

Joseph Fontaine

NAME

Ded3 Aco8

CLASS

11

TCL

63500

EXPERIENCE

66000

NEXT LEVEL

Human

RACE

27

AGE

Joe LaLumia

PLAYERNAME

Medium

SIZE

Male

GENDER

5'10"

HEIGHT

Brown

EYES

178 lbs.

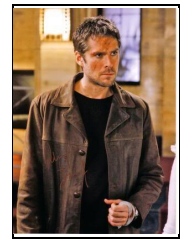
WEIGHT

Brown, Short, Neat

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	0
CON Constitution	14	+2			TOTAL	FLAT	TOUCH	BASE	CLASS BONUS	EQUIP BONUS
INT Intelligence	14	+2			INITIATIVE modifier	+0	+0	+0	DEX MODIFIER	MISC MODIFIER
WIS Wisdom	18	+4			BASE ATTACK bonus	+8/+3			SIZE MODIFIER	MISC BONUS
CHA Charisma	14	+2							MISS CHANCE	ARCANE SPELL FAILURE
										ARMOR CHECK PENALTY
										SPELL RESISTANCE

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

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

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

Crossbow	CURRENT HAND	TYPE	SIZE	CRITICAL			
	Carried	P	M	19-20/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	1d10
40 ft.	+8/+3	+4/-1	+8/+3	+2/-3	+4/-1	-2	1d10
80 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)	CURRENT HAND	TYPE	SIZE	CRITICAL			
	Carried	Ba	S	20/x2			
To Hit	1H-P	1H-O	2H	-2W-P-(OH)	-2W-P-(OL)	-2W-OH	Damage
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)	CURRENT HAND	TYPE	SIZE	CRITICAL			
	Not Carried	P	T	19-20/x2			
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	TYPE	ARMOR BONUS	MAX DEX BONUS
	Medium	+6	+2
CHECK PENALTY	SPELL FAILURE	SPECIAL PROPERTIES	
-5	0	Lic(+1)	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	MISC MODIFIER
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 (Sing)	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 with Electro-optical Scope)				CURRENT HAND	TYPE	SIZE	CRITICAL
				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	Equipped	1	3.0	10.0	
13 lbs., 1 Undercover Vest, 2 Crossbow Bolts, 12, 1 Crossbow, 1 First Aid Kit					
Crossbow Bolts, 12	Backpack	2	0.0 (0.0)	7.0 (14.0)	
☐☐					
Chemical Light Sticks (5)	Equipped	1	1.0	2.0	
☐					
Crossbow	Backpack	1	7.0	9.0	
0 lbs.					
1 Bolt					
First Aid Kit	Backpack	1	3.0	5.0	
Glock 17 (9mm Autoloader/+1)	Holster, Concealed carry	1	2.0	28.0	
0 lbs.					
Magazine 17,Lic(+1), Mastercraft (+1)					
Holster, Concealed carry	Equipped	1	0.5	5.0	
2 lbs., 1 Glock 17 (9mm Autoloader/+1)					
Knife (+1)		1	1.0	17.0	
Remington 700 (7.62 hunting rifle with Electro-optical Scope)		1	11.0	35.0	
Magazine 5 ,Lic(+1)					
Tactical Vest	Equipped	1	10.0	17.0	
Lic(+1)					
Undercover Vest	Backpack	1	3.0	14.0	
Lic(+1)					
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 Concentation 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
Effect: Removes all hair growing where you touch.					Target: Creature touched				
Create Water	14	None	Attack action	Instantaneous	Close (45 ft.)	V,S	No		MSRD: msrdspells.rtf
Effect: Creates 16 gallons of pure water.					Target: Up to 16 gallons of water				
Cure Minor Wounds	14	Will half (harmless) (see text)	Attack action	Instantaneous	Touch	V,S	Yes (harmless)		MSRD: msrdspells.rtf
Effect: Cures 1 point of damage.					Target: Creature touched				
Detect Magical Aura	14		Attack action	Concentration, up to 8 minutes [D]	60ft.	V,S			MSRD: msrdspells.rtf
Effect: Detects spells, magic items within 60 ft.					Target: Quarter-circle emanating from you to the extreme of the range				
Fast Food	14	None	Full-round	Instantaneous	Close (45 ft.)	V,M	No		MPC: p.66
Effect: Causes food from an existing restaurant to appear.					Target: Creates food for one person				
Haywire	14	Will negates (object)	Attack action	8 minutes	Close (45 ft.)	V, S, M	Yes (object)		MSRD: ArcanaSpells.rtf
Effect: Causes a single device to behave randomly and erratically					Target: One object of up to 800 lbs				
Inflict Minor Wounds	14	Will half	Attack action	Instantaneous	Touch	V,S	Yes		MSRD: msrdspells.rtf
Effect: Touch attack, 1 point of damage.					Target: Creature touched				
Light	14	None	Attack action	80 minutes [D]	Touch	V,M/DF	No		MSRD: msrdspells.rtf
Effect: Object shines like a torch.					Target: Object touched				
Mending	14	Will negates (harmless, object)	Attack action	Instantaneous	10 ft	V, S	Yes (harmless, object)		MSRD: ArcanaSpells.rtf
Effect: Repairs small breaks or tears in objects					Target: One object of up to 8 lbs				
Mood Lighting	14	Will negates (object)	Attack action	80 minutes	Medium (180 ft.)	V,S	Yes (object)		MPC: p.67
Effect: Causes all existing light sources within the spell's range to become either more or less bright.					Target: One or more existing sources of light				
Read Magic	14		Attack action	80 minutes	Personal	V,S,F			MSRD: msrdspells.rtf
Effect: Read scrolls, spellbooks, and magical writing.					Target: You				
Resistance	14	Will negates (harmless)	Attack action	1 minute	Touch	V,S,M/DF	Yes (harmless)		MSRD: msrdspells.rtf
Effect: Subject gains +1 on saving throws.					Target: Creature touched				
Virtue	14	Yes (harmless)	Attack action	1 minute	Touch	V,S,DF	Yes (harmless)		MSRD: msrdspells.rtf
Effect: Subject gains 1 temporary hp.					Target: Creature touched				

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
Effect: Enemies suffer -1 attack, -1 on saves against fear.					Target: All enemies within 50 ft.				
Bless	15	None	Attack action	8 minutes	50 ft.	V,S,DF	Yes (harmless)		MSRD: msrdspells.rtf
Effect: Allies gain +1 attack and +1 on saves against fear.					Target: All allies within 50 ft.				
Cause Fear	15	Will negates	Attack action	1d4 rounds	Close (45 ft.)	V,S	Yes		MSRD: msrdspells.rtf
Effect: One creature flees for 1d4 rounds.					Target: One living creature				
Clean	15	Fortitude negates (harmless)	Full round	Instantaneous	Close (45 ft.)	V, S, M	Yes (harmless)		MSRD: ArcanaSpells.rtf
Effect: Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless					Target: One creature, object of up to 8000 lbs or room of up to 800 sq. ft				
Command	15	Will negates	Attack action	1 round	Close (45 ft.)	V	Yes		MSRD: msrdspells.rtf
Effect: One subject obeys one-word command for 1 round.					Target: One living creature				
Comprehend Languages	15		Attack action	80 minutes	Personal	V,S,M/DF			MSRD: msrdspells.rtf
Effect: Understands all spoken and written languages.					Target: You				
Cure Light Wounds	15	Will negates (harmless) (see text)	Attack action	Instantaneous	Touch	V,S	Yes (harmless)		MSRD: msrdspells.rtf
Effect: Cures 1d8 + 5 damage					Target: Creature touched				
Degauss	15	None	Attack action	Instantaneous	Touch	V, S	No		MSRD: ArcanaSpells.rtf
Effect: Erase a single device that contains electronic data					Target: Stored data is erased				
Faerie Fire	15	None	Attack action	8 minutes	Long (720 ft.)	V, S, DF	Yes		MSRD: ArcanaSpells.rtf
Effect: Pale glow surrounds and outlines creatures and objects in a 5-foot-radius burst					Target: Creatures and objects within a 5-ft.-radius burst				
Inflict Light Wounds	15	Will half	Attack action	Instantaneous	Touch	V,S	Yes		MSRD: msrdspells.rtf
Effect: Touch, 1d8 + 0 damage.					Target: Creature touched				
Instant Identify	15	None	Full round	Instantaneous	Touch	V, S, M/DF	No		MSRD: ArcanaSpells.rtf
Effect: Determines all magic properties of a single magic item					Target: One touched object				
Magic Weapon	15	Will negates (harmless, object)	Attack action	8 minutes	Touch	V,S,DF	Yes (harmless, object)		MSRD: msrdspells.rtf
Effect: Weapon gains +1 bonus.					Target: Weapon touched				
Obscuring Mist	15	None	Attack action	8 minutes	30 ft	V, S	No		MSRD: ArcanaSpells.rtf
Effect: Creates cloud of vapor that obscures all sight, including darkvision, beyond 5 feet					Target: Cloud centered on you spreads 30 ft. and is 20 ft. high				
Personal Soundtrack	15	Will negates (harmless)	Attack action	8 hours	Touch	V,S,F	Yes (harmless)		MPC: p.67
Effect: Creates a musical theme or a sound effect that emanates from the subject when he or she performs a specific action.					Target: Creature touched				
Remove Fear	15	Will negates (harmless)	Attack action	10 minutes [see text]	Close (45 ft.)	V,S	Yes (harmless)		MSRD: msrdspells.rtf
Effect: +4 on saves against fear for 1+2 subjects, no two of which can be more than 30 ft. apart					Target: 3 creatures, 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
Effect: Opponents can't attack you, and you can't attack them					Target: Creature touched				
Search Room	15	None	Full-round	Instantaneous	Personal	V,S,F	No		MPC: p.68
Effect: Allows an instant search for a specific item within a large area.					Target: Circle, emanating from you, with a radius of 60 ft.				
Shield of Faith	15	Will negates (harmless)	Attack action	8 minutes	Touch	V,S,M	Yes (harmless)		MSRD: msrdspells.rtf
Effect: Aura grants +2 or higher deflection bonus.					Target: Creature touched				
Summon Vivitor I	15	None	Full round	8 rounds	Close (45 ft.)	V, S	No		MSRD: ArcanaSpells.rtf
Effect: Summons a 1st-level vivitor from Shadow to fight for you					Target: One summoned creature				
Trace Purge	15	None	Attack action	Instantaneous	Close (45 ft.)	V, S, M/DF	No		MSRD: ArcanaSpells.rtf
Effect: Removes physical traces of the subject's presence or passage					Target: 15-ft.-radius emanation centered on a point in space				

* =Domain/Speciality 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

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

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□	Crawling Carpet	18	None	Full round	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	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	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									
<i>Target:</i> Creature touched									

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: