

Joseph Fontaine

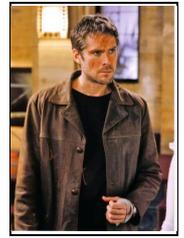
NAME
 Ded3 Aco8 63500 Human
 CLASS EXPERIENCE RACE
 11 66000 27
 TCL NEXT LEVEL AGE

Joe LaLumia

PLAYERNAME
 Medium 5'10" 178 lbs.
 SIZE HEIGHT WEIGHT
 Male Brown Brown, Short, Neat
 GENDER EYES HAIR

0

POINTS



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	HP hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE THRESHOLD	DAMAGE REDUCTION	SPEED
STR Strength	10	+0			84			14		Walk 20 ft.
DEX Dexterity	10	+0			AC armor class	22 : 22 : 16 = 10	+ 6 + 6 + 0 + 0 + 0			0 -5 0
CON Constitution	14	+2			TOTAL	FLAT TOUCH BASE	CLASS BONUS EQUIP BONUS DEX MODIFIER SIZE MODIFIER MISC BONUS MISS CHANCE			ARCANE SPELL FAILURE ARMOR CHECK PENALTY SPELL RESISTANCE

INITIATIVE modifier	+0 = +0 + +0
TOTAL	DEX MODIFIER MISC MODIFIER
BASE ATTACK bonus	+8/+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER	TEMP MODIFIER	REPUTATION	5
FORTITUDE (constitution)	+10 = +8 + +2 + +0 +					ACTION POINTS	55
REFLEX (dexterity)	+3 = +3 + +0 + +0 +					WEALTH	17
WILL (wisdom)	+12 = +8 + +4 + +0 +						

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED attack bonus	+8/+3 = +8/+3 + +0 + +0 + +0 +					
	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+3	1d3	20/x2

Crossbow							
To Hit	1H-P	1H-O	2H	CURRENT HAND	TYPE	SIZE	CRITICAL
				Carried	P	M	19-20/x2
30 ft.	+8/+3	+4/-1	+8/+3	-2W-P-(OH)	-2W-P-(OL)	-2W-OH	Damage
40 ft.	+8/+3	+4/-1	+8/+3	+2/-3	+4/-1	-2	1d10
60 ft.	+6/+1	+2/-3	+6/+1	+0/-5	+2/-3	-4	1d10
120 ft.	+4/-1	+0/-5	+4/-1	-2/-7	+0/-5	-6	1d10
160 ft.	+2/-3	-2/-7	+2/-3	-4/-9	-2/-7	-8	1d10
Rate of Fire	1		Special Properties	1 Bolt			

Glock 17 (9mm Autoloader/+1)							
To Hit	1H-P	1H-O	2H	CURRENT HAND	TYPE	SIZE	CRITICAL
				Carried	Ba	S	20/x2
30 ft.	+9/+4	+5/+0	+9/+4	+3/-2	+5/+0	+1	2d6+1
60 ft.	+7/+2	+3/-2	+7/+2	+1/-4	+3/-2	-1	2d6+1
90 ft.	+5/+0	+1/-4	+5/+0	-1/-6	+1/-4	-3	2d6+1
120 ft.	+3/-2	-1/-6	+3/-2	-3/-8	-1/-6	-5	2d6+1
150 ft.	+1/-4	-3/-8	+1/-4	-5/-10	-3/-8	-7	2d6+1
Rate of Fire	S		Special Properties	Magazine 17,Lic(+1), Mastercraft (+1)			

