

Name: _____ Player: _____ Campaign: _____

Character Level: _____

Class _____	Level _____	Race _____	Align. _____	Nationality _____	Faith _____
Class _____	Level _____				Age: _____
Class _____	Level _____	Gender _____	Height _____	Weight _____	apparent _____ actual _____
Class _____	Level _____				
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Class _____	Level _____				
Class _____	Level _____				
Class _____	Level _____				
Class _____	Level _____				
Class _____	Level _____				

Armor Worn:

AC = 10 + + + + + + + + + +

base armor shield DEX size class other misc nat.
bonus bonus mod mod mod magic mod armor

attribute	score	modifier	score	modifier	spent	bonus	total	HP	total	special	wounds / current hp	subdual damage
STR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

saving throws
Fortitude (CON) = + + + + +

Reflex (DEX) = + + + + +

Will (WIS) = + + + + +

attack bonuses
Melee = + + + +

Ranged = + + + +

Weapon	bonus	total att +	damage	dam. bonus	critical	range	weight	type	size	prof.	RND	hide DC

Armor / Shield / protective items	type	AC bonus	check penalty	max dex	spell failure	weight

Languages

Feats

conditional modifiers

combat mods

of Feats available:

level:

* - may be taken multiple times, for different targets, does not stack; ** - may be taken multiple times, effects stack; (f) - Fighter feat

Chosen	General Feats	Prereq met?	other	ref
	Augment Summoning	Spellcaster 2nd+		srd
	Blind-Fight	no prereq		srd
	Combat Casting	no prereq		srd
	Combat Expertise	FALSE		srd
	Immovable Force (f)	FALSE		wsc
	Improved Disarm	FALSE		srd
	Improved Feint	FALSE	MV action feint (Bluff)	srd
	Flourish (f)	FALSE		wsc
	Improved Trip	FALSE		srd
	Combat Reflexes	no prereq		srd
	Take the Hit (f)	FALSE		wsc
	Dirty Fighting	Sneak Attack		wsc
	Doctor	FALSE		wsc
	Dodge	FALSE		srd
	Mobility	FALSE		srd
	Spring Attack	FALSE		srd
	Whirlwind Attack	FALSE		srd
	Endurance	no prereq		srd
	Die Hard	FALSE		srd
	Eschew Materials	any metamagic feat		srd
	Exotic Weapon Proficiency*	FALSE		srd
	Extra Turning**	FALSE		srd
	Great Fortitude	no prereq	+2 Fort	srd
	Hold This	no prereq		wsc
	Improved Counterspell	no prereq		srd
	Improved Critical*	FALSE		srd
	Improved Initiative	no prereq	+4 Init	srd
	Improved Turning	Ability to turn or rebuke creatures		srd
	Improved Unarmed Strike	no prereq		srd
	Deflect Arrows	FALSE		srd
	Snatch Arrows	FALSE		srd
	Improved Grapple	FALSE		srd
	Stunning Fist	FALSE		srd
	Iron Will	no prereq	+2 Will	srd
	Keen Sense*	no prereq	adds +2 to Notice with associated sense	wsc
	Leadership	FALSE		srd
	Lightning Reflexes	no prereq	+2 Reflex	srd
	Martial Weapon Proficiency*	no prereq		srd
	Mounted Combat	FALSE		srd
	Mounted Archery	FALSE		srd
	Ride-By Attack	FALSE		srd
	Spirited Charge	FALSE		srd
	Trample	FALSE		srd
	Old Money	1st level only		wsc
	Perfect Memory	FALSE	+5 to Int check to remember detail	wsc
	Perfect Placement	FALSE	ignore hardness vs. explosives	wsc
	Perfect Spot (f)	no prereq	ignore DR vs. creature	wsc
	Point Blank Shot	no prereq		srd
	Far Shot	FALSE		srd
	Get in Close (f)	FALSE	no AoO using firearm in melee	wsc
	Precise Shot	FALSE		srd
	Improved Precise Shot	FALSE		srd
	Trick Shot (f)	FALSE		wsc
	Rapid Shot	FALSE		srd
	Fan the Hammer (f)	FALSE	gain an additional secondary shot	wsc
	Manyshot	FALSE		srd
	Shot on the Run	FALSE		srd
	Power Attack	FALSE		srd
	Cleave	FALSE		srd
	Great Cleave	FALSE		srd

	Improved Bull Rush		FALSE		srd
	Improved Overrun		FALSE		srd
	Improved Sunder		FALSE		srd
	Irresistable Object (f)		FALSE		wsc
	Threatening Presence		FALSE		wsc
	Psychology		FALSE		wsc
	Quick Draw		FALSE		srd
	Give Me That		FALSE	use Sleight of Hand to take items from others	wsc
	Quick Learner		no prereq	gain 1 extra skill point/level	wsc
	Rapid Reload			Proficiency with Crossbow	srd
	Run		no prereq		srd
	Savant*		no prereq	Choose 2 skills to be Class	wsc
	Shield Proficiency		no prereq		srd
	Improved Shield Bash		FALSE		srd
	Tower Shield Proficiency		FALSE		srd
	Simple Weapon Proficiency		no prereq		srd
	Skill Focus*		no prereq		srd
	Savoir-Faire		FALSE		wsc
	Skill Symbosis*		no prereq	+2 to 2 skills of choice	wsc
	Socialite				wsc
	Speedloader (f)		FALSE	load 6 bullets in 1 firearm	wsc
	Spell Focus*		no prereq		srd
	Greater Spell Focus*		FALSE		srd
	Spell Mastery*		FALSE		srd
	Spell Penetration		no prereq		srd
	Greater Spell Penetration		FALSE		srd
	Teamwork (f)		no prereq		wsc
	Toughness**		no prereq	+3 hp	srd
	Resilience		FALSE	gain 1 hp per level	wsc
	Track		no prereq		srd
	Two-Weapon Fighting		FALSE		srd
	Improved Two-Weapon Fighting		FALSE		srd
	Greater Two-Weapon Fighting		FALSE		srd
	Two-Weapon Defense		FALSE		srd
	Weapon Finesse		FALSE		srd
	Weapon Focus*		FALSE		srd
	Weapon Specialization*		FALSE		srd
	Greater Weapon Focus*		FALSE		srd
	Greater Weapon Specialization*		FALSE		srd

Chosen	Item Creation Feats	Prereq met?	other requirements	ref
	Brew Potion		Spellcaster 3rd+	srd
	Craft Magic Arms and Armor		Spellcaster 5th+	srd
	Craft Rod		Spellcaster 9th+	srd
	Craft Staff		Spellcaster 12th+	srd
	Craft Wand		Spellcaster 5th+	srd
	Craft Wondrous Item		Spellcaster 3rd+	srd
	Forge Ring		Spellcaster 12th+	srd
	Scribe Scroll		Spellcaster 1st+	srd

Chosen	Metamagic Feats	Prereq met?	spell level increase	ref
	Empower Spell	no prereq	+2	srd
	Enlarge Spell	no prereq	+1	srd
	Extend Spell	no prereq	+1	srd
	Heighten Spell	no prereq	+x	srd
	Maximize Spell	no prereq	+3	srd
	Quicken Spell	no prereq	+4	srd
	Silent Spell	no prereq	+1	srd
	Widen Spell		+3	srd

Chosen	Supernatural Feats	Prereq met?	other info	ref
	Sixth Sense	no prereq		wsc
	Arithmology	FALSE		wsc
	Meditation	FALSE		wsc

:current

(starting)

current experience total:

:current character level

cash

\$ -

	event	XP	Total XP	Level	needed	play date	DU	duL	location	in game date	+	-	total
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* The light blue filled boxes are provided to give a base-line of standard equipment

F

	Weapon	cost	damage	critical	range	wt.	size	type
"basic"								
weapon 1								
weapon 2								
weapon 3								
weapon 4								
weapon 5								
weapon 6								

	Armor / Shield	base AC	check	max	spell	
	type	bonus	penalty*	dex	failure	weight
"basic" armor						
special armor						
special shield						
"basic" shield						
other item types						
Other AC Item 1						
Other AC Item 2						
Other AC Item 3						

protective item(s)

Name:

Creature:

Creature Type

Hit Dice:

hit points:

Initiative:

Speed:

AC:

Attacks:

Damage:

Face/Reach:

Special Qualities:

Saves:

Abilities:

Skills:

Feats:

know	#	0	.0-LEVEL	.cast	.DC	.save	.sch	.range	.area	.dur	.description
		0	Acid Splash	1r		none	Conj	Close	1 missile	Inst	Orb deals 1d3 acid damage.
		0	Arcane Mark	1r		none	Univ	0'	1mark w/in 1'sq	perm	Inscribes a personal rune (visible or invisible).
		0	Dancing Lights	1a		none	Evoc	Med	up to 4 lights w/in 10'r	1m(D)	Creates torches or other lights.
		0	Daze	1a	15	W	Ench	Close	1 humanoid =<4HD	1r	Humanoid creature of 4 HD or less loses next action.
		0	Detect Magic	1a	14	none	Div	60'	Cone	C, 1m/lvl(D)	Detects spells and magic items within 60 ft.
		0	Detect Poison	1a		none	Div	Close	1 creature, 1 object, or a 5'cu	Inst	Detects poison in one creature or small object.
		0	Disrupt Undead	1a	14	none	Necro	Close	Ray	Inst	Deals 1d6 damage to one undead.
		0	Flare	1a	14	F	Evoc	Close	burst of light	Inst	Dazzles one creature (-1 on attack rolls).
		0	Ghost Sound	1a	15	W	Illu	Close	illusory sounds	1r/lvl(D)	Figment sounds.
		0	Light	1a	14	none	Evoc	touch	1 object	10m/lvl(D)	Object shines like a torch.
		0	Mage Hand	1a		none	Trans	Close	1 nonmagical, unattended object <=5 lb	C	5-pound telekinesis.
		0	Mending	1r		W	Trans	10'	1 object up to 1 lb.	Inst	Makes minor repairs on an object.
		0	Message	1r		none	Trans	Med	1 creature /lvl	10m/lvl	Whispered conversation at distance.
		0	Open/Close	1a	14	W	Trans	Close	object <=30 lb. OR portal that can be opened or closed	Inst	Opens or closes small or light things.
		0	Prestidigitation	1r	14	spec	Univ	10'	spec	1hr	Performs minor tricks.
		0	Ray of Frost	1r	14	none	Evoc	Close	Ray	Inst	Ray deals 1d3 cold damage.
		0	Read Magic	1r	14	none	Div	self	self	10m/lvl	Read scrolls and spellbooks.
		0	Resistance	1r	15	W	Abjur	touch	1 creature	1m	Subject gains +1 on saving throws.
		0	Touch of Fatigue	1a		F	Necro	touch	1 creature	1r/lvl	Touch attack fatigues target.
		0									
		0									
know	#	1	.1ST-LEVEL	.cast	.DC	.save	.sch	.range	.area	.dur	.description
		1	Alarm	1r	16	none	Abjur	Close	20'r	2h/lvl(D)	Wards an area for 2 hours/level. [mental only]
		1	Animate Rope	1r		none	Trans	Med	1, 50'+5'/lvl	1r/lvl	Makes a rope move at your command.
		1	Burning Hands	1r		R/2	Evoc	touch	touch attack	Inst	1d4/level fire damage (max 5d4).
		1	Cause Fear	1r		W,part	Necro	Close	1 living creature, =<5HD	1d4 r OR 1r	One creature of 5 HD or less flees for 1d4 rounds.
		1	Charm Person	1r	16	W	Ench	Close	1 humanoid	1h/lvl	Makes one person your friend.
		1	Chill Touch	1 full round	15	F,part OR W	Necro	touch	1/lvl touched	Inst	One touch/level deals 1d6 damage and possibly 1 Str damage.
		1	Color Spray	1r		W	Illu	15'	Cone	Inst	Knocks unconscious, blinds, and/or stuns weak creatures.
		1	Comprehend Languages	1r	15	none	Div	self	self	10m/lvl	You understand all spoken and written languages.
		1	Detect Secret Doors	1r		none	Div	60'	Cone	C, 1m/lvl(D)	Reveals hidden doors within 60 ft.
		1	Detect Undead	1r	15	W	Div	60'	Cone	C, 1m/lvl(D)	Reveals undead within 60 ft.
		1	Disguise Self	1r		none	Illu	self	self	10m/lvl(D)	Changes your appearance. +10 to Disguise.
		1	Endure Elements	1r		W	Abjur	touch	1 creature	24h	Exist comfortably in hot or cold environments.
		1	Enlarge Person	1r		F	Trans	Close	1 humanoid	1m/lvl(D)	Humanoid creature doubles in size.
		1	Erase	1r		spec	Trans	Close	1 scroll or 2 pages	Inst	Mundane or magical writing vanishes.
		1	Expeditious Retreat	1r		none	Trans	self	self	1m/lvl(D)	Your speed increases by 30 ft.
		1	Feather Fall	1 free action		W	Trans	Close	1/lvl, w/in 20'	1r/lvl	Objects or creatures fall slowly.
		1	Grease	1r		spec	Conj	Close	1 object OR a 10'sq	1r/lvl(D)	Makes 10-ft. square or one object slippery.

