Stops 1st- through 4th-level spell effects	PHB209
☐	___	___	Greater Dispelling	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical spells and effects, max +20	PHB210
☐	___	___	Greater Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation up to 5th level, 40% real	PHB211
☐	___	___	Guards and Wards	Ab	VSMF	30 min	Area	2 hrs/lev	–	Sp.	Magical effects protect area 200 sq. ft/lev	PHB211
☐	___	___	Hardening	Tr	VS	1 act	Touch	Permanent	–	Y	Increases object's hardness by ½ level	D&D217
☐	___	___	Imbue Familiar with Spell Ability	Un	VS	1 act	Touch	1 hr/lev	Will n.	Y	You transfer spells to your familiar	T&B91
☐	___	___	Legend Lore	Di	VSMF	Special	Personal	Special	–	N	Learn tales about a person, place, or thing	PHB219
☐	___	___	Make Manifest	Tr	VS	1 act	Close	1 round/lev	Will n.	Y	One creature on a coexistent plane appears	MoP36
☐	___	___	Mass Fly	Tr	VSF	1 act	Touch	10 min/lev	–	Y	One creat./lev flies: speed 90, good man.	T&B93
☐	___	___	Mass Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	Extra partial action, +4 AC, one subject/lev	PHB226
☐	___	___	Mass Suggestion *[Language-Dep., Mind-Aff.]*	En	VM	1 act	Medium	1 hr/lev	Will n.	Y	Compels one subject/lev to course of action	PHB226
☐	___	___	Mislead	Il	S	1 act	Close	1 round/lev (D)	Will dis.	N	Turns you invisible and creates illusory double	PHB230
☐	___	___	Mordenkainen's Lucubration *[Wizard]*	Tr	VS	1 act	Personal	Instantaneous	–	N	Recalls spell of up to 5th lev cast within 24 hrs	PHB231
☐	___	___	Move Earth	Tr	VSM	Special	Long	Instantaneous	–	N	Dig trenches and build hills	PHB231
☐	___	___	Otiluke's Freezing Sphere *[Cold]*	Ev	VSF	1 act	Special	Special	Special	Y	Freezes water or deals cold damage	PHB233
☐	___	___	Permanent Image	Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell	PHB235
☐	___	___	Planar Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Y	Traps outsiders up to 16 HD to perform a task	PHB235
☐	___	___	Probe Thoughts *[Mind-Affecting]*	Di	VS	1 min	Close	Concentration	For n.	Y	Access subject's memories and knowledge	DoF88
☐	___	___	Programmed Image	Il	VSF	1 act	Long	Perm, then 1r/l	Will dis.	N	Creates full illusion triggered by event	PHB239
☐	___	___	Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	N	Illusory double can talk and cast spells	PHB239
☐	___	___	Repulsion	Ab	VSF	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you	PHB245
☐	___	___	Seal Portal	Ab	VSM	1 act	Close	Permanent (D)	–	N	Permanently seal a portal or gate	MoP39
☐	___	___	Shades	Il	VS	1 act	Special	Special	Will part.	N	Mimics conjuration up to 5th level, 60% real	PHB249
☐	___	___	Stone to Flesh	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Restores petrified creature, For save DC 15	PHB257
☐	___	___	Summon Monster VI	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (1 6th, 1d3 5th or 1d4+1 4th)	PHB259
☐	___	___	Tenser's Transformation	Tr	VSM	1 act	Personal	1 round/lev	–	N	You gain various combat bonuses	PHB265
☐	___	___	True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	See all things as they really are up to 120 ft	PHB267
☐	___	___	Undeath to Death	Ne	VSM	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20HD) undead	T&B96
☐	___	___	Veil	Il	VS	1 act	Long	Conc. + 1 hr/l.	Will n.	Y	Changes appearance of group of creatures	PHB269
☐	___	___										
☐	___	___										
☐	___	___										

