

SPELL PLANNER for
Cleric

EFFECTIVE LEVEL **8** = **8** **Base** **Adj.**
Total

Spells per Day:	6	5+1	4+1	3+1	2+1					
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	12	13	14	15	16					

LEGEND Quarryman Dao
 *: See text, **crt**: Creature, **chk**: check, **conc**: Concentration, **dis**: Discharged, **disb**: Disbelief, **(D)**issmissible, **HD**: Hit Die, **HP**: Hit Points, **hr**: Hour, **max**: Maximum, **min**: Minute, **neg**: Negate, **obj**: Object, **part**: Partial, **rad**: Radius, **rd**: Round, **(S)**hapeable, **temp**: Temporary, **vs**: Versus, **wpn**: Weapon

Range
 Close: 45'
 Medium: 180'
 Long: 720'

SCHOOLS: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

The Only Sheet v7.50.7REGISTERED to Christopher Boucher

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
LEVEL 4:												
	□□□	4 Restoration	C	VSM	3 rd	Touch	Creature touched	Instant	Will neg [DC16]	Yes	Restores level and ability score drains	p.272
	□□□	4 Freedom of Movement	A	VSMDF	1 action	Touch	You or target creature	80 min	Will neg [DC16]	Yes	Subject moves normally despite impediments	p.233
	□□□	4 Neutralize Poison	C	VSM/DF	1 action	Touch	Crt or obj. max 8³	80 min	Will neg [DC16]	Yes	Detoxifies venom in or on subject	p.257
LEVEL 3:												
	□□□□	3 Meld into Stone	T	VSDf	1 action	Personal	You	80 min			You and your gear merge with stone	p.252
	□□□□	3 Stone Shape	T	VSM/DF	1 action	Touch	Stone up to 18³	Instant	None	No	Sculpts stone into any form	p.284
	□□□□	3 Remove Curse	A	VS	1 action	Touch	Creature or object	Instant	Will neg [DC15]	Yes	Frees object or person from curse	p.270
	□□□□	3 Remove Disease	C	VS	1 action	Touch	Creature touched	Instant	Fort neg [DC15]	Yes	Cures all diseases affecting subject	p.271
LEVEL 2:												
	□□□□□	2 Bear's Endurance	T	VSDf	1 action	Touch	Creature touched	8 min	Will neg [DC14]	Yes	Grants a +4 enhancement bonus to Constitution	p.203
	□□□□□	2 Bull's Strength	T	VSM/DF	1 action	Touch	Creature touched	8 min	Will neg [DC14]	Yes	Grants a +4 enhancement bonus to Strength	p.207
	□□□□□	2 Eagle's Splendor	T	VSM/DF	1 action	Touch	Creature touched	8 min	Will neg (harmless) [DC14]	Yes	Grants a +4 enhancement bonus to Charisma	p.225
	□□□□□	2 Cure Moderate Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 2d8+8 damage	p.216
	□□□□□	2 Remove Paralysis	C	VS	1 action	Close	4 creatures inside 30'	Instant	Will neg [DC14]	Yes	Frees subjects from paralysis, hold, or slow	p.271
LEVEL 1:												
	□□□□□□	1 Cure Light Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1d8+5 damage	p.215
	□□□□□□	1 Endure Elements	A	VS	1 action	Touch	Creature touched	24 hr	Will neg [DC13]	Yes	Ignores adverse climactic conditions from -50 to 140 degrees	p.226
	□□□□□□	1 Entropic Shield	A	VS	1 action	Personal	You	8 min (D)			Ranged attacks against you suffer 20% miss chance	p.227
	□□□□□□	1 Bless	EN	VSDf	1 action	50 ft.	You & all allies within 50'	8 min	None	Yes	+1 morale to attack and +1 to saves vs. fear in a 50 ft. burst	p.205
	□□□□□□	1 Shield of Faith	A	VSM	1 action	Touch	Creature touched	8 min	Will neg [DC13]	Yes	Aura grants +3 deflection bonus	p.278
	□□□□□□	1 Remove Fear	A	VS	1 action	Close	3 creatures inside 30'	10 min	Will neg [DC13]	Yes	Subjects get +4 morale bonus on saves against fear	p.271
CLERIC - ORISONS:												
	□□□□□□	0 Cure Minor Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1 point of damage	p.216
	□□□□□□	0 Purify Food and Drink	T	VS	1 action	10 ft.	8³ of food & water.	Instant	Will neg [DC12]	Yes	Purifies food and water	p.267
	□□□□□□	0 Create Water	C	VS	1 action	Close		Instant	None	No	Creates up to 16 gallons of pure water	p.215
	□□□□□□	0 Read Magic	D	VSF	1 action	Personal	You	80 min			Read scrolls and spellbooks	p.269
	□□□□□□	0 Guidance	D	VS	1 action	Touch	Creature touched	see text	Will neg [DC12]	Yes	+1 bonus on one attack roll, saving throw, or skill check	p.238