		1	Hold Portal	1r		none	Abjur	Close	1 portal OR 20sq/lvl	1m/lvl(D)	Holds door shut.
		1	Hypnotism	1r	16	W	Ench	Close	30'r	2d4r(D)	Fascinates 2d4 HD of creatures.
		1	Identify ^M	16h		none	Div	touch	1 object	Inst	Determines properties of magic item.
		1	Jump	1r		W	Trans	touch	1 creature	1m/lvl(D)	Subject gets bonus on Jump checks.
		1	Mage Armor	1r	15	W	Conj	touch	1 creature	1h/lvl(D)	Gives subject +4 armor bonus.
		1	Magic Weapon	1r		W	Trans	touch	1 weapon	1m/lvl	Weapon gains +1 bonus.
		1	Mount	2r		none	Conj	Close	1 mount	2h/lvl(D)	Summons riding horse for 2 hours/level.
		1	Obscuring Mist	1r		none	Conj	20'	20r*20'h	1m/lvl	Fog surrounds you.
		1	Protection from Chaos	1r	16	W	Abjur	touch	1 creature	1m/lvl(D)	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.
		1	Protection from Evil	1r	16	W	Abjur	touch	1 creature	1m/lvl(D)	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.
		1	Protection from Good	1r	16	W	Abjur	touch	1 creature	1m/lvl(D)	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.
		1	Protection from Law	1r	16	W	Abjur	touch	1 creature	1m/lvl(D)	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.
		1	Ray of Enfeeblement	1r	15	none	Necro	Close	Ray	1m/lvl	Ray deals 1d6 +1 per two levels Str damage.
		1	Reduce Person	2r		F	Trans	Close	1 humanoid	1m/lvl(D)	Humanoid creature halves in size.
		1	Shield	1r	16	none	Abjur	self	self	1m/lvl(D)	Invisible disc gives +4 to AC, blocks <i>magic missiles</i> .
		1	Shocking Grasp	1r		none	Evoc	touch	1 creature OR object	Inst	Touch delivers 1d6/level electricity damage (max 5d6).
		1	Silent Image	1r	16	W	Illu	Long	4 10'cu +1 10'cu/lvl(S)	C	Creates minor illusion of your design.
		1	Sleep	1r	16	W	Ench	Med	4HD of living creatures w'in 10'r	1m/lvl	Puts 4 HD of creatures into magical slumber.
		1	Summon Monster I	1 full round		none	Conj	Close		1h/lvl	Calls extraplanar creature to fight for you.
		1	True Strike	1r		none	Div	self	self	1 attack w/in the next round	+20 on your next attack roll.
		1	Unseen Servant	1r		none	Conj	Close	1 invisible, mindless, shapeless servant	1h/lvl	Invisible force obeys your commands.
		1	Ventriloquism	1r	16	W	Illu	Close	nearby	1m/lvl(D)	Throws voice for 1 min./level.
		1									
		1									
		1									
know	#	2	.2ND-LEVEL	.cast	.DC	.save	.sch	.range	.area	.dur	.description
		2	Acid Arrow	2r		none	Conj	Long	1 arrow of acid	1r+1r/3lvl	Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.
		2	Alter Self	2r		none	Trans	self	self	10m/lvl(D)	Assume form of a similar creature.
		2	Arcane Lock ^M	2r		none	Abjur	touch	door, chest, portal	perm	Magically locks a portal or chest.
		2	Bear's Endurance	2r		W	Trans	touch	1 creature	10m/lvl	Subject gains +4 to Con for 1 min./level.
		2	Blindness/Deafness	2r		F	Trans	Med	1 living creature	perm	Makes subject blinded or deafened.
		2	Blur	1r	17	W	Illu	touch	1 creature	1m/lvl	Attacks miss subject 20% of the time.
		2	Bull's Strength	2r	16	W	Trans	touch	1 creature	10m/lvl	Subject gains +4 to Str for 1 min./level.
		2	Cat's Grace	2r	16	W	Trans	touch	1 creature	10m/lvl	Subject gains +4 to Dex for 1 min./level.
		2	Command Undead	1r		W	Necro	Close	1 undead	1d/lvl	Undead creature obeys your commands.
		2	Continual Flame ^M	3r		none	Evoc	touch	1 object	perm	Makes a permanent, heatless torch.

	2	Darkness	2r	16	none	Evoc	touch	1 object	10m/lvl(D)	20-ft. radius of supernatural shadow.
	2	Darkvision	2r	16	W	Trans	touch	1 creature	1h/lvl	See 60 ft. in total darkness.
	2	Daze Monster	1r		W	Ench	Med	1 living creature, =<6HD	1r	Living creature of 6 HD or less loses next action.
	2	Detect Thoughts	2r	16	W	Div	60'	Cone	C, 1m/lvl(D)	Allows "listening" to surface thoughts.
	2	Eagle's Splendor	2r		W	Trans	touch	1 creature	10m/lvl	Subject gains +4 to Cha for 1 min./level.
	2	False Life	1r	16	none	Necro	self	self	1h/lvl	Gain 1d10 temporary hp +1/level (max +10).
	2	Flaming Sphere	2r	16	R	Evoc	Med	5'dia sphere	1r/lvl	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
	2	Fog Cloud	2r		none	Conj	Med	20'r * 20'h	10m/lvl	Fog obscures vision.
	2	Fox's Cunning	2r		W	Trans	touch	1 creature	10m/lvl	Subject gains +4 Int for 1 min./level.
	2	Ghoul Touch	1a		F	Necro	touch	1 living humanoid	1d6+2r	Paralyzes one subject, which exudes stench; that makes those nearby sickened.
	2	Glitterdust	2r		W(blind)	Conj	Med	10'r	1r/lvl	Blinds creatures, outlines invisible creatures.
	2	Gust of Wind	3r		F	Evoc	60'	Line	1r	Blows away or knocks down smaller creatures.
	2	Hideous Laughter	2r	17	W	Ench	Close	1 creature	1r/lvl	Subject loses actions for 1 round/level.
	2	Hypnotic Pattern	2r		W	Illu	Med	colorful lights in 10'r	C+2r	Fascinates (2d4 + level) HD of creatures.
	2	Invisibility	2r	17	W	Illu	touch	creature or object <=100'/lvl	1m/lvl(D)	Subject is invisible for 1 min./level or until it attacks.
	2	Knock	2r	16	none	Trans	Med	1 door, box, or chest; up to 10sp/lvl	Inst	Opens locked or magically sealed door.
	2	Levitate	2r	16	none	Trans	Close	willing creature or object <=100 lb/lvl	1m/lvl(D)	Subject moves up and down at your direction.
	2	Locate Object	2r	16	none	Div	Long	circle, self centered, r of Long	1m/lvl	Senses direction toward object (specific or type).
	2	Magic Mouth ^M	2r	17	W	Illu	Close	1 creature or object	'til used	Speaks once when triggered.
	2	Mirror Image	2r		none	Illu	self	self	1m/lvl(D)	Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
	2	Misdirection	2r		none OR W	Illu	Close	1 creature or object <=10'cu	1h/lvl	Misleads divinations for one creature or object.
	2	Obscure Object	2r		W	Abjur	touch	object <=100 lb/lvl	8h(D)	Masks object against scrying.
	2	Owl's Wisdom	2r		W	Trans	touch	1 creature	10m/lvl	Subject gains +4 to Wis for 1 min./level.
	2	Protection from Arrows	2r	17	W	Abjur	touch	1 creature	1h/lvl 'til use	Subject immune to most ranged attacks.
	2	Pyrotechnics	2r	16	W or F	Trans	Long	1 fire source up to 20'cu	1d4+1r	Turns fire into blinding light or choking smoke.
	2	Resist Energy	2r		F	Abjur	touch	1 creature	10m/lvl	Ignores first 10 (or more) points of damage/attack from specified energy type.
	2	Rope Trick	2r		none	Trans	touch	1 rope, 5'-30' long	1h/vl(D)	As many as eight creatures hide in extradimensional space.
	2	Scare	2r	16	W,part	Necro	Med	1 living creature /3lvl, w/in 30'	1r/lvl OR 1r	Panics creatures of less than 6 HD.
	2	Scorching Ray	3r		none	Evoc	Close	1 Ray + 1 Ray /4lvl beyond 3rd	Inst	Ranged touch attack deals 3d6 fire damage, +1 ray/four levels (max 3).
	2	See Invisibility	2r		none	Div	self	self	10m/lvl(D)	Reveals invisible creatures or objects.
	2	Shatter	2r		F/2 or W	Evoc	Close	5'r OR 1 crystalline creature	Inst	Sonic vibration damages objects or crystalline creatures.
	2	Spectral Hand	2r	16	none	Necro	Med	1 spectral hand	1m/lvl(D)	Creates disembodied glowing hand to deliver touch attacks.
	2	Spider Climb	2r		W	Trans	touch	1 creature	10m/lvl	Grants ability to walk on walls and ceilings.

		2	Summon Monster II	2 full rounds		none	Conj	Close		1h/lvl	Calls extraplanar creature to fight for you.
		2	Summon Swarm	1m		none	Conj	Close	1 swarm of bats, rats, or spiders	C+2r	Summons swarm of bats, rats, or spiders.
		2	Touch of Idiocy	2r		none	Ench	touch	1 living creature	10m/lvl	Subject takes 1d6 points of Int, Wis, and Cha damage.
		2	Web	2r	16	R	Conj	Med	20' R	10m/lvl(D)	Fills 20-ft.-radius spread with sticky spiderwebs.
		2	Whispering Wind	2r		none	Trans	1mi/lvl	10'r	<=1h/lvl 'till discharged	Sends a short message 1 mile/level.
		2									
know	#	3	.3RD-LEVEL	.cast	.DC	.save	.sch	.range	.area	.dur	.description
		3	Arcane Sight	3r		none	Div	self	self	1m/lvl	Magical auras become visible to you.
		3	Blink	3r		none		self	self	1r/lvl	You randomly vanish and reappear for 1 round/level.
		3	Clairaudience /Clairvoyance	10m	17	none	Div	Long	magic sensor	1m/lvl	Hear or see at a distance for 1 min./level.
		3	Daylight	2r	17	none	Evoc	touch	1 object	10m/lvl(D)	60-ft. radius of bright light.
		3	Deep Slumber	3r	18	W	Ench	Med	10'r, 10HD of creatures	1m/lvl	Puts 10 HD of creatures to sleep.
		3	Dispel Magic	3r	18	none	Abjur	Med	1 spellcaster, creature, or object; OR 20'r	Inst	Cancels magical spells and effects.
		3	Displacement	3r	18	W	Illu	touch	1 creature	1r/lvl(D)	Attacks miss subject 50%.
		3	Explosive Runes	3r		spec	Abjur	touch	1 object up to 10 lb.	until discharged(D)	Deals 6d6 damage when read.
		3	Fireball	3r	17	R/2	Evoc	Long	20'r	Inst	1d6 damage per level, 20-ft. radius.
		3	Flame Arrow	1r		none	Trans	Close	50 projectiles	1r/lvl	Arrows deal +1d6 fire damage.
		3	Fly	3r		W	Trans	touch	1 creature	1m/lvl	Subject flies at speed of 60 ft.
		3	Gaseous Form	3r		none	Trans	touch	willing corporeal creature	2m/lvl(D)	Subject becomes insubstantial and can fly slowly.
		3	Gentle Repose	2r		W	Necro	touch	1 corpse	1d/lvl	Preserves one corpse.
		3	Halt Undead	2r	17	W	Necro	Med	3 undead w/in 30'	1r/lvl	Immobilizes undead for 1 round/level.
		3	Haste	3r		F	Trans	Close	1/lvl w/in 30'	1r/lvl	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
		3	Heroism	3r	18	W	Ench	touch	1 creature	10m/lvl	Gives +2 bonus on attack rolls, saves, skill checks.
		3	Hold Person	3r	18	W	Ench	Med	1 humanoid	1r/lvl(D)	Paralyzes one humanoid for 1 round/level.
		3	Illusory Script^M	10m(+)		W	Illu	touch	1 object <=10 lb	1d/lvl(D)	Only intended reader can decipher.
		3	Invisibility Sphere	3r		W	Illu	touch	10'r around target	1m/lvl(D)	Makes everyone within 10 ft. invisible.
		3	Keen Edge	3r		W	Trans	Close	1 weapon or 50 projectiles	10m/lvl	Doubles normal weapon's threat range.
		3	Lightning Bolt	3r		R/2	Evoc	120'	Line	Inst	Electricity deals 1d6/level damage.
		3	Magic Circle vs Chaos	3r	18	W	Abjur	touch	10'r from target	10m/lvl	As <i>protection</i> spells, but 10-ft. radius and 10 min./level.
		3	Magic Circle vs Evil	3r	18	W	Abjur	touch	10'r from target	10m/lvl	As <i>protection</i> spells, but 10-ft. radius and 10 min./level.
		3	Magic Circle vs Good	3r	18	W	Abjur	touch	10'r from target	10m/lvl	As <i>protection</i> spells, but 10-ft. radius and 10 min./level.
		3	Magic Circle vs Law	3r	18	W	Abjur	touch	10'r from target	10m/lvl	As <i>protection</i> spells, but 10-ft. radius and 10 min./level.

		3	Magic Weapon, Greater	3r	17	W	Trans	Close	1 weapon or 50 projectiles	1h/lvl	+1/four levels (max +5).
		3	Major Image	3r	18	W	Illu	Long	4 10'cu +1 10'cu/lvl(S)	C+3r	As <i>silent image</i> , plus sound, smell and thermal effects.
		3	Nondetection ^M	3r		W	Abjur	touch	creature or object	1h/lvl	Hides subject from divination, scrying.
		3	Phantom Steed	20m		none	Conj	0'	1 quasi-real, horselike creature	1h/lvl(D)	Magic horse appears for 1 hour/level.
		3	Protection from Energy	3r		F	Abjur	touch	1 creature	10m/lvl 'til use	Absorb 12 points/level of damage from one kind of energy.
		3	Rage	3r		none	Ench	Med	1 willing living creature /3lvl, w/in 30'	C+1r/lvl	Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.
		3	Ray of Exhaustion	2r	17	F,part	Necro	Close	Ray	1m/lvl	Ray makes subject exhausted.
		3	Secret Page	20m		none	Trans	touch	page, <=3sq' in size	perm	Changes one page to hide its real content.
		3	Sepia Snake Sigil ^M	20m		none	Conj	touch	1 book or written work	perm, 'til use, OR 1d4d+1d/lvl	Creates text symbol that immobilizes reader.
		3	Shrink Item	3r		W	Trans	touch	1 object <=2'/lvl	1d/lvl	Object shrinks to one-sixteenth size.
		3	Sleet Storm	3r		none	Conj	Long	cylinder 40'r, 20'h	1r/lvl	Hampers vision and movement.
		3	Slow	3r		W	Trans	Close	1 creature /lvl, w/in 30'	1r/lvl	One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.
		3	Stinking Cloud	3r	17	F	Conj	Med	20'r*20'h	1r/lvl	Nauseating vapors, 1 round/level.
		3	Suggestion	3r	18	W	Ench	Close	1 living creature	1h/lvl 'till completed	Compels subject to follow stated course of action.
		3	Summon Monster III	2 full rounds		none	Conj	Close		1h/lvl	Calls extraplanar creature to fight for you.
		3	Tiny Hut			none	Conj	Close	1 hut		Creates shelter for ten creatures.
		3	Tongues	3r		W	Div	touch	1 creature	10m/lvl	Speak any language.
		3	Vampiric Touch	3r		none	Necro	touch	1 living creature	Inst/1h	Touch deals 1d6/two levels damage; caster gains damage as hp.
		3	Water Breathing	3r		W	Trans	touch	living creatures	2h/lvl	Subjects can breathe underwater.
		3	Wind Wall	3r	17	none	Evoc	Med	wall <=10'/lvl long * 5'/lvl high	1r/lvl	Deflects arrows, smaller creatures, and gases.
		3									
know	#	4	.4TH-LEVEL	.cast	.DC	.save	.sch	.range	.area	.dur	.description
		4	Animate Dead ^M	2r	18	none	Necro	touch	1 or more	Inst	Creates undead skeletons and zombies.
		4	Arcane Eye	20m		none	Div	unlimited		1m/lvl	Invisible floating eye moves 30 ft./round.
		4	Bestow Curse	4r		W	Necro	touch	1 creature	perm	-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
		4	Black Tentacles	4r	18	none	Conj	Med	20'r	10m/lvl	Tentacles grapple all within 20 ft. spread.
		4	Charm Monster	4r		W	Ench	Close	1 living creature	1d/lvl	Makes monster believe it is your ally.
		4	Confusion	4r	19	W	Ench	Med	15'r	1r/lvl	Subjects behave oddly for 1 round/level.
		4	Contagion	2r		F	Necro	touch	1 living creature	Inst	Infects subject with chosen disease.
		4	Crushing Despair	4r	19	W	Ench	30'	Cone	1m/lvl	Subjects take -2 on attack rolls, damage rolls, saves, and checks.
		4	Detect Scrying	4r		none	Div	self	120'	24h	Alerts you of magical eavesdropping.
		4	Dimension Door	4r		none	Conj	Long	you + your max load	Inst	Teleports you short distance.
		4	Dimensional Anchor	4r		none	Abjur	Med	Ray	1m/lvl	Bars extradimensional movement.
		4	Enervation	2r		none	Necro	Close	Ray	Inst	Subject gains 1d4 negative levels.
		4	Enlarge Person, Mass	4r		F	Trans	Close	several humanoids	1m/lvl(D)	Several humanoid creatures double in size.

know	#	4									
		5	.5TH-LEVEL	.cast	.DC	.save	.sch	.range	.area	.dur	.description
		5	Animal Growth	5r		F	Trans	Med	1/2lv1 w/in 30'	1m/lvl	One animal/two levels doubles in size.
		5	Baleful Polymorph	5r		F;Will,part	Trans	Close	1 creature	perm	Transforms subject into harmless animal.
		5	Blight	2r		W,part	Necro	Med	20'r	Inst	Withers one plant or deals 1d6/level damage to plant creature.
		5	Break Enchantment	2m		spec	Abjur	Close	1/lvl w/in 30'	Inst	Frees subjects from enchantments, alterations, curses, and petrification.
		5	Cloudkill	5r		F,part	Conj	Med	20'r, 20'h	1m/lvl	Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.
		5	Cone of Cold	5r		R/2	Evoc	60'	Cone	Inst	1d6/level cold damage.
		5	Contact Other Plane			none	Div	self	self		Lets you ask question of extraplanar entity.
		5	Dismissal	5r		W	Abjur	Close	1 extraplanar creature	Inst	Forces a creature to return to native plane.
		5	Dominate Person	3r	20	W	Ench	Close	1 humanoid	1d/lvl	Controls humanoid telepathically.
		5	Dream	2m		none	Illu	unlimited	1living creature touched	spec	Sends message to anyone sleeping.
		5	Fabricate	spec		none	Trans	Close	10cu/lvl	Inst	Transforms raw materials into finished items.
		5	False Vision ^M	5r		none	Illu	touch	40'r	30m/lvl	Fools scrying with an illusion.
		5	Feeblemind	5r		W	Ench	Close	1 creature	Inst	Subject's Int and Cha drop to 1.
		5	Hold Monster	5r		W	Ench	Med	1 living creature	1r/lvl(D)	As <i>hold person</i> , but any creature.
		5	Interposing Hand				Conj	Close			Hand provides cover against one opponent.
		5	Mage's Private Sanctum				Conj	Close			Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.
		5	Magic Jar ^F	3r		W	Necro	Med	1 creature	1h/lvl	Enables possession of another creature.
		5	Major Creation	10m		W	Conj	Close	unattended, nonmagical, nonliving plant matter <=1cu/lvl	spec	As <i>minor creation</i> , plus stone and metal.
		5	Mind Fog	5r		W	Ench	Med	20'r * 20'h	30m + 2d6r	Subjects in fog get -10 to Wis and Will checks.
		5	Mirage Arcana	5r		W	Illu	Long	20'cu/lvl	C+1h/lvl(D)	As <i>hallucinatory terrain</i> , plus structures.
		5	Nightmare	20m		W	Illu	unlimited	1 living creature	Inst	Sends vision dealing 1d10 damage, fatigue.
		5	Overland Flight	5r		W	Trans	self	self	1h/lvl	You fly at a speed of 40 ft. and can hustle over long distances.
		5	Passwall	5r		none	Trans	touch	5'*8' opening, 10' deep +5'/3 additional lvl	1h/lvl(D)	Creates passage through wood or stone wall.
		5	Permanency ^X	1m		none	Univ	spec	spec	perm	Makes certain spells permanent.
		5	Persistent Image	5r		W	Illu	Long	4 10'cu +1 10'cu/lvl(S)	1m/lvl(D)	As <i>major image</i> , but no concentration required.
		5	Planar Binding, Lesser								Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.
		5	Prying Eyes	2m	19	none	Div	1mi	1d4+lvl levitating eyes	1h/lvl	1d4 +1/level floating eyes scout for you.
		5	Secret Chest			none	Conj				Hides expensive chest on Ethereal Plane; you retrieve it at will.
		5	Seeming	5r		W	Illu	Close	1 creature /2lvl, w/in 30'	12h(D)	Changes appearance of one person per two levels.
		5	Sending	20m		none	Evoc	spec	1 creature	1r	Delivers short message anywhere, instantly.
		5	Shadow Evocation				Evoc				Mimics evocation below 5th level, but only 20% real.
		5	Summon Monster V	2 full rounds		none	Conj	Close		1h/lvl	Calls extraplanar creature to fight for you.
		5	Symbol of Pain ^M	20m		F	Necro	0'	1 symbol	spec	Triggered rune wracks nearby creatures with pain.

		5	Symbol of Sleep ^M	20m		W	Ench	0'	1 symbol	spec	Triggered rune puts nearby creatures into catatonic slumber.
		5	Telekinesis	5r		W(obj) or none	Trans	Long	spec	C<=1r/lvl OR Inst	Moves object, attacks creature, or hurls object or creature.
		5	Teleport	5r	19	none & W(obj)	Conj	touch	you & max load + 1 willing size M creature /3lvl	Inst	Instantly transports you as far as 100 miles/level.
		5	Transmute Mud to Rock	5r		spec	Trans	Med	<=2 10'cu/lvl(S)	perm	Transforms two 10-ft. cubes per level.
		5	Transmute Rock to Mud	5r		spec	Trans	Med	<=2 10'cu/lvl(S)	perm	Transforms two 10-ft. cubes per level.
		5	Wall of Force	5r		none	Evoc	Close	wall <=10'sq/lvl	1r/lvl(D)	Wall is immune to damage.
		5	Wall of Stone	5r		spec	Conj	Med	wall <=1 5'sq/lvl(S)	Inst	Creates a stone wall that can be shaped.
		5	Waves of Fatigue	3r		none	Necro	30'	Cone	Inst	Several targets become fatigued.
		5									
know	#	6	.6TH-LEVEL	.cast	.DC	.save	.sch	.range	.area	.dur	.description
		6	Acid Fog	6r		none	Conj	Med	20*20*20' cube	1r/lvl	Fog deals acid damage.
		6	Analyze Dweomer	6r		none					Reveals magical aspects of subject.
		6	Antimagic Field	6r		none	Abjur	10'	10'r	10m/lvl(D)	Negates magic within 10 ft.
		6	Bear's Endurance, Mass	6r		W	Trans	Close	1 creature/lvl, w/in 30'	1h/lvl	As bear's endurance, affects one subject/level.
		6	Bull's Strength, Mass	6r		W	Trans	Close	1 creature/lvl, w/in 30'	1h/lvl	As bull's strength, affects one subject/level.
		6	Cat's Grace, Mass	6r		W	Trans	Close	1 creature/lvl, w/in 30'	1h/lvl	As cat's greace, affects one subject/level.
		6	Chain Lightning	6r		R/2	Evoc	Long	1 primary + 1/lvl, all w/in 30' of primary	Inst	1d6/level damage; 1 secondary bolt/level each deals half damage.
		6	Circle of Death ^M	6r		F	Necro	Med	1d4HD/lvl creatures w/in 40'r	Inst	Kills 1d4/level HD of creatures.
		6	Contingency ^F	1h+		none	Evoc	self	self	1d/lvl(D)	Sets trigger condition for another spell.
		6	Control Water	6r		none	Trans	Long	10'/lvl * 10'/lvl * 2'/lvl (S)	10m/lvl(D)	Raises or lowers bodies of water.
		6	Create Undead ^M	2h		none	Necro	Close	1 corpse	Inst	Creates ghouls, ghastrs, mummies, or mohrgs.
		6	Disintegrate	6r		F,part	Trans	Med	Ray	Inst	Makes one creature or object vanish.
		6	Dispel Magic, Greater	6r		none	Abjur	Med	1 spellcaster, creature, or object; OR 20'r	Inst	As dispel magic, but +20 on check.
		6	Eagle's Splendor, Mass	6r		W	Trans	Close	1 creature/lvl, w/in 30'	1h/lvl	As eagle's splendor, affects one subject/level.
		6	Eyebite	3r		F	Necro	Close	1 living creature	1m/lvl	Target becomes panicked, sickened, and comatose.
		6	Flesh to Stone	6r		F	Trans	Med	1 creature	Inst	Turns subject creature into statue.
		6	Forceful Hand	6r			Conj	Close			Hand pushes creatures away.
		6	Fox's Cunning, Mass	6r		W	Trans	Close	1 creature/lvl, w/in 30'	1h/lvl	As fox's cunning, affects one subject/level.
		6	Freezing Sphere	6r			Conj	Close			Freezes water or deals cold damage.
		6	Geas/Quest	6r		none	Ench	Close	1 living creature	1d/lvl 'till discharged	As lesser geas, plus it affects any creature.
		6	Globe of Invulnerability	6r		none	Abjur	self	10'r shpere	1r/lvl(D)	As lesser globe of invulnerability, plus 4th-level spell effects.
		6	Guards and Wards	1h		spec	Abjur	w/in area	200sq/lvl(S)	2h/lvl(D)	Array of magic effects protect area.
		6	Heroism, Greater	6r		W	Ench	touch	1 creature	1m/lvl	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

		6	Legend Lore ^{M F}	spec		none	Div	self	self	spec	Lets you learn tales about a person, place, or thing.
		6	Mage's Lucubration			none		self	self		Recalls spell of 5th level or lower.
		6	Mislead	4r		none OR W	Illu	Close	you & 1 illusory double	1r/lvl(D) & C+3r	Turns you invisible and creates illusory double.
		6	Move Earth	spec		none	Trans	Long	750'sq*10'deep(S)	Inst	Digs trenches and build hills.
		6	Permanent Image	6r		W	Illu	Long	20'cu+10'cu/lvl(S)	perm(D)	Includes sight, sound, and smell.
		6	Planar Binding	6r							As lesser planar binding, but up to 12 HD.
		6	Programmed Image ^M	6r		W	Illu	Long	20'cu+10'cu/lvl(S)	perm 'till triggered, 1r/lvl	As major image, plus triggered by event.
		6	Repulsion	6r		W	Abjur	10'/lvl	10'r/lvl	1r/lvl(D)	Creatures can't approach you.
		6	Stone to Flesh	6r		F	Trans	Med	1 petrified creature OR stone cylinder 1'-3'dia * <=10' long	Inst	Restores petrified creature.
		6	Suggestion, Mass	6r		W	Ench	Med	1 creature/lvl, w/in 30'	1h/lvl 'till completed	As suggestion, plus one subject/level.
		6	Summon Monster VI	2 full rounds		none	Conj	Close		1h/lvl	Calls extraplanar creature to fight for you.
		6	Symbol of Fear ^M	20m		W	Necro	0'	1 symbol	spec	Triggered rune panics nearby creatures.
		6	Symbol of Persuasion ^M	20m		W	Ench	0'	1 symbol	spec	Triggered rune charms nearby creatures.
		6	Transformation	6r		none	Trans	self	self		You gain combat bonuses.
		6	True Seeing ^M	6r		W	Div	touch	1 creature	1m/lvl	Lets you see all things as they really are.
		6	Undeath to Death ^M	3r		W	Necro	Med	1d4HD/lvl creatures w/in 40'r	Inst	Destroys 1d4/level HD of undead (max 20d4).
		6	Veil	6r		W	Illu	Long	any # of creatures w/in 30'	C+1h/lvl(D)	Changes appearance of group of creatures.
		6	Wall of Iron ^M	6r		spec	Conj	Med	wall <=5'sq/lvl	Inst	30 hp/four levels; can topple onto foes.
		6									
know	#	7	.7TH-LEVEL	.cast	.DC	.save	.sch	.range	.area	.dur	.description
		7	Arcane Sight, Greater	7r		none	Div	self	self	1m/lvl	As arcane sight, but also reveals magic effects on creatures and objects.
		7	Banishment	7r		W	Abjur	Close	1 or more w/in 30'	Inst	Banishes 2 HD/level of extraplanar creatures.
		7	Control Undead	4r		W	Necro	Close	2HD/lvl of undead, all w/in 30'	1m/lvl	Undead don't attack you while under your command.
		7	Control Weather	7r							Changes weather in local area.
		7	Delayed Blast Fireball	7r		R/2	Evoc	Long	20'r	<=5r; inst	1d6/level fire damage; you can postpone blast for 5 rounds.
		7	Ethereal Jaunt	7r		none		self	self	1r/lvl(D)	You become ethereal for 1 round/level.
		7	Finger of Death	1m		F,part	Necro	Close	1 living creature	Inst	Kills one subject.
		7	Forcecage ^M	7r		none	Evoc	Close	barred cage 20'cu OR windowless cell 10'cu	2h/lvl(D)	Cube or cage of force imprisons all inside.
		7	Grasping Hand	7r			Conj				Hand provides cover, pushes, or grapples.
		7	Hold Person, Mass	7r							As hold person, but all within 30 ft.
		7	Insanity	7r		W	Ench	Med	1 living creature	Inst	Subject suffers continuous confusion.
		7	Instant Summons	7r			Conj		1 object	Inst	Prepared object appears in your hand.
		7	Invisibility, Mass	7r		W	Illu	Long	any # of creatures w/in 180'	1r/lvl(D)	As invisibility, but affects all in range.
		7	Limited Wish ^X	1m		none	Univ	spec	spec	spec	Alters reality—within spell limits.

		7	Mage's Magnificent Mansion	7r			Conj					Door leads to extradimensional mansion.
		7	Mage's Sword	7r			Conj					Floating magic blade strikes opponents.
		7	Phase Door	7r		none	Conj	0'	5'*8' opening, 10' deep +5'/3lvl	1 use /3lvl		Creates an invisible passage through wood or stone.
		7	Plane Shift^F	7r		W	Conj	touch	<=8 willing creatures	Inst		As many as eight subjects travel to another plane.
		7	Power Word Blind	4r		none	Ench	Close	1 creature <=200hp	spec		Blinds creature with 200 hp or less.
		7	Prismatic Spray	7r		spec	Evoc	60'	Cone	Inst		Rays hit subjects with variety of effects.
		7	Project Image				Illu	Close				Illusory double can talk and cast spells.
		7	Reverse Gravity	7r		none	Trans	Med	10'cu/2lvl(S)	1r/1vl(D)		Objects and creatures fall upward.
		7	Scrying, Greater	7r		W	Div	spec	magical sensor	1h/1vl		As <i>scrying</i> , but faster and longer.
		7	Sequester	7r		none OR W	Abjur	touch	1 willing creature or object <=2'cu/1vl	1d/1vl(D)		Subject is invisible to sight and scrying; renders creature comatose.
		7	Shadow Conjunction, Greater	7r			Conj					As <i>shadow conjunction</i> , but up to 6th level and 60% real.
		7	Simulacrum^{M X}	24h		none	Illu	0'	1 duplicate	Inst		Creates partially real double of a creature.
		7	Spell Turning	7r		none	Abjur	self	self	till use OR 10m/1vl		Reflect 1d4+6 spell levels back at caster.
		7	Statue	7r		W	Trans	touch	1 creature	1h/1vl(D)		Subject can become a statue at will.
		7	Summon Monster VII	2 full rounds		none	Conj	Close		1h/1vl		Calls extraplanar creature to fight for you.
		7	Symbol of Stunning^M	20m		W	Ench	0'	1 symbol	spec		Triggered rune stuns nearby creatures.
		7	Symbol of Weakness^M	20m		F	Necro	0'	1 symbol	spec		Triggered rune weakens nearby creatures.
		7	Teleport Object	7r		W	Conj	touch	1 object <=50 lb /1vl & <=3cu/1vl	Inst		As <i>teleport</i> , but affects a touched object.
		7	Teleport, Greater	7r		none & W(obj)	Conj	touch	you & max load + 1 willing size M creature /3lvl	Inst		As <i>teleport</i> , but no range limit and no off-target arrival.
		7	Vision^{M X}	7r		none	Div	self	self	spec		As <i>legend lore</i> , but quicker and strenuous.
		7	Waves of Exhaustion	3r		none	Necro	60'	Cone	Inst		Several targets become exhausted.
		7										
know	#	8	.8TH-LEVEL	.cast	.DC	.save	.sch	.range	.area	.dur	.description	
		8	Antipathy	2h		W/partial	Ench	Close	1 location(10'cu/1vl) OR 1object	2h/1vl(D)		Object or location affected by spell repels certain creatures.
		8	Binding^M	8m		W	Ench	Close	1 living creature	spec		Utilizes an array of techniques to imprison a creature.
		8	Charm Monster Mass	8r		W	Ench					As charm monster, but all within 30 ft.
		8	Clenched Fist	8r		none	Conj					Large hand provides cover, pushes, or attacks your foes.
		8	Clone^{M F}	2h		none	Necro	0'	1 clone	Inst		Duplicate awakens when original dies.
		8	Create Greater Undead^M	2h		none	Necro	Close	1 corpse	Inst		Create shadows, wraiths, spectres, or devourers.
		8	Demand	30m		W,part	Ench	spec	1 creature	1r		As <i>sending</i> , plus you can send <i>suggestion</i> .
		8	Dimensional Lock	8r		none	Abjur	Med	20'r	1d/1vl		Teleportation and interplanar travel blocked for one day/level.
		8	Discern Location	20m		none	Div	500mi	1 creature or object	Inst		Reveals exact location of creature or object.

		8	Horrid Wilting	4r		F/2	Necro	Long	living creatures w/in 60'	Inst	Deals 1d6/level damage within 30 ft.
		8	Incendiary Cloud	8r		R/2	Conj	Med	20'r * 20'h	1r/lvl	Cloud deals 4d6 fire damage/round.
		8	Iron Body	8r		none	Trans	self	self	1m/lvl(D)	Your body becomes living iron.
		8	Irresistible Dance			W	Ench				Forces subject to dance.
		8	Maze	8r		none	Conj	Close	1 creature	spec	Traps subject in extradimensional maze.
		8	Mind Blank	8r		W	Abjur	Close	1 creature	24h	Subject is immune to mental/emotional magic and scrying.
		8	Moment of Prescience	1m		none	Div	self	self	1h/lvl, 'till use	You gain insight bonus on single attack roll, check, or save.
		8	Planar Binding, Greater								As lesser planar binding, but up to 18 HD.
		8	Polar Ray	8r		none	Evoc	Close	Ray	Inst	Ranged touch attack deals 1d6/level cold damage.
		8	Polymorph Any Object	8r		F	Trans	Close	1 creature OR 1 nonmagical object <=100cu/lvl	spec	Changes any subject into anything else.
		8	Power Word Stun	4r		none	Ench	Close	1 creature <=150hp	spec	Stuns creature with 150 hp or less.
		8	Prismatic Wall	8r		spec	Abjur	Close	wall 4'/lvl wide * 2'/lvl high	10m/lvl(D)	Wall's colors have array of effects.
		8	Prying Eyes, Greater	3m		none	Div	1mi	1d4+lvl leviatating eyes	1h/lvl	As <i>prying eyes</i> , but eyes have <i>true seeing</i> .
		8	Scintillating Pattern	6r		none	Illu	Close	20'r	C+2r	Twisting colors <i>confuse</i> , stun, or render unconscious.
		8	Screen	20m		none OR W	Illu	Close	30'cu/lvl(S)	24h	Illusion hides area from vision, scrying.
		8	Shadow Evocation, Greater	8r			Conj				As <i>shadow evocation</i> , but up to 6th level and 60% real.
		8	Shout, Greater	4r		F,part OR R	Evoc	60'	Cone	Inst	Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.
		8	Summon Monster VIII	2 full rounds		none	Conj	Close		1h/lvl	Calls extraplanar creature to fight for you.
		8	Sunburst	8r		R,part	Evoc	Long	80'r	Inst	Blinds all within 10 ft., deals 6d6 damage.
		8	Symbol of Death^M	20m		F	Necro	0'	1 symbol	spec	Triggered rune slays nearby creatures.
		8	Symbol of Insanity^M	20m		W	Ench	0'	1 symbol	spec	Triggered rune renders nearby creatures insane.
		8	Sympathy^F	2h		W	Ench	Close	1 location <=10'cu/lvl OR 1 object	2h/lvl(D)	Object or location attracts certain creatures.
		8	Temporal Stasis^M	8r		F	Trans	touch	1 creature	perm	Puts subject into suspended animation.
		8	Trap the Soul^{M F}	1a		spec	Conj	Close	1 creature	perm	Imprisons subject within gem.
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		9	Astral Projection								Projects you and companions onto Astral Plane.
		9	Crushing Hand				Conj				Large hand provides cover, pushes, or crushes your foes.
		9	Dominate Monster	5r		W	Ench	Close	1 creature	1d/lvl	As <i>dominate person</i> , but any creature.
		9	Energy Drain	9r		F,part	Necro	Close	Ray	Inst	Subject gains 2d4 negative levels.
		9	Etherealness								Travel to Ethereal Plane with companions.
		9	Foresight	9r		W	Div	touch	spec	10m/lvl	"Sixth sense" warns of impending danger.
		9	Freedom	5r		W	Abjur	Close	1 creature	Inst	Releases creature from <i>imprisonment</i> .
		9	Gate^X	1h		none	Conj	Med	spec	inst OR C, 1r/lvl	Connects two planes for travel or summoning.
		9	Hold Monster, Mass			W	Ench				As <i>hold monster</i> , but all within 30 ft.
		9	Imprisonment	9r		W	Abjur	touch	1 creature	Inst	Entombs subject beneath the earth.

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Hit F9 to reroll

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To Hit Result (of the d20 roll)

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Die Result

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Die Result

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damage
Die Result

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damage
Die Result

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5



Welcome to the **White Star** character sheet for the d20 system. This edition is intended to be used for **White Star** play of multiple types: **White Star Campaign or home play**. It includes material from the new White Star campaign and the SRD.

This character spreadsheet uses the **Point Buy** method of determining attributes. When entering attributes, be sure to use the blue shaded areas to adjust the attributes.

If you are playing in a **psionic campaign**, be sure to mark the use of **Psionics** on the "**main**" page, this will give you access to the **Psi** skills on the "**skills**" page.

If you have any question, comments, suggestions, corrections, additions, or deletions, please do not hesitate to contact me.

elpinzon@aol.com

http://groups.yahoo.com/group/d20_spreadsheet/

A few notes:

Please have a copy of the SRD, White Star Campaign, and any other source material you may need, on hand.

You may notice some drop-downs have blanks as choices, some do not; you can always delete the current entry if a blank is required.

While this character generation template will automatically calculate and fill in a number of things for you, it does **not** do everything. All Feats that alter Skills do so automatically; except for the Skill Focus Feat, this one you will have to add the bonus yourself.

If you are using a magic item or spell to increase your PC's INT, please indicate that by using the "Items & Temp Mod" area, that way, the calculations for skill points come out correct.

Working with this form, I suggest that you start on the "**MAIN**" page, filling it out from top down, as fully as possible (**do not forget to choose the campaign you will be playing in**, as this allows access to some campaign specific information). There are some parts of this form that are dependant on others. After "**MAIN**", move on the "**SKILLS**", then "**FEATS**". If you find a cell with an **ERROR** in it, you may need to fill in some more information somewhere.

Many of the form areas have "in-cell drop-downs" for your convenience.

On some pages (sheets) there are light blue colored areas. These are areas you should not miss entering data. Please take note of them.

To enter Attribute scores, please use the light blue areas; as your scores, modifiers and most items dependant upon these will be auto-populated. [The **White Star** Campaign uses a **28** point buy]

You will also notice areas that have blue underscores or boxes around them, these are to indicate user input areas.

Also, when picking your weapons, don't forget to make your selections from the green areas, as needed.

On the Skills tab, please enter the number of skill points you are spending on each skill in the blue areas. Your ranks will be calculated based on the availability of the skill to your class: Class skills [**c**], Cross-class skills [****], or skills Exclusive to another class [**x**].

Hit points - your hit points are auto-generated based on your class(es), level(s), and the number of times you have taken the Toughness feat (if any). Various campaigns use different hp progression the standard is max at 1st level, then 1/2 all following levels. This can be altered (see Main page, appropriate drop-downs).

If you have a special weapon (armor, shield, or other protection item as well), that does not conform to "normal" standards, please "create" it on the [Special Equip. page](#); then select it on the Main.

When working with the [Skills sheet](#): If you need more than one of a type of skill (Knowledges), copy the entire line (by clicking on the spread sheet line number on the left) then either paste the line in the area provided at the bottom of the sheet or insert the line where you want it. You can Sort the skills by selecting all of the line of skills (by clicking on the first skill line number & dragging to the last), then choosing the sort option (under Data on the menu bar).

On the [Skills and Feats tabs](#), there are blank line entries where you can copy and then paste additional skills or feats. An example would be if you have multiple Craft, Forbidden Knowledge, Knowledge, or Profession skills, or perhaps have picked any of the *ed feats which you can take multiple times specifying a different weapon or spell.

To access the Templates [[Wendigo](#), Vampire, etc.] you must "unprotect" the front page of this sheet.