7th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	___	Banishment	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev extraplanar creatures	PHB177
☐	___	___	Bigby's Grasping Hand	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Hand provides cover, pushes, or grapples	PHB178
☐	___	___	Control Undead	Ne	VSM	1 act	Close	1 min/lev	Will n.	Y	Command up to 2 HD/lev of undead creatures	PHB188
☐	___	___	Delayed Blast Fireball *[Fire]*	Ev	VSM	1 act	Long	Instantaneous	Ref ½	Y	1d6 damage/lev (max 20d6), delay up to 5 rds	PHB191
☐	___	___	Drawmij's Instant Summons	Co	VSM	1 act	Special	Perm. unt. dis.	–	N	Prepared object appears in your hand	PHB198
☐	___	___	Elemental Body	Tr	VSM	1 act	Personal	1 round/lev.	–	N	Your body becomes a type of element	MoP34
☐	___	___	Energy Immunity	Ab	VS	1 act	Touch	24 hours	–	Y	Subject immune to damage from one energy	T&B88
☐	___	___	Ethereal Jaunt	Tr	VS	1 act	Personal	1 round/lev	–	N	You become ethereal along with equipment	PHB201
☐	___	___	Finger of Death *[Death]*	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject, on save 3d6 damage +1/lev	PHB203
☐	___	___	Forcecage *[Force]*	Ev	VSM	1 act	Close	2 hrs/lev	–	N	20-ft/10-ft cube of force imprisons all inside	PHB207
☐	___	___	Greater Scrying	Di	VS	1 act	Unlimit.	1 hr/lev	–	N	Spies on subject from a distance	PHB211
☐	___	___	Insanity *[Mind-Affecting]*	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject suffers continuous *confusion*	PHB217
☐	___	___	Limited Wish	Un	VSX	1 act	Special	Special	Special	Y	Alters reality within spell limits	PHB222
☐	___	___	Mass Invisibility	Il	VSM	1 act	Long	10 min/lev (D)	Will n.	Y/N	All subject invisible until they attack	PHB226
☐	___	___	Mass Teleport *[Teleportation]*	Tr	VS	1 round	P./Touch	Instantaneous	Will n.	Y/N	Teleports up to 100 lbs/ lev anywhere	T&B93
☐	___	___	Mirror Walking	Tr	VSM	1 round	Touch	Special	Will n.	Y	Target may pass through to Plane of Mirrors	MoP205
☐	___	___	Mordenkainen's Magnificent Mansion	Co	VSF	1 act	Close	2 hrs/lev	–	N	Door leads to extradimensional mansion	PHB231
☐	___	___	Mordenkainen's Sword *[Force]*	Ev	VSF	1 act	Close	1 round/lev (D)	–	Y	Floating magic blade strikes opponents	PHB231
☐	___	___	Otiluke's Greater Dispelling Screen	Ab	VSM	1 act	Close	1 min/lev (D)	–	N	Barrier dispels magic on contact (+20)	T&B94
☐	___	___	Phase Door	Co	V	1 act	Touch	1 usage/2 lev	–	N	Invisible passage through wood or stone	PHB235
☐	___	___	Plane Shift	Tr	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane	PHB235
☐	___	___	Power Word, Stun	Co	V	1 act	Close	Special	–	Y	Stuns creatures with up to 150 hp	PHB237
☐	___	___	Prismatic Spray	Ev	VS	1 act	Close	Instantaneous	Special	Y	Rays hit subjects with variety of effects	PHB238
☐	___	___	Reality Maelstrom	Ev	VSM	1 act	Medium	1 round/lev	Special	Y	Hole into reality sends to a random plane	MoP38
☐	___	___	Reverse Gravity	Tr	VSM	1 act	Medium	1 round/lev (D)	–	N	Objects and creatures fall upwards	PHB246
☐	___	___	Sequester	Ab	VSM	1 act	Touch	1 day/lev (D)	Will n.	Y	Subject is invisible to sight and scrying	PHB249
☐	___	___	Shadow Walk	Il	VS	1 act	Touch	1 hr/lev (D)	Will n.	Y	Step into shadow to travel rapidly	PHB250
☐	___	___	Simulacrum	Il	VSMX	12 hrs	Touch	Instantaneous	–	N	Creates partially real double of a creature	PHB252
☐	___	___	Spell Turning	Ab	VSM	1 act	Personal	10 min/lev	–	N	Reflects 1d4+6 spell lev. back at caster	PHB255
☐	___	___	Statue	Tr	VSM	1 act	Touch	1 hr/lev (D)	Will n.	Y	Subject can become a statue at will	PHB256
☐	___	___	Summon Monster VII	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (1 7th, 1d3 6th or 1d4+1 5th)	PHB259
☐	___	___	Teleport without Error *[Teleportation]*	Tr	V	1 act	P./Touch	Instantaneous	Will n.	Y/N	Teleports you and 50 lbs/ lev anywhere	PHB265
☐	___	___	Vanish *[Teleportation]*	Tr	V	1 act	Touch	Instantaneous	Will n.	Y	Teleports touched object anywhere	PHB269
☐	___	___	Vision	Di	VSMF	1 act	Personal	Special	–	N	Learn tales about a person, place, or thing	PHB269
☐	___	___										
☐	___	___										
☐	___	___										