Knife (+1)							
To Hit	1H-P	1H-O	2H	CURRENT HAND	TYPE	SIZE	CRITICAL
				Not Carried	P	T	19-20/x2
1H-P	+9/+4	+5/+0	+9/+4	2W-P-(OH)	+3/-2		1d4+1
1H-O	+5/+0	+1/-4	+5/+0	2W-P-(OL)	+5/+0		1d4+1
2H	+9/+4	+5/+0	+9/+4	2W-OH	+1		1d4+1
To Hit	1H-P	1H-O	2H	-2W-P-(OH)	-2W-P-(OL)	-2W-OH	Damage
10 ft.	+9/+4	+5/+0	+9/+4	+3/-2	+5/+0	+1	1d4+1
20 ft.	+7/+2	+3/-2	+7/+2	+1/-4	+3/-2	-1	1d4+1
30 ft.	+5/+0	+1/-4	+5/+0	-1/-6	+1/-4	-3	1d4+1
40 ft.	+3/-2	-1/-6	+3/-2	-3/-8	-1/-6	-5	1d4+1
50 ft.	+1/-4	-3/-8	+1/-4	-5/-10	-3/-8	-7	1d4+1
Rate of Fire			Special Properties				

*: weapon is equipped			
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.			
*Tactical Vest			
CHECK PENALTY	SPELL FAILURE	TYPE	ARMOR BONUS MAX DEX BONUS
-5	0	Medium	+6 +2
SPECIAL PROPERTIES			
Lic(+1)			

SKILLS				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS
Balance	DEX	-5	= 0 +	-5
Bluff	CHA	2	= 2 +	+
Climb	STR	-5	= 0 +	-5
Computer Use	INT	15	= 2 + 13.0	+
Concentration	CON	8	= 2 + 6.0	+
Craft (Pharmaceutical)	INT	6	= 2 + 2.0	2
Craft (Structural)	INT	2	= 2 +	+
Craft (Visual Art)	INT	2	= 2 +	+
Craft (Writing)	INT	2	= 2 +	+
Decipher Script	INT	15	= 2 + 11.0	2
Diplomacy	CHA	6	= 2 + 4.0	+
Disguise	CHA	2	= 2 +	+
Drive	DEX	0	= 0 +	+
Escape Artist	DEX	-5	= 0 +	-5
Forgery	INT	2	= 2 +	+
Gamble	WIS	4	= 4 +	+
Gather Information	CHA	2	= 2 +	+
Hide	DEX	-5	= 0 +	-5
Intimidate	CHA	2	= 2 +	+
Investigate	INT	6	= 2 + 2.0	2
Jump	STR	-5	= 0 +	-5
Knowledge (Arcane Lore)	INT	5	= 2 + 1.0	2
Knowledge (Earth and Life Sciences)	INT	5	= 2 + 3.0	+
Knowledge (History)	INT	3	= 2 + 1.0	+
Knowledge (Theology and Philosophy)	INT	15	= 2 + 11.0	2
Listen	WIS	12	= 4 + 8.0	+
Move Silently	DEX	-5	= 0 +	-5
Navigate	INT	2	= 2 +	+
Perform (Act)	CHA	2	= 2 +	+
Perform (Dance)	CHA	2	= 2 +	+
Perform (Keyboards)	CHA	2	= 2 +	+
Perform (Percussion Instruments)	CHA	2	= 2 +	+
Perform (Singing)	CHA	2	= 2 +	+
Perform (Stand-Up)	CHA	2	= 2 +	+
Perform (Stringed Instruments)	CHA	2	= 2 +	+
Perform (Wind Instruments)	CHA	2	= 2 +	+
Profession	WIS	4	= 4 +	+
Read/Write Language		1	= 0 + 1.0	+
Research	INT	15	= 2 + 8.0	5
Ride	DEX	0	= 0 +	+
Search	INT	2	= 2 +	+
Sense Motive	WIS	15	= 4 + 9.0	2
Speak Language(Ancient Hebrew, Ancient Greek)		2	= 0 + 2.0	+
Spellcraft	INT	10	= 2 + 8.0	+
Spot	WIS	6	= 4 + 2.0	+
Survival	WIS	4	= 4 +	+
Swim	STR	-5	= 0 +	-5
Treat Injury	WIS	12	= 4 + 6.0	2

✓: can be used untrained. X: exclusive skills

Remington 700 (7.62 hunting rifle)				CURRENT HAND	TYPE	SIZE	CRITICAL
with Electro-optical Scope)				Not Carried	Ba	L	20/x2
To Hit	1H-P	1H-O	2H	-2W-P-(OH)	-2W-P-(OL)	-2W-OH	Damage
30 ft.	+8/+3	+4/-1	+8/+3	+2/-3	+4/-1	-2	2d10
80 ft.	+8/+3	+4/-1	+8/+3	+2/-3	+4/-1	-2	2d10
160 ft.	+6/+1	+2/-3	+6/+1	+0/-5	+2/-3	-4	2d10
240 ft.	+4/-1	+0/-5	+4/-1	-2/-7	+0/-5	-6	2d10
320 ft.	+2/-3	-2/-7	+2/-3	-4/-9	-2/-7	-8	2d10
Rate of Fire	Single		Special Properties	Magazine 5 ,Lic(+1)			

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack <small>13 lbs., 1 Undercover Vest, 2 Crossbow Bolts, 12, 1 Crossbow, 1 First Aid Kit</small>	Equipped	1	3.0	10.0	
Crossbow Bolts, 12 <small>□□</small>	Backpack	2	0.0 (0.0)	7.0 (14.0)	
Chemical Light Sticks (5) <small>□</small>	Equipped	1	1.0	2.0	
Crossbow <small>0 lbs. 1 Bolt</small>	Backpack	1	7.0	9.0	
First Aid Kit	Backpack	1	3.0	5.0	
Glock 17 (9mm Autoloader/+1) <small>0 lbs. Magazine 17,Lic(+1), Mastercraft (+1)</small>	Holster, Concealed carry	1	2.0	28.0	
Holster, Concealed carry <small>2 lbs., 1 Glock 17 (9mm Autoloader/+1)</small>	Equipped	1	0.5	5.0	
Knife (+1)		1	1.0	17.0	
Remington 700 (7.62 hunting rifle with Electro-optical Scope) <small>Magazine 5 ,Lic(+1)</small>		1	11.0	35.0	
Tactical Vest <small>Lic(+1)</small>	Equipped	1	10.0	17.0	
Undercover Vest <small>Lic(+1)</small>	Backpack	1	3.0	14.0	
TOTAL WEIGHT CARRIED/VALUE			29.5 lbs.	156.0 gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

TALENTS / SPECIAL ABILITIES	
+4 to Concentration while casting defensively	
Aware	
Reputation 5	
Skill Emphasis (Research)	
Spontaneous Casting	
Turn or Rebuke Magical Beasts (Su)	
Turn or Rebuke Outsiders (Su)	
Turn or Rebuke Undead (Su)	
Turn/Rebuke Undead (Su) ~ 5/day (Turn Level 8 ~ Turn Damage 2d6+10)	
Wealth Bonus 17 (Current) 9 (Starting)	

FEATS

Armor Proficiency (Light)	When a character wears a type of armor with which he or she is proficient, the character gets to add the armor's equipment bonus to his or her Defense. Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks
Armor Proficiency (Medium)	When a character wears a type of armor with which he or she is proficient, the character gets to add the armor's equipment bonus to his or her Defense. Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks
Attentive	The character gets a +2 bonus on all Investigate checks and Sense Motive checks
Educated (Knowledge (Arcane Lore), Knowledge (Theology and Philosophy))	Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills
Extra Turning (Four more attempts to a particular type of creature)	You can turn or rebuke a creature type more often than normal
Medical Expert	The character gets a +2 bonus on all Craft (pharmaceutical) checks and Treat Injury checks
Personal Firearms Proficiency	The character can fire any personal firearm without penalty
Simple Weapons Proficiency	The character makes attack rolls with simple weapons normally
Studious	The character gets a +2 bonus on all Decipher Script checks and Research checks

STARTING OCCUPATION
Academic

PROFICIENCIES

LANGUAGES
Ancient Greek, Ancient Hebrew, English, Latin

ALLEGIANCES

TEMPLATES

Acolyte Spells

LEVEL	0	1	2	3	4	5
KNOWN	0	0	0	0	0	0
PER DAY	6	5	4	4	3	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Close Shave	14	Fortitude negates (harmless)	Attack action	8 minutes	Touch	S,V,M	Yes (harmless)		MPC: p.66
<i>Effect:</i> Removes all hair growing where you touch.									
Create Water	14	None	Attack action	Instantaneous	Close (45 ft.)	V,S	No		MSRD: msrdspells.rtf
<i>Effect:</i> Creates 16 gallons of pure water.									
Cure Minor Wounds	14	Will half (harmless) (see text)	Attack action	Instantaneous	Touch	V,S	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Cures 1 point of damage.									
Detect Magical Aura	14		Attack action	Concentration, up to 8 minutes [D]	60ft.	V,S			MSRD: msrdspells.rtf
<i>Effect:</i> Detects spells, magic items within 60 ft.									
Fast Food	14	None	Full-round action	Instantaneous	Close (45 ft.)	V,M	No		MPC: p.66
<i>Effect:</i> Causes food from an existing restaurant to appear.									
Haywire	14	Will negates (object)	Attack action	8 minutes	Close (45 ft.)	V, S, M	Yes (object)		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Causes a single device to behave randomly and erratically									
Inflict Minor Wounds	14	Will half	Attack action	Instantaneous	Touch	V,S	Yes		MSRD: msrdspells.rtf
<i>Effect:</i> Touch attack, 1 point of damage.									
Light	14	None	Attack action	80 minutes [D]	Touch	V,M/DF	No		MSRD: msrdspells.rtf
<i>Effect:</i> Object shines like a torch.									
Mending	14	Will negates (harmless, object)	Attack action	Instantaneous	10 ft	V, S	Yes (harmless, object)		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Repairs small breaks or tears in objects									
Mood Lighting	14	Will negates (object)	Attack action	80 minutes	Medium (180 ft.)	V,S	Yes (object)		MPC: p.67
<i>Effect:</i> Causes all existing light sources within the spell's range to become either more or less bright.									
Read Magic	14		Attack action	80 minutes	Personal	V,S,F			MSRD: msrdspells.rtf
<i>Effect:</i> Read scrolls, spellbooks, and magical writing.									
Resistance	14	Will negates (harmless)	Attack action	1 minute	Touch	V,S,M/DF	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Subject gains +1 on saving throws.									
Virtue	14	Yes (harmless)	Attack action	1 minute	Touch	V,S,DF	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Subject gains 1 temporary hp.									

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bane	15	Will negates	Attack action	8 minutes	50 ft.	V,S,DF	Yes		MSRD: msrdspells.rtf
<i>Effect:</i> Enemies suffer -1 attack, -1 on saves against fear.									
Bless	15	None	Attack action	8 minutes	50 ft.	V,S,DF	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Allies gain +1 attack and +1 on saves against fear.									
Cause Fear	15	Will negates	Attack action	1d4 rounds	Close (45 ft.)	V,S	Yes		MSRD: msrdspells.rtf
<i>Effect:</i> One creature flees for 1d4 rounds.									
Clean	15	Fortitude negates (harmless)	Full round action	Instantaneous	Close (45 ft.)	V, S, M	Yes (harmless)		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless									
Command	15	Will negates	Attack action	1 round	Close (45 ft.)	V	Yes		MSRD: msrdspells.rtf
<i>Effect:</i> One subject obeys one-word command for 1 round.									
Comprehend Languages	15		Attack action	80 minutes	Personal	V,S,M/DF			MSRD: msrdspells.rtf
<i>Effect:</i> Understands all spoken and written languages.									
Cure Light Wounds	15	Will half (harmless) (see text)	Attack action	Instantaneous	Touch	V,S	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Cures 1d8 + 5 damage									
Degauss	15	None	Attack action	Instantaneous	Touch	V, S	No		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Erase a single device that contains electronic data									
Faerie Fire	15	None	Attack action	8 minutes	Long (720 ft.)	V, S, DF	Yes		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Pale glow surrounds and outlines creatures and objects in a 5-foot-radius burst									
Inflict Light Wounds	15	Will half	Attack action	Instantaneous	Touch	V,S	Yes		MSRD: msrdspells.rtf
<i>Effect:</i> Touch, 1d8 + 0 damage.									
Instant Identify	15	None	Full round action	Instantaneous	Touch	V, S, M/DF	No		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Determines all magic properties of a single magic item									
Magic Weapon	15	Will negates (harmless, object)	Attack action	8 minutes	Touch	V,S,DF	Yes (harmless, object)		MSRD: msrdspells.rtf
<i>Effect:</i> Weapon gains +1 bonus.									
Obscuring Mist	15	None	Attack action	8 minutes	30 ft	V, S	No		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Creates cloud of vapor that obscures all sight, including darkvision, beyond 5 feet									
Personal Soundtrack	15	Will negates (harmless)	Attack action	8 hours	Touch	V,S,F	Yes (harmless)		MPC: p.67
<i>Effect:</i> Creates a musical theme or a sound effect that emanates from the subject when he or she performs a specific action.									
Remove Fear	15	Will negates (harmless)	Attack action	10 minutes [see text]	Close (45 ft.)	V,S	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> +4 on saves against fear for 1+2 subjects, no two of which can be more than 30 ft. apart									
Sanctuary	15	Will negates	Attack action	8 rounds	Touch	V, S, DF	No		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Opponents can't attack you, and you can't attack them									
Search Room	15	None	Full-round action	Instantaneous	Personal	V,S,F	No		MPC: p.68
<i>Effect:</i> Allows an instant search for a specific item within a large area.									
Shield of Faith	15	Will negates (harmless)	Attack action	8 minutes	Touch	V,S,M	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Aura grants +2 or higher deflection bonus.									
Summon Vivitor I	15	None	Full round action	8 rounds	Close (45 ft.)	V, S	No		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Summons a 1st-level vivitor from Shadow to fight for you									
Trace Purge	15	None	Attack action	Instantaneous	Close (45 ft.)	V, S, M/DF	No		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Removes physical traces of the subject's presence or passage									

* =Domain/Specialty Spell

Acolyte Spells

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Aid	16	None	Attack action	8 minutes	Touch	V,S,DF	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> +1 attack, +1 on saves against fear, 1d8 temporary hit points.					<i>Target:</i> Living creature touched				
□□□□□ Augury	16		Attack action	Instantaneous	Personal	V,S,F			MSRD: msrdspells.rtf
<i>Effect:</i> Learn whether an action will be good or bad.					<i>Target:</i> You				
□□□□□ Cure Moderate Wounds	16	Will half (harmless) (see text)	Attack action	Instantaneous	Touch	V,S	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Cures 2d8 + 8 damage					<i>Target:</i> Creature touched				
□□□□□ Darkness	16	None	Attack action	80 minutes	Touch	V, DF	No		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Causes an object to radiate darkness out to a 20-foot radius					<i>Target:</i> Object touched				
□□□□□ Dataread	16	None	Attack action	8 minutes	Touch	V, S, F/DF	No		MSRD: ArcanaSpells.rtf
<i>Effect:</i> You can access and read data stored in any machine-readable data source					<i>Target:</i> Read machine-readable data				
□□□□□ Daylight	16	None	Attack action	80 minutes	Touch	V, DF	No		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Object touched sheds light as bright as full daylight in a 60-foot radius					<i>Target:</i> Object touched				
□□□□□ Delay Poison	16		Attack action	8 hours	Touch	V,S,DF			MSRD: msrdspells.rtf
<i>Effect:</i> Stops poison from harming subject for 8 hours.					<i>Target:</i> Creature touched				
□□□□□ Enhance Ability	16	Will negates (harmless)	Attack action	8 minutes	Touch	V,S,M/DF	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Subject gains +5 bonus to one ability score for 8 minutes.					<i>Target:</i> Creature touched				
□□□□□ Fill Prescription	16	None	Full-round action	Instantaneous	Close (45 ft.)	S,M	No		MPC: p.67
<i>Effect:</i> Causes one dose of a specific pharmaceutical substance to instantly appear.					<i>Target:</i> One dose of specified medicine				
□□□□□ Hold Person	16	Will negates	Attack action	8 rounds [D]	Medium (180 ft.)	V,S,F/DF	Yes		MSRD: msrdspells.rtf
<i>Effect:</i> Holds one person helpless; 8 rounds.					<i>Target:</i> One Medium-size or smaller humanoid				
□□□□□ Inflict Moderate Wounds	16	Will half	Attack action	Instantaneous	Touch	V,S	Yes		MSRD: msrdspells.rtf
<i>Effect:</i> Touch attack, 2d8 + 0 damage.					<i>Target:</i> Creature touched				
□□□□□ Lesser Restoration	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Dispels magic ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched				
□□□□□ Make-Over	16	Will negates (harmless)	Attack action	8 hours	Close (45 ft.)	V,S	Yes (harmless)		MPC: p.67
<i>Effect:</i> Changes the subjects' clothing, hairstyle, make-up, and other nonmagical accessories.					<i>Target:</i> 8 creatures, no two of which can be more than 15 ft. apart				
□□□□□ Remove Paralysis	16	Will negates (harmless)	Attack action	Instantaneous	Close (45 ft.)	V,S	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Frees one or more creatures from paralysis, hold, or slow.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart				
□□□□□ Resist Energy	16	Fortitude negates (harmless)	Attack action	80 minutes	Touch	V,S,DF	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Ignores 18 points of damage/round from one energy type.					<i>Target:</i> Creature touched				
□□□□□ Shatter	16	Will negates (object) or Fortitude half (see text)	Attack action	Instantaneous	Close (45 ft.)	V, S, F	Yes (Object)		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures					<i>Target:</i> 5-ft.-radius spread; or one solid object or one crystalline creature				
□□□□□ Shield Other	16	Will negates (harmless)	Attack action	8 hours	Close (45 ft.)	V, S, F	Yes (harmless)		MSRD: ArcanaSpells.rtf
<i>Effect:</i> You take half of the subject's damage. Subject gains +1 deflection bonus to Defense and +1 resistance bonus to saves					<i>Target:</i> One creature				
□□□□□ Silence	16	Will negates or none (object)	Attack action	8 minutes	Long (720 ft.)	V,S	Yes or no (object)		MSRD: msrdspells.rtf
<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 15-ft.-radius emanation centered on a creature, object, or point in space				
□□□□□ Speak with Animals	16		Attack action	8 minutes	Personal	V, S			MSRD: ArcanaSpells.rtf
<i>Effect:</i> You can comprehend and communicate with animals					<i>Target:</i> You				
□□□□□ Spider Climb	16	Will negates (harmless)	Attack action	80 minutes	Touch	V,S,M	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Grants ability to travel on walls and ceilings.					<i>Target:</i> Creature touched				
□□□□□ Summon Vivitor II	16	None	Full round action	8 rounds	Close (45 ft.)	V, S	No		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Summons a 2nd-level vivitor or 1d3 1st-level vivitors to fight for you					<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□ Tidy Up	16	Will negates (object)	Full-round action	Instantaneous	Close (45 ft.)	S	Yes (object)		MPC: p.68
<i>Effect:</i> Cleans and straightens a single room.					<i>Target:</i> Circle with a radius of 60 ft.				
□□□□□ Zone of Truth	16	Will negates	Attack action	8 minutes	Close (45 ft.)	V,S,DF	Yes		MSRD: msrdspells.rtf
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 40-ft.-radius emanation				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animate Dead	17	None	Attack action	Instantaneous	Touch	V,S,M	No		MSRD: msrdspells.rtf
<i>Effect:</i> Creates undead skeletons and zombies.					<i>Target:</i> One or more corpses touched				
□□□□□ Bestow Curse	17	Will negates	Attack action	Permanent	Touch	V,S	Yes		MSRD: msrdspells.rtf
<i>Effect:</i> -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.					<i>Target:</i> Creature touched				
□□□□□ Cure Serious Wounds	17	Will half (harmless) (see text)	Attack action	Instantaneous	Touch	V,S	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Cures 3d8 + 8 damage					<i>Target:</i> Creature touched				
□□□□□ Dispel Magic	17	None	Attack action	Instantaneous	Medium (180 ft.)	V,S	No		MSRD: msrdspells.rtf
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 30-ft.-radius burst				
□□□□□ Glyph of Warding	17	See text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	Yes (object)		MSRD: msrdspells.rtf
<i>Effect:</i> Inscription harms those who pass it.					<i>Target:</i> Object touched or up to 40 sq. ft.				
□□□□□ Inflict Serious Wounds	17	Will half	Attack action	Instantaneous	Touch	V,S	Yes		MSRD: msrdspells.rtf
<i>Effect:</i> Touch attack, 3d8 + 0 damage.					<i>Target:</i> Creature touched				
□□□□□ Locate Object	17	None	Attack action	8 minutes	Long (720 ft.)	V,S,DF	No		MSRD: msrdspells.rtf
<i>Effect:</i> Senses direction toward object [specific or type].					<i>Target:</i> Circle, centered on you, with a radius of 720 ft.				
□□□□□ Magic Circle	17	Will negates (harmless)	Attack action	80 minutes	Touch	V, S, DF	No (see text)		MSRD: ArcanaSpells.rtf
<i>Effect:</i> 10-foot-radius area grants +2 bonus to Defense and saves, counters mind control, and hedges out summoned and conjured creatures of specified allegiance					<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□□ Prayer	17	None	Attack action	8 rounds	30ft.	V,S,DF	Yes		MSRD: msrdspells.rtf
<i>Effect:</i> Allies gain +1 on most rolls, and enemies suffer -1.					<i>Target:</i> All allies and foes within a 30-ft.-radius burst centered on you				
□□□□□ Recharge	17	Will negates (harmless)	Attack action	Instantaneous and special [see text]	Touch	V, S, F	Yes (harmless)		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Removes debilitating conditions and grants a +4 bonus on Fortitude saves against poison for 1 minute					<i>Target:</i> Creature touched				
□□□□□ Remove Curse	17	Will negates (harmless)	Attack action	Instantaneous	Touch	V,S	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Frees object or person from curse.					<i>Target:</i> Creature or item touched				
□□□□□ Remove Disease	17	Fortitude negates (harmless)	Attack action	Instantaneous	Touch	V,S	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched				
□□□□□ Resurrect Computer	17	Will negates (object)	Full-round action	Instantaneous	Touch	V,S,F	Yes (object)		MPC: p.68

* =Domain/Specialty Spell

Acolyte Spells

□□□□□	Searing Light	17	None	Attack action	Instantaneous	Medium (180 ft.)	V, S	Yes		MSRD: msrdspells.rtf
<i>Effect:</i> Restores a computer to the state it was a certain number of hours ago.										
□□□□□	Secret Pocket	17	None	Attack action	8 hours	Object touched	V, S, M/DF	No		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Ray deals 4d8, more against undead.										
□□□□□	Shadowmoth Plague	17	Non	Full round action	8 minutes	Long (720 ft.)	V, S, DF	No		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Creates extradimensional space within a pocket on a garment										
□□□□□	Shutdown	17	None	Attack action	8 minutes	Close (45 ft.)		No		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Summons a cloud of shadowmoths that fills a 5-foot-high, 10-foot-radius spread										
□□□□□	Status	17	Will negates (harmless)	Attack action	8 hours	Touch	V, S	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Electric devices in area cease to function for the duration of the spell										
□□□□□	Summon Vivilor III	17	None	Full round action	8 rounds	Close (45 ft.)	V, S	No		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Monitors condition and position of one ally per 3 caster levels.										
□□□□□	Vampiric Touch	17	None	Attack action	Instantaneous and 1 hour [see text]	Touch	V, S	Yes		MSRD: ArcanaSpells.rtf
<i>Effect:</i> Summons a 3rd-level vivilor, 1d3 2nd-level vivilors, or 1d4+1 1st-level vivilors to fight for you										
□□□□□	Water Breathing	17	Will negates (harmless)	Attack action	16 hours [see text]	Touch	V, S, M/DF	Yes (harmless)		MSRD: msrdspells.rtf
<i>Effect:</i> Touch deals 4d6 points of damage; caster gains damage as temporary hit points										
<i>Effect:</i> Subjects can breathe underwater.										

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Crawling Carpet	18	None	Full round action	8 minutes	Long (720 ft.)	V, S, DF	No	MSRD: ArcanaSpells.rtf	
<i>Effect:</i> Summons a 10-foot-radius carpet of monstrous centipedes, scarab beetles, or spiders										
□□□□□	Cure Critical Wounds	18	Will half (harmless) (see text)	Attack action	Instantaneous	Touch	V, S	Yes (harmless)	MSRD: msrdspells.rtf	
<i>Effect:</i> Cures 4d8 +8 damage										
□□□□□	Discern Lies	18	Will negates	Attack action	Concentration, up to 8 rounds	Close (45 ft.)	V, S, DF	No	MSRD: msrdspells.rtf	
<i>Effect:</i> Reveals deliberate falsehoods.										
□□□□□	Divination	18		10 minutes	Instantaneous	Personal or touch	V, S, M		MSRD: ArcanaSpells.rtf	
<i>Effect:</i> Provides useful (if cryptic) advice to a single question										
□□□□□	Faith's Fury	18	Fortitude partial [see text]	Attack action	Instantaneous	Medium (180 ft.)	V, S	Yes	MSRD: msrdspells.rtf	
<i>Effect:</i> Damages and blinds creatures with a specific allegiance.										
□□□□□	Freedom of Movement	18	Will negates (harmless)	Attack action	80 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	MSRD: msrdspells.rtf	
<i>Effect:</i> Subject moves normally despite impediments.										
□□□□□	Greater Magic Weapon	18	Will negates (harmless, object)	Attack action	8 hours	Close (45 ft.)	V, S, M, DF	Yes (harmless, object)	MSRD: msrdspells.rtf	
<i>Effect:</i> +2.										
□□□□□	Inflict Critical Wounds	18	Will half	Attack action	Instantaneous	Touch	V, S	Yes	MSRD: msrdspells.rtf	
<i>Effect:</i> Touch attack, 4d8 + 0 damage.										
□□□□□	Magic Bullets	18	Will negates (harmless, object)	Attack action	8 hours	Touch	V, S, F	Yes (harmless, object)	MSRD: ArcanaSpells.rtf	
<i>Effect:</i> Enchants bullets with the power to knock out or panic targets										
□□□□□	Neutralize Poison	18	Will negates (harmless, object)	Attack action	80 minutes	Touch	V, S, M, DF	Yes (harmless, object)	MSRD: msrdspells.rtf	
<i>Effect:</i> Detoxifies venom in or on subject.										
□□□□□	Restoration	18	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	MSRD: msrdspells.rtf	
<i>Effect:</i> Restores level and ability score drains.										
□□□□□	Spell Immunity	18	Will negates (harmless)	Attack action	80 minutes	Touch	V, S, DF	Yes (harmless)	MSRD: ArcanaSpells.rtf	
<i>Effect:</i> Subject is immune to 2 spells										
□□□□□	Summon Vivilor IV	18	None	Full round action	8 rounds	Close (45 ft.)	V, S	No	MSRD: ArcanaSpells.rtf	
<i>Effect:</i> Summons a 4th-level vivilor, 1d3 3rd-level vivilors, or 1d4+1 2nd-level vivilors to fight for you										
□□□□□	Tongues	18	Will negates (harmless)	Attack action	80 minutes	Touch	V, M/DF	No	MSRD: msrdspells.rtf	
<i>Effect:</i> Speak any language.										
□□□□□	Via Negativa	18	Fortitude half	Attack action	8 levels	Touch	S, F/DF	Yes	MSRD: ArcanaSpells.rtf	
<i>Effect:</i> Crackling energy deals 4d6 points of damage per round to grappled foe; +5 bonus to grapple checks										
□□□□□	Wall Walk	18	Will negates (harmless)	Attack action	80 minutes	Touch	V, S, M	Yes (harmless)	MSRD: ArcanaSpells.rtf	
<i>Effect:</i> Subject can move on ceilings and walls at normal speed as well as hold and wield weapons										

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: