Dungeons & Dragons

Ema's Character Record Sheet 2.6

Personal Info

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

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

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: _____

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] [Damage]

Notes: _____

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: ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐

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

Saving Throws

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

Spell Resistance: _____ Power Resistance: _____

Notes: _____

Feats

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

General Feats
- ☐ Alertness
- ☐ Ambidexterity*
- ☐ *Arcane Defense*
- ☐ Arcane Preparation
- ☐ *Armor Prof., Heavy*
- ☐ Armor Prof., Light
- ☐ *Armor Prof., Medium*
- ☐ Augment Summoning
- ☐ Blind-Fight*
- ☐ *Blindsight, 5-ft Radius*
- ☐ *Chariot Archery*
- ☐ *Chariot Charge*
- ☐ Chariot Combat
- ☐ *Chariot Sideswipe*
- ☐ *Chariot Trample*
- ☐ *Cleave**
- ☐ Close-Quarters Fight.*
- ☐ Combat Casting
- ☐ Combat Reflexes*
- ☐ *Death Blow**
- ☐ *Deflect Arrows**
- ☐ Dirty Fighting
- ☐ Dodge*
- ☐ *Dual Strike**
- ☐ *Eagle Claw Attack*
- ☐ Endurance
- ☐ Exotic Weapon Prof.*
- ☐ Expertise*
- ☐ Expert Tactician*
- ☐ *Extra Stunning Attacks* (☐☐☐☐☐)
- ☐ Eyes in Back of Y. Head
- ☐ *Far Shot**
- ☐ *Feign Weakness*
- ☐ *Fists of Iron*
- ☐ *Great Cleave**
- ☐ Great Fortitude
- ☐ *Greater Spell Focus*
- ☐ *Greater Spell Penetr.*
- ☐ *Hold the Line**
- ☐ *Improved Bull Rush**
- ☐ Improved Critical*
- ☐ *Improved Disarm**
- ☐ Improved Familiar
- ☐ Improved Initiative*
- ☐ *Improved Overrun**
- ☐ *Improved Shield Bash*
- ☐ *Improved Sunder**
- ☐ *Improved Trip**
- ☐ *Impr. 2-Weap. Fight.**
- ☐ Impr. Unarm. Strike*
- ☐ Innate Spell
- ☐ Iron Will
- ☐ *Knock-Down**
- ☐ Leadership
- ☐ Lightning Fists
- ☐ Lightning Reflexes
- ☐ Mantis Leap
- ☐ Martial Weapon Prof.
- ☐ *Mobility**
- ☐ Monkey Grip
- ☐ *Mounted Archery**
- ☐ Mounted Combat*
- ☐ *Off-Hand Parry**
- ☐ *Pain Touch*
- ☐ *Pin Shield**
- ☐ Point Blank Shot*
- ☐ Power Attack*
- ☐ *Power Lunge**
- ☐ *Precise Shot**
- ☐ *Prone Attack**
- ☐ Quick Draw*
- ☐ Rapid Reload*
- ☐ *Rapid Shot**
- ☐ *Remain Conscious*
- ☐ *Ride-By Attack**
- ☐ Run
- ☐ *Sharp-Shooting**
- ☐ *Shield Charge*
- ☐ *Shield Expert**
- ☐ Shield Proficiency
- ☐ *Shot on the Run**
- ☐ Simple Weapon Prof.
- ☐ Skill Focus
- ☐ *Snatch Arrows**
- ☐ Spell Focus
- ☐ Spell Penetration
- ☐ *Spell Specialization*
- ☐ *Spirited Charge**
- ☐ *Spring Attack**
- ☐ *Stunning Fist**
- ☐ *Sunder**
- ☐ Throw Anything
- ☐ Toughness (☐☐☐☐☐)
- ☐ Track
- ☐ *Trample**
- ☐ Two-Weapons Fight.*
- ☐ Weapon Finesse*
- ☐ Weapon Focus*
- ☐ *Whirlwind Attack**
- ☐ Zen Archery

Item Creation Feats
- ☐ Brew Potion
- ☐ Craft Mag. A. & Arm.
- ☐ Craft Rod
- ☐ Craft Staff
- ☐ Craft Wand
- ☐ Craft Wondrous Item
- ☐ Forge Ring
- ☐ Scribe Scroll

Metamagic Feats
- ☐ Chain Spell
- ☐ Cooperative Spell
- ☐ Delay Spell
- ☐ Empower Spell
- ☐ *Energy Admixture*
- ☐ Energy Substitution
- ☐ Enlarge Spell
- ☐ Eschew Materials
- ☐ Extend Spell
- ☐ Extra Slot (☐☐☐☐☐)
- ☐ Extra 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 Substitution
- ☐ Twin Spell
- ☐ Widen Spell

Special Feats
- ☐ Empower Turning
- ☐ Extra Smiting
- ☐ Extra Turning (☐☐☐☐☐)
- ☐ Heighten Turning
- ☐ Quicken Turning
- ☐ Spell Mastery
- ☐ Weapon Specialization*

* Fighter/Psychic Warrior Bonus Feats

Wealth

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

Gems/Jewels: ____________________

Other: ____________________

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 Penalty	____		

Henchmen / Animals / Familiars

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

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
☐	___	Daze *[Mind-Affecting]*	En	VSM	1 act	Close	1 round	Will n.	Y	Creature loses next action
☐	___	Detect Magic	Un	VS	1 act	60 ft	1 min/lev (D)	–	N	Detect spells and magic items within 60 ft
☐	___	Flare *[Light]*	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attack)
☐	___	Ghost Sound	Il	VSM	1 act	Close	1 round/lev (D)	Will dis.	N	Figments sound
☐	___	Light *[Light]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch
☐	___	Mage Hand	Tr	VS	1 act	Close	Concentration	–	N	5-pound telekinesis
☐	___	Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs to an object
☐	___	Open/Close	Tr	VSF	1 act	Close	Instantaneous	Will n.	Y	Opens or closes small or light things
☐	___	Prestidigitation	Un	VS	1 act	10 ft	1 hour	–	N	Performs minor tricks
☐	___	Read Magic	Un	VSF	1 act	Personal	10 min/lev	–	N	Read scrolls and spellbooks
☐	___	Resistance	Ab	VSM	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws
☐	___									
☐	___									
☐	___									

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 either a mental or audible alarm
☐	___	Cause Fear *[Fear, Mind-Affecting]*	Ne	VS	1 act	Close	1d4 rounds	Will n.	Y	One creat. with less than 6 HD flees and has -2 to rolls
☐	___	Charm Person *[Mind-Affecting]*	En	VS	1 act	Close	1 hr/lev	Will n.	Y	Makes one person your friend
☐	___	Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 hp +1 per level (up to +5)
☐	___	Detect Secret Doors	Di	VS	1 act	Personal	1 min/lev (D)	–	N	Reveals hidden doors within 60 ft
☐	___	Erase	Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes
☐	___	Expeditious Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	–	N	Doubles your speed and jump distance
☐	___	Feather Fall	Tr	V	Free	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly at 60 ft/round
☐	___	Grease	Co	VSM	1 act	Close	1 round/lev (D)	Ref part.	N	Makes 10-ft square or 1 object slippery
☐	___	Hypnotism *[Mind-Affecting]*	En	VS	1 act	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures
☐	___	Identify	Di	VSM	8 hrs	Touch	Instantaneous	–	N	Determines single feature of magic item
☐	___	Mage Armor *[Force]*	Co	VSF	1 act	Touch	1 hr/lev (D)	Will n.	Y	Gives subject +4 armor bonus
☐	___	Magic Weapon	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus to hit and damage
☐	___	Message *[Language-Dependent]*	Tr	VSF	1 act	Medium	10 min/lev	–	N	Whispered conversation at distance
☐	___	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 outsiders
☐	___	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 outsiders
☐	___	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 outsiders
☐	___	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 outsiders
☐	___	Silent Image	Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates visual only minor illusion of your design
☐	___	Sleep *[Mind-Affecting]*	En	VSM	1 act	Medium	1 min/lev	Will n.	Y	Put 2d4 HD of creatures up to 4 HD into slumber
☐	___	Summon Monster I	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls a 1st-level outsider to fight for you
☐	___	Unseen Servant	Co	VSM	1 act	Close	1 hr/lev	–	N	Creates invisible force that obeys your commands
☐	___	Ventriloquism	Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev
☐	___									
☐	___									
☐	___									

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
☐	___	Blindness/Deafness	Tr	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blind or deaf
☐	___	Blur	Il	V	1 act	Touch	1 min/lev	Will n.	Y	Attacks miss subject 20% of the time
☐	___	Bull's Strength	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Str for 1 hr/lev
☐	___	Cat's Grace	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Dex for 1 hr/lev
☐	___	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8+1/lev (up to +10)
☐	___	Darkness *[Darkness]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	20-ft radius of supernatural darkness
☐	___	Daylight *[Light]*	Ev	VS	1 act	Touch	10 min/lev	–	N	60-ft radius of bright light
☐	___	Delay Poison	Co	VS	1 act	Touch	1 hr/lev	For n.	Y	Stops poison effect for 1 hr/lev
☐	___	Detect Thoughts *[Mind-Affecting]*	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts
☐	___	Eagle's Splendor	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Cha for 1 hr/lev
☐	___	Enthrall *[Language-Dep., Mind-Aff., Sonic]*	En	VS	1 round	Medium	Up to 1 hr	Will n.	Y	Captivates all within range
☐	___	Fox's Cunning	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Int for 1 hr/lev
☐	___	Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	Y	Blinds creatures, outlines invisible creatures
☐	___	Hold Person *[Mind-Affecting]*	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one person helpless for 1 round/level
☐	___	Hypnotic Pattern *[Mind-Affecting]*	Il	VSM	1 act	Medium	Conc.+2 rounds	Will n.	Y	Fascinates 2d4+1 HD/lev (max +10) of creatures
☐	___	Invisibility	Il	VSM	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject is invisible for 10 min/lev or until it attacks
☐	___	Levitate	Tr	VSF	1 act	Close	10 min/lev (D)	–	N	Subject moves up and down at your direction, 20 ft/r
☐	___	Locate Object	Di	VSF	1 act	Long	1 min/lev	–	N	Senses direction towards object (specific or type)
☐	___	Magic Mouth	Il	VSM	1 act	Close	Perm. until dis.	Will n.	Y	Speaks once when triggered
☐	___	Minor Image	Il	VSF	1 act	Long	Conc.+2 rounds	Will dis.	N	Creates visual and sound minor illusion of your design
☐	___	Mirror Image	Il	VS	1 act	Personal	1 min/lev	–	N	Creates 1d4+1/3 lev decoys of you (max 8)
☐	___	Misdirection	Il	VS	1 act	Close	1 hr/lev	Will n.	N	Misleads divinations for one creature or object
☐	___	Obscure Object	Ab	VSM	1 act	Touch	8 hrs	Will n.	Y	Masks object against divination
☐	___	Owl's Wisdom	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Wis for 1 hr/lev
☐	___	Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Y/N	Turns fire into blinding light or choking smoke
☐	___	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
☐	___	See Invisibility	Di	VSM	1 act	Medium	10 min/lev (D)	–	N	Reveals invisible creatures or objects
☐	___	Shatter *[Sonic]*	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or crystalline creatures
☐	___	Silence	Il	VS	1 act	Long	1 min/lev	Will n.	Y/N	Negates sound in 15-ft radius
☐	___	Sound Burst *[Sonic]*	Ev	VSF	1 act	Close	Instantaneous	Will part.	Y	Deals 1d8 sonic damage to subjects
☐	___	Suggestion *[Language-Dep., Mind-Affecting]*	En	VM	1 act	Close	1 hr/lev	Will n.	Y	Compels subject to follow stated course of action
☐	___	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight for you (1 2nd or 1d3 1st)
☐	___	Summon Swarm	Co	VSM	1 round	Close	Conc. +2 rds	–	N	Summons swarm of small crawling or flying creatures
☐	___	Tasha's Hideous Laughter	En	VSM	1 act	Close	1d3 rounds	Will n.	Y	Subject laughs and loses actions for 1d3 rounds
☐	___	Tongues	Di	VM	1 act	Touch	10 min/lev	–	N	Speak any language
☐	___	Undetectable Alignment	Ab	VS	1 act	Close	24 hrs	Will n.	Y	Conceals alignment for 24 hrs
☐	___	Whispering Wind	Tr	VS	1 act	1 mile/lv	1 hr/lev	–	N	Sends a short message up to 1 mile/lev
☐	___									
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☐	___									

3rd-Level Spells

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

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
☐	___	Bestow Curse	Tr	VS	1 act	Touch	Permanent	Will n.	Y	-6 to an ability; -4 on rolls; or 50% losing each action
☐	___	Blink	Tr	VS	1 act	Personal	1 round/lev (D)	–	N	You randomly vanish and reappear for 1 round/lev
☐	___	Charm Monster *[Mind-Affecting]*	En	VS	1 act	Close	1 day/lev	Will n.	Y	Makes monster believe it is your ally
☐	___	Clairaudience/Clairvoyance	Di	VSF	1 act	Kn. area	1 min/lev (D)	–	N	Hear or see at a distance for 1 min/lev
☐	___	Confusion *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Makes subject behave oddly for 1 round/lev
☐	___	Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8+1/lev (up to +15)
☐	___	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical spells and effects, max +10 on check
☐	___	Displacement	Il	VM	1 act	Touch	1 round/lev	Will n.	Y	Attacks miss subject 50%
☐	___	Emotion *[Mind-Affecting]*	En	VS	1 act	Medium	Concentration	Will n.	Y	Arouses strong emotion in subject (despair, fear, etc.)
☐	___	Fear *[Fear, Mind-Affecting]*	Ne	VSM	1 act	Close	1 round/lev	Will n.	Y	Subjects within cone have a -2 on saves and flee
☐	___	Gaseous Form	Tr	SM	1 act	Touch	2 min/lev (D)	–	N	Subject becomes insubstantial and can fly at speed 10
☐	___	Greater Magic Weapon	Tr	VSM	1 act	Close	1 hr/lev	Will n.	Y	1 weapon or up to 50 proj. become +1/3 lev (max +5)
☐	___	Gust of Wind	Ev	VSF	1 act	Medium	1 round	For n.	Y	Blows away or knocks down smaller creatures
☐	___	Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	Extra partial action and +4 AC, jump are x1.5
☐	___	Illusory Script *[Mind-Affecting]*	Il	VSM	1 min+	Touch	1 day/lev	Will n.	Y	Only intended reader can decipher
☐	___	Invisibility Sphere	Il	VSM	1 act	Touch	10 min/lev (D)	Will n.	Y/N	Makes everyone within 10 ft invisible
☐	___	Keen Edge	Tr	VS	1 act	Close	10 min/lev	Will n.	Y	Doubles a norm. weapon's (or 50 project.') threat range
☐	___	Leomund's Tiny Hut *[Force]*	Ev	VSM	1 act	20 ft	2 hrs/lev (D)	–	N	Creates shelter for 10 creatures
☐	___	Lesser Geas	En	V	1 act	Close	1 day/lev (D)	Will n.	Y	Commands subject of 7 HD or less
☐	___	Magic Circle against Chaos *[Lawful]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius, no mind control
☐	___	Magic Circle against Evil *[Good]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius, no mind control
☐	___	Magic Circle against Good *[Evil]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius, no mind control
☐	___	Magic Circle against Law *[Chaotic]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius, no mind control
☐	___	Major Image	Il	VSF	1 act	Long	Conc.+3 rounds	Will dis.	N	Creates visual, sound and thermal illusion of your design
☐	___	Phantom Steed	Co	VS	10 min	0 ft	1 hr/lev	–	N	Quasi- real magical horse appears for 1 hr/lev
☐	___	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse
☐	___	Remove Disease	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject
☐	___	Scrying	Di	VSMF	1 hour	Unlimit.	1 min/lev	–	N	Spies on subject from a distance
☐	___	Sculpt Sound	Tr	VS	1 act	Close	1 hr/lev (D)	Will n.	Y	Creates new sounds or changes existing ones
☐	___	Sepia Snake Sigil *[Force]*	Co	VSM	10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader
☐	___	Slow	Tr	VSM	1 act	Close	1 round/lev	Will n.	Y	1 subject/lev takes only partial actions, -2 AC and melee
☐	___	Summon Monster III	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 3rd, 1d3 2nd or 1d4+1 1st)
☐	___	Wind Wall	Ev	VSM	1 act	Medium	1 round/lev	–	Y	Deflects arrows, smaller creatures, and gases
☐	___									
☐	___									
☐	___									

Bard Spells

4th-Level Spells

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

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
☐	___	Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from magical effects
☐	___	Cure Critical Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 4d8 +1/lev damage (max +20)
☐	___	Detect Scrying	Di	VSM	1 act	120 ft	24 hrs	–	N	Alerts you of magical eavesdropping
☐	___	Dimension Door *[Teleportation]*	Tr	V	1 act	Long	Instantaneous	–	Y/N	Teleports you and up to 500 lbs up to range
☐	___	Dismissal	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane
☐	___	Dominate Person *[Mind-Affecting]*	En	VS	1 act	Medium	1 day/lev	Will n.	Y	Controls humanoid telepathically
☐	___	Hallucinatory Terrain	Il	VSM	10 min	Long	2 hrs/lev	Will dis.	N	Makes one type of terrain appear like another
☐	___	Hold Monster *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one creature helpless
☐	___	Improved Invisibility	Il	VS	1 act	Touch	1 min/lev (D)	Will n.	Y/N	Subject is invisible even if it attacks
☐	___	Legend Lore	Di	VSMF	Special	Personal	Special	–	N	Learn tales about a person, place, or thing
☐	___	Leomund's Secure Shelter	Co	VSMF	10 min	Close	2 hrs/lev (D)	–	N	Creates sturdy cottage
☐	___	Locate Creature	Di	VSM	1 act	Long	10 min/lev	–	N	Indicates direction to familiar creature
☐	___	Modify Memory *[Mind-Affecting]*	En	VS	1 act	Close	Permanent	Will n.	Y	Changes 5 minutes of subject's memories
☐	___	Neutralize Poison	Co	VSM	1 act	Touch	Instantaneous	Will n.	Y	Detoxifies venom in or on subject
☐	___	Rainbow Pattern *[Mind-Affecting]*	Il	VSMF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Lights prevent 24 HD of creatures from attack/move
☐	___	Shout *[Sonic]*	Ev	V	1 act	Close	Instantaneous	For part.	Y	Deafens all within cone and deals 2d6 damage
☐	___	Summon Monster IV	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 4th, 1d3 3rd or 1d4+1 2nd)
☐	___									
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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
☐	___	Control Water	Tr	VSM	1 act	Long	10 min/lev (D)	–	N	Raises, Lowers, or parts bodies of water
☐	___	Dream *[Mind-Affecting]*	Il	VS	1 min	Unlimit.	Special	–	Y	Sends message to anyone sleeping
☐	___	False Vision	Il	VSM	1 act	Close	1 min/lev	–	N	Fools scrying with an illusion
☐	___	Greater Dispelling	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical spells and effects, max +20 on check
☐	___	Healing Circle	Co	VS	1 act	20 ft	Instantaneous	For ½	Y	Cures 1d8 +1/level (max +20) damage in all directions
☐	___	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
☐	___	Mirage Arcana	Il	VS	1 act	Long	Conc. + 1 hr/lev	Will dis.	N	Terrain and structure appear like another
☐	___	Mislead	Il	S	1 act	Close	1 round/lev (D)	Will dis.	N	Turns you invisible and creates illusory double
☐	___	Nightmare *[Mind-Affecting, Evil]*	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue
☐	___	Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentrat. needed
☐	___	Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 5th, 1d3 4th or 1d4+1 3rd)
☐	___									
☐	___									
☐	___									

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
☐	___	Eyebite	Tr	VS	1 act	Close	1 round/3 lev	Special	Y	*Charm, fear, sicken* or *sleep* one target
☐	___	Geas/Quest *[Language-Dep., Mind-Affecting]*	En	V	1 act	Close	1 day/lev (D)	–	Y	Places a magical command on a creature
☐	___	Great Shout *[Sonic]*	Ev	VSF	1 act	Close	Instantaneous	Special	Y	Yell deals 20d6 damage, stuns, damages objects
☐	___	Greater Scrying	Di	VS	1 act	Unlimit.	1 hr/lev	–	N	Spies on subject from a distance
☐	___	Mass Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	Extra partial action and +4 AC, one subject/lev
☐	___	Mass Suggestion *[Language-Dep., Mind-Aff.]*	En	VM	1 act	Medium	1 hr/lev	Will n.	Y	Compels one subject/lev to follow course of action
☐	___	Permanent Image	Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell
☐	___	Plane Shift	Tr	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane
☐	___	Programmed Image	Il	VSF	1 act	Long	Perm, then 1r/l	Will dis.	N	Creates full illusion of your design, triggered by event
☐	___	Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	N	Illusory double can talk and cast spells
☐	___	Repulsion	Ab	VSF	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you
☐	___	Summon Monster VI	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 6th, 1d3 5th or 1d4+1 4th)
☐	___	Veil	Il	VS	1 act	Long	Conc. + 1 hr/lev	Will n.	Y	Changes appearance of group of creatures
☐	___									
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Cleric Powers

Deity: _____

Domain: _____

Granted Power:

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Domain: _____

Granted Power:

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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

Notes:

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Prestige Domain: _____

Granted Power:

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Prestige Domain: _____

Granted Power:

_____

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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
		Cure Minor Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1 point of damage
		Detect Magic	Un	VS	1 act	60 ft	1 min/lev (D)	–	N	Detect spells and magic items within 60 ft
		Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poisons – Wis check (DC 20) for exact type
		Guidance	Di	VS	1 act	Touch	1 min	–	Y	+1 on one roll, check or save
		Inflict Minor Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Touch attack, 1 point of damage
		Light *[Light]*	Ev	VSD	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch
		Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs to an object
		Purify Food and Drink	Un	VS	1 act	10 ft	Instantaneous	Will n.	Y	Purifies 1 cu.ft/level of food or water
		Read Magic	Un	VSF	1 act	Personal	10 min/lev	–	N	Allows to read magical inscriptions
		Resistance	Ab	VSD	1 act	Touch	1 min	Will n.	Y	Grants the subject a +1 bonus on saves
		Virtue	Tr	VSD	1 act	Touch	1 min	Will n.	Y	Grants the subject 1 temporary hp

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
		Bless *[Mind-Affecting]*	En	VSD	1 act	50 ft	1 min/lev	–	Y	Fills allies with courage: +1 hit, +1 ST vs. fear
		Bless Water *[Good]*	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Turn 1 pint of water into holy water
		Burial Blessing *[Good]*	Ab	VSMX	10 min	Touch	Permanent	Will n.	Y	Prevents a corpse from rising as undead
		Cause Fear *[Fear, Mind-Affecting]*	Ne	VS	1 act	Close	1d4 rounds	Will n.	Y	One creature flees for 1d4 rounds
		Command *[Language-Dependent, Mind-Affecting]*	En	V	1 act	Close	1 round	Will n.	Y	One subject obeys one-word command for 1 round
		Comprehend Languages	Di	VSD	1 act	Personal	10 min/lev	–	N	Understand all spoken and written languages
		Cure Light Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 hp +1 per level (up to +5)
		Curse Water *[Evil]*	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Makes 1 pint of unholy water
		Deathwatch	Ne	VS	1 act	Close	10 min/lev	–	N	Sees how wounded subjects within 30 ft are
		Detect Chaos	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects
		Detect Evil	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects
		Detect Good	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects
		Detect Law	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects
		Detect Undead	Di	VSD	1 act	60 ft	1 min/lev (D)	–	N	Detects undead, amount of info depends on duration
		Divine Favor	Ev	VSD	1 act	Personal	1 min	–	N	+1 to hit and damage per 3 levels (up yo +6)
		Doom *[Fear, Mind-Affecting]*	En	VSD	1 act	Medium	1 min/lev	Will n.	Y	One subject suffers -2 to hit, damage, checks and saves
		Endure Elements	Ab	VS	1 act	Touch	24 hrs	–	Y	Absorbs the first 5 damage per round vs. an element
		Entropic Shield	Ab	VS	1 act	Personal	1 min/lev	–	N	Ranged attacks against you have 20% miss chance
		Inflict Light Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Inflicts 1d8 +1/lev damage (max +5)
		Invisibility to Undead	Ab	VSD	1 act	Touch	10 min/lev (D)	Will n.	Y	Undead can't perceive one subject/level
		Magic Stone	Tr	VSD	1 act	Touch	30 min	Will n.	Y	Three stones gain +1 to hit and inflict 1d6+1 damage
		Magic Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Gives a +1 to hit and damage, weapon blessed if good
		Obscuring Mist	Co	VSD	1 act	30 ft	1 min/lev	–	N	Fog surrounds you
		Protection from Chaos *[Lawful]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. appropriate force; no possession
		Protection from Evil *[Good]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. appropriate force; no possession
		Protection from Good *[Evil]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. appropriate force; no possession
		Protection from Law *[Chaotic]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. appropriate force; no possession
		Random Action *[Mind-Affecting]*	En	VSD	1 act	Close	1 round	Will n.	Y	One creature acts randomly for 1 round
		Remove Fear	Ab	VS	1 act	Close	10 min	Will n.	Y	+1 on saves vs. fear, +1/four levels
		Sanctuary	Ab	VSD	1 act	Touch	1 round/lev	Will n.	N	Opponents can't attack you, you can't attack
		Shield of Faith	Ab	VSM	1 act	Touch	1 min/lev	Will n.	Y	Aura grants +2 or higher deflection bonus
		Summon Monster I	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls a 1st-level outsider to fight for you
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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 temporary hit points
___	___	Animal Messenger *[Mind-Affecting]*	En	VSM	1 act	Close	1 day/lev	–	Y	Sends a Tiny animal to a specific place
___	___	Augury	Di	VSF	1 act	Personal	Instantaneous	–	N	Learn whether an action will be good or bad
___	___	Brambles	Tr	VSM	1 act	Touch	1 round/lev	–	N	Blunt wooden weapon: +1 attack, +1/lev dmg (max +10)
___	___	Bull's Strength	Tr	VSD	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Strength for 1 hr/level
___	___	Calm Emotions *[Mind-Affecting]*	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Calms 1d6 subjects/level
___	___	Consecrate	Ev	VSMD	1 act	Close	2 hrs/lev	–	N	Fills area with positive energy, weakening undead
___	___	Cure Moderate Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8+1/lev (up to +10)
___	___	Darkness *[Darkness]*	Ev	VSD	1 act	Touch	10 min/lev (D)	–	N	20-ft radius of supernatural darkness
___	___	Death Knell *[Death, Evil]*	Ne	VS	1 act	Touch	10 min/HD	Will n.	Y	Kills 1 dying creature, you gain 1d8 hp, +2 Str and 1 level
___	___	Delay Poison *[Healing]*	Co	VSD	1 act	Touch	1 hr/lev	For n.	Y	Stops poison effect for 1 hr/lev
___	___	Desecrate	Ev	VSMD	1 act	Touch	2 hrs/lev	–	Y	Fills area with negative energy, strengthening undead
___	___	Divine Flame	Ab	VS	1 act	15 ft	1 round/lev	For ½	Y	Cold creatures take 1d4 dmg/lev (max 5d4) in 15 ft area
___	___	Divine Zephyr	Ab	VS	1 act	15 ft	1 round/lev	For ½	Y	Fire creatures take 1d4 dmg/lev (max 5d4) in 15 ft area
___	___	Eagle's Splendor	Tr	VSD	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Cha for 1 hr/lev
___	___	Endurance	Tr	VSD	1 act	Touch	1 hr/lev	Will n.	Y	Gain 1d4+1 Constitution for 1 hr/level
___	___	Enthrall *[Language-Dep., Mind-Affecting, Sonic]*	En	VS	1 round	Medium	Up to 1 hr	Will n.	Y	Captivates all within range
___	___	Filter	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	Makes subject resistant to inhaled toxins
___	___	Find Traps	Di	VS	1 act	Medium	1 min/lev	–	N	Notice traps as rogue does
___	___	Fox's Cunning	Tr	VSD	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Int for 1 hr/lev
___	___	Gaze Screen	Ab	VS	1 act	Touch	10 min/lev	Will n.	Y	Subject has 50% chance to avoid gaze attacks
___	___	Gentle Repose	Ne	VSD	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse
___	___	Hold Person *[Mind-Affecting]*	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one person helpless for 1 round/level
___	___	Inflict Moderate Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Inflicts 2d8 +1/level damage (max +10)
___	___	Knife Spray	Ev	VS	1 act	Close	Instantaneous	Ref ½	Y	Cone of droplets inflicts 1d6 + 1/lev (max +5) damage
___	___	Lesser Restoration *[Healing]*	Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Dispels magic ab/ penalty or repairs 1d4 ability damage
___	___	Make Whole	Tr	VS	1 act	Close	Instantaneous	–	Y	Repairs an object
___	___	Owl's Wisdom	Tr	VSD	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Wis for 1 hr/lev
___	___	Remove Paralysis *[Healing]*	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis
___	___	Resist Elements	Ab	VSD	1 act	Touch	1 min/lev	–	Y	Ignores 12 damage/round from one energy type
___	___	Shatter *[Sonic]*	Ev	VSD	1 act	Close	Instantaneous	Special	Y	Sonic vibrations damage objects/crystalline creatures
___	___	Shield Other	Ab	VSF	1 act	Close	1 hr/lev (D)	Will n.	Y	You take half of subject's damage
___	___	Silence	Il	VS	1 act	Long	1 min/lev	Will n.	Y/N	Negates sound in 15-ft radius
___	___	Sound Burst *[Sonic]*	Ev	VSD	1 act	Close	Instantaneous	Will part.	Y	Deals 1d8 sonic damage to subjects
___	___	Speak with Animals	Di	VS	1 act	Personal	1 min/lev	–	N	You can communicate with natural animals
___	___	Spiritual Weapon *[Force]*	Ev	VSD	1 act	Medium	1 round/lev (D)	–	Y	Magical weapon attacks on its own
___	___	Summon Monster II	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight for you (1 2nd or 1d3 1st)
___	___	Undetectable Alignment	Ab	VS	1 act	Close	24 hrs	Will n.	Y	Conceals alignment for 24 hrs
___	___	Zone of Truth *[Mind-Affecting]*	En	VSD	1 act	Close	1 min/lev	Will n.	Y	Subjects within range cannot lie
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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
___	___	Bestow Curse	Tr	VS	1 act	Touch	Permanent	Will n.	Y	-6 to ability; -4 to hit, saves and checks; or 50% lose act.
___	___	Blessed Aim	Di	VS	1 act	60 ft	Concentration	Will n.	N	Allies receive a +2 morale bonus on ranged attacks
___	___	Blindness/Deafness	Tr	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blind or deaf
___	___	Briar Web	Tr	VSD	1 act	Medium	1 min/lev	Ref part.	N	Entangles creatures in 40-ft radius, 1d4+1/lev. damage
___	___	Chain of Eyes	Di	VS	1 act	Touch	1 hour/lev	Will n.	Y	Scrying sensor passed along by touch
___	___	Contagion	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease
___	___	Continual Flame *[Light]*	Ev	VSM	1 act	0 ft	Permanent	–	N	Makes a permanent heatless torch
___	___	Create Food and Water	Co	VS	10 min	Close	24 hrs	–	N	Feeds 3 humans or 1 horse/level
___	___	Cure Serious Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8+1/lev (up to +15)
___	___	Curse of the Brute	Tr	VS	1 act	Touch	1 round/lev	For n.	Y	Up to +1/lev to Str, Con or Dex, -1/lev both Int and Cha
___	___	Daylight *[Light]*	Ev	VS	1 act	Touch	10 min/lev	–	N	60-ft radius of bright light
___	___	Deeper Darkness *[Darkness]*	Ev	VS	1 act	Touch	1 day/lev	–	N	Object sheds absolute darkness in 60-ft radius
___	___	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magic spells and effects
___	___	Flame of Faith	Ev	VSM	1 act	Touch	1 round/lev	–	N	Normal or masterwork weapon becomes *flaming burst*
___	___	Glyph of Warding	Ab	VSM	10 min	Touch	Until discharged	Special	Y	Inscription harms those who pass it (max 5d8 or 3rd-l)
___	___	Helping Hand	Ev	VSD	1 act	5 miles	1 hr/lev	–	N	Ghostly hand leads subject to you
___	___	Inflict Serious Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Inflicts 3d8 +1/level damage (max +15)
___	___	Invisibility Purge	Ev	VS	1 act	Personal	1 min/lev (D)	–	N	Dispels invisibility within 5 ft/level
___	___	Lesser Telepathic Bond *[Mind-Affecting]*	Di	VS	1 act	30 ft	10 min/lev	–	N	Communication link with subject of Int 6+ within 30 ft
___	___	Locate Object	Di	VSD	1 act	Long	1 min/lev	–	N	Sense direction towards object
___	___	Magic Circle ag. Chaos/Evil/Good/Law	Ab	VSD	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius, no mind control
___	___	Magic Vestment	Tr	VSD	1 act	Touch	1 hr/lev	Will n.	Y	Armor or shield gains +1/3 levels
___	___	Mass Resist Elements	Ab	VSD	1 act	Touch	1 min/lev	–	Y	One creature/lev ignores 12 energy damage/round
___	___	Meld into Stone	Tr	VSD	1 act	Personal	10 min/lev	–	N	You and your gear merge with stone
___	___	Negative Energy Protection	Ab	VS	1 act	Touch	1 round/lev	Will n.	Y	Subject resists level and ability drains
___	___	Obscure Object	Ab	VSD	1 act	Touch	8 hrs	Will n.	Y	Masks object against divination
___	___	Prayer	Co	VSD	1 act	30 ft	1 round/lev	–	Y	Allies gain +1 on most rolls, enemies -1
___	___	Protection from Elements	Ab	VSD	1 act	Touch	10 min/lev	–	Y	Absorbs 12 damage/level from one kind of energy
___	___	Remove Blindness/Deafness *[Healing]*	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions
___	___	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse
___	___	Remove Disease *[Healing]*	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject
___	___	Searing Light	Ev	VS	1 act	Medium	Instantaneous	–	Y	Ray deals 1d8/2 levels (max 5d8), more against undead
___	___	Speak with Dead *[Language-Dependent]*	Ne	VSD	10 min	10 ft	1 min/lev	Will n.	N	Corpse answers one question/2 levels
___	___	Speak with Plants	Di	VS	1 act	Personal	1 min/lev	–	N	You can talk to normal plants and plant creatures
___	___	Spikes	Tr	VSM	1 act	Touch	1 hour/lev	–	N	Blunt wooden weapon +2 attack, +1/lev dmg (max +10)
___	___	Stone Shape	Tr	VSD	1 act	Touch	Instantaneous	–	N	Sculpts stone into any form
___	___	Summon Monster III	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 3rd, 1d3 2nd or 1d4+1 1st)
___	___	Sweet Water	Di	VSM	1 act	Long	Instantaneous	–	N	Creates a well to fresh water up to 100 ft down
___	___	Sword Stream	Ev	VS	1 act	Close	Instantaneous	Ref ½	Y	Cone of droplets inflicts 1d8+1/lev damage (max +10)
___	___	Water Breathing	Tr	VSD	1 act	Touch	2 hrs/lev	Will n.	Y	Subject can breathe underwater
___	___	Water Walk	Tr	VSD	1 act	Touch	10 min/lev	Will n.	Y	Subject treads on water as if solid
___	___	Wind Wall	Ev	VSD	1 act	Medium	1 round/lev	–	Y	Deflects arrows, smaller creatures and gases
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Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
		4th-Level Spells Spells: ___ + ___ = ____ Save DC: ____								
		Air Walk	Tr	VSD	1 act	Touch	10 min/lev	–	Y	Subject treads on air as if solid (45 deg. climb)
		Beast Claws	Tr	VSM	1 act	Personal	1 round/lev	–	N	Your hands become slashing weapons (1d6 damage)
		Castigate *[Sonic]*	Ev	V	1 act	10 ft	Instantaneous	For ½	Y	Deafens or damages foes depending on their alignment
		Control Water	Tr	VSD	1 act	Long	10 min/lev (D)	–	N	Raises, lowers, or parts bodies of water
		Cure Critical Wounds *[Healing]*	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 4d8 +1/lev damage (max +20)
		Death Ward	Ne	VSD	1 act	Touch	10 min/lev	–	Y	Grants immunity to death spells and effects
		Dimensional Anchor	Ab	VS	1 act	Medium	1 min/lev	–	Y	Bars extradimensional movement
		Discern Lies	Di	VSD	1 act	Close	Up to 1 r/lev	Will n.	N	Reveals deliberate falsehood
		Dismissal	Ab	VSD	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane
		Divination	Di	VSM	10 min	Personal	Instantaneous	–	N	Provides useful advice for specific proposed actions
		Divine Power	Ev	VSD	1 act	Personal	1 round/lev	–	N	You gain attack bonus, 18 Str and 1 hp/level
		Divine Storm	Ev	VSD	1 round	Close	Concentration	Ref n.	Y	Spinning disc of weapons inflicts 1d6+2/lev (max +20)
		Freedom of Movement	Ab	VSMD	1 act	P./Touch	10 min/lev	–	Y/N	Subject moves normally despite impediments
		Giant Vermin	Tr	VSD	1 act	Close	1 min/lev	–	Y	Turns insects into giant vermin
		Greater Magic Weapon	Tr	VSD	1 act	Close	1 hr/lev	Will n.	Y	+1 bonus/3 levels (up to +5)
		Harrier	Co	VS	1 act	Close	1 round/lev	–	N	Summons an incorporeal bird of prey to fight for you
		Imbue with Spell Ability	Ev	VSD	10 min	Touch	Until disch.	Will n.	Y	Transfers spells to subject
		Inflict Critical Wounds	Ne	VS	1 act	Touch	Instantaneous	Will ½	Y	Inflicts 4d8 +1/lev damage (max +20)
		Lesser Planar Ally	Co	VSD	10 min	Close	Instantaneous	–	N	Exchange services with a 8 HD outsider
		Neutralize Poison *[Healing]*	Co	VSD	1 act	Touch	Instantaneous	Will n.	Y	Detoxifies venom in or on subject
		Poison	Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 minute
		Recitation	Co	VSD	1 act	60 ft	1 round/lev	–	Y	Allies gain +2 or +3 on attacks and saves, foes get -2
		Repel Vermin	Ab	VSD	1 act	10 ft	10 min/lev	Special	Y	Insects stay 10 ft away
		Restoration *[Healing]*	Co	VSM	3 rds	Touch	Instantaneous	Will n.	Y	Restores level and ability drains
		Sending	Ev	VSD	10 min	Unlimit.	1 round	–	N	Instantly delivers short messages anywhere
		Spell Immunity	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	Subject is immune to 1 spell/4 levels
		Status	Di	VS	1 act	Touch	1 hr/lev	Will n.	Y	Monitors condition and position of allies
		Summon Monster IV	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 4th, 1d3 3rd or 1d4+1 2nd)
		Tongues	Di	VD	1 act	Touch	10 min/lev	–	N	Speak any language
		Unfailing Endurance	Tr	VS	1 round	Touch	1 day/lev	–	Y	+4 bonus against weakness or fatigue to 1 creature/lev
		Weapon of the Deity	Tr	VD	1 act	Personal	1 round/lev	–	N	+1 to weapon's attack and damage, plus special ability
		Weather Eye	Di	VSMD	1 hour	1+1 mi/l.	Instantaneous	–	N	Forecast natural weather for 1 week
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Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
		5th-Level Spells Spells: ___ + ___ = ____ Save DC: ____								
		Atonement	Ab	VSMFDX	1 hour	Touch	Instantaneous	–	Y	Removes burden of misdeeds from subject
		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
		Blight	Ne	VSD	1 act	Special	Instantaneous	For ½	Y	Deals 1d6/lev to a plant creature, or blight 100-ft spread
		Break Enchantment	Ab	VS	1 min	Close	Instantaneous	Special	N	Frees subject from magical effects
		Circle of Doom	Ne	VS	1 act	20 ft	Instantaneous	For ½	Y	Deals 1d8 +1/level (max +20) damage in all directions
		Commune	Di	VSMDX	10 min	Personal	1 round/lev	–	N	Deity answers one yes-or-no question/level
		Dispel Chaos *[Lawful]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Y/N	+4 bonus against attacks made by evil creatures
		Dispel Evil *[Good]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Y/N	+4 bonus against attacks made by evil creatures
		Dispel Good *[Evil]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Y/N	+4 bonus against attacks made by evil creatures
		Dispel Law *[Chaotic]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Y/N	+4 bonus against attacks made by evil creatures
		Divine Agility	Tr	VS	1 act	Touch	1 round/lev	Will n.	N	Subject gains Ref save bonus, 18 Dex and Spring Attack
		Ethereal Jaunt	Tr	VS	1 act	Personal	1 round/lev (D)	–	N	You become ethereal for 1 round/level
		Flame Strike *[Fire]*	Ev	VSD	1 act	Medium	Instantaneous	Ref ½	Y	Smites foes with divine fire (1d6/level, max 15d6)
		Greater Command *[Lang.-Dep., Mind-Affecting]*	En	V	1 act	Close	1 round	Will n.	Y	One subject/level obeys 1-word command for 1 round
		Hallow *[Good]*	Ev	VSMD	1 day	Touch	Instantaneous	–	Sp.	Designates location as holy
		Healing Circle *[Healing]*	Co	VS	1 act	20 ft	Instantaneous	For ½	Y	Cures 1d8 +1/level (max +20) damage in all directions
		Insect Plague	Co	VSD	1 round	Long	1 min/lev	Special	N	Insect horde limits vision, deals damage and weaks flee
		Mark of Justice	Tr	VSD	10 min	Touch	Permanent	–	Y	Designate action that will trigger *curse* on subject
		Plane Shift	Tr	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane
		Raise Dead *[Healing]*	Co	VSMD	1 min	Touch	Instantaneous	–	Y	Restores life to subject dead for up to 1 day/level
		Righteous Might	Tr	VSD	1 act	Personal	1 round/lev	–	N	Your size increases, and you gain +4 Str
		Scrying	Di	VSFD	1 hour	Unlimit.	1 min/lev	–	N	Spies on subject from a distance
		Slay Living *[Death]*	Ne	VS	1 act	Touch	Instantaneous	For p.	Y	Touch attack kills subject (or 3d6 +1/level if saves)
		Spell Resistance	Ab	VSD	1 act	Touch	1 min/lev	Will n.	Y	Subject gains +12 +1/level SR
		Summon Monster V	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 5th, 1d3 4th or 1d4+1 3rd)
		True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	See all things as they really are
		Unhallow *[Evil]*	Ev	VSM	1 day	Touch	Instantaneous	–	Sp.	Designates location as unholy
		Wall of Stone	Co	VSD	1 act	Medium	Instantaneous	–	N	Creates a wall of stone, 20 hp/4 levels, can be shaped
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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
		Antilife Shell	Ab	VSD	1 round	10 ft	10 min/lev (D)	–	Y	10-ft field hedges out living creatures
		Banishment	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Banishes 2 HD/lev extraplanar creatures
		Blade Barrier	Ev	VS	1 round	Medium	10 min/lev	Ref n.	Y	Blades encircling you deal 1d6 damage/level (max 20d6)
		Create Undead *[Evil]*	Ne	VSM	1 hour	Close	Instantaneous	–	N	Ghouls, shadows, ghasts, wights, or wraiths
		Energy Immunity	Ab	VS	1 act	Touch	24 hours	–	Y	Subject is immune to damage from one kind of energy
		Etherealness	Tr	VS	1 act	Touch	1 min/lev (D)	–	Y	Travel to Ethereal Plane with 1 companion/3 levels
		Find the Path	Di	VSF	3 rds	P./Touch	10 min/lev	–/Will n.	Y/N	Shows most direct way to a location
		Forbiddance	Ab	VSMD	6 rds	Medium	Permanent	Special	Y	Denies area to creatures of another alignment
		Geas/Quest *[Language-Dep., Mind-Affecting]*	En	V	1 act	Close	1 day/lev (D)	–	Y	Places a magical command on a creature
		Greater Dispelling	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magic spells and effects, +20 on check
		Greater Glyph of Warding	Ab	VSM	10 min	Touch	Until disch.	Special	Y	Inscription harms those who pass it (max 10d8 or 6th-l)
		Harm	Ne	VS	1 act	Touch	Instantaneous	–	Y	Subject loses all but 1d4 hp
		Heal *[Healing]*	Co	VS	1 act	Touch	Instantaneous	–	Y	Cures all damage, diseases, and mental conditions
		Heroes' Feast	Ev	VSD	10 min	Close	1 hr +12 hrs	–	Y	Food for 1 creat./lev cures 1d4+4 and *blesses* for 12 hrs
		Planar Ally	Co	VSD	10 min	Close	Instantaneous	–	N	Exchange service with a 16 HD outsider
		Summon Monster VI	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 6th, 1d3 5th or 1d4+1 4th)
		Undeath to Death	Ne	VSD	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20HD) undead in 50-ft rad.
		Wind Walk	Tr	VSD	1 act	Touch	1 hr/lev (D)	Will n.	Y/N	You and your allies turn vaporous and travel fast
		Word of Recall *[Teleportation]*	Tr	V	1 act	Unlimit.	Instantaneous	Will n.	Y/N	Teleports you back and willing subj. to designated place
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		7th-Level Spells Spells: ___ + ___ = ____ Save DC: ____								
		Blasphemy *[Sonic, Evil]*	Ev	V	1 act	30 ft	Instantaneous	–	Y	Kills, paralyzes, weakens or dazes nonevil subjects
		Control Weather	Tr	VS	10 min	2 miles	4d12 hrs	–	N	Changes weather in local area
		Destruction *[Death]*	Ne	VSF	1 act	Close	Instantaneous	For p.	Y	Kills subject and destroys remains (or 10d6 if saves)
		Dictum *[Sonic, Lawful]*	Ev	V	1 act	30 ft	Instantaneous	–	Y	Kills, paralyzes, weakens or dazes nonlawful subjects
		Greater Restoration	Ne	VSX	10 min	Touch	Instantaneous	Will n.	Y	Restores all drained levels and ability scores
		Greater Scrying	Di	VS	1 act	Unlimit.	1 hr/lev	–	N	Spies on subject from a distance
		Holy Word *[Sonic, Good]*	Ev	V	1 act	30 ft	Instantaneous	–	Y	Kills, paralyzes, weakens or dazes nongood subjects
		Refuge	Tr	VSM	1 act	Touch	Perm. until dis.	–	N	Alters item to transport its possessor to you
		Regenerate *[Healing]*	Co	VSD	3 rds	Touch	Instantaneous	For n.	Y	Subject's severed limbs grow back
		Repulsion *[Teleportation]*	Ab	VSD	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you
		Resurrection *[Healing]*	Co	VSMD	10 min	Touch	Instantaneous	–	Y	Fully restores dead subjects
		Righteous Wrath of the Faithful *[Mind-Aff.]*	En	VSD	1 act	30 ft	1 round/lev	–	Y	As *aid* within 30 ft, followers of deity receive more
		Slime Wave	Co	VSM	1 act	Close	1 round/lev	Ref n.	N	Creates a 15-ft spread of green slime
		Summon Monster VII	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 7th, 1d3 6th or 1d4+1 5th)
		Word of Chaos *[Sonic, Chaotic]*	Ev	V	1 act	30 ft	Instantaneous	–	Y	Kills, paralyzes, weakens or dazes nonchaotic subjects
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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
		Brain Spider *[Mind-Affecting]*	Di	VSMD	1 round	Long	1 min/lev	Will n.	Y	Eavesdrop on thoughts of up to 8 other creatures
		Chain of Chaos *[Mind-Affecting]*	En	VS	1 act	Touch	1 day/5 lev	Will n.	Y	Creates plague of *insanity* passed by touch
		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
		Create Greater Undead *[Evil]*	Ne	VSM	1 hour	Close	Instantaneous	–	N	Mummies, spectres, vampires, or ghosts
		Dimensional Lock	Ab	VS	1 act	Medium	1 day/lev	–	Y	Blocks teleport and dimensional travel in 15-ft area
		Discern Location	Di	VSD	10 min	Unlimit.	Instantaneous	–	N	Exact location of creature or object
		Earthquake	Ev	VSD	1 act	Long	1 round	Special	N	Intense tremors shake 5 ft/level radius
		Fire Storm *[Fire]*	Ev	VS	1 round	Medium	Instantaneous	Ref ½	Y	Deals 1d6 fire damage/level
		Greater Planar Ally	Co	VSD	10 min	Close	Instantaneous	–	N	Exchange services with a 24 HD outsider
		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
		Mass Heal *[Healing]*	Co	VS	1 act	Close	Instantaneous	–	Y	Cures all damage and disease from several subjects
		Shield of Law *[Lawful]*	Ab	VSF	1 act	20 ft	1 round/lev (D)	Special	Y	+4 AC, +4 resistance and 25 SR vs. chaotic spells
		Summon Monster VIII	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 8th, 1d3 7th or 1d4+1 6th)
		Symbol	Un	VSMD	Special	0 ft	Special	Special	Y	Triggered runes have array of effects
		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
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Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
		9th-Level Spells Spells: ___ + ___ = ____ Save DC: ____								
___	___	Astral Projection	Ne	VSM	30 min	Touch	Special	–	Y	Projects you and companion into Astral Plane
___	___	Energy Drain	Ne	VS	1 act	Close	Instantaneous	For n.	Y	Subject gains 2d4 negative levels
___	___	Gate	Co	VS	1 act	Medium	Instantaneous	–	N	Connects two planes for travelling or summoning
___	___	Implosion	Ev	VS	1 act	Close	Up to 4 rounds	For n.	Y	Kills one creature/round
___	___	Miracle	Ev	VSX	1 act	Special	Special	Special	Y	Request a deity's intercession
___	___	Soul Bind	Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent *resurrection*
___	___	Storm of Vengeance	Co	VS	1 round	Long	Up to 10 r. (D)	Special	Y	Storm rains acid, lightning, and hail
___	___	Summon Monster IX	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 9th, 1d3 8th or 1d4+1 7th)
___	___	True Resurrection *[Healing]*	Co	VSMD	10 min	Touch	Instantaneous	–	Y	Fully restores dead subject, even without remains
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Druid Powers

Nature Sense:	☑	Resist Nature's Lure:	☐	Wild Shape:	_____ times/day
Animal Companion:	☑	Venom Immunity:	☐	Tiny ☐	
Woodland Stride:	☐	A Thousand Faces:	☐	Small ☐	
Trackless Step:	☐	Timeless Body:	☐	Medium ☐	
				Large ☐	
				Huge ☐	
				Dire ☐	
				Elemental ☐	_____ times/day

Druid 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
___	___	Cure Minor Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1 point of damage
___	___	Detect Magic	Un	VS	1 act	60 ft	1 min/lev (D)	–	N	Detect spells and magic items within 60 ft
___	___	Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poisons – Wis check (DC 20) for exact type
___	___	Flare *[Light]*	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attacks)
___	___	Guidance	Di	VS	1 act	Touch	1 min	–	Y	+1 on one roll, check or save
___	___	Know Direction	Di	VS	1 act	Personal	Instantaneous	–	N	You discern north
___	___	Light *[Light]*	Ev	VSD	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch
___	___	Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs to an object
___	___	Purify Food and Drink	Un	VS	1 act	10 ft	Instantaneous	Will n.	Y	Purifies 1 cu.ft/level of food or water
___	___	Read Magic	Un	VSF	1 act	Personal	10 min/lev	–	N	Allows to read magical inscriptions
___	___	Resistance	Ab	VSD	1 act	Touch	1 min	Will n.	Y	Grants the subject a +1 bonus on saves
___	___	Virtue	Tr	VSD	1 act	Touch	1 min	Will n.	Y	Grants the subject 1 temporary hp
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___	___									

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
___	___	Calm Animals *[Mind-Affecting]*	En	VS	1 act	Close	1 min/lev	Will n.	Y	Calms 2d4 +1/level HD of animals/beasts (magical, too)
___	___	Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 hp +1 per level (up to +5)
___	___	Detect Animals or Plants	Di	VS	1 act	Long	10 min/lev (D)	–	N	Detects species of animal or plant
___	___	Detect Snares and Pits	Di	VS	1 act	60 ft	10 min/lev (D)	–	N	Reveals natural or primitive traps
___	___	Endure Elements	Ab	VS	1 act	Touch	24 hrs	–	Y	Absorbs the first 5 damage per round vs. an element
___	___	Entangle	Tr	VSD	1 act	Long	1 min/lev	Ref ½	N	Plants entangle everyone in 40-ft radius circle
___	___	Faerie Fire	Ev	VSD	1 act	Long	1 min/lev	–	Y	Outlines subjects with light
___	___	Goodberry	Tr	VSD	1 act	Touch	1 day/lev	–	Y	2d4 berries cure 1 hp each (max 8 hp/24 hrs)
___	___	Invisibility to Animals	Ab	SD	1 act	Touch	10 min/lev (D)	–	Y	Animals can't perceive one subject/level
___	___	Magic Fang	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	One natural weapon gets +1 to hit and damage
___	___	Obscuring Mist	Co	VS	1 act	30 ft	1 min/lev	–	N	Fog surrounds you
___	___	Pass without Trace	Tr	VSD	1 act	Touch	10 min/lev	Will n.	Y	One subject/level leaves no tracks
___	___	Shillelagh	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Cudgel becomes +1 weapon doing 1d10 damage
___	___	Summon Nature's Ally I	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (one 1st-level)
___	___									
___	___									

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
___	___	Animal Trance *[Mind-Affecting, Sonic]*	En	VS	1 act	Close	Concentration	Will n.	Y	Fascinates 2d6 HD of animals
___	___	Barkskin	Tr	VSD	1 act	Touch	10 min/lev	–	Y	Grants +3 or higher matural armor bonus
___	___	Beastmask	Il	VS	1 act	Touch	5 + 1 min/lev	Will dis.	Y	Animals and beasts think the subject is one of them
___	___	Brambles	Tr	VSM	1 act	Touch	1 round/lev	–	N	Blunt wooden weapon: +1 attack, +1/lev dmg (max +10)
___	___	Briar Web	Tr	VSD	1 act	Medium	1 min/lev	Ref part.	N	Entangles creatures in 40-ft radius, 1d4+1/lev. damage
___	___	Charm Person or Animal *[Mind-Affecting]*	En	VS	1 act	Close	1 hr/lev	Will n.	Y	Makes one person or animal your friend
___	___	Chill Metal *[Cold]*	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Cold metal damages those who touch it
___	___	Delay Poison	Co	VSD	1 act	Touch	1 hr/lev	For n.	Y	Stops poison effect for 1 hr/lev
___	___	Filter	Ab	VSD	1 act	Touch	10 min/lev	Will n.	Y	Makes subject resistant to inhaled toxins
___	___	Fire Trap *[Fire]*	Ab	VSM	10 min	Touch	Perm. until dis.	Ref ½	Y	Opened object deals 1d4 +1/level of damage
___	___	Flame Blade *[Fire]*	Ev	VSD	1 act	0 ft	1 min/lev (D)	–	Y	Touch attack deals 1d8 +1/2 levels of damage
___	___	Flaming Sphere *[Fire]*	Ev	VSD	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire deals 2d6 damage
___	___	Gaze Screen	Ab	VS	1 act	Touch	10 min/lev	Will n.	Y	Subject has 50% chance to avoid gaze attacks
___	___	Heat Metal *[Fire]*	Tr	VSD	1 act	Close	7 rounds	Will n.	Y	Hot metal damages those who touch it
___	___	Hold Animal *[Mind-Affecting]*	En	VS	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one animal helpless for 1 round/level
___	___	Lesser Restoration	Co	VS	3 rds	Touch	Instantaneous	Will n.	Y	Dispels magic ab/ penalty or repairs 1d4 ability damage
___	___	Produce Flame *[Fire]*	Ev	VS	1 act	0 ft	1 round/lev (D)	–	Y	1d4 +1/2 levels damage, touch or thrown
___	___	Resist Elements	Ab	VSD	1 act	Touch	1 min/lev	–	Y	Ignores 12 damage/round from one energy type
___	___	Soften Earth and Stone	Tr	VSD	1 act	Close	Instantaneous	–	N	Turns stone to clay or dirt to sand or mud
___	___	Speak with Animals	Di	VS	1 act	Personal	1 min/lev	–	N	You can communicate with natural animals
___	___	Summon Nature's Ally II	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (1 2nd or 1d3 1st level)
___	___	Summon Swarm	Co	VSD	1 round	Close	Conc. +2 rds	–	N	Summon swarm of small crawling or flying creatures
___	___	Sweet Water	Di	VSM	1 act	Long	Instantaneous	–	N	Creates a well to fresh water up to 100 ft down
___	___	Tree Shape	Tr	VSD	1 act	Personal	1 hr/lev (D)	–	N	You look like a tree for 1 hr/lev
___	___	Warp Wood	Tr	VS	1 act	Close	Instantaneous	Will n.	Y	Bends wood
___	___	Wood Shape	Tr	VSD	1 act	Touch	Instantaneous	Will n.	Y	Rearrange wooden objects to suit you
___	___									
___	___									

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
		3rd-Level Spells Spells: ___ + ___ = ____ Save DC: ____								
___	___	Beast Claws	Tr	VSM	1 act	Personal	1 round/lev	–	N	Your hands become slashing weapons (1d6 damage)
___	___	Call Lightning *[Electricity]*	Ev	VS	10 min	Long	10 min/lev	Ref ½	Y	Directs lightning bolts (1d10/level) during storm
___	___	Contagion	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease
___	___	Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8+1/lev (up to +10)
___	___	Diminish Plants	Tr	VSD	1 act	Special	Instantaneous	–	N	Reduces size or blights growth of normal plants
___	___	Dominate Animal *[Mind-Affecting]*	En	VS	1 act	Medium	1 round/lev	Will n.	Y	Subject animal obeys silent mental commands
___	___	Greater Magic Fang	Tr	VSD	1 act	Close	1 hr/lev	Will n.	Y	1 natural weapon has+1 to hit/ dmg per 3 lev (max +5)
___	___	Harrier	Co	VS	1 act	Close	1 round/lev	–	N	Summons an incorporeal bird of prey to fight for you
___	___	Mass Resist Elements	Ab	VSD	1 act	Touch	1 min/lev	–	Y	One creature/lev ignores 12 energy damage/round
___	___	Meld into Stone	Tr	VSD	1 act	Personal	10 min/lev	–	N	You and your gear merge with stone
___	___	Neutralize Poison	Co	VSD	1 act	Touch	Instantaneous	Will n.	Y	Detoxifies venom in or on subject
___	___	Plant Growth	Tr	VSD	1 act	Special	Instantaneous	–	N	Grows vegetation and improves crops
___	___	Poison	Ne	VSD	1 act	Touch	Instantaneous	For n.	Y	Touch deals 1d10 Con damage, repeat in 1 minute
___	___	Protection from Elements	Ab	VSD	1 act	Touch	10 min/lev	–	Y	Absorbs 12 damage/level from one kind of energy
___	___	Remove Disease	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject
___	___	Snare	Tr	VSD	3 rds	Touch	Until triggered	–	N	Creates a magical booby trap
___	___	Speak with Plants	Di	VS	1 act	Personal	1 min/lev	–	N	You can talk to normal plants and plant creatures
___	___	Spike Growth	Tr	VSD	1 act	Medium	1 hr/lev (D)	Ref p.	Y	Creatures in area take 1d4 damage and may be *slowed*
___	___	Spikes	Tr	VSM	1 act	Touch	1 hour/lev	–	N	Blunt wooden weapon +2 attack, +1/lev dmg (max +10)
___	___	Stone Shape	Tr	VSD	1 act	Touch	Instantaneous	–	N	Sculpts stone into any form
___	___	Summon Nature's Ally III	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (1 3rd/1d3 2nd/1d4+1 1st)
___	___	Water Breathing	Tr	VSD	1 act	Touch	2 hrs/lev	Will n.	Y	Subject can breathe underwater
___	___	Weather Eye	Di	VSMD	1 hour	1+1 mi/l.	Instantaneous	–	N	Forecast natural weather for 1 week
___	___									
___	___									
		4th-Level Spells Spells: ___ + ___ = ____ Save DC: ____								
___	___	Antiplant Shell	Ab	VSD	1 act	10 ft	10 min/lev (D)	–	Y	Keeps animated plants at bay
___	___	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
___	___	Blight	Ne	VSD	1 act	Special	Instantaneous	For ½	Y	Deals 1d6/lev to a plant creature, or blight 100-ft spread
___	___	Chain of Eyes	Di	VS	1 act	Touch	1 hour/lev	Will n.	Y	Scrying sensor passed along by touch
___	___	Control Plants	Tr	VSD	1 act	Close	1 min/lev	Will n.	N	Talk to and control plants and fungi
___	___	Cure Serious Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 3d8+1/lev (up to +15)
___	___	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magic spells and effects
___	___	Flame Strike *[Fire]*	Ev	VSD	1 act	Medium	Instantaneous	Ref ½	Y	Smites foes with divine fire (1d6/level, max 15d6)
___	___	Freedom of Movement	Ab	VSMD	1 act	P./Touch	10 min/lev	–	Y/N	Subject moves normally despite impediments
___	___	Giant Vermin	Tr	VSD	1 act	Close	1 min/lev	–	Y	Turns insects into giant vermin
___	___	Quench	Tr	VSD	1 act	Medium	Instantaneous	–/Will n.	Y/N	Extinguishes normal fires or one magic item
___	___	Reincarnate	Tr	VSD	10 min	Touch	Instantaneous	–	Y	Brings dead subject back in random body
___	___	Repel Vermin	Ab	VSD	1 act	10 ft	10 min/lev	Special	Y	Insects stay 10 ft away
___	___	Rusting Grasp	Tr	VSD	1 act	Touch	Special	–	N	Your touch corrodes iron and alloys
___	___	Scrying	Di	VSFD	1 hour	Unlimit.	1 min/lev	–	N	Spies on subject from a distance
___	___	Sleet Storm *[Cold]*	Co	VSD	1 act	Long	1 round/lev	Ref p.	N	Hampers vision and movement
___	___	Spike Stones	Tr	VSD	1 act	Medium	1 hr/lev (D)	Ref p.	Y	Creatures in area take 1d8 damage and may be *slowed*
___	___	Summon Nature's Ally IV	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (1 4th/1d3 3rd/1d4+1 2nd)
___	___									
___	___									
		5th-Level Spells Spells: ___ + ___ = ____ Save DC: ____								
___	___	Animal Growth	Tr	VS	1 act	Medium	1 min/lev	–	Y	One animal/2 levels doubles in size and HD
___	___	Atonement	Ab	VSMFDX	1 hour	Touch	Instantaneous	–	Y	Removes burden of misdeeds from subject
___	___	Awaken	Tr	VSFX	1 day	Touch	Instantaneous	Will n.	Y	Animal or tree gains human intellect
___	___	Commune with Nature	Di	VS	10 min	Personal	Instantaneous	–	N	Learn about terrain for 1 mile/level
___	___	Control Winds	Tr	VS	1 act	40 ft/lev	10 min/lev	For n.	N	Change wind direction and speed
___	___	Cure Critical Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 4d8 +1/lev damage (max +20)
___	___	Death Ward	Ne	VSD	1 act	Touch	10 min/lev	–	Y	Grants immunity to death spells and effects
___	___	Hallow *[Good]*	Ev	VSMD	1 day	Touch	Instantaneous	–	Sp.	Designates location as holy
___	___	Ice Storm *[Cold]*	Ev	VSD	1 act	Long	Instantaneous	–	Y	Hail deals 5d6 damage in cylinder 40 ft across
___	___	Insect Plague	Co	VSD	1 round	Long	1 min/lev	Special	N	Insect horde limits vision, deals damage and weaks flee
___	___	Summon Nature's Ally V	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (1 5th/1d3 4th/1d4+1 3rd)
___	___	Transmute Mud to Rock	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level
___	___	Transmute Rock to Mud	Tr	VSD	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/level
___	___	Tree Stride *[Teleportation]*	Tr	VSD	1 act	Personal	1 hr/lev	–	N	Step from one tree to another far away
___	___	Unhallow *[Evil]*	Ev	VSMD	1 day	Touch	Instantaneous	–	Sp.	Designates location as unholy
___	___	Wall of Fire *[Fire]*	Ev	VSD	1 act	Medium	Conc. +1 r/lev	Special	Y	Deals 2d4 (10 ft) or 1d4 (20 ft). Passing is 2d6 +1/level
___	___	Wall of Thorns	Co	VS	1 act	Medium	10 min/lev (D)	–	N	Thorns damage anyone who tries to pass (25+AC/rd.)
___	___									
___	___									

Druid Spells

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
		6th-Level Spells Spells: ___ + ___ = ____					Save DC: ____			
___	___	Antilife Shell	Ab	VSD	1 round	10 ft	10 min/lev (D)	–	Y	10-ft field hedges out living creatures
___	___	Energy Immunity	Ab	VS	1 act	Touch	24 hours	–	Y	Subject is immune to damage from one kind of energy
___	___	Find the Path	Di	VSF	3 rds	P./Touch	10 min/lev	–/Will n.	Y/N	Shows most direct way to a location
___	___	Fire Seeds *[Fire]*	Co	VSM	1 act/seed	Touch	10 min/lev	Ref ½	Y	Acorns do 1d8/lev (max 20d8), berries 1d8 +1/level
___	___	Greater Dispelling	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magic spells and effects, +20 on check
___	___	Healing Circle	Co	VS	1 act	20 ft	Instantaneous	For ½	Y	Cures 1d8 +1/level (max +20) damage in all directions
___	___	Ironwood	Tr	VSM	1 min/lb	0 ft	1 day/lev (D)	–	N	Magical wood is strong as steel
___	___	Liveoak	Tr	VS	10 min	Touch	1 day/lev (D)	–	N	Oak becomes treant guardian
___	___	Repel Wood	Tr	VS	1 act	Medium	1 min/lev	–	N	Pushes away wooden objects
___	___	Spellstaff	Tr	VSF	10 min	Touch	Perm. until dis.	Will n.	Y	Stores one spell in wooden quarterstaff
___	___	Stone Tell	Di	VSD	10 min	Personal	1 min/lev	–	N	Talk to natural or worked stone
___	___	Summon Nature's Ally VI	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (1 6th/1d3 5th/1d4+1 4th)
___	___	Transport via Plants	Tr	VS	1 act	Unlimit.	1 round	–	N	Move from one plant to another (same species)
___	___	Wall of Stone	Co	VSD	1 act	Medium	Instantaneous	–	N	Creates a wall of stone, 20 hp/4 levels, can be shaped
___	___									
___	___									
		7th-Level Spells Spells: ___ + ___ = ____					Save DC: ____			
___	___	Changestaff	Tr	VSF	1 round	Touch	1 hr/lev (D)	–	N	Your staff becomes a treant on command
___	___	Control Weather	Tr	VS	10 min	2 miles	4d12 hrs	–	N	Changes weather in local area
___	___	Creeping Doom	Co	VS	1 round	Close	1 min/lev	–	N	Carpet of insects attack at command (1000 damage)
___	___	Fire Storm *[Fire]*	Ev	VS	1 round	Medium	Instantaneous	Ref ½	Y	Deals 1d6 fire damage/level
___	___	Greater Scrying	Di	VS	1 act	Unlimit.	1 hr/lev	–	N	Spies on subject from a distance
___	___	Harm	Ne	VS	1 act	Touch	Instantaneous	–	Y	Subject loses all but 1d4 hp
___	___	Heal	Co	VS	1 act	Touch	Instantaneous	–	Y	Cures all dasmage, diseases, and mental conditions
___	___	Slime Wave	Co	VSM	1 act	Close	1 round/lev	Ref n.	N	Creates a 15-ft spread of green slime
___	___	Summon Nature's Ally VII	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (1 7th/1d3 6th/1d4+1 5th)
___	___	Sunbeam	Ev	VSD	1 act	Medium	1 round/lev	Ref n./½	Y	Beam blinds and deals 3d6 damage
___	___	Transmute Metal to Wood	Tr	VSD	1 act	Long	Instantaneous	–	Y	Metal within 40 ft becomes wood
___	___	True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	See all things as they really are
___	___	Wind Walk	Tr	VSD	1 act	Touch	1 hr/lev (D)	Will n.	Y/N	You and your allies turn vaporous and travel fast
___	___									
___	___									
		8th-Level Spells Spells: ___ + ___ = ____					Save DC: ____			
___	___	Animal Shapes	Tr	VSD	1 act	Close	1 hr/lev (D)	–	Y	One ally/level *polymorphs* into chosen animal
___	___	Command Plants *[Mind-Affecting]*	En	V	1 act	Close	1 day(hr)/lev	Special	Y/N	Plants animate and vegetation entangles
___	___	Finger of Death *[Death]*	Ne	VS	1 act	Close	Instantaneous	For p.	Y	Kills one subject (inflicts 3d6 +1 damage/lev if saves)
___	___	Repel Metal or Stone	Ab	VS	1 act	Medium	1 round/lev	–	N	Pushes away metal and stone
___	___	Reverse Gravity	Tr	VSD	1 act	Medium	1 round/lev (D)	–	N	Objects and creatures fall upward
___	___	Summon Nature's Ally VIII	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (1 8th/1d3 7th/1d4+1 6th)
___	___	Sunburst *[Fire]*	Ev	VSD	1 act	Long	Instantaneous	Ref p.	Y	Blinds all within 10 ft and deals 1d6 damage/lv (max 25)
___	___	Whirlwind	Ev	VSD	1 act	Long	1 round/lev	Ref n.	Y	Cyclone inflicts damage (3d6) and picks up creatures
___	___	Word of Recall *[Teleportation]*	Tr	V	1 act	Unlimit.	Instantaneous	Will n.	Y/N	Teleports you back and willing subj. to designated place
___	___									
___	___									
		9th-Level Spells Spells: ___ + ___ = ____					Save DC: ____			
___	___	Antipathy *[Mind-Affecting]*	En	VSD	1 hr	Close	1 hr/lev	Will p.	Y	Object or location repels certain creatures
___	___	Earthquake	Ev	VSD	1 act	Long	1 round	Special	N	Intense tremors shake 5 ft/level radius
___	___	Elemental Swarm	Co	VS	10 min	Medium	10 min/lev (D)	–	N	Summons 2d4 Large or 1d4 Huge elementals
___	___	Foresight	Di	VSD	1 act	P./Touch	10 min/lev	–/Will n.	Y/N	"Sixth sense" warns of impending danger
___	___	Mass Heal	Co	VS	1 act	Close	Instantaneous	–	Y	Cures all damage and disease from several subjects
___	___	Shambler	Co	VS	1 act	Medium	7 days/7 months (D)	–	N	Summons 1d4+2 shambling mounds to fight for you
___	___	Shapechange	Tr	VSF	1 act	Personal	10 min/lev	–	N	Transforms you into any creature, change once/round
___	___	Summon Nature's Ally IX	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (1 9th/1d3 8th/1d4+1 7th)
___	___	Sympathy *[Mind-Affecting]*	En	VSD	1 hr	Close	2 hrs/lev	Will n.	Y	Object or location attracts certain creatures
___	___									
___	___									

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

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 -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

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
		Bless Water *[Good]*	Tr	VSM	1 min	Touch	Instantaneous	Will n.	Y	Turn 1 pint of water into holy water
		Create Water	Co	VS	1 act	Close	Instantaneous	–	N	Creates up to 2 gallons of water per level
		Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 hp +1 per level (up to +5)
		Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poisons – Wis check (DC 20) for exact type
		Detect Undead	Di	VSD	1 act	60 ft	1 min/lev (D)	–	N	Detects undead, amount of info depends on duration
		Divine Favor	Ev	VSD	1 act	Personal	1 min	–	N	+1 to hit and damage per 3 levels (up yo +6)
		Divine Sacrifice	Ev	VS	1 act	Personal	1 round/lev	–	N	Sacrifice up to hp for a +1d6/2 hp damage bonus
		Endure Elements	Ab	VS	1 act	Touch	24 hrs	–	Y	Absorbs the first 5 damage per round vs. an element
		Magic Weapon	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	Gives a +1 to hit and damage, and blesses the weapon
		Protection from Evil *[Good]*	Ab	VSD	1 act	Touch	1 min/lev (D)	Will n.	N	+2 AC and saves vs. evil; no possession
		Read Magic	Un	VSF	1 act	Personal	10 min/lev	–	N	Allows to read magical inscriptions
		Resistance	Ab	VSD	1 act	Touch	1 min	Will n.	Y	Grants the subject a +1 bonus on saves
		Virtue	Tr	VSD	1 act	Touch	1 min	Will n.	Y	Grants the subject 1 temporary hp
		2nd-Level Spells Spells: ___ + ___ = ____ Save DC: ____								
		Blessed Aim	Di	VS	1 act	60 ft	Concentration	Will n.	N	Allies receive a +2 morale bonus on ranged attacks
		Curse of the Brute	Tr	VS	1 act	Touch	1 round/lev	For n.	Y	Up to +1/lev to Str, Con or Dex, -1/lev both Int and Cha
		Delay Poison	Co	VSD	1 act	Touch	1 hr/lev	For n.	Y	Stops poison effect for 1 hr/lev
		Remove Paralysis	Co	VS	1 act	Close	Instantaneous	Will n.	Y	Frees 1 or more creatures from paralysis
		Resist Elements	Ab	VSD	1 act	Touch	1 min/lev	–	Y	Ignores 12 damage/round from one energy type
		Shield Other	Ab	VSF	1 act	Close	1 hr/lev (D)	Will n.	Y	You take half of subject's damage
		Undetectable Alignment	Ab	VS	1 act	Close	24 hrs	Will n.	Y	Conceals alignment for 24 hrs
		Zeal	Ab	VS	1 act	Personal	1 round/lev	–	N	You gain +4 AC against attacks of opportunity
		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)
		Discern Lies	Di	VSD	1 act	Close	Up to 1 r/lev	Will n.	N	Reveals deliberate falsehood
		Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magic spells and effects
		Greater Magic Weapon	Tr	VSD	1 act	Close	1 hr/lev	Will n.	Y	+1 bonus/3 levels (up to +5)
		Heal Mount	Co	VS	1 act	Touch	Instantaneous	–	Y	Completely heals warhorse or other mount
		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
		Prayer	Co	VSD	1 act	30 ft	1 round/lev	–	Y	Allies gain +1 on most rolls, enemies -1
		Remove Blindness/Deafness	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures normal or magical conditions
		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)
		Death Ward	Ne	VSD	1 act	Touch	10 min/lev	–	Y	Grants immunity to death spells and effects
		Dispel Evil *[Good]*	Ab	VSD	1 act	Touch	1 round/lev	Special	Y/N	+4 bonus against attacks made by evil creatures
		Freedom of Movement	Ab	VSMD	1 act	P./Touch	10 min/lev	–	Y/N	Subject moves normally despite impediments
		Holy Sword	Ev	VS	1 act	Touch	1 round/lev	–	N	Weapon becomes +5, double damage vs. evil
		Lesser Aspect of the Deity *[Good]*	Tr	VSD	1 act	Personal	1 round/lev	–	N	+1d4+1 Cha, resistance 10 to acid, cold and electricity
		Neutralize Poison	Co	VSD	1 act	Touch	Instantaneous	Will n.	Y	Detoxifies venom in or on subject
		Weapon of the Deity	Tr	VD	1 act	Personal	1 round/lev	–	N	+1 to weapon's attack and damage, plus special ability

Psion Powers

Primary Discipline: _____
Key Ability: _____

Notes: _____

Power Points

[Max] [Current]

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 Thoughts (☐☐☐☐)
- ☐ 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

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	1 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

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

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

2nd-Level Powers

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

☐	Animal Affinity	Psymet	Ma	1 act	Personal	1 hour/lev (D)	–	N	You gain one ability score of a chosen animal (+1d4+1)
☐	Astral Construct II	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Creates atral constr. to fight for you (1 2nd or 1d3 1st)
☐	Augury	Clasen	Ol,Au	1 act	Personal	Instantaneous	–	N	Learn if an intended action will be good or bad
☐	Aversion *[Compulsion, Mind-Affecting]*	Telep	Au,Ma	1 act	Close	1 hour/lev	Will n.	Y	Subject has aversion you specify
☐	Body Adjustment	Psymet	Au,Ma	1 round	Personal	Instantaneous	–	N	Heal 3d6 hp, or gain on For save or regain 2 ability pts.
☐	Body Equilibrium	Psymet	Vi,Ma	1 act	Personal	1 min/lev (D)	–	N	You can walk on nonsolid surfaces
☐	Brain Lock	Telep	Vi, Ma	1 act	Medium	1 round/lev (D)	Will n.	Y	Subject cannot move or take any mental actions
☐	Burning Ray *[Fire]*	Metcre	Vi	1 act	Close	Instantaneous	–	Y	Fiery ray deals 3d6 damage to foe
☐	Chameleon	Psymet	Ol	1 act	Personal	10 min/lev (D)	–	N	You gain a +10 enhancement bonus on Hide checks
☐	Clairaudience/Clairvoyance	Clasen	Vi,Au	1 act	Personal	1 min/lev (D)	–	N	Hear or see at a distance
☐	Claws of the Bear	Psymet	Vi,Ma	1 act	Personal	1 hour/lev	–	N	Your unarmed attack deals 1d12 damage
☐	Combat Presceince	Clasen	Vi	1 act	Personal	1 min/lev (D)	–	N	You gain a +2 insight bonus to your attack roll
☐	Concussion	Psykin	Au	1 act	Medium	Instantaneous	For ½	Y	Pummel foe for 3d6 damage
☐	Control Air	Psykin	Me	1 act	Medium	1 min/lev	–	N	Increase/decrease wind speed by up to 10 + 5 mph/lev
☐	Control Body	Psykin	Ma	1 act	Medium	1 min/lev	For n.	Y	You take rudimentary control of a foe's limbs
☐	Control Flames	Psykin	Au	1 act	Medium	1 min/lev	Special	N	You control heat and movement of a fire
☐	Darkvision	Clasen	Vi	1 act	Touch	1 hour/lev	–	Y	You can see 60 ft in the dark
☐	Detect Thoughts *[Mind-Affecting]*	Telep	Vi,Me	1 act	60 ft	1 min/lev (D)	Will n.	N	You detect subject's surface thoughts
☐	Ectoplasmic Cocoon	Metcre	Ma,Au	1 act	Medium	1 round/lev (D)	Ref n.	Y	You encapsulate a foe so it can't move
☐	Ecto Puppet	Metcre	Au,Vi	1 act	Close	1 round/lev	–	N	You directly control an astral construct
☐	Expansion	Psymet	Ol	1 act	Personal	10 min/lev (D)	–	N	You grow 10%/level (max 100%)
☐	Glide	Psyport	Vi	1 act	Touch	1 min/lev	–	Y	Subject glides at speed of 20 ft
☐	Inflict Pain *[Mind-Affecting]*	Telep	Au	1 act	Long	Up to 5 rounds	Will n.	Y	Your mental attack deals 3d6 damage
☐	Intrusive Sense Link *[Mind-Affecting]*	Telep	Vi	1 act	Medium	1 min/lev (D)	Will n.	Y	Subject senses what you sense
☐	Invisibility	Psykin	–	1 act	Touch	10 min/lev (D)	Will n.	Y	Subject is invisible for 1o min/lev or until it attacks
☐	Knock	Psyport	Ma	1 act	Medium	Instantaneous	–	N	Open locked or psionically locked doors
☐	Levitate	Psyport	Ol	1 act	Pers/Close	10 min/lev (D)	–	N	Subject moves up and down at your direction
☐	Painful Touch	Psymet	Vi,Ma	1 act	Personal	1 round/lev (D)	–	N	Your unarmed attack deals an extra 1d6 subdual damage
☐	Psionic Lock	Psyport	Ma	1 act	Touch	Permanent	–	N	Psionically locks a portal or chest
☐	Recall Pain	Clasen	Ma	1 act	Medium	Instantaneous	Will ½	Y	Foe takes 3d6 damage from painful memory
☐	See Invisibility	Clasen	Vi	1 act	Medium	10 min/lev (D)	–	N	Reveals invisible creatures or objects
☐	Sense Psychoportation	Psyport	Vi	1 act	Medium	1 hour/lev (D)	–	N	Know when others use this discipline
☐	Sensitivity to Psychic Impressions	Clasen	Au,Ma	1 act	Close	10 min/lev (D)	–	N	You can find out about an area's past
☐	Sever the Tie	Psykin	Au,Ma	1 act	Medium	Instantaneous	Will ½	Y	You deal 3d8 damage to undead in 10-ft radius
☐	Sudden Minor Creation	Metcre	Ma	1 act	0 ft	1 hour/lev	–	N	Quickly create cloth or wood object, up to 1 cu.ft.
☐	Suggestion	Telep	Au	1 act	Close	1 hour/lev	Will n.	Y	Compels subject to follow suggested action
☐	Sustenance	Psymet	Ma	1 act	Personal	Instantaneous	–	N	You can go without food and water for one day
☐									

Psion Powers

Disc.	Power Name	Discipline	Display	Man. Time	Range	Duration	Save	PR	Effect
	3rd-Level Powers Powers: ___ + ___ = ____ Save DC: 1d20 + 3 + Ab. Modifier Cost: 5								
☐	Astral Construct III	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Create astral con. to fight (1 3rd, 1d3 2nd or 1d4+1 1st)
☐	Astral Steed	Psyport	Ma	10 min	0 ft	1 hour/lev	–	N	Quasi-real astral steed appears for 1 hour/lev
☐	Bite of the Tiger	Psymet	Vi,Ma	1 act	Personal	1 hour/lev	–	N	Your bite attack deals 2d8 damage
☐	Charm Monster *[Compulsion, Mind-Aff.]*	Telep	Me	1 act	Close	1 day/lev	Will n.	Y	Makes monster believe it is your ally
☐	Claws of the Vampire	Psymet	Vi,Ma	1 act	Personal	1 hour/lev	–	N	Your unarmed attack deals 1d8 damage you gain as hp
☐	Cone of Sound *[Sonic]*	Psykin	Vi,Au	1 act	60 ft	Instantaneous	Ref ½	Y	Cone of sonic energy deals 5d4 damage
☐	Control Sound	Psykin	Vi	1 act	Medium	1 min/lev	Special	N	You can create very specific sounds
☐	Create Food and Water	Metcre	Au,Ma	10 min	Close	1 day	–	N	Feeds 3 humans (or 1 horse)/lev
☐	Crisis of Breath *[Compulsion, Mind-Aff.]*	Telep	Au	1 act	Medium	2 rounds/lev	Will n.	Y	You disrupt the subject's breathing
☐	Danger Sense	Clasen	Vi	1 act	Personal	1 hour/lev (D)	–	N	You gain a +4 bonus on Ref and AC against traps
☐	Dimension Slide	Psyport	Vi	1 act	Close	Instantaneous	–	N	Instantly move to any spot you can see in close range
☐	Displacement	Psymet	Au	1 act	Personal	1 round/lev (D)	–	N	Attacks miss you 50% of the time
☐	Duodimensional Hand	Psymet	Ma	1 act	Personal	10 min/lev	–	N	Your unarm. attacks deal slashing damage, threat 17-20
☐	Ectoplasmic Form	Psymet	Ol	1 act	Personal	2 min/lev (D)	–	N	Your amorphous form has damage reduction 20/+1
☐	False Sensory Input *[Mind-Affecting]*	Telep	Me	10 min	Long	1 min/lev (D)	Will n.	Y	You falsify one of the subject's senses
☐	Fate Link	Telep	Ol	1 act	Close	1 hour/lev	Will n.	Y	You link the fates of two targets
☐	Fly	Psyport	Vi	1 act	Touch	10 min/lev	–	Y	Subject flies at speed of 90 ft (60 ft if in armor)
☐	Greater Concussion	Psykin	Au	1 act	Medium	Instantaneous	For ½	Y	Pummel foe for 5d6 damage
☐	Improved Biofeedback	Psymet	Vi,Ma	1 act	Personal	1 hour/lev (D)	–	N	Take some damage as subdual damage (2x Str modif.)
☐	Invisibility Purge	Clasen	Vi	1 act	Personal	1 min/lev (D)	-	N	Dispels invisibility within 5 ft/lev
☐	Lesser Domination	Telep	Me	1 act	Medium	1 day/lev	Will n.	Y	Forces humanoid subject to obey your will
☐	Metaphysical Weapon	Metcre	Vi	1 act	Close	1 hour/lev	Will n.	Y	Weapon gains a +3 bonus
☐	Mindlink	Telep	Ma	1 act	Close	10 min/lev	–	N	You have a mental bond with others
☐	Negate Psionics	Psykin	Vi	1 act	Medium	Instantaneous	–	N	Cancels psionic powers and effects in 30-ft radius
☐	Nondetection	Clasen	-	1 act	Touch	1 hour/lev	Will n.	Y	Hides subject from Clairsentience and *remote viewing*
☐	Poison Sense	Clasen	Ol	1 act	30 ft	10 min/lev (D)	–	N	Sense poison in 30-ft radius
☐	Rejuvenation	Psymet	Au	1 min	Personal	10 hours	–	N	You heal 1 point of temporary ability damage/hour
☐	Remote Viewing	Clasen	Au,Vi	1 hour	Unlimited	1 min/lev	–	N	You see subject from a distance
☐	Schism	Telep	Vi,Au	1 act	Personal	1 round/lev (D)	–	N	Splits your mind into 2 independently functioning parts
☐	Time Hop	Psyport	Vi,Au	1 act	Close	Instantaneous	Will n.	Y	Subject hops forward in time 3d6 rounds
☐	Ubiquitous Vision	Clasen	Vi	1 act	Personal	2 rds/lev (D)	–	N	You have all-round vision
☐	Undead Sense	Clasen	Vi	1 act	Close	10 min/lev (D)	–	N	You sense the presence of undead in range
☐	Whitefire *[Fire]*	Metcre	Vi	1 act	Long	Instantaneous	Ref ½	Y	Deals 5d4 fire damage in 20-ft radius
☐									
☐									
☐									
	4th-Level Powers Powers: ___ + ___ = ____ Save DC: 1d20 + 4 + Ab. Modifier Cost: 7								
☐	Amplified Invisibility	Psykin	Ma	1 act	Touch	1 min/lev (D)	Will n.	Y	Attack once and stay unseen
☐	Anchored Navigation	Clasen	Ol,Ma	1 act	Personal	1 hour/lev	–	N	Mentally sense a fixed reference point
☐	Astral Construct IV	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Create astral con. to fight (1 4th, 1d3 3rd or 1d4+1 2nd)
☐	Aura Sight	Clasen	Vi	1 act	30 ft	10 min/lev (D)	–	N	You can read things in others' auras in 30-ft radius
☐	Detect Remote Viewing	Clasen	Vi,Me	1 act	120 ft	24 hours	–	N	You know if others spy on you remotely, 120 ft radius
☐	Dimensional Anchor	Psyport	Au	1 act	Medium	1 min/lev	–	Y	Ranged touch attack bars extradimensional movement
☐	Dimension Door *[Teleportation]*	Psyport	Vi	1 act	Long	Instantaneous	–	N	Teleports you and up to 500 lbs a short distance
☐	Dismiss Ectoplasm	Metcre	Vi,Au	1 act	Medium	Instantaneous	For n.	N	Dissipates ectoplasmic targets in 30-ft radius
☐	Dismissal	Psyport	Au	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to its native plane
☐	Dissolving Touch *[Acid]*	Psymet	Vi	1 act	Touch	Until discharg.	–	Y	Your touch deals 7d6 acid damage, 10d6 on a grapple
☐	Divination	Clasen	Vi,Me	10 min	Personal	Instantaneous	–	N	Provides specific advice for proposed actions
☐	Domination *[Compulsion, Mind-Affecting]*	Telep	Me	1 act	Medium	1 day/lev	Will n.	Y	Medium-sized subject obeys your will
☐	Fabricate	Metcre	Ma	Special	Close	Instantaneous	–	N	Transforms up to 1 cu.yd/l. raw goods to finished items
☐	Fatal Attraction *[Compulsion, Mind-Aff.]*	Telep	Me	1 act	Medium	Instantaneous	For n.	Y	Implants death urge in subject, who suicides in 1d4 days
☐	Fate of One	Clasen	Me,Vi	Free	Personal	Instantaneous	–	N	You can reroll a bad roll
☐	Forced Mindlink	Telep	Ma	1 act	Close	10 min/lev	Will n.	Y	Creates mental bond with unwilling subject
☐	Freedom of Movement	Psyport	Au	1 act	Pers/Touch	10 min/lev	–	N/Y	Move normally despite impediments
☐	Immovability	Psymet	Vi	1 act	Personal	1 hour/lev (D)	–	N	You are almost impossible to move; damage red. 20/+3
☐	Inertial Barrier	Psykin	Au,Me	1 act	Touch	10 min/lev	Will n.	Y	Subject gains damage reduction 10/+5, lasts 10 dam/lev
☐	Mass Concussion	Psykin	Ma	1 act	Long	Instantaneous	–	Y	Foes take 7d4 damage in 20-ft radius
☐	Mindwipe	Telep	Vi,Ma,Au	1 act	Close	Instantaneous	For n.	Y	Subject's gets 1 negative level/2 lev. (max. 5)
☐	Natural Armor	Psymet	Ol,Ma	1 act	Personal	1 hour/lev (D)	–	N	You gain a +4 natural armor bonus
☐	Polymorph Self	Psymet	Ma,Ol	1 act	Personal	1 hour/lev (D)	–	N	You assume a new form
☐	Psychofeedback	Psymet	Vi	1 act	Personal	1 min (D)	–	N	You can boost your Str, Con and Dex modifiers
☐	Quintessence	Metcre	Ma	1 round	Close	Instantaneous	–	N	You collapse a bit of time into a physical substance
☐	Tailor Memory *[Mind-Affecting]*	Telep	Au	1 act	Medium	Instantaneous	Will n.	Y	False memory implanted in subject, up to 1 round/4 lev
☐	Telekinesis	Psykin	Vi	1 act	Long	Varies	Will n.	Y	Lift or move 25 lbs/lev at long range
☐	Wall of Ectoplasm	Metcre	Vi	1 act	Close	1 min/lev (D)	–	N	You create an immovable protective barrier
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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	You adapt your body to hostile environments
☐	Astral Construct V	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Create astral con. to fight (1 5th, 1d3 4th or 1d4+1 3rd)
☐	Baleful Teleport *[Teleportation]*	Psyport	Vi,Ma	1 act	Close	Instantaneous	Will ½	Y	Destructive teleport deals 9d6 damage
☐	Brilliant Blast	Psykin	Vi	1 act	Long	Instantaneous	Ref ½	Y	Light blast deals 9d4 damage in 20-ft radius
☐	Catapsi *[Mind-Affecting]*	Telep	Vi,Me	1 act	Medium	1 min/lev	Will n.	Y	Psychic static is a drag on power manifestations
☐	Clairtangency	Psykin	Vi,Au,Me	1 act	Unlimited	Up to 1 min/lev	–	N	You can use *far hand* or *far punch* at any distance
☐	Ectoplasmic Armor	Metcre	Vi	1 act	Touch	1 hour/lev (D)	Will n.	Y	Subject gains a +10 armor bonus
☐	Ectoplasmic Shambler	Metcre	Ma,Au,Ol	1 round	Long	1 min/lev	–	N	Foglike predator deals 1 damage/round to foes
☐	Energy Barrier	Psymet	Vi	1 act	Personal	10 min/lev	–	N	Gain 10 resistance to an energy attack, up to 10 dam/lev
☐	Graft Weapon	Psymet	Ol	1 act	Personal	Instantaneous	–	N	A weapon becomes a natural part of you
☐	Greater Domination	Telep	Me	1 act	Medium	1 day/lev	Will n.	Y	Subject obeys you, even if you don't share language
☐	Incarnate	Metcre	Ma	2 rounds	Special	Permanent	–	N	You make some psionic effects permanent
☐	Major Creation	Metcre	Ma	10 min	Close	Varies	–	N	Creates one stone or metal object
☐	Matter Rearrangement	Psykin	Ma	1 act	Close	Instantaneous	–	N	You transmute one metal to another (up to $^{1}/_{10}$ pound)
☐	Metaconcert *[Mind-Affecting]*	Telep	Vi	1 min	10 ft	1 round/lev (D)	–	N	Mental concert of 2+ psions increases total power
☐	Metamorphosis	Psymet	Ma,Ol	1 act	Personal	1 hour/lev (D)	–	N	You take the form of creatures and objects
☐	Mind Probe	Telep	Vi,Ma,Au	1 min	Close	1 min/lev	For n.	Y	You discover the subject's secret thoughts
☐	Power Resistance	Clasen	Ma,Vi	1 act	Touch	1 min/lev	Will n.	Y	Subject gains PR 12 + manifester's level
☐	Psychic Vampire	Psykin	Vi,Me	1 act	Touch	1 round/lev	For n.	Y	Your touch attack leeches 2 power points/lev
☐	Recall Agony	Clasen	Ma	1 act	Medium	Instantaneous	Will ½	Y	Foe takes 9d6 damage from painful memory
☐	Sending	Psyport	Me	10 min	Unlimited	1 round	–	N	Delivers short message anywhere instantly
☐	Sense Psionics	Clasen	Vi	1 act	1 mile/lev	1 hour/lev	–	Y	You sense psionic powers and effects
☐	Teleport *[Teleportation]*	Psyport	Vi	1 act	Pers./Touch	Instantaneous	–/Will n.	N/Y	Instantly transports you anywhere
☐	Teleport Trigger *[Teleportation]*	Psyport	Ma	1 act	Personal	1 hour/lev (D)	–	N	Predetermined event triggers teleport
☐	True Seeing	Clasen	Vi	1 act	Touch	1 min/lev	Will n.	Y	See all things as they really are up to 120 ft
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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 is buffered from one *negate psionics* effect
☐	Astral Construct VI	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Create astral con. to fight (1 6th, 1d3 5th or 1d4+1 4th)
☐	Aura Alteration *[Mind-Affecting]*	Telep	Ma	1 act	Medium	Instant./10 min/lev	Will n.	Y	Subject seems something it is not
☐	Banishment	Psyport	Au,Ma	1 act	Close	Instantaneous	Will n.	Y	Banishes extraplanar creatures, up to 2 HD/lev
☐	Breath of the Dragon *[Fire]*	Psymet	Vi,Ma	1 act	Close	Instantaneous	Ref ½	Y	Breathe cone of fire for 11d4 damage
☐	Disintegrate	Psykin	Vi,Au,Ma	1 act	Medium	Instantaneous	For part.	Y	One creature or object vanishes (5d6 damage on save)
☐	Ethereal Jaunt	Psyport	Vi	1 act	Personal	1 round/lev (D)	–	N	You become ethereal for 1 round/level
☐	Flaming Shroud	Metcre	Ma	1 act	Medium	Instantaneous	Ref n.	Y	Encased foe takes 11d6 fire damage
☐	Greater Biocurrent	Psykin	Vi	1 act	Close	1 min/lev	For ½	Y	You deal 6d6 damage/round to up to 4 creatures
☐	Improved Fabricate	Metcre	Ma	Special	Close	Instantaneous	–	N	Transforms up to 10 cu.yd/l. raw good to finished items
☐	Improved Fly	Psyport	Vi	1 act	Touch	10 min/lev	–	Y	Subject flies at speed of 180 ft (150 ft if in armor)
☐	Improved Vigor	Psymet	Ma,Ol	1 act	Personal	1 min/lev (D)	–	N	You gain 13 temporary hit points
☐	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
☐	Mind Switch	Telep	Vi	1 act	Medium	Special	Will n.	Y	You switch minds with another
☐	Null Psionics Field	Psykin	Vi,Au	1 act	10 ft	10 min/lev (D)	–	N	Negates psionics within 10 ft
☐	Precognition	Clasen	Vi,Au	10 min	Personal	1 min/lev (D)	–	N	Provides in-depth advice for proposed actions
☐	Remote View Trap	Clasen	Vi,Me	1 act	Personal	24 hrs +1 hr/lev	–	N	Enemy remote viewers take 4d4 damage
☐	Retrieve *[Teleportation]*	Psyport	Vi	1 act	Medium	Instantaneous	–/Will n.	N	You teleport to your hand an item you can see
☐	Shield of Prudence	Clasen	Vi,Ma	1 act	Personal	1 hour/lev (D)	–	N	You gain a +6 insight bonus to AC
☐	Suspend Life	Psymet	Ol	1 act	Personal	Instantaneous	–	N	Your life functions slow to imperceptibility, 1 day/year
☐	Trace Teleport *[Teleportation]*	Psyport	Vi	1 act	Medium	1 hour/lev (D)	Will n.	Y	Learn origin or goal of subject's *teleport*
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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. to fight (1 7th, 1d3 6th or 1d4+1 5th)
☐	Contingency	Metcre	Ol	10+ min	Personal	1 day/lev	–	N	Sets trigger conditions for another power (max 6th lev)
☐	Divert Teleport *[Teleportation]*	PK/PP	Vi	1 act	Medium	10 min/lev (D)	Will n.	Y	Choose destination for another's *teleport*
☐	Emulate Power	Clasen	Ma	1 act	Special	Special	–	Y	Manifest any psionic power of 6th level or lower
☐	Energy Conversion	Psymet	Vi	1 act	Pers./Med.	10 min/lev	–	N	You convert energy attacks to one ray energy attack
☐	Etherealness	Psyport	Vi	1 act	Touch	1 min/lev (D)	–	Y	Travel to the Ethereal Plane with companions
☐	Fission	Psymet	Ol	1 act	Personal	1 round/lev (D)	–	N	You briefly duplicate yourself
☐	Improved Anchored Navigation	Clasen	Ol,Ma	1 act	Personal	1 day/lev	–	N	You navigate from a fixed point even through planes
☐	Improved Telekinesis	Psykin	Vi	1 act	Long	Varies	Will n.	Y	Lift or move 100 lbs/lev at long range
☐	Insanity *[Compulsion, Mind-Affecting]*	Telep	Me	1 act	Medium	Instantaneous	Will n.	Y	Subject is permanently *confused*
☐	Mass Cocoon	Metcre	Ma	1 act	Close	2 hours/lev	–	N	You encapsulate foes so that they can't move
☐	Mass Domination *[Compulsion, Mind-Aff.]*	Telep	Me	1 act	Medium	1 day/lev	Will n.	Y	Many targets subject to your will (1 creature/lev)
☐	Oak Body	Psymet	Au	1 act	Personal	1 min/lev (D)	–	N	Your body becomes living wood, damage red. 20/+1
☐	Phase Door	Psyport	Vi	1 act	Touch	1 usage/2 lev	–	N	Invisible passage through wood or stone
☐	Plane Shift	Psyport	Au,Me	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane
☐	Power Turning	Psykin	Vi,Me	1 act	Personal	10 min/lev	–	N	Reflect 1d4+6 power levels back on manifester
☐	Reddopsi	Psykin	Au,Ol,Me	1 act	Personal	Up to 10 min/lev	–	N	Foe's power rebounds on her
☐	Sequester	Clasen	–	1 act	Touch	1 day/lev (D)	Will n.	Y	Subject invisible to sight and remote viewing
☐	Teleport Without Error *[Teleportation]*	Psyport	Vi	1 act	Pers./Touch	Instantaneous	–/Will n.	N/Y	Teleportation with no off-target arrival
☐	True Concussion	Psykin	Au	1 act	Medium	Instantaneous	For ½	Y	Pummels foe for 13d6 damage
☐	Ultrablast *[Mind-Affecting]*	Telep	Au	1 round	Medium	Instantaneous	Will ½	Y	Your mental scream deals 13d4 damage within 15 ft
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Psion Powers

Disc.	Power Name	Discipline	Display	Man. Time	Range	Duration	Save	PR	Effect
	8th-Level Powers Powers: ___ + ___ = ____ Save DC: 1d20 + 8 + Ab. Modifier Cost: 15								
☐	Astral Construct VIII	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Create astral con. to fight (1 8th, 1d3 7th or 1d4+1 6th)
☐	Dream Travel	Psyport	Vi	1 act	Touch	1 hour/lev (D)	Will n.	Y	You travel to other places through dreams
☐	Foresight	Clasen	Vi,Ma	1 act	Pers./Touch	10 min/lev	–/Will n.	N/Y	Psionic senses warn you of impending danger
☐	Hypercognition	CL/PM	Me	1 act	Personal	Instantaneous	–	N	You can deduce almost anything
☐	Improved Clairtangency	Psykin	Vi,Au,Me	1 act	Unlimited	Up to 1 min/lev	–	N	You use *telekinesis* at any distance
☐	Improved Etherealness	Psyport	Vi	1 act	Touch	10 min/lev (D)	–	Y	Become and stay ethereal longer
☐	Iron Body	Psymet	Au	1 act	Personal	1 min/lev (D)	–	N	Your body becomes living iron, damage reduct. 50/+3
☐	Matter Manipulation	Psykin	Au,Me	1 act	Close	Instantaneous	–	Y	You increase/decrease an object's base hardness by 5
☐	Mind Blank	Telep	Ol	1 act	Close	1 day	Will n.	Y	Subject is totally immune to mental effects and scrying
☐	Mind Seed *[Compulsion, Mind-Affecting]*	Telep	Ma	3 rounds	5 ft	Instantaneous	Will n.	Y	Subject slowly (one week) becomes you
☐	Mind Store	Metcre	Ma	10 min	Touch	Instantaneous	–	N	Store your personality in crystal against future needs
☐	Recall Death *[Death]*	Clasen	Ma	1 act	Close	Instantaneous	Will part.	Y	Foe recalls its future death and dies, 3d6+15 on save
☐	Shadow Body	Psymet	Au	1 act	Personal	1 min/lev (D)	–	N	You become a living shadow, damage reduction 50/+5
☐	Telekinetic Sphere *[Force]*	Psykin	Ma	1 act	Close	1 min/lev (D)	Ref n.	Y	Mobile force globe protects one subject
☐	Teleportation Circle *[Teleportation]*	Psyport	Me	10 min	Touch	10 min/lev (D)	–	Y	Circle teleports any inside creature to designated spot
☐	Temporal Acceleration	Psyport	–	1 act	Personal	2 rounds	–	N	Your time frame accelerates for 2 rounds
☐	True Creation	Metcre	Ma	10 min	Close	Instantaneous	–	N	Creates permanent items
☐	True Domination *[Compulsion, Mind-Aff.]*	Telep	Me	1 act	Medium	1 day/lev	Will n.	Y	Dominated subjects less likely to defy your will
☐									
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☐									
	9th-Level Powers Powers: ___ + ___ = ____ Save DC: 1d20 + 9 + Ab. Modifier Cost: 17								
☐	Affinity Field	Psymet	Vi,Ma	1 act	20 ft	10 min (D)	–	Y	Effects that affect you also affect others in 20-ft radius
☐	Apopsi	Telep	Vi,Ma,Au	1 round	Close	Instantaneous	For n.	Y	You delete 1d4 psionic powers of another
☐	Astral Construct IX	Metcre	Vi,Ma	1 round	Close	1 round/lev (D)	–	N	Create astral con. to fight (1 9th, 1d3 8th or 1d4+1 7th)
☐	Astral Projection	Psyport	–	30 min	Touch	Special	–	Y	Projects you and 1 friend/2 lev. into the Astral Plane
☐	Confidante	Telep	Ma	1 act	Close	Instantaneous	–	N	You and another share a permanent mental bond
☐	Detonation	Psykin	Au	1 act	Medium	Instantaneous	For ½	Y	Pummels foe for 17d6 damage
☐	Dissolution	Psykin	Vi	1 act	Medium	Instantaneous	For part.	Y	You *disintegrate* up to 50 foot cube, 10d6 on save
☐	Genesis	Metcre	Ma	1 week	0 ft	Instantaneous	–	N	You instigate a new demiplane in the Astral Plane
☐	Greater Emulation	Clasen	Ma	1 act	Special	Special	–	Y	Manifest any psionic power of 8th level or lower
☐	Metafaculty	Clasen	Vi,Ol,Me	1 act	Personal	10 min/lev (D)	–	N	Subject cannot hide name or location from you
☐	Microcosm *[Mind-Affecting]*	Telep	Ma	1 act	Close	Instantaneous	–	Y	Subject explores imaginary world at expense of reality
☐	Monster Domination *[Comp., Mind-Aff.]*	Telep	Me	1 act	Medium	2d4 rounds	Will n.	Y	Control any creature, but for less time
☐	Probability Travel	Psyport	–	1 min	Touch	Special	–	Y	You and friends physically enter Astral Plane
☐	Psychic Chirurgery	Telep	Vi,Au,Me	10 min	Close	Instantaneous	Will n.	Y	You repair psychic damage and impart new powers
☐	Shapechange	Psymet	Vi,Ma	1 act	Personal	10 min/lev	–	N	You become any creature, change form once/round
☐	Temporal Velocity	Psyport	–	1 act	Personal	3d4 rounds	–	N	Your time frame accelerates for 3d4 rounds
☐	Thrall *[Compulsion, Mind-Affecting]*	Telep	Me	1 act	Medium	Instantaneous	Will n.	Y	Subject is your slave forever
☐	Time Regression	Psyport	–	1d4+1 rds	Personal	Instantaneous	–	N	Relive the last 1d4+1 rounds
☐	True Metabolism	Psymet	Ma	1 round	Personal	1 min	–	N	Regenerate 10 hp/round for 1 minute
☐	True Telekinesis	Psykin	Vi	1 act	Long	Varies	Will n.	Y	Lift or move 500 lbs/level at long range
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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	1 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

PPsionic 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 Thoughts (☐☐☐☐)
- ☐ 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

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 round	0 ft	2 rounds	-	N	You create a short-lived bolt, arrow or bullet
☐	Burst	Dex	Au	Free/1 act	Pers./Close	1 round	-	N	Subject speed improves by 10 ft. for 1 round
☐	Catfall	Dex	Au	Free	Personal	1 round/lev	-	N	You land on your feet, and 3 damage are subdual
☐	Control Shadow	Con	Ol	1 act	Medium	1 min/lev	-	N	You control a normal shadow like a puppet
☐	Daze *[Compulsion, Mind-Affecting]*	Cha	Me,Ma	1 act	Close	1 round	Will n.	Y	Humanoid creature of less than 5 HD loses next action
☐	Detect Psionics	Wis	Vi,Au	1 act	60 ft	1 min/lev (D)	-	N	You detect the presence of psionic activity
☐	Distract *[Mind-Affecting]*	Cha	Au	1 act	Close	1 min/lev (D)	Will n.	Y	Subject's mind wanders, imposing a -1 to some actions
☐	Elfsight	Str	Vi	1 act	Personal	1 min	-	N	You have low-light vision
☐	Far Punch	Con	Vi,Me	1 act	Close	Instantaneous	-	Y	Telekinetic punch deals 1 damage
☐	Float	Dex	Au	1 act	Close	Concentration	-	N	You buoy a subject in water or other liquid
☐	Know Direction	Wis	Me	1 act	Personal	Instantaneous	-	N	You know which way is north
☐	Talons	Str	Vi	1 act	Personal	1 min	-	N	Your unarmed attacks deal +1 damage
☐	Valor	Str	Au	Free	Personal	Instantaneous	-	N	You gain a +1 morale bonus on saving throws
☐	Verve	Str	Ma,Ol	1 act	Personal	1 min (D)	-	N	You gain 1 temporary hit point
☐									
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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 (your Str modif.)
☐	Bite of the Wolf	Str	Vi,Ma	1 act	Personal	1 hour/lev	-	N	Your bite attack deals 1d8 damage
☐	Call Weaponry *[Teleportation]*	Dex	Au,Ma	1 act	Touch	1 hour/lev (D)	-	N	You call a weapon to your hand
☐	Combat Precognition	Wis	Vi,Ma	1 act	Personal	1 hour/lev (D)	-	N	You gain a +1 insight bonus to AC
☐	Compression	Str	Ol	1 act	Personal	1 min/lev (D)	-	N	You shrink 10% per level (max 50%)
☐	Expanded Vision	Wis	Vi	1 act	Personal	10 min/lev (D)	-	N	Wider vision (315°) allows you to see more
☐	Feel Light	Str	Ma	1 act	Personal	10 min/lev (D)	-	N	You use tactile sensation to see
☐	Feel Sound	Str	Ma	1 act	Personal	10 min/lev (D)	-	N	You use tactile sensation to hear
☐	Hear Light	Str	Ma	1 act	Personal	10 min/lev (D)	-	N	You use auditory sensation to see
☐	Hustle	Str	Au	1 act	Personal	1 action	-	N	You can take an extra partial action during next round
☐	Lesser Metaphysical Weapon	Int	Vi	1 act	Close	1 hour/lev	Will n.	Y	Weapon gains a +1 bonus
☐	Minor Creation	Int	Ma	1 min	0 ft	1 hour/lev	-	N	Creates one cloth or wood object, up to 1 cu.ft/lev
☐	Vigor	Str	Ma,Ol	1 act	Personal	1 min/lev (D)	-	N	You gain 3 temporary hit points
☐									
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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	You gain one ability score of a chosen animal (+1d4+1)
☐	Body Equilibrium	Str	Vi,Ma	1 act	Personal	1 min/lev (D)	–	N	You can walk on nonsolid surfaces
☐	Claws of the Bear	Str	Vi,Ma	1 act	Personal	1 hour/lev	–	N	Your unarmed attack deals 1d12 damage
☐	Combat Presceince	Wis	Vi	1 act	Personal	1 min/lev (D)	–	N	You gain a +2 insight bonus to your attack roll
☐	Darkvision	Wis	Vi	1 act	Touch	1 hour/lev	–	Y	You can see 60 ft in the dark
☐	Expansion	Str	Ol	1 act	Personal	10 min/lev (D)	–	N	You grow 10%/level (max 100%)
☐	Levitate	Dex	Ol	1 act	Pers/Close	10 min/lev (D)	–	N	Subject moves up and down at your direction
☐	Painful Touch	Str	Vi,Ma	1 act	Personal	1 round/lev (D)	–	N	Your unarmed attack deals an extra 1d6 subdual damage
☐	Sudden Minor Creation	Int	Ma	1 act	0 ft	1 hour/lev	–	N	Quickly create cloth or wood object, up to 1 cu.ft.
☐	Vigilance	Wis	Me	1 act	Personal	1 hour/lev	–	N	You see 30 ft in mist and darkness, 10 ft in magic ones
☐									
☐									
☐									
	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
☐	Claws of the Vampire	Str	Vi,Ma	1 act	Personal	1 hour/lev	–	N	Your unarmed attack deals 1d8 damage you gain as hp
☐	Danger Sense	Wis	Vi	1 act	Personal	1 hour/lev (D)	–	N	You gain a +4 bonus on Ref and AC against traps
☐	Displacement	Str	Au	1 act	Personal	1 round/lev (D)	–	N	Attacks miss you 50% of the time
☐	Improved Biofeedback	Str	Vi,Ma	1 act	Personal	1 hour/lev (D)	–	N	Take some damage as subdual damage (2x Str modif.)
☐	Metaphysical Weapon	Int	Vi	1 act	Close	1 hour/lev	Will n.	Y	Weapon gains a +3 bonus
☐	Prowess	Wis	Me	Free	Personal	Instantaneous	–	N	You may take one extra attack of opportunity
☐	Ubiquitous Vision	Wis	Vi	1 act	Personal	2 rds/lev (D)	–	N	You have all-round vision
☐									
☐									
☐									
	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 up to 500 lbs a short distance
☐	Dissolving Touch *[Acid]*	Str	Vi	1 act	Touch	Until discharg.	–	Y	Your touch deals 7d6 acid damage, 10d6 on a grapple
☐	Immovability	Str	Vi	1 act	Personal	1 hour/lev (D)	–	N	You are almost impossible to move; damage red. 20/+3
☐	Inertial Barrier	Con	Au,Me	1 act	Touch	10 min/lev	Will n.	Y	Subject gains damage reduction 10/+5, lasts 10 dam/lev
☐	Polymorph Self	Str	Ma,Ol	1 act	Personal	1 hour/lev (D)	–	N	You assume a new form
☐	Steadfast Perception	Wis	Vi	1 act	Personal	1 hour/lev (D)	–	N	Gain +4 vs. illusions, +2 to Spot and Search checks
☐	Telekinesis	Con	Vi	1 act	Long	Varies	Will n.	Y	Lift or move 25 lbs/lev at long range
☐									
☐									
☐									
	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
☐	Adapt Body	Str	Vi	1 act	Personal	1 hour/lev (D)	–	N	You adapt your body to hostile environments
☐	Catapsi *[Mind-Affecting]*	Cha	Vi,Me	1 act	Medium	1 min/lev	Will n.	Y	Psychic static is a drag on power manifestations
☐	Ectoplasmic Armor	Int	Vi	1 act	Touch	1 hour/lev (D)	Will n.	Y	Subject gains a +10 armor bonus
☐	Energy Barrier	Str	Vi	1 act	Personal	10 min/lev	–	N	Gain 10 resistance to an energy attack, up to 10 dam/lev
☐	Graft Weapon	Str	Ol	1 act	Personal	Instantaneous	–	N	A weapon becomes a natural part of you
☐	Psychic Vampire	Con	Vi,Me	1 act	Touch	1 round/lev	For n.	Y	Your touch attack leeches 2 power points/lev
☐									
☐									
☐									
	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 is buffered from one *negate psionics* effect
☐	Breath of the Dragon *[Fire]*	Str	Vi,Ma	1 act	Close	Instantaneous	Ref ½	Y	Breathe cone of fire for 11d4 damage
☐	Call Cohort *[Teleportation]*	Dex	Ma,Vi	1 act	Close	Instantaneous	–	N	Teleports your cohort to your location
☐	Ethereal Jaunt	Dex	Vi	1 act	Personal	1 round/lev (D)	–	N	You become ethereal for 1 round/level
☐	Improved Vigor	Str	Ma,Ol	1 act	Personal	1 min/lev (D)	–	N	You gain 13 temporary hit points
☐	Shield of Prudence	Wis	Vi,Ma	1 act	Personal	1 hour/lev (D)	–	N	You gain a +6 insight bonus to AC
☐	Suspend Life	Str	Ol	1 act	Personal	Instantaneous	–	N	Your life functions slow to impreceptibility, 1 day/year
☐									
☐									
☐									

Ranger Powers

Casting Level: Lev/2

Favored Enemies

	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
		Animal Friendship *[Mind-Affecting]*	En	VSM	1 act	Close	Instantaneous	Will n.	Y	Gains permanent animal companions
		Delay Poison	Co	VSD	1 act	Touch	1 hr/lev	For n.	Y	Stops poison effect for 1 hr/lev
		Detect Animals or Plants	Di	VS	1 act	Long	10 min/lev (D)	–	N	Detects species of animal or plant
		Detect Snares and Pits	Di	VS	1 act	60 ft	10 min/lev (D)	–	N	Reveals natural or primitive traps
		Entangle	Tr	VSD	1 act	Long	1 min/lev	Ref ½	N	Plants entangle everyone in 40-ft radius circle
		Magic Fang	Tr	VSD	1 act	Touch	1 min/lev	Will n.	Y	One natural weapon gets +1 to hit and damage
		Pass without Trace	Tr	VSD	1 act	Touch	10 min/lev	Will n.	Y	One subject/level leaves no tracks
		Read Magic	Un	VSF	1 act	Personal	10 min/lev	–	N	Allows to read magical inscriptions
		Resist Elements	Ab	VSD	1 act	Touch	1 min/lev	–	Y	Ignores 12 damage/round from one energy type
		Speak with Animals	Di	VS	1 act	Personal	1 min/lev	–	N	You can communicate with natural animals
		Summon Nature's Ally I	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (one 1st-level)

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
		Briar Web	Tr	VSD	1 act	Medium	1 min/lev	Ref part.	N	Entangles creatures in 40-ft radius, 1d4+1/lev. damage
		Cure Light Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 1d8 hp +1 per level (up to +5)
		Detect Chaos	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects
		Detect Evil	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects
		Detect Good	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects
		Detect Law	Di	VSD	1 act	60 ft	10 min/lev (D)	–	N	Reveals creatures, spells or objects
		Hold Animal *[Mind-Affecting]*	En	VSD	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one animal helpless for 1 round/level
		Protection from Elements	Ab	VSD	1 act	Touch	10 min/lev	–	Y	Absorbs 12 damage/level from one kind of energy
		Sleep *[Mind-Affecting]*	En	VSD	1 act	Medium	1 min/lev	Will n.	Y	Puts 2d4 HD of creatures into comatose slumber
		Snare	Tr	VSD	3 rds	Touch	Until triggered	–	N	Creates a magical booby trap
		Speak with Plants	Di	VS	1 act	Personal	1 min/lev	–	N	You can talk to normal plants and plant creatures
		Summon Nature's Ally II	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (1 2nd or 1d3 1st level)

3rd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
		Control Plants	Tr	VSD	1 act	Close	1 min/lev	Will n.	N	Talk to and control plants and fungi
		Cure Moderate Wounds	Co	VS	1 act	Touch	Instantaneous	Will ½	Y	Cures 2d8 hp +1 per level (up to +10)
		Diminish Plants	Tr	VSD	1 act	Special	Instantaneous	–	N	Reduces size or blights growth of normal plants
		Greater Magic Fang	Tr	VSD	1 act	Close	1 hr/lev	Will n.	Y	1 natural weapon has+1 to hit/ dmg per 3 lev (max +5)
		Neutralize Poison	Co	VSD	1 act	Touch	Instantaneous	Will n.	Y	Detoxifies venom in or on subject
		Plant Growth	Tr	VSD	1 act	Special	Instantaneous	–	N	Grows vegetation and improves crops
		Remove Disease	Co	VS	1 act	Touch	Instantaneous	For n.	Y	Cures all diseases affecting subject
		Summon Nature's Ally III	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (1 3rd/1d3 2nd/1d4+1 1st)
		Tree Shape	Tr	VSD	1 act	Personal	1 hr/lev (D)	–	N	You look like a tree for 1 hr/lev
		Water Walk	Tr	VSD	1 act	Touch	10 min/lev	Will n.	Y	Subject treads on water as if solid

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)
		Freedom of Movement	Ab	VSMD	1 act	P./Touch	10 min/lev	–	Y/N	Subject moves normally despite impediments
		Nondetection	Ab	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Hides subject from divination and scrying
		Polymorph Self	Tr	V	1 act	Personal	1 hr/lev (D)	–	N	You assume a new form
		Summon Nature's Ally IV	Co	VSD	1 round	Close	1 round/lev (D)	–	N	Calls animals to fight for you (1 4th/1d3 3rd/1d4+1 2nd)
		Tree Stride *[Teleportation]*	Tr	VSD	1 act	Personal	1 hr/lev	–	N	Step from one tree to another far away
		Wind Wall	Ev	VSD	1 act	Medium	1 round/lev	–	Y	Deflects arrows, smaller creatures and gases

Sorcerer Spells

0-Level Spells

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

Kn.	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)
☐	___	Dancing Lights *[Light]*	Ev	VS	1 act	Medium	1 min	–	N	Figment torches or other lights
☐	___	Daze *[Mind-Affecting]*	En	VSM	1 act	Close	1 round	Will n.	Y	Creature loses next action
☐	___	Detect Magic	Un	VS	1 act	60 ft	1 min/lev (D)	–	N	Detect spells and magic items within 60 ft
☐	___	Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poison in one creature or small object
☐	___	Disrupt Undead	Ne	VS	1 act	Close	Instantaneous	–	Y	Deals 1d6 damage to one undead
☐	___	Flare *[Light]*	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attack)
☐	___	Ghost Sound	Il	VSM	1 act	Close	1 round/lev (D)	Will dis.	N	Figments sound
☐	___	Light	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch
☐	___	Mage Hand	Tr	VS	1 act	Close	Concentration	–	N	5-pound telekinesis
☐	___	Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs to an object
☐	___	Open/Close	Tr	VSF	1 act	Close	Instantaneous	Will n.	Y	Opens or closes small or light things
☐	___	Prestidigitation	Un	VS	1 act	10 ft	1 hour	–	N	Performs minor tricks
☐	___	Ray of Frost *[Cold]*	Co	VS	1 act	Close	Instantaneous	–	Y	Ray deals 1d3 cold damage
☐	___	Read Magic	Un	VSF	1 act	Personal	10 min/lev	–	N	Read scrolls and spellbooks
☐	___	Repair Minor Damage	Tr	VS	1 act	Touch	Instantaneous	–	Y	Repairs 1 damage to a construct
☐	___	Resistance	Ab	VSM	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws
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☐	___									
☐	___									
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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 either a mental or audible alarm
☐	___	Animate Rope	Tr	VS	1 act	Medium	1 round/lev	–	N	Makes a rope move at your command
☐	___	Burning Hands *[Fire]*	Tr	VS	1 act	10 ft	Instantaneous	Ref ½	Y	1d4 fire damage/lev (max 5d4)
☐	___	Cause Fear *[Fear, Mind-Affecting]*	Ne	VS	1 act	Close	1d4 rounds	Will n.	Y	One creat. with less than 6 HD flees and has -2 to rolls
☐	___	Change Self	Il	VS	1 act	Personal	10 min/lev (D)	–	N	Changes your appearance, +10 to Disguise checks
☐	___	Charm Person *[Mind-Affecting]*	En	VS	1 act	Close	1 hr/lev	Will n.	Y	Makes one person your friend
☐	___	Chill Touch	Ne	VS	1 act	Touch	Instantaneous	For part.	Y	1 touch/lev deals 1d6 damage and possibly 1 Str damage
☐	___	Color Spray *[Mind-Affecting]*	Il	VSM	1 act	Close	Instantaneous	Will n.	Y	Knocks unconscious, blinds or stun 1d6 weak creatures
☐	___	Comprehend Languages	Di	VSM	1 act	Personal	10 min/lev	–	N	Understands all spoken and written languages
☐	___	Detect Secret Doors	Di	VS	1 act	Personal	1 min/lev (D)	–	N	Reveals hidden doors within 60 ft
☐	___	Detect Undead	Di	VSM	1 act	Personal	1 min/lev (D)	–	N	Reveaks undead within 60 ft
☐	___	Endure Elements	Ab	VS	1 act	Touch	24 hrs	–	Y	Ignores 5 damage/round from one energy type
☐	___	Enlarge	Tr	VSM	1 act	Close	1 min/lev	For n.	Y	Object or creature grows 10%/lev (max 50%)
☐	___	Erase	Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes
☐	___	Expeditious Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	–	N	Doubles your speed and jump distance
☐	___	Feather Fall	Tr	V	Free	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly at 60 ft/round
☐	___	Grease	Co	VSM	1 act	Close	1 round/lev (D)	Ref part.	N	Makes 10-ft square or 1 object slippery
☐	___	Hold Portal	Ab	V	1 act	Medium	1 min/lev	–	N	Holds door shut, adding 5 to the DC for forcing it
☐	___	Hypnotism *[Mind-Affecting]*	En	VS	1 act	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures
☐	___	Identify	Di	VSM	8 hrs	Touch	Instantaneous	–	N	Determines single feature of magic item
☐	___	Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	–	Y	Subject gets +30 on Jump checks
☐	___	Lesser Acid Orb *[Acid]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged attack; 1 orb/2 lev (max 6) deals 1d8 damage
☐	___	Lesser Cold Orb *[Cold]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged attack; 1 orb/2 lev (max 6) deals 1d8 damage
☐	___	Lesser Electric Orb *[Electricity]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged attack; 1 orb/2 lev (max 6) deals 1d8 damage
☐	___	Lesser Fire Orb *[Fire]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged attack; 1 orb/2 lev (max 6) deals 1d8 damage
☐	___	Lesser Sonic Orb *[Sonic]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged attack; 1 orb/2 lev (max 6) deals 1d8 damage
☐	___	Mage Armor *[Force]*	Co	VSF	1 act	Touch	1 hr/lev (D)	Will n.	Y	Gives subject +4 armor bonus
☐	___	Magic Missile *[Force]*	Ev	VS	1 act	Medium	Instantaneous	–	Y	1d4+1 damage missile, 1/2 lev. above 1st (max 5)
☐	___	Magic Weapon	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus to hit and damage
☐	___	Message *[Language-Dependant]*	Tr	VSF	1 act	Medium	10 min/lev	–	N	Whispered conversation at distance
☐	___	Mount	Co	VSM	1 round	Close	2 hrs/lev	–	N	Summons light horse or pony to serve as mount
☐	___	Negative Energy Ray	Ne	VSM	1 act	Close	Instantaneous	Will ½	Y	Ray deals 1d6/2 lev. (max 5d6) negative energy damage
☐	___	Nystul's Magic Aura	Il	VSF	1 act	Touch	1 day/lev	–	N	Grants object false magic aura; *identify* gets a Will save
☐	___	Nystul's Undetectable Aura	Il	VSF	1 act	Touch	1 day/lev	–	N	Masks magic item's aura; *identify* grants a Will save
☐	___	Obscuring Mist	Co	VS	1 act	30 ft	1 min/lev	–	N	Fog surrounds you, obscuring all sight beyond 5 ft
☐	___	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 outsiders
☐	___	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 outsiders
☐	___	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 outsiders
☐	___	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 outsiders
☐	___	Ray of Enfeeblement	Ne	VS	1 act	Close	1 min/lev	For n.	Y	Ray reduces Str by 1d6 +1 point/2 lev (max 1d6+5)
☐	___	Reduce	Tr	VSM	1 act	Close	1 min/lev	For n.	Y	Object or creatures shrinks 10%/lev (max 50%)
☐	___	Repair Light Damage	Tr	VS	1 act	Touch	Instantaneous	–	Y	Repairs 1d8+1/lev (max +5) damage to a construct
☐	___	Shield *[Force]*	Ab	VS	1 act	Personal	1 min/lev (D)	–	N	Invisible disc gives +7 AC, +3 Ref, blocks *magic missiles*
☐	___	Shocking Grasp *[Electricity]*	Tr	VS	1 act	Touch	Until discharged	–	Y	Touch delivers 1d8+1/lev electricity (max 1d8+20)
☐	___	Silent Image	Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates visual only minor illusion of your design
☐	___	Sleep *[Mind-Affecting]*	En	VSM	1 act	Medium	1 min/lev	Will n.	Y	Put 2d4 HD of creatures up to 4 HD into slumber
☐	___	Spider Climb	Tr	VSM	1 act	Touch	10 min/lev	Will n.	Y	Grants ability to walk on walls and ceilings
☐	___	Summon Monster I	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls a 1st-level outsider to fight for you
☐	___	Tenser's Floating Disk *[Force]*	Ev	VSM	1 act	Close	1 hr/lev	–	N	3-ft diameter horizontal disk that holds 100 lbs/lev
☐	___	True Strike	Di	VF	1 act	Personal	Until next r.	–	N	Adds +20 insight bonus to your next attack roll
☐	___	Unseen Servant	Co	VSM	1 act	Close	1 hr/lev	–	N	Creates invisible force that obeys your commands
☐	___	Ventriloquism	Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev
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2nd-Level Spells

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

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
☐	___	Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	–	N	Drastically changes your appearance; +10 to Disguise
☐	___	Arcane Lock	Ab	VSM	1 act	Touch	Permanent	–	N	Magically locks a portal or chest; adds +10 to DC
☐	___	Blindness/Deafness	Tr	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blind or deaf
☐	___	Blur	Il	V	1 act	Touch	1 min/lev	Will n.	Y	Attacks miss subject 20% of the time
☐	___	Bull's Strength	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Str for 1 hr/lev
☐	___	Cat's Grace	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Dex for 1 hr/lev
☐	___	Choke *[Force]*	Co	VSM	1 act	Close	1 round/lev	Ref ½	Y	Targets takes 1d4 damage/round from strangling hands
☐	___	Command Undead	Ne	VSM	1 act	Close	1 day/lev	Special	Y	An undead creature obeys your commands
☐	___	Continual Flame *[Light]*	Ev	VSM	1 act	0 ft	Permanent	–	N	Makes a permanent, heatless torch
☐	___	Darkness *[Darkness]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	20-ft radius of supernatural darkness
☐	___	Darkvision	Tr	VSM	1 act	Touch	1 hr/lev	–	Y	See 60 ft in total non-magical darkness
☐	___	Daylight *[Light]*	Ev	VS	1 act	Touch	10 min/lev	–	N	60-ft radius of bright light
☐	___	Detect Thoughts *[Mind-Affecting]*	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts
☐	___	Disguise Undead	Il	VSF	1 act	Touch	10 min/lev (D)	–	N	Changes the appearance of one corporeal undead
☐	___	Eagle's Splendor	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Cha for 1 hr/lev
☐	___	Endurance	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Con for 1 hr/lev
☐	___	False Life	Ne	VSM	1 round	Touch	1 hr/lev	Will n.	Y	Subject gains 1d10+1/lev (max. +10) temp. hit points
☐	___	Familiar Pocket	Un	VSM	1 act	Touch	1 hr/lev (D)	–	N	Creates extradimensional hiding place for your familiar
☐	___	Filter	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Makes subject resistant to inhaled toxins
☐	___	Flaming Sphere *[Fire]*	Ev	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire, 2d6 damage, lasts 1 round/lev
☐	___	Fog Cloud	Co	VS	1 act	Medium	10 min/lev	–	N	Fog obscures vision beyond 5 feet
☐	___	Fox's Cunning	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Int for 1 hr/lev
☐	___	Gaze Screen	Ab	VS	1 act	Touch	10 min/lev	Will n.	Y	Subject has 50% chance to avoid gaze attacks
☐	___	Ghoul Touch	Ne	VSM	1 act	Touch	1d6+2 rounds	For n.	Y	Paralyzes one subject, who exudes stench nearby
☐	___	Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	Y	Blinds creatures, outlines invisible creatures
☐	___	Hypnotic Pattern *[Mind-Affecting]*	Il	SM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev (max +10) of creatures
☐	___	Ice Knife *[Cold]*	Co	VSM	1 act	Long	Instantaneous	For part.	Y	Ranged attack, 1d8 damage and 2 Dexterity damage
☐	___	Indifference *[Mind-Affecting]*	En	VSM	1 round	Touch	1 hr/lev (D)	Will n.	Y	Subject is resistant to fear, compulsion, and morale eff.
☐	___	Invisibility	Il	VSM	1 act	Touch	10 min/lev (D)	Will n.	Y/N	Subject is invisible for 10 min/lev or until it attacks
☐	___	Knock	Tr	V	1 act	Medium	Instantaneous	–	N	Opens locked or magically sealed doors
☐	___	Leomund's Trap	Il	VSM	1 act	Touch	Permanent	–	N	Makes items seem trapped
☐	___	Levitate	Tr	VSF	1 act	Close	10 min/lev (D)	–	N	Subject moves up and down at your direction, 20 ft/r
☐	___	Locate Object	Di	VSF	1 act	Long	1 min/lev	–	N	Senses direction towards object (specific or type)
☐	___	Magic Mouth	Il	VSM	1 act	Close	Perm. until dis.	Will n.	Y	Speaks once when triggered
☐	___	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 round/3 lev
☐	___	Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion of your design
☐	___	Mirror Image	Il	VS	1 act	Personal	1 min/lev	–	N	Creates 1d4+1/3 lev decoys of you (max 8)
☐	___	Misdirection	Il	VS	1 act	Close	1 hr/lev	Will n.	N	Misleads divinations for one creature or object
☐	___	Obscure Object	Ab	VSM	1 act	Touch	8 hrs	Will n.	Y	Masks object against divination
☐	___	Owl's Wisdom	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Wis for 1 hr/lev
☐	___	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 (max 100)
☐	___	Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Y/N	Turns fire into blinding light or choking smoke
☐	___	Repair Moderate Damage	Tr	VS	1 act	Touch	Instantaneous	–	Y	Repairs 2d8+1/lev (max +10) damage to a construct
☐	___	Resist Elements	Ab	VS	1 act	Touch	1 min/lev	–	Y	Ignores 12 damage/round from one energy type
☐	___	Rope Trick	Tr	VSM	1 act	Touch	1 hr/lev (D)	–	N	Up to 8 creatures hide in extradimensional space
☐	___	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
☐	___	See Invisibility	Di	VSM	1 act	Medium	10 min/lev (D)	–	N	Reveals invisible creatures or objects
☐	___	Shatter *[Sonic]*	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or crystalline creatures
☐	___	Spectral Hand	Ne	VS	1 act	Medium	1 min/lev (D)	–	N	Creates disembodied hand to deliver touch attacks
☐	___	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight for you (1 2nd or 1d3 1st)
☐	___	Summon Swarm	Co	VSM	1 round	Close	Conc. +2 rds	–	N	Summons swarm of small crawling or flying creatures
☐	___	Tasha's Hideous Laughter	En	VSM	1 act	Close	1d3 rounds	Will n.	Y	Subject laughs and loses actions for 1d3 rounds
☐	___	Web	Co	VSM	1 act	Medium	10 min/lev	Ref n.	Y	Fills 10-ft cube/lev with sticky spider webs
☐	___	Whispering Wind	Tr	VS	1 act	1 mile/lv	1 hr/lev	–	N	Sends a short message up to 1 mile/lev
☐	___									
☐	___									
☐	___									

Sorcerer Spells

3rd-Level Spells

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

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
☐	___	Arcane Sight	Di	VS	1 act	Personal	1 min/lev	–	N	Magical auras become visible to you within 120 ft
☐	___	Blink	Tr	VS	1 act	Personal	1 round/lev (D)	–	N	You randomly vanish and reappear for 1 round/lev
☐	___	Clairaudience/Clairvoyance	Di	VSF	1 act	Kn. area	1 min/lev (D)	–	N	Hear or see at a distance for 1 min/lev
☐	___	Corpse Candle	Co	SM	1 act	Close	1 min/lev (D)	–	N	Incorporeal hand and candle reveals hidden things
☐	___	Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical spells and effects, max +10 on check
☐	___	Displacement	Il	VM	1 act	Touch	1 round/lev	Will n.	Y	Attacks miss subject 50%
☐	___	Enhance Familiar	Un	VS	1 act	Touch	1 hr/lev	–	Y	Familiar gains +2 on AC, saves, attack and damage rolls
☐	___	Explosive Runes *[Force]*	Ab	VS	1 act	Touch	Until disch. (D)	Special	Y	Deals 6d6 damage when read
☐	___	Feign Death	Ne	VS	1 act	Touch	1 hr/lev (D)	–	Y	Makes one willing, living creature appear dead
☐	___	Fireball *[Fire]*	Ev	VSM	1 act	Long	Instantaneous	Ref ½	Y	20-ft radius, 1d6 damage per level (max 10d6)
☐	___	Flame Arrow *[Fire]*	Co	VSM	1 act	Medium	1 r/Instantan.	–/Ref ½	Y	1 flaming projectile/lev or 1 fiery bolt/4 lev (4d6 dam.)
☐	___	Fly	Tr	VSF	1 act	Touch	10 min/lev	–	Y	Subject flies at speed 90 and good maneuverability
☐	___	Gaseous Form	Tr	SM	1 act	Touch	2 min/lev (D)	–	N	Subject becomes insubstantial and can fly at speed 10
☐	___	Gentle Repose	Ne	VSM	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse
☐	___	Greater Magic Weapon	Tr	VSM	1 act	Close	1 hr/lev	Will n.	Y	1 weapon or up to 50 proj. become +1/3 lev (max +5)
☐	___	Gust of Wind	Ev	VSF	1 act	Medium	1 round	For n.	Y	Blows away or knocks down smaller creatures
☐	___	Halt Undead	Ne	VSM	1 act	Medium	1 round/lev	Special	Y	Immobilizes up to 3 undead for 1 round/lev
☐	___	Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	Extra partial action and +4 AC, jump are x1.5
☐	___	Hold Person *[Mind-Affecting]*	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one person helpless for 1 round/lev
☐	___	Ice Burst *[Cold]*	Ev	VSM	1 act	Medium	Instantaneous	Ref ½	Y	Deals 1d4+1 damage/lev (max 10d4+10) in 30-ft radius
☐	___	Illusory Script *[Mind-Affecting]*	Il	VSM	1 min+	Touch	1 day/lev	Will n.	Y	Only intended reader can decipher
☐	___	Invisibility Sphere	Il	VSM	1 act	Touch	10 min/lev (D)	Will n.	Y/N	Makes everyone within 10 ft invisible
☐	___	Keen Edge	Tr	VS	1 act	Close	10 min/lev	Will n.	Y	Doubles a norm. weapon's (or 50 project.') threat range
☐	___	Leomund's Tiny Hut *[Force]*	Ev	VSM	1 act	20 ft	2 hrs/lev (D)	–	N	Creates shelter for 10 creatures
☐	___	Lightning Bolt *[Electricity]*	Ev	VSM	1 act	Medium	Instantaneous	Ref ½	Y	Electricity deals 1d6/level (max 10d6)
☐	___	Magic Circle against Chaos *[Lawful]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius, no mind control
☐	___	Magic Circle against Evil *[Good]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius, no mind control
☐	___	Magic Circle against Good *[Evil]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius, no mind control
☐	___	Magic Circle against Law *[Chaotic]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius, no mind control
☐	___	Major Image	Il	VSF	1 act	Long	Conc.+3 rounds	Will dis.	N	Creates visual, sound and thermal illusion of your design
☐	___	Negative Energy Burst	Ne	VS	1 act	Close	Instantaneous	Will ½	Y	Deals 1d8+1/lev (max. +10) damage in 20-ft radius
☐	___	Nondetection	Ab	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Hides subject from divination and scrying
☐	___	Phantom Steed	Co	VS	10 min	0 ft	1 hr/lev	–	N	Quasi- real magical horse appears for 1 hr/lev
☐	___	Protection from Elements	Ab	VS	1 act	Touch	10 min/lev	–	Y	Absorbs 12 damage/lev from one kind of energy
☐	___	Repair Serious Damage	Tr	VS	1 act	Touch	Instantaneous	–	Y	Repairs 3d8+1/lev (max +15) damage to a construct
☐	___	Secret Page	Tr	VSM	10 min	Touch	Permanent	–	N	Changes one page to hide its real content
☐	___	Sepia Snake Sigil *[Force]*	Co	VSM	10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader
☐	___	Shrink Item	Tr	VS	1 act	Touch	1 day/lev	Will n.	Y	Object shrinks to one-twelfth size
☐	___	Sleet Storm *[Cold]*	Co	VSM	1 act	Long	1 round/lev	Ref part.	N	Hampers vision and movement
☐	___	Slow	Tr	VSM	1 act	Close	1 round/lev	Will n.	Y	1 subject/lev takes only partial actions, -2 AC and melee
☐	___	Stinking Cloud	Co	VSM	1 act	Medium	1 round/lev	For n.	Y	Nauseating vapors, 1 round/lev; effect last 1d4+1 r. more
☐	___	Suggestion *[Language-Dep., Mind-Affecting]*	En	VM	1 act	Close	1 hr/lev	Will n.	Y	Compels subject to follow stated course of action
☐	___	Summon Monster III	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 3rd, 1d3 2nd or 1d4+1 1st)
☐	___	Tongues	Di	VM	1 act	Touch	10 min/lev	–	N	Speak any language
☐	___	Vampiric Touch	Ne	VS	1 act	Touch	Instant./1 hr	–	Y	Touch deals 1d6/2 lev, max 10d6, caster gains dam. as hp
☐	___	Water Breathing	Tr	VSM	1 act	Touch	2 hrs/lev	Will n.	Y	Subject can breathe underwater
☐	___	Wind Wall	Ev	VSM	1 act	Medium	1 round/lev	–	Y	Deflects arrows, smaller creatures, and gases
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☐	___									
☐	___									

4th-Level Spells

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

Kn.	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 divided as fit
☐	___	Arcane Eye	Di	VSM	10 min	Unlimit.	1 min/lev	–	N	Invisible floating eye moves 30 ft/round
☐	___	Bestow Curse	Tr	VS	1 act	Touch	Permanent	Will n.	Y	-6 to an ability; -4 on rolls; or 50% losing each action
☐	___	Charm Monster *[Mind-Affecting]*	En	VS	1 act	Close	1 day/lev	Will n.	Y	Makes monster believe it is your ally
☐	___	Cold Orb *[Cold]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged touch, 1d6/lev (max 15d6) damage divided as fit
☐	___	Confusion *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Makes subject behave oddly for 1 round/lev
☐	___	Contagion	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease
☐	___	Detect Scrying	Di	VSM	1 act	120 ft	24 hrs	–	N	Alerts you of magical eavesdropping
☐	___	Dimensional Anchor	Ab	VS	1 act	Medium	1 min/lev	–	Y	Bars extradimensional movement
☐	___	Dimension Door *[Teleportation]*	Tr	V	1 act	Long	Instantaneous	–	Y/N	Teleports you and up to 500 lbs up to range
☐	___	Electric Orb *[Electricity]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged touch, 1d6/lev (max 15d6) damage divided as fit
☐	___	Emotion *[Mind-Affecting]*	En	VS	1 act	Medium	Concentration	Will n.	Y	Arouses strong emotion in subject (despair, fear, etc.)
☐	___	Enervation	Ne	VS	1 act	Medium	Instantaneous	–	Y	Subject gains 1d4 negative levels
☐	___	Evard's Black Tentacles	Co	VSM	1 act	Medium	1 hr/lev	–	N	1d4+1/lev tentacles grapple randomly within 15 ft
☐	___	Fear *[Fear, Mind-Affecting]*	Ne	VSM	1 act	Close	1 round/lev	Will n.	Y	Subjects within cone have a -2 on saves and flee
☐	___	Fire Orb *[Fire]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged touch, 1d6/lev (max 15d6) damage divided as fit
☐	___	Fire Shield *[Fire/Cold]*	Ev	VSM	1 act	Personal	1 round/lev (D)	–	N	Attackers take damage; protected from heat or cold
☐	___	Fire Trap *[Fire]*	Ab	VSM	10 min	Touch	Perm. until dis.	Ref ½	Y	Opened object deals 1d4 +1/lev damage
☐	___	Fortify Familiar	Un	VS	1 act	Touch	1 hr/lev	–	Y	Grants familiar +2 AC and 25% to avoid critical hits
☐	___	Hallucinatory Terrain	Il	VSM	10 min	Long	2 hrs/lev	Will dis.	N	Makes one type of terrain appear like another
☐	___	Ice Storm *[Cold]*	Ev	VSM	1 act	Long	Instantaneous	–	Y	Hail deals 5d6 damage in cylinder 40 ft across
☐	___	Illusory Wall	Il	VS	1 act	Close	Permanent	Will dis.	N	Wall, floor or ceiling looks real but is insubstantial
☐	___	Improved Invisibility	Il	VS	1 act	Touch	1 min/lev (D)	Will n.	Y/N	Subject is invisible even if it attacks
☐	___	Leomund's Secure Shelter	Co	VSMF	10 min	Close	2 hrs/lev (D)	–	N	Creates sturdy cottage
☐	___	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
☐	___	Locate Creature	Di	VSM	1 act	Long	10 min/lev	–	N	Indicates direction to familiar creature
☐	___	Mass Darkvision	Tr	VSM	1 act	10 ft	1 hr/lev	–	Y	Creatures in range see 60 ft in non-magical darkness
☐	___	Mass Resist Elements	Ab	VS	1 act	Touch	1 min/lev	–	Y	One creature/lev ignores 12 energy damage/round
☐	___	Minor Creation	Co	VSM	1 min	0 ft	1 hr/lev	–	N	Creates one cloth or wood object
☐	___	Minor Globe of Invulnerability	Ab	VSM	1 act	10 ft	1 round/lev	–	N	Stops 1st- through 3rd-level spell effects
☐	___	Negative Energy Wave	Ne	VS	1 act	50 ft	Instantaneous	Will n.	Y	Energy rebukes/bolsters 1d6 HD/lev undead (max 15d6)
☐	___	Otiluke's Dispelling Screen	Ab	VSM	1 act	Close	1 min/lev (D)	–	N	Creates a barrier that dispels magic on contact (+10)
☐	___	Otiluke's Resilient Sphere *[Force]*	Ev	VSM	1 act	Close	1 min/lev	Ref n.	Y	Force globe protects but traps one subject
☐	___	Phantasmal Killer *[Fear, Mind-Affecting]*	Il	VS	1 act	Medium	Instantaneous	Special	Y	Fearsome illusion kills subject or deals 3d6 damage
☐	___	Polymorph Other	Tr	VSM	1 act	Medium	Permanent	For n.	Y	Gives one subject a new form
☐	___	Polymorph Self	Tr	V	1 act	Personal	1 hr/lev (D)	–	N	You assume a new form
☐	___	Rainbow Pattern *[Mind-Affecting]*	Il	SMF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Lights prevent 24 HD of creatures from attack/move
☐	___	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse
☐	___	Repair Critical Damage	Tr	VS	1 act	Touch	Instantaneous	–	Y	Repairs 4d8+1/lev (max +20) damage to a construct
☐	___	Scrying	Di	VSMF	1 hour	Unlimit.	1 min/lev	–	N	Spies on subject from a distance
☐	___	Shadow Conjuration	Il	VS	1 act	Special	Special	Will part.	N	Mimics conjuring below 4th level, 20% real
☐	___	Shout *[Sonic]*	Ev	V	1 act	Close	Instantaneous	For part.	Y	Deafens all within cone and deals 2d6 damage
☐	___	Solid Fog	Co	VSM	1 act	Medium	1 min/lev	–	N	Blocks vision and slows movement to 1/10 speed
☐	___	Sonic Orb *[Sonic]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged touch, 1d6/lev (max 15d6) damage divided as fit
☐	___	Stoneskin	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Damage red. 10/+5 up to 10 damage/lev (max 150)
☐	___	Summon Monster IV	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 4th, 1d3 3rd or 1d4+1 2nd)
☐	___	Wall of Fire *[Fire]*	Ev	VSM	1 act	Medium	Conc. + 1 r/lev	Special	Y	2d4 damage out to 10 ft, 1d4 to 20, 2d6+1/lev passing
☐	___	Wall of Ice *[Cold]*	Ev	VSM	1 act	Medium	1 min/lev	Special	Y	Creates wall with 3 hp/lev or trapping hemisphere
☐	___									
☐	___									
☐	___									

Sorcerer Spells

5th-Level Spells

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

Kn.	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
☐	___	Animate Dead *[Evil]*	Ne	VSM	1 act	Touch	Instantaneous	–	N	Creates undead skeletons and zombies (1 HD/lev)
☐	___	Bigby's Interposing Hand	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Hand provides 90% cover against one opponent
☐	___	Cloudkill	Co	VS	1 act	Medium	1 min/lev	For part.	Y	Kills 3 HD or less, 4–6 HD save or die; damage 1d10/r
☐	___	Cone of Cold *[Cold]*	Ev	VSM	1 act	Close	Instantaneous	Ref ½	Y	1d6 cold damage/level (max 15d6)
☐	___	Contact Other Plane	Di	V	10 min	Personal	Concentration	–	N	Ask questions to extraplanar entity
☐	___	Dismissal	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane
☐	___	Dominate Person *[Mind-Affecting]*	En	VS	1 act	Medium	1 day/lev	Will n.	Y	Controls humanoid telepathically
☐	___	Dream *[Mind-Affecting]*	Il	VS	1 min	Unlimit.	Special	–	Y	Sends message to anyone sleeping
☐	___	Energy Buffer	Ab	VS	1 act	Touch	24 hrs/until dis.	–	N	Absorbs 1d6/lev (max 15d6) damage from energy
☐	___	Fabricate	Tr	VSM	Special	Close	Instantaneous	–	N	Transforms raw materials into finished items
☐	___	False Vision	Il	VSM	1 act	Close	1 min/lev	–	N	Fools scrying with an illusion
☐	___	Feeblemind *[Mind-Affecting]*	En	VSM	1 act	Medium	Instantaneous	Will n.	Y	Subject's Int drops to 1
☐	___	Ghostform	Tr	VS	1 act	Personal	1 min/lev (D)	–	N	You become incorporeal
☐	___	Greater Shadow Conjuration	Il	VS	1 act	Special	Special	Will part.	N	Mimics conjuration up to 4th level, 40% real
☐	___	Hold Monster *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one creature helpless
☐	___	Leomund's Secret Chest	Co	VSF	10 min	Special	60 days	–	N	Hides chest on Ethereal Plane, 1 cu. ft/lev, up to 60 days
☐	___	Lesser Planar Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Y	Traps outsider up to 8 HD until it performs a task
☐	___	Magic Jar	Ne	VSF	1 act	Medium	1 hr/lev	Will n.	Y	Enables possession of another creature
☐	___	Major Creation	Co	VSM	10 min	Close	Special	–	N	Creates one cloth, wood, stone or metal object
☐	___	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
☐	___	Mirage Arcana	Il	VS	1 act	Long	Conc. + 1 hr/lv	Will dis.	N	Terrain and structure appear like another
☐	___	Mordenkainen's Faithful Hound	Co	VSM	1 act	Close	1 hr/lv (1 r/lv)	–	N	Phantom dog can guard and attack
☐	___	Mordenkainen's Private Sanctum	Ab	VSM	10 min	Close	24 hours	–	N	Prevents area (30-ft cube/lev) from being seen or scried
☐	___	Nightmare *[Mind-Affecting, Evil]*	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue
☐	___	Passwall	Tr	VSM	1 act	Close	1 hr/lev (D)	–	N	Breaches walls 1 ft thick/lev
☐	___	Permanency	Un	VSX	1 round	Special	Permanent	–	N	Makes certain spells permanent
☐	___	Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentrat. needed
☐	___	Prying Eyes	Di	VSM	1 min	1 mile	1 hr/lev	–	N	1d4 floating eyes +1/lev scout for you
☐	___	Rary's Telepathic Bond	Di	VSM	1 act	Close	10 min/lev	–	N	Link lets willing allies communicate (min Int 6)
☐	___	Seeming	Il	VS	1 act	Close	12 hrs	Will dis.	Y/N	Changes appearance of one person/2 lev.
☐	___	Sending	Ev	VSM	10 min	Unlimit.	1 round	–	N	Instantly delivers short message anywhere
☐	___	Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation less than 5th level, 20% real
☐	___	Spiritwall	Ne	VSM	1 act	Close	1 min/lev (D)	–	N	Wall of spirits causes fear, deals 1d10 dam.+ 1 neg. level
☐	___	Stone Shape	Tr	VSM	1 act	Touch	Instantaneous	–	N	Sculpts stone into any form
☐	___	Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 5th, 1d3 4th or 1d4+1 3rd)
☐	___	Telekinesis	Tr	VS	1 act	Long	Conc./Instant.	Will n.	Y	Moves 25 lbs/lev at speed 20 or hurls objects
☐	___	Teleport *[Teleportation]*	Tr	V	1 act	P./Touch	Instantaneous	Will n.	Y/N	Instantly teleports you and 50 lbs/ lev anywhere
☐	___	Transmute Mud to Rock	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev
☐	___	Transmute Rock to Mud	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev
☐	___	Wall of Force *[Force]*	Ev	VSM	1 act	Close	1 min/lev (D)	–	N	Wall is immune to damage and unaffected by spells
☐	___	Wall of Iron	Co	VSM	1 act	Medium	Instantaneous	Special	N	Wall with 30 hp/4 lev, can topple onto foes
☐	___	Wall of Stone	Co	VSM	1 act	Medium	Instantaneous	Special	N	Wall with 15 hp/4 lev, can be shaped
☐	___									

6th-Level Spells

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

Kn.	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
☐	___	Analyze Dweomer	Di	VSF	8 hrs	Close	1 round/lev (D)	Special	N	Reveals magical aspects of subject
☐	___	Antimagic Field	Ab	VSM	1 act	10 ft	10 min/lev (D)	–	Sp.	Invisible barrier negates magic within 10 ft
☐	___	Bigby's Forceful Hand	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Hand pushes creatures away (bull rush at +14)
☐	___	Chain Lightning *[Electricity]*	Ev	VSF	1 act	Long	Instantaneous	Ref ½	Y	1d6 damage/lev (max 20d6), secondary bolts ½ damage
☐	___	Circle of Death *[Death]*	Ne	VSM	1 act	Medium	Instantaneous	For n.	Y	Kills 1d4 HD/lev (max 20d4), up to 9 HD each
☐	___	Contingency	Ev	VSMF	10+ min	Personal	1 day/lev	–	N	Sets trigger condition for another spell
☐	___	Control Water	Tr	VSM	1 act	Long	10 min/lev (D)	–	N	Raises, Lowers, or parts bodies of water
☐	___	Control Weather	Tr	VS	10 min	2 miles	4d12 hrs	–	N	Changes weather in local area
☐	___	Disintegrate	Tr	VSM	1 act	Medium	Instantaneous	For part.	Y	Disintegrates 1 creature or object; 5d6 damage on save
☐	___	Eyebite	Tr	VS	1 act	Close	1 round/3 lev	Special	Y	*Charm, fear, sicken* or *sleep* one target
☐	___	Flesh to Stone	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Turn subject creature into statue
☐	___	Geas/Quest *[Language-Dep., Mind-Affecting]*	En	V	1 act	Close	1 day/lev (D)	–	Y	Places a magical command on a creature
☐	___	Globe of Invulnerability	Ab	VSM	1 act	10 ft	1 round/lev	–	N	Stops 1st- through 4th-level spell effects
☐	___	Greater Dispelling	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical spells and effects, max +20 on check
☐	___	Greater Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation up to 5th level, 40% real
☐	___	Guards and Wards	Ab	VSMF	30 min	Area	2 hrs/lev	–	Sp.	Array of magical effects protects area 200 sq. ft/lev
☐	___	Imbue Familiar with Spell Ability	Un	VS	1 act	Touch	1 hr/lev	Will n.	Y	You transfer spells to your familiar
☐	___	Legend Lore	Di	VSMF	Special	Personal	Special	–	N	Learn tales about a person, place, or thing
☐	___	Mass Fly	Tr	VSF	1 act	Touch	10 min/lev	–	Y	One creat./lev flies at speed 90 and good maneuver.
☐	___	Mass Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	Extra partial action and +4 AC, one subject/lev
☐	___	Mass Suggestion *[Language-Dep., Mind-Aff.]*	En	VM	1 act	Medium	1 hr/lev	Will n.	Y	Compels one subject/lev to follow course of action
☐	___	Mislead	Il	S	1 act	Close	1 round/lev (D)	Will dis.	N	Turns you invisible and creates illusory double
☐	___	Move Earth	Tr	VSM	Special	Long	Instantaneous	–	N	Dig trenches and build hills
☐	___	Otiluke's Freezing Sphere *[Cold]*	Ev	VSF	1 act	Special	Special	Special	Y	Freezes water or deals cold damage
☐	___	Permanent Image	Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell
☐	___	Planar Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Y	Traps outsiders up to 16 HD until it performs a task
☐	___	Probe Thoughts *[Mind-Affecting]*	Di	VS	1 min	Close	Concentration	For n.	Y	Access all the subject's memories and knowledge
☐	___	Programmed Image	Il	VSF	1 act	Long	Perm, then 1r/l	Will dis.	N	Creates full illusion of your design, triggered by event
☐	___	Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	N	Illusory double can talk and cast spells
☐	___	Repulsion	Ab	VSF	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you
☐	___	Shades	Il	VS	1 act	Special	Special	Will part.	N	Mimics conjuration up to 5th level, 60% real
☐	___	Stone to Flesh	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Restores petrified creature, For save DC 15 to survive
☐	___	Summon Monster VI	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 6th, 1d3 5th or 1d4+1 4th)
☐	___	Tenser's Transformation	Tr	VSM	1 act	Personal	1 round/lev	–	N	You gain various combat bonuses
☐	___	True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	See all things as they really are up to 120 ft
☐	___	Undeath to Death	Ne	VSM	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20HD) undead in 50-ft rad.
☐	___	Veil	Il	VS	1 act	Long	Conc. + 1 hr/lev	Will n.	Y	Changes appearance of group of creatures
☐	___									

7th-Level Spells

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

Kn.	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
☐	___	Bigby's Grasping Hand	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Hand provides cover, pushes, or grapples
☐	___	Control Undead	Ne	VSM	1 act	Close	1 min/lev	Will n.	Y	Command up to 2 HD/lev of undead creatures
☐	___	Delayed Blast Fireball *[Fire]*	Ev	VSM	1 act	Long	Instantaneous	Ref ½	Y	1d6 damage/lev (max 20d6), delay up to 5 rounds
☐	___	Drawmij's Instant Summons	Co	VSM	1 act	Special	Perm. unt. dis.	–	N	Prepared object appears in your hand
☐	___	Energy Immunity	Ab	VS	1 act	Touch	24 hours	–	Y	Subject is immune to damage from one kind of energy
☐	___	Ethereal Jaunt	Tr	VS	1 act	Personal	1 round/lev	–	N	You become ethereal along with equipment
☐	___	Finger of Death *[Death]*	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject, on a save deals 3d6 damage +1/lev
☐	___	Forcecage *[Force]*	Ev	VSM	1 act	Close	2 hrs/lev	–	N	20-ft or 10-ft cube of force imprisons all inside
☐	___	Greater Scrying	Di	VS	1 act	Unlimit.	1 hr/lev	–	N	Spies on subject from a distance
☐	___	Insanity *[Mind-Affecting]*	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject suffers continuous *confusion*
☐	___	Limited Wish	Un	VSX	1 act	Special	Special	Special	Y	Alters reality within spell limits
☐	___	Mass Invisibility	Il	VSM	1 act	Long	10 min/lev (D)	Will n.	Y/N	All subject in range are invisible until they attack
☐	___	Mass Teleport *[Teleportation]*	Tr	VS	1 round	P./Touch	Instantaneous	Will n.	Y/N	Instantly teleports up to 100 lbs/ lev anywhere
☐	___	Mordenkainen's Magnificent Mansion	Co	VSF	1 act	Close	2 hrs/lev	–	N	Door leads to extradimensional mansion
☐	___	Mordenkainen's Sword *[Force]*	Ev	VSF	1 act	Close	1 round/lev (D)	–	Y	Floating magic blade strikes opponents
☐	___	Otiluke's Greater Dispelling Screen	Ab	VSM	1 act	Close	1 min/lev (D)	–	N	Creates a barrier that dispels magic on contact (+20)
☐	___	Phase Door	Co	V	1 act	Touch	1 usage/2 lev	–	N	Invisible passage through wood or stone
☐	___	Plane Shift	Tr	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane
☐	___	Power Word, Stun	Co	V	1 act	Close	Special	–	Y	Stuns creatures with up to 150 hp
☐	___	Prismatic Spray	Ev	VS	1 act	Close	Instantaneous	Special	Y	Rays hit subjects with variety of effects
☐	___	Reverse Gravity	Tr	VSM	1 act	Medium	1 round/lev (D)	–	N	Objects and creatures fall upwards
☐	___	Sequester	Ab	VSM	1 act	Touch	1 day/lev (D)	Will n.	Y	Subject is invisible to sight and scrying
☐	___	Shadow Walk	Il	VS	1 act	Touch	1 hr/lev (D)	Will n.	Y	Step into shadow to travel rapidly, up to 7 miles/10 min
☐	___	Simulacrum	Il	VSMX	12 hrs	Touch	Instantaneous	–	N	Creates partially real double of a creature
☐	___	Spell Turning	Ab	VSM	1 act	Personal	10 min/lev	–	N	Reflects 1d4+6 spell lev. back at caster, totally or in part
☐	___	Statue	Tr	VSM	1 act	Touch	1 hr/lev (D)	Will n.	Y	Subject can become a statue at will
☐	___	Summon Monster VII	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 7th, 1d3 6th or 1d4+1 5th)
☐	___	Teleport without Error *[Teleportation]*	Tr	V	1 act	P./Touch	Instantaneous	Will n.	Y/N	Instantly teleports you and 50 lbs/ lev anywhere
☐	___	Vanish *[Teleportation]*	Tr	V	1 act	Touch	Instantaneous	Will n.	Y	Teleports touched object anywhere
☐	___	Vision	Di	VSMF	1 act	Personal	Special	–	N	Learn tales about a person, place, or thing
☐	___									
☐	___									
☐	___									

8th-Level Spells

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

Kn.	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 affected repels certain creatures
☐	___	Bigby's Clenched Fist	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Large hand attacks your foes
☐	___	Binding *[Mind-Affecting]*	En	VSM	1 min	Close	Special (D)	Will n.	Y	Array of techniques to imprison a creature
☐	___	Clone	Ne	VSMF	10 min	0 ft	Instantaneous	–	N	Duplicate awakens when original dies
☐	___	Demand *[Mind-Affecting]*	En	VSM	10 min	Unlimit.	1 round	Will part.	N	Instantly delivers short message/suggestion anywhere
☐	___	Dimensional Lock	Ab	VS	1 act	Medium	1 day/lev	–	Y	Blocks teleport and dimensional travel in 15-ft area
☐	___	Discern Location	Di	VS	10 min	Unlimit.	Instantaneous	–	N	Reveals exact location of creature or object
☐	___	Etherealness	Tr	VS	1 act	Touch	1 min/lev (D)	–	Y	Travel to Ethereal Plane with companions (1/3 lev)
☐	___	Great Shout *[Sonic]*	Ev	VSF	1 act	Close	Instantaneous	Special	Y	Yell deals 20d6 damage, stuns, damages objects
☐	___	Greater Planar Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Y	Traps outsiders up to 24 HD until it performs a task
☐	___	Horrid Wilting	Ne	VSM	1 act	Long	Instantaneous	For ½	Y	Deals 1d8 damage/level (max 25d8) within 30 ft
☐	___	Incendiary Cloud *[Fire]*	Co	VS	1 act	Medium	1 round/lev	Ref ½	Y	Cloud obscures sight and deals 4d6 fire damage/round
☐	___	Iron Body	Tr	VSM	1 act	Personal	1 min/lev (D)	–	N	Your body becomes living iron, with damage red. 50/+3
☐	___	Mass Charm *[Mind-Affecting]*	En	V	1 act	Close	1 day/lev	Will n.	Y	Make monsters within 30 ft believe they're your friends
☐	___	Maze *[Force]*	Co	VS	1 act	Close	Special	–	N	Traps subject in extradimensional maze
☐	___	Mind Blank	Ab	VS	1 act	Close	1 day	Will n.	Y	Subject is immune to mental magic and scrying
☐	___	Otiluke's Telekinetic Sphere *[Force]*	Ev	VSM	1 act	Close	1 min/lev (D)	Ref n.	Y	Force globe protects one subject, can be moved
☐	___	Otto's Irresistable Dance *[Mind-Affecting]*	En	V	1 act	Touch	1d4+1 rounds	–	Y	Forces subject to dance, with no other action possible
☐	___	Polymorph Any Object	Tr	VSM	1 act	Close	Special	Will n.	Y	Changes any subject into anything else
☐	___	Power Word, Blind	Co	V	1 act	Close	Special	–	Y	Blinds 200 hp worth of creatures
☐	___	Prismatic Wall	Ab	VS	1 act	Close	10 min/lev	Special	Sp.	Wall's colors have array of effects
☐	___	Protection from Spells	Ab	VSMF	1 act	Touch	10 min/lev	Will n.	Y	Confers a +8 resistance bonus
☐	___	Screen	Il	VS	10 min	Close	1 day	Will dis.	N	Illusion hides area from vision and scrying
☐	___	Summon Monster VIII	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 8th, 1d3 7th or 1d4+1 6th)
☐	___	Sunburst *[Fire]*	Ev	VSM	1 act	Long	Instantaneous	Ref part.	Y	Blinds within 10 ft, 3d6 damage or 1d6/lev to undead
☐	___	Symbol	Un	VSM	Special	0 ft	Special	Special	Y	Triggered runes have array of effects
☐	___	Sympathy *[Mind-Affecting]*	En	VSM	1 hour	Close	2 hrs/lev	Will n.	Y	Object or location affected attracts certain creatures
☐	___	Trap the Soul	Co	VSMF	1 act	Close	Permanent	Special	Y	Imprisons subject within gem
☐	___									
☐	___									
☐	___									

Sorcerer Spells

Kn.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
		9th-Level Spells Spells: ___ + ___ = ____ Cast: ☐☐☐☐☐☐☐☐☐☐ Save DC: ____ Max. known: ____ ☐☐☐								
☐	___	Absorption	Av	VS	1 act	Personal	10 min/lev	–	N	Absorbs and stores 1d4+6 spell levels
☐	___	Astral Projection	Ne	VSM	30 min	Touch	Special	–	Y	Projects you and others (1/2 lev) into Astral Plane
☐	___	Bigby's Crushing Hand	Ev	VSMF	1 act	Medium	1 round/lev (D)	–	Y	Hand provides cover, pushes or crushes opponent
☐	___	Chain Contingency	Ev	VSMF	10+ min	Personal	1 day/lev	–	N	Sets trigger condition for 3 other spells
☐	___	Dominate Monster *[Mind-Affecting]*	En	VS	1 act	Medium	1 day/lev	Will n.	Y	Controls monster telepathically
☐	___	Energy Drain	Ne	VS	1 act	Medium	Instantaneous	For n.	Y	Subject gains 2d4 negative levels, save after 24 hrs
☐	___	Foresight	Di	VSM	1 act	Touch	10 min/lev	Will n.	Y/N	"Sixth sense" warns of impending danger
☐	___	Freedom	Ab	VS	1 act	Special	Instantaneous	–	Y	Releases creature from any spell restricting movement
☐	___	Gate	Co	VS	1 act	Medium	Instantaneous	–	N	Connects two planes for travelling or summoning
☐	___	Hide Life	Ne	VSMX	1 day	Personal	Instantaneous	–	N	Locks away lifeforce in small receptacle
☐	___	Imprisonment	Ab	VS	1 act	Touch	Instantaneous	–	Y	Entombs creature beneath the earth
☐	___	Meteor Swarm *[Fire]*	Ev	VS	1 act	Long	Instantaneous	Ref ½	Y	4 large spheres deal 6d6 damage each, or 8 small 3d6
☐	___	Mordenkainen's Disjunction	Ab	V	1 act	Close	Instantaneous	Will n.	N	Dispels magic and disenchants magic items
☐	___	Power Word, Kill *[Death]*	Co	V	1 act	Close	Instantaneous	–	Y	Kills one subject up to 100 hp or many up to 200 hp
☐	___	Prismatic Sphere	Ab	V	1 act	10 ft	10 min/lev	Special	Sp.	Sphere's colors have array of effects
☐	___	Refuge *[Teleportation]*	Tr	VSM	1 act	Touch	Perm. unt. dis.	–	N	Alters item to transport its possessor to you
☐	___	Shapechange	Tr	VSF	1 act	Personal	10 min/lev	–	N	Can change into any creature, change for once/round
☐	___	Soul Bind	Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent *resurrection*
☐	___	Summon Monster IX	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 9th, 1d3 8th or 1d4+1 7th)
☐	___	Teleportation Circle *[Teleportation]*	Tr	VM	10 min	0 ft	10 min/lev (D)	–	Y	Circle teleports any creature inside to designated spot
☐	___	Temporal Stasis	Tr	VSM	1 act	Touch	Permanent	–	Y	Puts subject into suspended animation
☐	___	Time Stop	Tr	V	1 act	Personal	1d4+1 rounds	–	N	You act freely for 1d4+1 rounds
☐	___	Unbinding	Ab	VSM	1 round	180 ft	Instantaneous	–	N	Destroys spells that contain, constrain or seal
☐	___	Wail of the Banshee *[Death, Sonic]*	Ne	V	1 act	Close	Instantaneous	For n.	Y	Kills one creature/level in range
☐	___	Weird *[Fear, Mind-Affecting]*	Il	VS	1 act	Medium	Instantaneous	Special	Y	Fearsome illusion kills subjects within 30 ft, or deals 3d6
☐	___	Wish	Un	VX	1 act	Special	Special	Special	Y	Alters reality
☐	___									
☐	___									
☐	___									

Schools of Magic

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

Wizard Spells

0-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

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)
☑			Dancing Lights *[Light]*	Ev	VS	1 act	Medium	1 min	–	N	Figment torches or other lights
☑			Daze *[Mind-Affecting]*	En	VSM	1 act	Close	1 round	Will n.	Y	Creature loses next action
☑			Detect Magic	Un	VS	1 act	60 ft	1 min/lev (D)	–	N	Detect spells and magic items within 60 ft
☑			Detect Poison	Di	VS	1 act	Close	Instantaneous	–	N	Detects poison in one creature or small object
☑			Disrupt Undead	Ne	VS	1 act	Close	Instantaneous	–	Y	Deals 1d6 damage to one undead
☑			Flare *[Light]*	Ev	V	1 act	Close	Instantaneous	For n.	Y	Dazzles one creature (-1 to attack)
☑			Ghost Sound	Il	VSM	1 act	Close	1 round/lev (D)	Will dis.	N	Figments sound
☑			Light *[Light]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	Object shines like a torch
☑			Mage Hand	Tr	VS	1 act	Close	Concentration	–	N	5-pound telekinesis
☑			Mending	Tr	VS	1 act	10 ft	Instantaneous	Will n.	Y	Makes minor repairs to an object
☑			Open/Close	Tr	VSF	1 act	Close	Instantaneous	Will n.	Y	Opens or closes small or light things
☑			Prestidigitation	Un	VS	1 act	10 ft	1 hour	–	N	Performs minor tricks
☑			Ray of Frost *[Cold]*	Co	VS	1 act	Close	Instantaneous	–	Y	Ray deals 1d3 cold damage
☑			Read Magic	Un	VSF	1 act	Personal	10 min/lev	–	N	Read scrolls and spellbooks
☑			Repair Minor Damage	Tr	VS	1 act	Touch	Instantaneous	–	Y	Repairs 1 damage to a construct
☑			Resistance	Ab	VSM	1 act	Touch	1 min	Will n.	Y	Subject gains +1 on saving throws
☐											
☐											
☐											

1st-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

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 either a mental or audible alarm
☐			Animate Rope	Tr	VS	1 act	Medium	1 round/lev	–	N	Makes a rope move at your command
☐			Burning Hands *[Fire]*	Tr	VS	1 act	10 ft	Instantaneous	Ref ½	Y	1d4 fire damage/lev (max 5d4)
☐			Cause Fear *[Fear, Mind-Affecting]*	Ne	VS	1 act	Close	1d4 rounds	Will n.	Y	One creat. with less than 6 HD flees and has -2 to rolls
☐			Change Self	Il	VS	1 act	Personal	10 min/lev (D)	–	N	Changes your appearance, +10 to Disguise checks
☐			Charm Person *[Mind-Affecting]*	En	VS	1 act	Close	1 hr/lev	Will n.	Y	Makes one person your friend
☐			Chill Touch	Ne	VS	1 act	Touch	Instantaneous	For part.	Y	1 touch/lev deals 1d6 damage and possibly 1 Str damage
☐			Color Spray *[Mind-Affecting]*	Il	VSM	1 act	Close	Instantaneous	Will n.	Y	Knocks unconscious, blinds or stun 1d6 weak creatures
☐			Comprehend Languages	Di	VSM	1 act	Personal	10 min/lev	–	N	Understands all spoken and written languages
☐			Detect Secret Doors	Di	VS	1 act	Personal	1 min/lev (D)	–	N	Reveals hidden doors within 60 ft
☐			Detect Undead	Di	VSM	1 act	Personal	1 min/lev (D)	–	N	Reveaks undead within 60 ft
☐			Endure Elements	Ab	VS	1 act	Touch	24 hrs	–	Y	Ignores 5 damage/round from one energy type
☐			Enlarge	Tr	VSM	1 act	Close	1 min/lev	For n.	Y	Object or creature grows 10%/lev (max 50%)
☐			Erase	Tr	VS	1 act	Close	Instantaneous	Special	N	Mundane or magical writing vanishes
☐			Expeditious Retreat	Tr	VS	1 act	Personal	1 min/lev (D)	–	N	Doubles your speed and jump distance
☐			Feather Fall	Tr	V	Free	Close	1 round/lev	Will n.	Y	Objects or creatures fall slowly at 60 ft/round
☐			Grease	Co	VSM	1 act	Close	1 round/lev (D)	Ref part.	N	Makes 10-ft square or 1 object slippery
☐			Hold Portal	Ab	V	1 act	Medium	1 min/lev	–	N	Holds door shut, adding 5 to the DC for forcing it
☐			Hypnotism *[Mind-Affecting]*	En	VS	1 act	Close	2d4 rounds (D)	Will n.	Y	Fascinates 2d4 HD of creatures
☐			Identify	Di	VSM	8 hrs	Touch	Instantaneous	–	N	Determines single feature of magic item
☐			Jump	Tr	VSM	1 act	Touch	1 min/lev (D)	–	Y	Subject gets +30 on Jump checks
☐			Lesser Acid Orb *[Acid]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged attack; 1 orb/2 lev (max 6) deals 1d8 damage
☐			Lesser Cold Orb *[Cold]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged attack; 1 orb/2 lev (max 6) deals 1d8 damage
☐			Lesser Electric Orb *[Electricity]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged attack; 1 orb/2 lev (max 6) deals 1d8 damage
☐			Lesser Fire Orb *[Fire]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged attack; 1 orb/2 lev (max 6) deals 1d8 damage
☐			Lesser Sonic Orb *[Sonic]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged attack; 1 orb/2 lev (max 6) deals 1d8 damage
☐			Mage Armor *[Force]*	Co	VSF	1 act	Touch	1 hr/lev (D)	Will n.	Y	Gives subject +4 armor bonus
☐			Magic Missile *[Force]*	Ev	VS	1 act	Medium	Instantaneous	–	Y	1d4+1 damage missile, 1/2 lev. above 1st (max 5)
☐			Magic Weapon	Tr	VS	1 act	Touch	1 min/lev	Will n.	Y	Weapon gains +1 bonus to hit and damage
☐			Message *[Language-Dependent]*	Tr	VSF	1 act	Medium	10 min/lev	–	N	Whispered conversation at distance
☐			Mount	Co	VSM	1 round	Close	2 hrs/lev	–	N	Summons light horse or pony to serve as mount
☐			Negative Energy Ray	Ne	VSM	1 act	Close	Instantaneous	Will ½	Y	Ray deals 1d6/2 lev. (max 5d6) negative energy damage
☐			Nystul's Magic Aura	Il	VSF	1 act	Touch	1 day/lev	–	N	Grants object false magic aura; *identify* gets a Will save
☐			Nystul's Undetectable Aura	Il	VSF	1 act	Touch	1 day/lev	–	N	Masks magic item's aura; *identify* grants a Will save
☐			Obscuring Mist	Co	VS	1 act	30 ft	1 min/lev	–	N	Fog surrounds you, obscuring all sight beyond 5 ft
☐			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 outsiders
☐			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 outsiders
☐			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 outsiders
☐			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 outsiders
☐			Ray of Enfeeblement	Ne	VS	1 act	Close	1 min/lev	For n.	Y	Ray reduces Str by 1d6 +1 point/2 lev (max 1d6+5)
☐			Reduce	Tr	VSM	1 act	Close	1 min/lev	For n.	Y	Object or creatures shrinks 10%/lev (max 50%)
☐			Repair Light Damage	Tr	VS	1 act	Touch	Instantaneous	–	Y	Repairs 1d8+1/lev (max +5) damage to a construct
☐			Shield *[Force]*	Ab	VS	1 act	Personal	1 min/lev (D)	–	N	Invisible disc gives +7 AC, +3 Ref, blocks *magic missiles*
☐			Shocking Grasp *[Electricity]*	Tr	VS	1 act	Touch	Until discharged	–	Y	Touch delivers 1d8+1/lev electricity (max 1d8+20)
☐			Silent Image	Il	VSF	1 act	Long	Concentration	Will dis.	N	Creates visual only minor illusion of your design
☐			Sleep *[Mind-Affecting]*	En	VSM	1 act	Medium	1 min/lev	Will n.	Y	Put 2d4 HD of creatures up to 4 HD into slumber
☐			Spider Climb	Tr	VSM	1 act	Touch	10 min/lev	Will n.	Y	Grants ability to walk on walls and ceilings
☐			Summon Monster I	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls a 1st-level outsider to fight for you
☐			Tenser's Floating Disk *[Force]*	Ev	VSM	1 act	Close	1 hr/lev	–	N	3-ft diameter horizontal disk that holds 100 lbs/lev
☐			True Strike	Di	VF	1 act	Personal	Until next r.	–	N	Adds +20 insight bonus to your next attack roll
☐			Unseen Servant	Co	VSM	1 act	Close	1 hr/lev	–	N	Creates invisible force that obeys your commands
☐			Ventriloquism	Il	VF	1 act	Close	1 min/lev (D)	Will dis.	N	Throws voice for 1 min/lev
☐											
☐											
☐											

2nd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
☐	___	___	Alter Self	Tr	VS	1 act	Personal	10 min/lev (D)	–	N	Drastically changes your appearance; +10 to Disguise
☐	___	___	Arcane Lock	Ab	VSM	1 act	Touch	Permanent	–	N	Magically locks a portal or chest; adds +10 to DC
☐	___	___	Blindness/Deafness	Tr	V	1 act	Medium	Permanent (D)	For n.	Y	Makes subject blind or deaf
☐	___	___	Blur	Il	V	1 act	Touch	1 min/lev	Will n.	Y	Attacks miss subject 20% of the time
☐	___	___	Bull's Strength	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Str for 1 hr/lev
☐	___	___	Cat's Grace	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Dex for 1 hr/lev
☐	___	___	Choke *[Force]*	Co	VSM	1 act	Close	1 round/lev	Ref ½	Y	Targets takes 1d4 damage/round from strangling hands
☐	___	___	Command Undead	Ne	VSM	1 act	Close	1 day/lev	Special	Y	An undead creature obeys your commands
☐	___	___	Continual Flame *[Light]*	Ev	VSM	1 act	0 ft	Permanent	–	N	Makes a permanent, heatless torch
☐	___	___	Darkness *[Darkness]*	Ev	VM	1 act	Touch	10 min/lev (D)	–	N	20-ft radius of supernatural darkness
☐	___	___	Darkvision	Tr	VSM	1 act	Touch	1 hr/lev	–	Y	See 60 ft in total non-magical darkness
☐	___	___	Daylight *[Light]*	Ev	VS	1 act	Touch	10 min/lev	–	N	60-ft radius of bright light
☐	___	___	Detect Thoughts *[Mind-Affecting]*	Di	VSF	1 act	60 ft	1 min/lev (D)	Will n.	N	Allows "listening" to surface thoughts
☐	___	___	Disguise Undead	Il	VSF	1 act	Touch	10 min/lev (D)	–	N	Changes the appearance of one corporeal undead
☐	___	___	Eagle's Splendor	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Cha for 1 hr/lev
☐	___	___	Endurance	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Con for 1 hr/lev
☐	___	___	False Life	Ne	VSM	1 round	Touch	1 hr/lev	Will n.	Y	Subject gains 1d10+1/lev (max. +10) temp. hit points
☐	___	___	Familiar Pocket	Un	VSM	1 act	Touch	1 hr/lev (D)	–	N	Creates extradimensional hiding place for your familiar
☐	___	___	Filter	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Makes subject resistant to inhaled toxins
☐	___	___	Flaming Sphere *[Fire]*	Ev	VSM	1 act	Medium	1 round/lev	Ref n.	Y	Rolling ball of fire, 2d6 damage, lasts 1 round/lev
☐	___	___	Fog Cloud	Co	VS	1 act	Medium	10 min/lev	–	N	Fog obscures vision beyond 5 feet
☐	___	___	Fox's Cunning	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Int for 1 hr/lev
☐	___	___	Gaze Screen	Ab	VS	1 act	Touch	10 min/lev	Will n.	Y	Subject has 50% chance to avoid gaze attacks
☐	___	___	Ghoul Touch	Ne	VSM	1 act	Touch	1d6+2 rounds	For n.	Y	Paralyzes one subject, who exudes stench nearby
☐	___	___	Glitterdust	Co	VSM	1 act	Medium	1 round/lev	Will n.	Y	Blinds creatures, outlines invisible creatures
☐	___	___	Hypnotic Pattern *[Mind-Affecting]*	Il	SM	1 act	Medium	Conc.+2 rds	Will n.	Y	Fascinates 2d4+1 HD/lev (max +10) of creatures
☐	___	___	Ice Knife *[Cold]*	Co	VSM	1 act	Long	Instantaneous	For part.	Y	Ranged attack, 1d8 damage and 2 Dexterity damage
☐	___	___	Indifference *[Mind-Affecting]*	En	VSM	1 round	Touch	1 hr/lev (D)	Will n.	Y	Subject is resistant to fear, compulsion, and morale eff.
☐	___	___	Invisibility	Il	VSM	1 act	Touch	10 min/lev (D)	Will n.	Y/N	Subject is invisible for 10 min/lev or until it attacks
☐	___	___	Knock	Tr	V	1 act	Medium	Instantaneous	–	N	Opens locked or magically sealed doors
☐	___	___	Leomund's Trap	Il	VSM	1 act	Touch	Permanent	–	N	Makes items seem trapped
☐	___	___	Levitate	Tr	VSF	1 act	Close	10 min/lev (D)	–	N	Subject moves up and down at your direction, 20 ft/r
☐	___	___	Locate Object	Di	VSF	1 act	Long	1 min/lev	–	N	Senses direction towards object (specific or type)
☐	___	___	Magic Mouth	Il	VSM	1 act	Close	Perm. until dis.	Will n.	Y	Speaks once when triggered
☐	___	___	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 round/3 lev
☐	___	___	Minor Image	Il	VSF	1 act	Long	Conc.+2 rds	Will dis.	N	Creates visual and sound minor illusion of your design
☐	___	___	Mirror Image	Il	VS	1 act	Personal	1 min/lev	–	N	Creates 1d4+1/3 lev decoys of you (max 8)
☐	___	___	Misdirection	Il	VS	1 act	Close	1 hr/lev	Will n.	N	Misleads divinations for one creature or object
☐	___	___	Obscure Object	Ab	VSM	1 act	Touch	8 hrs	Will n.	Y	Masks object against divination
☐	___	___	Owl's Wisdom	Tr	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Subject gains 1d4+1 Wis for 1 hr/lev
☐	___	___	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 (max 100)
☐	___	___	Pyrotechnics	Tr	VSM	1 act	Long	Special	Special	Y/N	Turns fire into blinding light or choking smoke
☐	___	___	Repair Moderate Damage	Tr	VS	1 act	Touch	Instantaneous	–	Y	Repairs 2d8+1/lev (max +10) damage to a construct
☐	___	___	Resist Elements	Ab	VS	1 act	Touch	1 min/lev	–	Y	Ignores 12 damage/round from one energy type
☐	___	___	Rope Trick	Tr	VSM	1 act	Touch	1 hr/lev (D)	–	N	Up to 8 creatures hide in extradimensional space
☐	___	___	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
☐	___	___	See Invisibility	Di	VSM	1 act	Medium	10 min/lev (D)	–	N	Reveals invisible creatures or objects
☐	___	___	Shatter *[Sonic]*	Ev	VSM	1 act	Close	Instantaneous	Special	Y	Sonic vibration damages objects or crystalline creatures
☐	___	___	Spectral Hand	Ne	VS	1 act	Medium	1 min/lev (D)	–	N	Creates disembodied hand to deliver touch attacks
☐	___	___	Summon Monster II	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight for you (1 2nd or 1d3 1st)
☐	___	___	Summon Swarm	Co	VSM	1 round	Close	Conc. +2 rds	–	N	Summons swarm of small crawling or flying creatures
☐	___	___	Tasha's Hideous Laughter	En	VSM	1 act	Close	1d3 rounds	Will n.	Y	Subject laughs and loses actions for 1d3 rounds
☐	___	___	Web	Co	VSM	1 act	Medium	10 min/lev	Ref n.	Y	Fills 10-ft cube/lev with sticky spider webs
☐	___	___	Whispering Wind	Tr	VS	1 act	1 mile/lv	1 hr/lev	–	N	Sends a short message up to 1 mile/lev
☐	___	___									
☐	___	___									
☐	___	___									

Wizard Spells

3rd-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
☐			Arcane Sight	Di	VS	1 act	Personal	1 min/lev	–	N	Magical auras become visible to you within 120 ft
☐			Blink	Tr	VS	1 act	Personal	1 round/lev (D)	–	N	You randomly vanish and reappear for 1 round/lev
☐			Clairaudience/Clairvoyance	Di	VSF	1 act	Kn. area	1 min/lev (D)	–	N	Hear or see at a distance for 1 min/lev
☐			Corpse Candle	Co	SM	1 act	Close	1 min/lev (D)	–	N	Incorporeal hand and candle reveals hidden things
☐			Dispel Magic	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical spells and effects, max +10 on check
☐			Displacement	Il	VM	1 act	Touch	1 round/lev	Will n.	Y	Attacks miss subject 50%
☐			Enhance Familiar	Un	VS	1 act	Touch	1 hr/lev	–	Y	Familiar gains +2 on AC, saves, attack and damage rolls
☐			Explosive Runes *[Force]*	Ab	VS	1 act	Touch	Until disch. (D)	Special	Y	Deals 6d6 damage when read
☐			Feign Death	Ne	VS	1 act	Touch	1 hr/lev (D)	–	Y	Makes one willing, living creature appear dead
☐			Fireball *[Fire]*	Ev	VSM	1 act	Long	Instantaneous	Ref ½	Y	20-ft radius, 1d6 damage per level (max 10d6)
☐			Flame Arrow *[Fire]*	Co	VSM	1 act	Medium	1 r/Instantan.	–/Ref ½	Y	1 flaming projectile/lev or 1 fiery bolt/4 lev (4d6 dam.)
☐			Fly	Tr	VSF	1 act	Touch	10 min/lev	–	Y	Subject flies at speed 90 and good maneuverability
☐			Gaseous Form	Tr	SM	1 act	Touch	2 min/lev (D)	–	N	Subject becomes insubstantial and can fly at speed 10
☐			Gentle Repose	Ne	VSM	1 act	Touch	1 day/lev	Will n.	Y	Preserves one corpse
☐			Greater Magic Weapon	Tr	VSM	1 act	Close	1 hr/lev	Will n.	Y	1 weapon or up to 50 proj. become +1/3 lev (max +5)
☐			Gust of Wind	Ev	VSF	1 act	Medium	1 round	For n.	Y	Blows away or knocks down smaller creatures
☐			Halt Undead	Ne	VSM	1 act	Medium	1 round/lev	Special	Y	Immobilizes up to 3 undead for 1 round/lev
☐			Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	Extra partial action and +4 AC, jump are x1.5
☐			Hold Person *[Mind-Affecting]*	En	VSF	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one person helpless for 1 round/lev
☐			Ice Burst *[Cold]*	Ev	VSM	1 act	Medium	Instantaneous	Ref ½	Y	Deals 1d4+1 damage/lev (max 10d4+10) in 30-ft radius
☐			Illusory Script *[Mind-Affecting]*	Il	VSM	1 min+	Touch	1 day/lev	Will n.	Y	Only intended reader can decipher
☐			Invisibility Sphere	Il	VSM	1 act	Touch	10 min/lev (D)	Will n.	Y/N	Makes everyone within 10 ft invisible
☐			Keen Edge	Tr	VS	1 act	Close	10 min/lev	Will n.	Y	Doubles a norm. weapon's (or 50 project.') threat range
☐			Leomund's Tiny Hut *[Force]*	Ev	VSM	1 act	20 ft	2 hrs/lev (D)	–	N	Creates shelter for 10 creatures
☐			Lightning Bolt *[Electricity]*	Ev	VSM	1 act	Medium	Instantaneous	Ref ½	Y	Electricity deals 1d6/level (max 10d6)
☐			Magic Circle against Chaos *[Lawful]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius, no mind control
☐			Magic Circle against Evil *[Good]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius, no mind control
☐			Magic Circle against Good *[Evil]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius, no mind control
☐			Magic Circle against Law *[Chaotic]*	Ab	VSM	1 act	Touch	10 min/lev	Will n.	N	+2 AC and saves in a 10-ft radius, no mind control
☐			Major Image	Il	VSF	1 act	Long	Conc.+3 rounds	Will dis.	N	Creates visual, sound and thermal illusion of your design
☐			Negative Energy Burst	Ne	VS	1 act	Close	Instantaneous	Will ½	Y	Deals 1d8+1/lev (max. +10) damage in 20-ft radius
☐			Nondetection	Ab	VSM	1 act	Touch	1 hr/lev	Will n.	Y	Hides subject from divination and scrying
☐			Phantom Steed	Co	VS	10 min	0 ft	1 hr/lev	–	N	Quasi- real magical horse appears for 1 hr/lev
☐			Protection from Elements	Ab	VS	1 act	Touch	10 min/lev	–	Y	Absorbs 12 damage/lev from one kind of energy
☐			Repair Serious Damage	Tr	VS	1 act	Touch	Instantaneous	–	Y	Repairs 3d8+1/lev (max +15) damage to a construct
☐			Secret Page	Tr	VSM	10 min	Touch	Permanent	–	N	Changes one page to hide its real content
☐			Sepia Snake Sigil *[Force]*	Co	VSM	10 min	Touch	Special	Ref n.	N	Creates text symbol that immobilizes reader
☐			Shrink Item	Tr	VS	1 act	Touch	1 day/lev	Will n.	Y	Object shrinks to one-twelfth size
☐			Sleet Storm *[Cold]*	Co	VSM	1 act	Long	1 round/lev	Ref part.	N	Hampers vision and movement
☐			Slow	Tr	VSM	1 act	Close	1 round/lev	Will n.	Y	1 subject/lev takes only partial actions, -2 AC and melee
☐			Stinking Cloud	Co	VSM	1 act	Medium	1 round/lev	For n.	Y	Nauseating vapors, 1 round/lev; effect last 1d4+1 r. more
☐			Suggestion *[Language-Dep., Mind-Affecting]*	En	VM	1 act	Close	1 hr/lev	Will n.	Y	Compels subject to follow stated course of action
☐			Summon Monster III	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 3rd, 1d3 2nd or 1d4+1 1st)
☐			Tongues	Di	VM	1 act	Touch	10 min/lev	–	N	Speak any language
☐			Vampiric Touch	Ne	VS	1 act	Touch	Instant./1 hr	–	Y	Touch deals 1d6/2 lev, max 10d6, caster gains dam. as hp
☐			Water Breathing	Tr	VSM	1 act	Touch	2 hrs/lev	Will n.	Y	Subject can breathe underwater
☐			Wind Wall	Ev	VSM	1 act	Medium	1 round/lev	–	Y	Deflects arrows, smaller creatures, and gases
☐											
☐											
☐											

4th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

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 divided as fit
☐	___	___	Arcane Eye	Di	VSM	10 min	Unlimit.	1 min/lev	–	N	Invisible floating eye moves 30 ft/round
☐	___	___	Bestow Curse	Tr	VS	1 act	Touch	Permanent	Will n.	Y	-6 to an ability; -4 on rolls; or 50% losing each action
☐	___	___	Charm Monster *[Mind-Affecting]*	En	VS	1 act	Close	1 day/lev	Will n.	Y	Makes monster believe it is your ally
☐	___	___	Cold Orb *[Cold]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged touch, 1d6/lev (max 15d6) damage divided as fit
☐	___	___	Confusion *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round/lev	Will n.	Y	Makes subject behave oddly for 1 round/lev
☐	___	___	Contagion	Ne	VS	1 act	Touch	Instantaneous	For n.	Y	Infects subject with chosen disease
☐	___	___	Detect Scrying	Di	VSM	1 act	120 ft	24 hrs	–	N	Alerts you of magical eavesdropping
☐	___	___	Dimensional Anchor	Ab	VS	1 act	Medium	1 min/lev	–	Y	Bars extradimensional movement
☐	___	___	Dimension Door *[Teleportation]*	Tr	V	1 act	Long	Instantaneous	–	Y/N	Teleports you and up to 500 lbs up to range
☐	___	___	Electric Orb *[Electricity]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged touch, 1d6/lev (max 15d6) damage divided as fit
☐	___	___	Emotion *[Mind-Affecting]*	En	VS	1 act	Medium	Concentration	Will n.	Y	Arouses strong emotion in subject (despair, fear, etc.)
☐	___	___	Enervation	Ne	VS	1 act	Medium	Instantaneous	–	Y	Subject gains 1d4 negative levels
☐	___	___	Evard's Black Tentacles	Co	VSM	1 act	Medium	1 hr/lev	–	N	1d4+1/lev tentacles grapple randomly within 15 ft
☐	___	___	Fear *[Fear, Mind-Affecting]*	Ne	VSM	1 act	Close	1 round/lev	Will n.	Y	Subjects within cone have a -2 on saves and flee
☐	___	___	Fire Orb *[Fire]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged touch, 1d6/lev (max 15d6) damage divided as fit
☐	___	___	Fire Shield *[Fire/Cold]*	Ev	VSM	1 act	Personal	1 round/lev (D)	–	N	Attackers take damage; protected from heat or cold
☐	___	___	Fire Trap *[Fire]*	Ab	VSM	10 min	Touch	Perm. until dis.	Ref ½	Y	Opened object deals 1d4 +1/lev damage
☐	___	___	Fortify Familiar	Un	VS	1 act	Touch	1 hr/lev	–	Y	Grants familiar +2 AC and 25% to avoid critical hits
☐	___	___	Hallucinatory Terrain	Il	VSM	10 min	Long	2 hrs/lev	Will dis.	N	Makes one type of terrain appear like another
☐	___	___	Ice Storm *[Cold]*	Ev	VSM	1 act	Long	Instantaneous	–	Y	Hail deals 5d6 damage in cylinder 40 ft across
☐	___	___	Illusory Wall	Il	VS	1 act	Close	Permanent	Will dis.	N	Wall, floor or ceiling looks real but is insubstantial
☐	___	___	Improved Invisibility	Il	VS	1 act	Touch	1 min/lev (D)	Will n.	Y/N	Subject is invisible even if it attacks
☐	___	___	Leomund's Secure Shelter	Co	VSMF	10 min	Close	2 hrs/lev (D)	–	N	Creates sturdy cottage
☐	___	___	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
☐	___	___	Locate Creature	Di	VSM	1 act	Long	10 min/lev	–	N	Indicates direction to familiar creature
☐	___	___	Mass Darkvision	Tr	VSM	1 act	10 ft	1 hr/lev	–	Y	Creatures in range see 60 ft in non-magical darkness
☐	___	___	Mass Resist Elements	Ab	VS	1 act	Touch	1 min/lev	–	Y	One creature/lev ignores 12 energy damage/round
☐	___	___	Minor Creation	Co	VSM	1 min	0 ft	1 hr/lev	–	N	Creates one cloth or wood object
☐	___	___	Minor Globe of Invulnerability	Ab	VSM	1 act	10 ft	1 round/lev	–	N	Stops 1st- through 3rd-level spell effects
☐	___	___	Negative Energy Wave	Ne	VS	1 act	50 ft	Instantaneous	Will n.	Y	Energy rebukes/bolsters 1d6 HD/lev undead (max 15d6)
☐	___	___	Otiluke's Dispelling Screen	Ab	VSM	1 act	Close	1 min/lev (D)	–	N	Creates a barrier that dispels magic on contact (+10)
☐	___	___	Otiluke's Resilient Sphere *[Force]*	Ev	VSM	1 act	Close	1 min/lev	Ref n.	Y	Force globe protects but traps one subject
☐	___	___	Phantasmal Killer *[Fear, Mind-Affecting]*	Il	VS	1 act	Medium	Instantaneous	Special	Y	Fearsome illusion kills subject or deals 3d6 damage
☐	___	___	Polymorph Other	Tr	VSM	1 act	Medium	Permanent	For n.	Y	Gives one subject a new form
☐	___	___	Polymorph Self	Tr	V	1 act	Personal	1 hr/lev (D)	–	N	You assume a new form
☐	___	___	Rainbow Pattern *[Mind-Affecting]*	Il	SMF	1 act	Medium	Conc. + 1r/lev	Will n.	Y	Lights prevent 24 HD of creatures from attack/move
☐	___	___	Rary's Mnemonic Enhancer	Tr	VSMF	10 min	Personal	Instantaneous	–	N	Prepares 3 extra spell levels or retains one just cast
☐	___	___	Remove Curse	Ab	VS	1 act	Touch	Instantaneous	Will n.	Y	Frees object or person from curse
☐	___	___	Repair Critical Damage	Tr	VS	1 act	Touch	Instantaneous	–	Y	Repairs 4d8+1/lev (max +20) damage to a construct
☐	___	___	Scrying	Di	VSMF	1 hour	Unlimit.	1 min/lev	–	N	Spies on subject from a distance
☐	___	___	Shadow Conjuration	Il	VS	1 act	Special	Special	Will part.	N	Mimics conjuring below 4th level, 20% real
☐	___	___	Shout *[Sonic]*	Ev	V	1 act	Close	Instantaneous	For part.	Y	Deafens all within cone and deals 2d6 damage
☐	___	___	Solid Fog	Co	VSM	1 act	Medium	1 min/lev	–	N	Blocks vision and slows movement to 1/10 speed
☐	___	___	Sonic Orb *[Sonic]*	Ev	VS	1 act	Close	Instantaneous	For ½	Y	Ranged touch, 1d6/lev (max 15d6) damage divided as fit
☐	___	___	Stoneskin	Ab	VSM	1 act	Touch	10 min/lev	Will n.	Y	Damage red. 10/+5 up to 10 damage/lev (max 150)
☐	___	___	Summon Monster IV	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 4th, 1d3 3rd or 1d4+1 2nd)
☐	___	___	Wall of Fire *[Fire]*	Ev	VSM	1 act	Medium	Conc. + 1 r/lev	Special	Y	2d4 damage out to 10 ft, 1d4 to 20, 2d6+1/lev passing
☐	___	___	Wall of Ice *[Cold]*	Ev	VSM	1 act	Medium	1 min/lev	Special	Y	Creates wall with 3 hp/lev or trapping hemisphere
☐	___	___									
☐	___	___									
☐	___	___									

Wizard Spells

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
			5th-Level Spells Spells: ___ + ___ = ____ Save DC: ____								
☐	___	___	Animal Growth	Tr	VS	1 act	Medium	1 min/lev	–	Y	One animal/2 lev doubles in size and HD
☐	___	___	Animate Dead *[Evil]*	Ne	VSM	1 act	Touch	Instantaneous	–	N	Creates undead skeletons and zombies (1 HD/lev)
☐	___	___	Bigby's Interposing Hand	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Hand provides 90% cover against one opponent
☐	___	___	Cloudkill	Co	VS	1 act	Medium	1 min/lev	For part.	Y	Kills 3 HD or less, 4–6 HD save or die; damage 1d10/r
☐	___	___	Cone of Cold *[Cold]*	Ev	VSM	1 act	Close	Instantaneous	Ref ½	Y	1d6 cold damage/level (max 15d6)
☐	___	___	Contact Other Plane	Di	V	10 min	Personal	Concentration	–	N	Ask questions to extraplanar entity
☐	___	___	Dismissal	Ab	VSF	1 act	Close	Instantaneous	Will n.	Y	Forces a creature to return to native plane
☐	___	___	Dominate Person *[Mind-Affecting]*	En	VS	1 act	Medium	1 day/lev	Will n.	Y	Controls humanoid telepathically
☐	___	___	Dream *[Mind-Affecting]*	Il	VS	1 min	Unlimit.	Special	–	Y	Sends message to anyone sleeping
☐	___	___	Energy Buffer	Ab	VS	1 act	Touch	24 hrs/until dis.	–	N	Absorbs 1d6/lev (max 15d6) damage from energy
☐	___	___	Fabricate	Tr	VSM	Special	Close	Instantaneous	–	N	Transforms raw materials into finished items
☐	___	___	False Vision	Il	VSM	1 act	Close	1 min/lev	–	N	Fools scrying with an illusion
☐	___	___	Feeblemind *[Mind-Affecting]*	En	VSM	1 act	Medium	Instantaneous	Will n.	Y	Subject's Int drops to 1
☐	___	___	Greater Shadow Conjuration	Il	VS	1 act	Special	Special	Will part.	N	Mimics conjuration up to 4th level, 40% real
☐	___	___	Ghostform	Tr	VS	1 act	Personal	1 min/lev (D)	–	N	You become incorporeal
☐	___	___	Hold Monster *[Mind-Affecting]*	En	VSM	1 act	Medium	1 round/lev (D)	Will n.	Y	Holds one creature helpless
☐	___	___	Leomund's Secret Chest	Co	VSF	10 min	Special	60 days	–	N	Hides chest on Ethereal Plane, 1 cu. ft/lev, up to 60 days
☐	___	___	Lesser Planar Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Y	Traps outsider up to 8 HD until it performs a task
☐	___	___	Magic Jar	Ne	VSF	1 act	Medium	1 hr/lev	Will n.	Y	Enables possession of another creature
☐	___	___	Major Creation	Co	VSM	10 min	Close	Special	–	N	Creates one cloth, wood, stone or metal object
☐	___	___	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
☐	___	___	Mirage Arcana	Il	VS	1 act	Long	Conc. + 1 hr/lv	Will dis.	N	Terrain and structure appear like another
☐	___	___	Mordenkainen's Faithful Hound	Co	VSM	1 act	Close	1 hr/lv (1 r/lv)	–	N	Phantom dog can guard and attack
☐	___	___	Mordenkainen's Private Sanctum	Ab	VSM	10 min	Close	24 hours	–	N	Prevents area (30-ft cube/lev) from being seen or scried
☐	___	___	Nightmare *[Mind-Affecting, Evil]*	Il	VS	10 min	Unlimit.	Instantaneous	Will n.	Y	Sends vision dealing 1d10 damage, fatigue
☐	___	___	Passwall	Tr	VSM	1 act	Close	1 hr/lev (D)	–	N	Breaches walls 1 ft thick/lev
☐	___	___	Permanency	Un	VSX	1 round	Special	Permanent	–	N	Makes certain spells permanent
☐	___	___	Persistent Image	Il	VSF	1 act	Long	1 min/lev (D)	Will dis.	N	Creates illusion of your design, no concentrat. needed
☐	___	___	Prying Eyes	Di	VSM	1 min	1 mile	1 hr/lev	–	N	1d4 floating eyes +1/lev scout for you
☐	___	___	Rary's Telepathic Bond	Di	VSM	1 act	Close	10 min/lev	–	N	Link lets willing allies communicate (min Int 6)
☐	___	___	Seeming	Il	VS	1 act	Close	12 hrs	Will dis.	Y/N	Changes appearance of one person/2 lev.
☐	___	___	Sending	Ev	VSM	10 min	Unlimit.	1 round	–	N	Instantly delivers short message anywhere
☐	___	___	Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation less than 5th level, 20% real
☐	___	___	Spiritwall	Ne	VSM	1 act	Close	1 min/lev (D)	–	N	Wall of spirits causes fear, deals 1d10 dam.+ 1 neg. level
☐	___	___	Stone Shape	Tr	VSM	1 act	Touch	Instantaneous	–	N	Sculpts stone into any form
☐	___	___	Summon Monster V	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 5th, 1d3 4th or 1d4+1 3rd)
☐	___	___	Telekinesis	Tr	VS	1 act	Long	Conc./Instant.	Will n.	Y	Moves 25 lbs/lev at speed 20 or hurls objects
☐	___	___	Teleport *[Teleportation]*	Tr	V	1 act	P./Touch	Instantaneous	Will n.	Y/N	Instantly teleports you and 50 lbs/ lev anywhere
☐	___	___	Transmute Mud to Rock	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev
☐	___	___	Transmute Rock to Mud	Tr	VSM	1 act	Medium	Permanent	Special	N	Transforms two 10-ft cubes/lev
☐	___	___	Wall of Force *[Force]*	Ev	VSM	1 act	Close	1 min/lev (D)	–	N	Wall is immune to damage and unaffected by spells
☐	___	___	Wall of Iron	Co	VSM	1 act	Medium	Instantaneous	Special	N	Wall with 30 hp/4 lev, can topple onto foes
☐	___	___	Wall of Stone	Co	VSM	1 act	Medium	Instantaneous	Special	N	Wall with 15 hp/4 lev, can be shaped
☐	___	___									
			6th-Level Spells Spells: ___ + ___ = ____ Save DC: ____								
☐	___	___	Acid Fog *[Acid]*	Co	VSM	1 act	Medium	1 round/lev	–	Y	Fog deals 2d6 acid damage/ round
☐	___	___	Analyze Dweomer	Di	VSF	8 hrs	Close	1 round/lev (D)	Special	N	Reveals magical aspects of subject
☐	___	___	Antimagic Field	Ab	VSM	1 act	10 ft	10 min/lev (D)	–	Sp.	Invisible barrier negates magic within 10 ft
☐	___	___	Bigby's Forceful Hand	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Hand pushes creatures away (bull rush at +14)
☐	___	___	Chain Lightning *[Electricity]*	Ev	VSF	1 act	Long	Instantaneous	Ref ½	Y	1d6 damage/lev (max 20d6), secondary bolts ½ damage
☐	___	___	Circle of Death *[Death]*	Ne	VSM	1 act	Medium	Instantaneous	For n.	Y	Kills 1d4 HD/lev (max 20d4), up to 9 HD each
☐	___	___	Contingency	Ev	VSMF	10+ min	Personal	1 day/lev	–	N	Sets trigger condition for another spell
☐	___	___	Control Water	Tr	VSM	1 act	Long	10 min/lev (D)	–	N	Raises, Lowers, or parts bodies of water
☐	___	___	Control Weather	Tr	VS	10 min	2 miles	4d12 hrs	–	N	Changes weather in local area
☐	___	___	Disintegrate	Tr	VSM	1 act	Medium	Instantaneous	For part.	Y	Disintegrates 1 creature or object; 5d6 damage on save
☐	___	___	Eyebite	Tr	VS	1 act	Close	1 round/3 lev	Special	Y	*Charm, fear, sicken* or *sleep* one target
☐	___	___	Flesh to Stone	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Turn subject creature into statue
☐	___	___	Geas/Quest *[Language-Dep., Mind-Affecting]*	En	V	1 act	Close	1 day/lev (D)	–	Y	Places a magical command on a creature
☐	___	___	Globe of Invulnerability	Ab	VSM	1 act	10 ft	1 round/lev	–	N	Stops 1st- through 4th-level spell effects
☐	___	___	Greater Dispelling	Ab	VS	1 act	Medium	Instantaneous	–	N	Cancels magical spells and effects, max +20 on check
☐	___	___	Greater Shadow Evocation	Il	VS	1 act	Special	Special	Will dis.	Y	Mimics evocation up to 5th level, 40% real
☐	___	___	Guards and Wards	Ab	VSMF	30 min	Area	2 hrs/lev	–	Sp.	Array of magical effects protects area 200 sq. ft/lev
☐	___	___	Imbue Familiar with Spell Ability	Un	VS	1 act	Touch	1 hr/lev	Will n.	Y	You transfer spells to your familiar
☐	___	___	Legend Lore	Di	VSMF	Special	Personal	Special	–	N	Learn tales about a person, place, or thing
☐	___	___	Mass Fly	Tr	VSF	1 act	Touch	10 min/lev	–	Y	One creat./lev flies at speed 90 and good maneuver.
☐	___	___	Mass Haste	Tr	VSM	1 act	Close	1 round/lev	For n.	Y	Extra partial action and +4 AC, one subject/lev
☐	___	___	Mass Suggestion *[Language-Dep., Mind-Aff.]*	En	VM	1 act	Medium	1 hr/lev	Will n.	Y	Compels one subject/lev to follow course of action
☐	___	___	Mislead	Il	S	1 act	Close	1 round/lev (D)	Will dis.	N	Turns you invisible and creates illusory double
☐	___	___	Mordenkainen's Lucubration	Tr	VS	1 act	Personal	Instantaneous	–	N	Recalls spell of 5th level or less cast within 24 hrs
☐	___	___	Move Earth	Tr	VSM	Special	Long	Instantaneous	–	N	Dig trenches and build hills
☐	___	___	Otiluke's Freezing Sphere *[Cold]*	Ev	VSF	1 act	Special	Special	Special	Y	Freezes water or deals cold damage
☐	___	___	Permanent Image	Il	VSF	1 act	Long	Permanent (D)	Will dis.	N	Includes sight, sound, and smell
☐	___	___	Planar Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Y	Traps outsiders up to 16 HD until it performs a task
☐	___	___	Probe Thoughts *[Mind-Affecting]*	Di	VS	1 min	Close	Concentration	For n.	Y	Access all the subject's memories and knowledge
☐	___	___	Programmed Image	Il	VSF	1 act	Long	Perm, then 1r/l	Will dis.	N	Creates full illusion of your design, triggered by event
☐	___	___	Project Image	Il	VSM	1 act	Medium	1 round/lev (D)	Will dis.	N	Illusory double can talk and cast spells
☐	___	___	Repulsion	Ab	VSF	1 act	10 ft/lev	1 round/lev (D)	Will n.	Y	Creatures can't approach you
☐	___	___	Shades	Il	VS	1 act	Special	Special	Will part.	N	Mimics conjuration up to 5th level, 60% real
☐	___	___	Stone to Flesh	Tr	VSM	1 act	Medium	Instantaneous	For n.	Y	Restores petrified creature, For save DC 15 to survive
☐	___	___	Summon Monster VI	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 6th, 1d3 5th or 1d4+1 4th)
☐	___	___	Tenser's Transformation	Tr	VSM	1 act	Personal	1 round/lev	–	N	You gain various combat bonuses
☐	___	___	True Seeing	Di	VSM	1 act	Touch	1 min/lev	Will n.	Y	See all things as they really are up to 120 ft
☐	___	___	Undeath to Death	Ne	VSM	1 act	Medium	Instantaneous	Will n.	Y	Destroys 1d4 HD/lev (max 20HD) undead in 50-ft rad.
☐	___	___	Veil	Il	VS	1 act	Long	Conc. + 1 hr/lev	Will n.	Y	Changes appearance of group of creatures

7th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

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
☐	___	___	Bigby's Grasping Hand	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Hand provides cover, pushes, or grapples
☐	___	___	Control Undead	Ne	VSM	1 act	Close	1 min/lev	Will n.	Y	Command up to 2 HD/lev of undead creatures
☐	___	___	Delayed Blast Fireball *[Fire]*	Ev	VSM	1 act	Long	Instantaneous	Ref ½	Y	1d6 damage/lev (max 20d6), delay up to 5 rounds
☐	___	___	Drawmij's Instant Summons	Co	VSM	1 act	Special	Perm. unt. dis.	–	N	Prepared object appears in your hand
☐	___	___	Energy Immunity	Ab	VS	1 act	Touch	24 hours	–	Y	Subject is immune to damage from one kind of energy
☐	___	___	Ethereal Jaunt	Tr	VS	1 act	Personal	1 round/lev	–	N	You become ethereal along with equipment
☐	___	___	Finger of Death *[Death]*	Ne	VS	1 act	Close	Instantaneous	For part.	Y	Kills one subject, on a save deals 3d6 damage +1/lev
☐	___	___	Forcecage *[Force]*	Ev	VSM	1 act	Close	2 hrs/lev	–	N	20-ft or 10-ft cube of force imprisons all inside
☐	___	___	Greater Scrying	Di	VS	1 act	Unlimit.	1 hr/lev	–	N	Spies on subject from a distance
☐	___	___	Insanity *[Mind-Affecting]*	En	VS	1 act	Medium	Instantaneous	Will n.	Y	Subject suffers continuous *confusion*
☐	___	___	Limited Wish	Un	VSX	1 act	Special	Special	Special	Y	Alters reality within spell limits
☐	___	___	Mass Invisibility	Il	VSM	1 act	Long	10 min/lev (D)	Will n.	Y/N	All subject in range are invisible until they attack
☐	___	___	Mass Teleport *[Teleportation]*	Tr	VS	1 round	P./Touch	Instantaneous	Will n.	Y/N	Instantly teleports up to 100 lbs/ lev anywhere
☐	___	___	Mordenkainen's Magnificent Mansion	Co	VSF	1 act	Close	2 hrs/lev	–	N	Door leads to extradimensional mansion
☐	___	___	Mordenkainen's Sword *[Force]*	Ev	VSF	1 act	Close	1 round/lev (D)	–	Y	Floating magic blade strikes opponents
☐	___	___	Otiluke's Greater Dispelling Screen	Ab	VSM	1 act	Close	1 min/lev (D)	–	N	Creates a barrier that dispels magic on contact (+20)
☐	___	___	Phase Door	Co	V	1 act	Touch	1 usage/2 lev	–	N	Invisible passage through wood or stone
☐	___	___	Plane Shift	Tr	VSF	1 act	Touch	Instantaneous	Will n.	Y	Up to 8 subjects travel to another plane
☐	___	___	Power Word, Stun	Co	V	1 act	Close	Special	–	Y	Stuns creatures with up to 150 hp
☐	___	___	Prismatic Spray	Ev	VS	1 act	Close	Instantaneous	Special	Y	Rays hit subjects with variety of effects
☐	___	___	Reverse Gravity	Tr	VSM	1 act	Medium	1 round/lev (D)	–	N	Objects and creatures fall upwards
☐	___	___	Sequester	Ab	VSM	1 act	Touch	1 day/lev (D)	Will n.	Y	Subject is invisible to sight and scrying
☐	___	___	Shadow Walk	Il	VS	1 act	Touch	1 hr/lev (D)	Will n.	Y	Step into shadow to travel rapidly, up to 7 miles/10 min
☐	___	___	Simulacrum	Il	VSMX	12 hrs	Touch	Instantaneous	–	N	Creates partially real double of a creature
☐	___	___	Spell Turning	Ab	VSM	1 act	Personal	10 min/lev	–	N	Reflects 1d4+6 spell lev. back at caster, totally or in part
☐	___	___	Statue	Tr	VSM	1 act	Touch	1 hr/lev (D)	Will n.	Y	Subject can become a statue at will
☐	___	___	Summon Monster VII	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 7th, 1d3 6th or 1d4+1 5th)
☐	___	___	Teleport without Error *[Teleportation]*	Tr	V	1 act	P./Touch	Instantaneous	Will n.	Y/N	Instantly teleports you and 50 lbs/ lev anywhere
☐	___	___	Vanish *[Teleportation]*	Tr	V	1 act	Touch	Instantaneous	Will n.	Y	Teleports touched object anywhere
☐	___	___	Vision	Di	VSMF	1 act	Personal	Special	–	N	Learn tales about a person, place, or thing
☐	___	___									
☐	___	___									
☐	___	___									

8th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

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 affected repels certain creatures
☐	___	___	Bigby's Clenched Fist	Ev	VSF	1 act	Medium	1 round/lev (D)	–	Y	Large hand attacks your foes
☐	___	___	Binding *[Mind-Affecting]*	En	VSM	1 min	Close	Special (D)	Will n.	Y	Array of techniques to imprison a creature
☐	___	___	Clone	Ne	VSMF	10 min	0 ft	Instantaneous	–	N	Duplicate awakens when original dies
☐	___	___	Demand *[Mind-Affecting]*	En	VSM	10 min	Unlimit.	1 round	Will part.	N	Instantly delivers short message/suggestion anywhere
☐	___	___	Dimensional Lock	Ab	VS	1 act	Medium	1 day/lev	–	Y	Blocks teleport and dimensional travel in 15-ft area
☐	___	___	Discern Location	Di	VS	10 min	Unlimit.	Instantaneous	–	N	Reveals exact location of creature or object
☐	___	___	Etherealness	Tr	VS	1 act	Touch	1 min/lev (D)	–	Y	Travel to Ethereal Plane with companions (1/3 lev)
☐	___	___	Great Shout *[Sonic]*	Ev	VSF	1 act	Close	Instantaneous	Special	Y	Yell deals 20d6 damage, stuns, damages objects
☐	___	___	Greater Planar Binding	Co	VS	10 min	Close	Instantaneous	Will n.	Y	Traps outsiders up to 24 HD until it performs a task
☐	___	___	Horrid Wilting	Ne	VSM	1 act	Long	Instantaneous	For ½	Y	Deals 1d8 damage/level (max 25d8) within 30 ft
☐	___	___	Incendiary Cloud *[Fire]*	Co	VS	1 act	Medium	1 round/lev	Ref ½	Y	Cloud obscures sight and deals 4d6 fire damage/round
☐	___	___	Iron Body	Tr	VSM	1 act	Personal	1 min/lev (D)	–	N	Your body becomes living iron, with damage red. 50/+3
☐	___	___	Mass Charm *[Mind-Affecting]*	En	V	1 act	Close	1 day/lev	Will n.	Y	Make monsters within 30 ft believe they're your friends
☐	___	___	Maze *[Force]*	Co	VS	1 act	Close	Special	–	N	Traps subject in extradimensional maze
☐	___	___	Mind Blank	Ab	VS	1 act	Close	1 day	Will n.	Y	Subject is immune to mental magic and scrying
☐	___	___	Otiluke's Telekinetic Sphere *[Force]*	Ev	VSM	1 act	Close	1 min/lev (D)	Ref n.	Y	Force globe protects one subject, can be moved
☐	___	___	Otto's Irresistable Dance *[Mind-Affecting]*	En	V	1 act	Touch	1d4+1 rounds	–	Y	Forces subject to dance, with no other action possible
☐	___	___	Polymorph Any Object	Tr	VSM	1 act	Close	Special	Will n.	Y	Changes any subject into anything else
☐	___	___	Power Word, Blind	Co	V	1 act	Close	Special	–	Y	Blinds 200 hp worth of creatures
☐	___	___	Prismatic Wall	Ab	VS	1 act	Close	10 min/lev	Special	Sp.	Wall's colors have array of effects
☐	___	___	Protection from Spells	Ab	VSMF	1 act	Touch	10 min/lev	Will n.	Y	Confers a +8 resistance bonus
☐	___	___	Screen	Il	VS	10 min	Close	1 day	Will dis.	N	Illusion hides area from vision and scrying
☐	___	___	Summon Monster VIII	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 8th, 1d3 7th or 1d4+1 6th)
☐	___	___	Sunburst *[Fire]*	Ev	VSM	1 act	Long	Instantaneous	Ref part.	Y	Blinds within 10 ft, 3d6 damage or 1d6/lev to undead
☐	___	___	Symbol	Un	VSM	Special	0 ft	Special	Special	Y	Triggered runes have array of effects
☐	___	___	Sympathy *[Mind-Affecting]*	En	VSM	1 hour	Close	2 hrs/lev	Will n.	Y	Object or location affected attracts certain creatures
☐	___	___	Trap the Soul	Co	VSMF	1 act	Close	Permanent	Special	Y	Imprisons subject within gem
☐	___	___									
☐	___	___									
☐	___	___									

Wizard Spells

9th-Level Spells

Spells: ___ + ___ = ____ Save DC: ____

Kn.	Prep.	Scroll	Spell Name	Sch.	Comp.	Cast Time	Range	Duration	Save	SR	Effect
☐	___	___	Absorption	Av	VS	1 act	Personal	10 min/lev	–	N	Absorbs and stores 1d4+6 spell levels
☐	___	___	Astral Projection	Ne	VSM	30 min	Touch	Special	–	Y	Projects you and others (1/2 lev) into Astral Plane
☐	___	___	Bigby's Crushing Hand	Ev	VSMF	1 act	Medium	1 round/lev (D)	–	Y	Hand provides cover, pushes or crushes opponent
☐	___	___	Chain Contingency	Ev	VSMF	10+ min	Personal	1 day/lev	–	N	Sets trigger condition for 3 other spells
☐	___	___	Dominate Monster *[Mind-Affecting]*	En	VS	1 act	Medium	1 day/lev	Will n.	Y	Controls monster telepathically
☐	___	___	Energy Drain	Ne	VS	1 act	Medium	Instantaneous	For n.	Y	Subject gains 2d4 negative levels, save after 24 hrs
☐	___	___	Foresight	Di	VSM	1 act	Touch	10 min/lev	Will n.	Y/N	"Sixth sense" warns of impending danger
☐	___	___	Freedom	Ab	VS	1 act	Special	Instantaneous	–	Y	Releases creature from any spell restricting movement
☐	___	___	Gate	Co	VS	1 act	Medium	Instantaneous	–	N	Connects two planes for travelling or summoning
☐	___	___	Hide Life	Ne	VSMX	1 day	Personal	Instantaneous	–	N	Locks away lifeforce in small receptacle
☐	___	___	Imprisonment	Ab	VS	1 act	Touch	Instantaneous	–	Y	Entombs creature beneath the earth
☐	___	___	Meteor Swarm *[Fire]*	Ev	VS	1 act	Long	Instantaneous	Ref ½	Y	4 large spheres deal 6d6 damage each, or 8 small 3d6
☐	___	___	Mordenkainen's Disjunction	Ab	V	1 act	Close	Instantaneous	Will n.	N	Dispels magic and disenchants magic items
☐	___	___	Power Word, Kill *[Death]*	Co	V	1 act	Close	Instantaneous	–	Y	Kills one subject up to 100 hp or many up to 200 hp
☐	___	___	Prismatic Sphere	Ab	V	1 act	10 ft	10 min/lev	Special	Sp.	Sphere's colors have array of effects
☐	___	___	Refuge *[Teleportation]*	Tr	VSM	1 act	Touch	Perm. unt. dis.	–	N	Alters item to transport its possessor to you
☐	___	___	Shapechange	Tr	VSF	1 act	Personal	10 min/lev	–	N	Can change into any creature, change for once/round
☐	___	___	Soul Bind	Ne	VSF	1 act	Close	Permanent	Will n.	N	Traps newly dead soul to prevent *resurrection*
☐	___	___	Summon Monster IX	Co	VSF	1 round	Close	1 round/lev (D)	–	N	Calls outsiders to fight (1 9th, 1d3 8th or 1d4+1 7th)
☐	___	___	Teleportation Circle *[Teleportation]*	Tr	VM	10 min	0 ft	10 min/lev (D)	–	Y	Circle teleports any creature inside to designated spot
☐	___	___	Temporal Stasis	Tr	VSM	1 act	Touch	Permanent	–	Y	Puts subject into suspended animation
☐	___	___	Time Stop	Tr	V	1 act	Personal	1d4+1 rounds	–	N	You act freely for 1d4+1 rounds
☐	___	___	Unbinding	Ab	VSM	1 round	180 ft	Instantaneous	–	N	Destroys spells that contain, constrain or seal
☐	___	___	Wail of the Banshee *[Death, Sonic]*	Ne	V	1 act	Close	Instantaneous	For n.	Y	Kills one creature/level in range
☐	___	___	Weird *[Fear, Mind-Affecting]*	Il	VS	1 act	Medium	Instantaneous	Special	Y	Fearsome illusion kills subjects within 30 ft, or deals 3d6
☐	___	___	Wish	Un	VX	1 act	Special	Special	Special	Y	Alters reality
☐	___	___									
☐	___	___									
☐	___	___									