Sorcerer/Wizard Spells

8th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	___	Antipathy *[Mind-Affecting]*	En	VSM	1 hour	Close	2 hrs/lev	Will part.	Y	Object or location repels certain creatures	PHB175
☐	___	___	Bigby's Clenched Fist	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Large hand attacks your foes	PHB178
☐	___	___	Binding *[Mind-Affecting]*	En	VSM	1 min	Close	Special (D)	Will n.	Y	Array of techniques to imprison a creature	PHB179
☐	___	___	Clone	Ne	VSMF	10 min	0 ft	Instantaneous	–	N	Duplicate awakens when original dies	PHB184
☐	___	___	Demand *[Mind-Affecting]*	En	VSM	10 min	Unlimit.	1 round	Will part.	N	Delivers short message/suggestion anywhere	PHB191
☐	___	___	Dimensional Lock	Ab	VS	1 act	Medium	1 day/lev	–	Y	Blocks teleport/dimensional travel in 15-ft	T&B87
☐	___	___	Discern Location	Di	VS	10 min	Unlimit.	Instantaneous	–	N	Reveals exact location of creature or object	PHB195
☐	___	___	Dream Travel	Tr	VS	1 act	Touch	1 hour/lev (D)	Will n.	Y	You +1 creat./lev drawn to the Reg. of Dreams	MoP202
☐	___	___	Etherealness	Tr	VS	1 act	Touch	1 min/lev (D)	–	Y	Travel to Ethereal Plane with others (1/3 lev)	PHB201
☐	___	___	Great Shout *[Sonic]*	Ev	VSF	1 act	Close	Instantaneous	Special	Y	Yell deals 20d6 dmg, stuns, damages objects	T&B90
☐	___	___	Greater Planar Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Y	Traps outsiders up to 24 HD to perform a task	PHB211
☐	___	___	Horrid Wilting	Ne	VSM	1 act	Long	Instantaneous	For ½	Y	Deals 1d8 damage/level (max 25d8) within 30 ft	PHB215
☐	___	___	Incendiary Cloud *[Fire]*	Co	VS	1 act	Medium	1 round/lev	Ref ½	Y	Cloud deals 4d6 fire damage/round	PHB217
☐	___	___	Iron Body	Tr	VSM	1 act	Personal	1 min/lev (D)	–	N	Body becomes iron, with damage red. 50/+3	PHB218
☐	___	___	Maddening Scream *[Mind-Affecting]*	En	V	1 act	Touch	1d4+1 rounds	–	Y	Subject screams: -4 AC, Ref saves on 20 only	D&D217
☐	___	___	Mass Charm *[Mind-Affecting]*	En	V	1 act	Close	1 day/lev	Will n.	Y	Make monsters in 30 ft believe they're friends	PHB226
☐	___	___	Mass Manifest	Tr	VSM	1 act	Close	1 round/lev	–	Y	Creatures in 25-ft. are brought to your plane	MoP36
☐	___	___	Maze *[Force]*	Co	VS	1 act	Close	Special	–	N	Traps subject in extradimensional maze	PHB226
☐	___	___	Mind Blank	Ab	VS	1 act	Close	1 day	Will n.	Y	Subject is immune to mental magic/scrying	PHB228
☐	___	___	Otiluke's Telekinetic Sphere *[Force]*	Ev	VSM	1 act	Close	1 min/lev (D)	Ref n.	Y	Movable force globe protects one subject	PHB233
☐	___	___	Otto's Irresistable Dance *[Mind-Affecting]*	En	V	1 act	Touch	1d4+1 rounds	–	Y	Forces subject to dance, no other action	PHB234
☐	___	___	Polymorph Any Object	Tr	VSM	1 act	Close	Special	Will n.	Y	Changes any subject into anything else	PHB236
☐	___	___	Power Word, Blind	Co	V	1 act	Close	Special	–	Y	Blinds 200 hp worth of creatures	PHB237
☐	___	___	Prismatic Wall	Ab	VS	1 act	Close	10 min/lev	Special	Sp.	Wall's colors have array of effects	PHB238
☐	___	___	Protection from Spells	Ab	VSMF	1 act	Touch	10 min/lev	Will n.	Y	Confers a +8 resistance bonus	PHB240
☐	___	___	Screen	Il	VS	10 min	Close	1 day	Will dis.	N	Illusion hides area from vision and scrying	PHB247
☐	___	___	Summon Monster VIII	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (18th, 1d3 7th or 1d4+1 6th)	PHB259
☐	___	___	Sunburst *[Fire]*	Ev	VSM	1 act	Long	Instantaneous	Ref part.	Y	Blinds in 10 ft, 3d6 dmg or 1d6/lev to undead	PHB261
☐	___	___	Symbol	Un	VSM	Special	0 ft	Special	Special	Y	Triggered runes have array of effects	PHB261
☐	___	___	Sympathy *[Mind-Affecting]*	En	VSM	1 hour	Close	2 hrs/lev	Will n.	Y	Object or location attracts certain creatures	PHB263
☐	___	___	Trap the Soul	Co	VSMF	1 act	Close	Permanent	Special	Y	Imprisons subject within gem	PHB266
☐	___	___										
☐	___	___										
☐	___	___										

9th-Level Spells

Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect	
☐	___	___	Absorption	Ab	VS	1 act	Personal	10 min/lev	–	N	Absorbs and stores 1d4+6 spell levels	T&B85
☐	___	___	Astral Projection	Ne	VSM	30 min	Touch	Special	–	Y	Projects you and others (1/2 lev) to Astral Pl.	PHB176
☐	___	___	Bigby's Crushing Hand	Ev	VSMF	1 act	Medium	1 round/lev (D)	–	Y	Hand provides cover, pushes/crushes foes	PHB178
☐	___	___	Chain Contingency	Ev	VSMF	10+ min	Personal	1 day/lev	–	N	Sets trigger condition for 3 other spells	T&B86
☐	___	___	Dominate Monster *[Mind-Affecting]*	En	VS	1 act	Medium	1 day/lev	Will n.	Y	Controls monster telepathically	PHB197
☐	___	___	Energy Drain	Ne	VS	1 act	Medium	Instantaneous	For n.	Y	Subject gains 2d4 negative lev, save after 24 hrs	PHB199
☐	___	___	Foresight	Di	VSM	1 act	Touch	10 min/lev	Will n.	Y/N	"Sixth sense" warns of impending danger	PHB207
☐	___	___	Freedom	Ab	VS	1 act	Special	Instantaneous	–	Y	Releases creature from spell restricting move	PHB207
☐	___	___	Gate	Co	VS	1 act	Medium	Instantaneous	–	N	Connects two planes to travel or summon	PHB207
☐	___	___	Hide Life	Ne	VSMX	1 day	Personal	Instantaneous	–	N	Locks away lifeforce in small receptacle	T&B91
☐	___	___	Imprisonment	Ab	VS	1 act	Touch	Instantaneous	–	Y	Entombs creature beneath the earth	PHB217
☐	___	___	Meteor Swarm *[Fire]*	Ev	VS	1 act	Long	Instantaneous	Ref ½	Y	4 large spheres deal 6d6 dmg, or 8 small 3d6	PHB227
☐	___	___	Mordenkainen's Disjunction	Ab	V	1 act	Close	Instantaneous	Will n.	N	Dispels magic and disenchants magic items	PHB230
☐	___	___	Power Word, Kill *[Death]*	Co	V	1 act	Close	Instantaneous	–	Y	Kills one subject (up to 100 hp) or many	PHB237
☐	___	___	Prismatic Sphere	Ab	V	1 act	10 ft	10 min/lev	Special	Sp.	Sphere's colors have array of effects	PHB238
☐	___	___	Refuge *[Teleportation]*	Tr	VSM	1 act	Touch	Perm. unt. dis.	–	N	Alters item to transport its possessor to you	PHB243
☐	___	___	Shapechange	Tr	VSF	1 act	Personal	10 min/lev	–	N	Change into any creature once/round	PHB250
☐	___	___	Soul Bind	Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent *resurrection*	PHB254
☐	___	___	Summon Monster IX	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders (19th, 1d3 8th or 1d4+1 7th)	PHB259
☐	___	___	Teleportation Circle *[Teleportation]*	Tr	VM	10 min	0 ft	10 min/lev (D)	–	Y	Circle teleports creatures inside to place	PHB265
☐	___	___	Temporal Stasis	Tr	VSM	1 act	Touch	Permanent	–	Y	Puts subject into suspended animation	PHB265
☐	___	___	Time Stop	Tr	V	1 act	Personal	1d4+1 rounds	–	N	You act freely for 1d4+1 rounds	PHB265
☐	___	___	Unbinding	Ab	VSM	1 round	180 ft	Instantaneous	–	N	Destroys spells that contain, constrain or seal	DoF91
☐	___	___	Wail of the Banshee *[Death, Sonic]*	Ne	V	1 act	Close	Instantaneous	For n.	Y	Kills one creature/level in range	PHB269
☐	___	___	Weird *[Fear, Mind-Affecting]*	Il	VS	1 act	Medium	Instantaneous	Special	Y	Illusion kills subjects within 30 ft, or deals 3d6	PHB272
☐	___	___	Wish	Un	VX	1 act	Special	Special	Special	Y	Alters reality	PHB273
☐	___	___										
☐	___	___										
☐	___	___										

Spells

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect