

## Gretchen

CHARACTER NAME

Cleric

CLASS

5

LEVEL

Medium

SIZE

Half-elf

RACE

Humanoid

TYPE

## Kim

PLAYER

Female

GENDER

20

AGE

Lawful Good

ALIGNMENT

4'5"

HEIGHT

80 lbs

WEIGHT

DEITY

Green

EYES

Red

HAIR



## CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED							
STR STRENGTH	14	+2			HP HIT POINTS	38		20 ft/x3							
DEX DEXTERITY	12	+1			AC ARMOR CLASS	21	10 + +8 + +2 + +1 + +0 + +0 + +0 + +0	-8							
CON CONSTITUTION	14	+2			TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT MOD	MISC MOD	ARMOR CHECK PENALTY	DAMAGE REDUCTION
INT INTELLIGENCE	16	+3			TOUCH ARMOR CLASS	11	FLAT-FOOTED ARMOR CLASS	20							
WIS WISDOM	19	+4			INITIATIVE MODIFIER	+1	+1								
CHA CHARISMA	16	+3			TOTAL										

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+6	+4	+2	+0	+0		
REFLEX (DEXTERITY)	+2	+1	+1	+0	+0		
WILL (WISDOM)	+8	+4	+4	+0	+0		

BASE ATTACK BONUS	+3	SPELL RESISTANCE					
GRAPPLE MODIFIER	+5	ARCANE SPELL FAILURE					
TOTAL		BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	
MELEE ATTACK BONUS	+5		+3	+2	+0	+0	
RANGED ATTACK BONUS	+4		+3	+1	+0	+0	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Masterwork heavy mace	+6	1d8+2	20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	8 lb	B	Medium	One-handed

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Light Crossbow	+4	1d8	19-20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
80 ft	4 lb	P	Medium	Two-handed

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
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WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	8 / 4
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<input checked="" type="checkbox"/> Appraise <sup>1</sup>	INT	+3	=	3	+		+
<input checked="" type="checkbox"/> Balance <sup>1</sup>	DEX*	-7	=	1	+		-8
<input checked="" type="checkbox"/> Bluff <sup>1</sup>	CHA	+3	=	3	+		
<input checked="" type="checkbox"/> Climb <sup>1</sup>	STR*	-6	=	2	+		-8
<input type="checkbox"/> Concentration <sup>1</sup>	CON	+10	=	2	+	8	
<input type="checkbox"/> Diplomacy <sup>1</sup>	CHA	+5	=	3	+		2
<input checked="" type="checkbox"/> Disguise <sup>1</sup>	CHA	+3	=	3	+		
<input checked="" type="checkbox"/> Escape Artist <sup>1</sup>	DEX*	-7	=	1	+		-8
<input checked="" type="checkbox"/> Forgery <sup>1</sup>	INT	+3	=	3	+		
<input checked="" type="checkbox"/> Gather Information <sup>1</sup>	CHA	+5	=	3	+		2
<input type="checkbox"/> Heal <sup>1</sup>	WIS	+14	=	4	+	8	2
<input checked="" type="checkbox"/> Hide <sup>1</sup>	DEX*	-7	=	1	+		-8
<input checked="" type="checkbox"/> Intimidate <sup>1</sup>	CHA	+3	=	3	+		
<input checked="" type="checkbox"/> Jump <sup>1</sup>	STR*	-12	=	2	+		-14
<input type="checkbox"/> Knowledge (arcana)	INT	+11	=	3	+	8	
<input type="checkbox"/> Knowledge (history)	INT	+3	=	3	+		
<input type="checkbox"/> Knowledge (religion)	INT	+11	=	3	+	8	
<input type="checkbox"/> Knowledge (the planes)	INT	+3	=	3	+		
<input checked="" type="checkbox"/> Listen <sup>1</sup>	WIS	+5	=	4	+		1
<input checked="" type="checkbox"/> Move Silently <sup>1</sup>	DEX*	-7	=	1	+		-8
<input checked="" type="checkbox"/> Ride <sup>1</sup>	DEX	+1	=	1	+		
<input checked="" type="checkbox"/> Search <sup>1</sup>	INT	+4	=	3	+		1
<input checked="" type="checkbox"/> Sense Motive <sup>1</sup>	WIS	+4	=	4	+		
<input type="checkbox"/> Spellcraft	INT	+13	=	3	+	8	2
<input checked="" type="checkbox"/> Spot <sup>1</sup>	WIS	+5	=	4	+		1
<input checked="" type="checkbox"/> Survival <sup>1</sup>	WIS	+4	=	4	+		
<input checked="" type="checkbox"/> Swim <sup>1</sup>	STR**	-14	=	2	+		-16
<input checked="" type="checkbox"/> Use Rope <sup>1</sup>	DEX	+1	=	1	+		

Skills marked with <sup>1</sup> can be used normally even if the character has zero (0) skill ranks.Skills marked with ☒ are cross-class skills.

\* ARMOR CHECK PENALTY applies. \*\* Twice ARMOR CHECK PENALTY applies.



Cleric

CASTER LVL

6

SPELL SAVE

+4

DC MOD

SPELL SAVE DC

LEVEL

SPELLS PER DAY

14	15	16	17						
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
5	4	4	3						

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	40 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	160 ft.
LONG RANGE (400 ft. + 40 ft. / level)	640 ft.

DOMAIN INFORMATION

Healing

Ability

You cast healing spells at +1 caster level.

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
___	1 Cure Light Wounds	con(healing)	vs	1a	Touch	Inst	Will half(h)*	Yes(h)*	Cures 1d8+7 damage.	phb:215
___	2 Cure Moderate Wounds	con(healing)	vs	1a	Touch	Inst	Will half(h)*	Yes(h)*	Cures 2d8+11 points of damage.	phb:216
___	3 Cure Serious Wounds	con(healing)	vs	1a	Touch	Inst	Will half(h)*	Yes(h)*	Cures 3d8+13 damage.	phb:216
___										
___										
___										
___										
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___										
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___										

Good

Ability

You cast good spells at +1 caster level.

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
___	1 Protection from Evil	abj(good)	vsm/df	1a	Touch	7 min (D)	Will neg(h)	No*	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	phb:266
___	2 Aid	en(comp)(mind)	vsdf	1a	Touch	6 min	None	Yes(h)	+1 on attack rolls and saves against fear, 1d8+6 temporary hp/	phb:196
___	3 Magic Circle against Evil	abj(good)	vsm/df	1a	Touch	70 min	Will neg(h)	No*	As protection spells, but 10-ft. radius and 70 minutes.	phb:249
___										
___										
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SPELL LIST										
prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	— 0-Level Spells (Orisons) —									
	Create Water	con(creation)[water]	vs	1a	Close	Inst	None	No	Creates 12 gallons of pure water.	phb:215
	Cure Minor Wounds	con(healing)	vs	1a	Touch	Inst	Will half(h)*	Yes(h)*	Cures 1 points of damage.	phb:216
	Detect Magic	div	vs	1a	60 ft.	[c]->6 min(D)	None	No	Detects spells and magic items within 60 ft.	phb:219
	Detect Poison	div	vs	1a	Close	Inst	None	No	Detects poison in one creature or object.	phb:219
	Guidance	div	vs	1a	Touch	1 min[d]	Will neg(h)	Yes	+1 on one attack roll, saving throw, or skill check.	phb:238
	Inflict Minor Wounds	nec	vs	1a	Touch	Inst	Will half	Yes	Touch attack, 1 point of damage.	phb:244
	Light	evo[light]	vm/df	1a	Touch	60 min(D)	None	No	Object shines like a torch.	phb:248
	Mending	tra	vs	1a	10 ft.	Inst	Will neg(h,o)	Yes(h,o)	Makes minor repairs on an object.	phb:253
	Purify Food and Drink	tra	vs	1a	10 ft.	Inst	Will neg(o)	Yes(o)	Purifies 6 cu. ft. of food or water.	phb:267
	Read Magic	div	vsf	1a	Personal	60 min			Read scrolls and spellbooks.	phb:269
	Resistance	abj	vsm/df	1a	Touch	1 min	Will neg(h)	Yes(h)	Subject gains +1 on saving throws.	phb:272

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SPELL  
SAVE DC

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PER DAY

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## SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	40 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	160 ft.
LONG RANGE (400 ft. + 40 ft. / level)	640 ft.

## SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Virtue	tra	vsdf	1a	Touch	1 min.	Fort neg(h)	Yes(h)	Subject gains 1 temporary hp.	phb:298
	— 1st-Level Spells —									
	Bane	en(comp)[fear,mind]	vsdf	1a	50 ft.	6 min	Will neg	Yes	Enemies take -1 on attack rolls and saves against fear.	phb:203
	Bless	en(comp)[mind]	vsdf	1a	50 ft.	6 min	None	Yes(h)	Allies gain +1 on attack rolls and saves against fear.	phb:205
	Bless Water	tra[good]	vsm	1 min	Touch	Inst	Will neg(o)	Yes(o)	Makes holy water.	phb:205
	Cause Fear	nec[fear,mind]	vs	1a	Close	1d4 rd/1 rd*	Will prtl	Yes	One creature of 5 HD or less flees for 1d4 rounds.	phb:208
	Command	en(comp)[lang,mind]	v	1a	Close	1 rd	Will neg	Yes	One subject obeys selected command for 1 round.	phb:211
	Comprehend Languages	div	vsm/df	1a	Personal	60 min	None	No	You understand all spoken and written languages.	phb:212
	Cure Light Wounds	con(healing)	vs	1a	Touch	Inst	Will half(h)*	Yes(h)*	Cures 1d8+7 damage.	phb:215
	Detect Chaos	div	vsdf	1a	60 ft.	[c]->60 min(D)	None	No	Reveals creatures, spells, or objects of selected alignment.	phb:218
	Detect Evil	div	vsdf	1a	60 ft.	[c]->60 min(D)	None	No	Reveals creatures, spells, or objects of selected alignment.	phb:218
	Detect Good	div	vsdf	1a	60 ft.	[c]->60 min(D)	None	No	Reveals creatures, spells, or objects of selected alignment.	phb:219
	Detect Law	div	vsdf	1a	60 ft.	[c]->60 min(D)	None	No	Reveals creatures, spells, or objects of selected alignment.	phb:219
	Detect Undead	div	vsm/df	1a	60 ft.	[c]->6 min(D)	None	No	Reveals undead within 60 ft.	phb:220
	Divine Favor	evo	vsdf	1a	Personal	1 minute			You gain +2 on attack and damage rolls.	phb:224
	Doom	nec[fear,mind]	vsdf	1a	Med	6 min	Will neg	Yes	One subject takes -2 on attack rolls, damage rolls, saves, and checks.	phb:225
	Endure Elements	abj	vs	1a	Touch	24 hrs	Will neg(h)	Yes(h)	Exist comfortably in hot or cold environments.	phb:226
	Entropic Shield	abj	vs	1a	Personal	6 min(D)			Ranged attacks against you have 20% miss chance.	phb:227
	Hide from Undead	abj	vsdf	1a	Touch	60 min(D)	Will neg(h)*	Yes	Undead can't perceive 6 subject(s).	phb:241
	Inflict Light Wounds	nec	vs	1a	Touch	Inst	Will half	Yes	Touch attack, 1d8+5 damage.	phb:244
	Magic Stone	tra	vsdf	1a	Touch	30 min[d]	Will neg(h,o)	Yes(h,o)	Three stones gain +1 on attack, deal 1d6 +1 damage.	phb:251
	Magic Weapon	tra	vsdf	1a	Touch	6 min	Will neg(h,o)	Yes(h,o)	Weapon gains +1 bonus.	phb:251
	Obscuring Mist	con(creation)	vs	1a	20 ft.	6 min	None	No	Fog surrounds you.	phb:258
	Protection from Chaos	abj[lawful]	vsm/df	1a	Touch	6 min (D)	Will neg(h)	No*	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	phb:266
	Protection from Evil	abj[good]	vsm/df	1a	Touch	7 min (D)	Will neg(h)	No*	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	phb:266
	Remove Fear	abj	vs	1a	Close	10 min*	Will neg(h)	Yes(h)	Suppresses fear or gives +4 on saves against fear for 2 subjects.	phb:271
	Sanctuary	abj	vsdf	1a	Touch	6 rd	Will neg	No	Opponents can't attack you, and you can't attack.	phb:274
	Shield of Faith	abj	vsm	1a	Touch	6 min	Will neg(h)	Yes(h)	Aura grants +3 deflection bonus to Armor Class.	phb:278
	Summon Monster I	con(summon)*	vsf/df	fr	Close	6 rd(D)	None	No	Calls extraplanar creature to fight for you.	phb:285
	— 2nd-Level Spells —									
	Aid	en(comp)[mind]	vsdf	1a	Touch	6 min	None	Yes(h)	+1 on attack rolls and saves against fear, 1d8+6 temporary hp/	phb:196
	Align Weapon	tra[see text]	vsdf	1a	Touch	6 min	Will neg(h,o)	Yes(h,o)	Weapon becomes good, evil, lawful, or chaotic.	phb:197
	Augury	div	vsmf	1 min	Personal	Inst	None	No	Learns whether an action will be good or bad.	phb:202
	Bear's Endurance	tra	vsdf	1a	Touch	6 min	Will neg(h)	Yes	Subject gains +4 to Con.	phb:203
	Bull's Strength	tra	vsm/df	1a	Touch	6 min	Will neg(h)	Yes(h)	Subject gains +4 to Str.	phb:207
	Calm Emotions	en(comp)[mind]	vsdf	1a	Med	[c]->6 rd(D)	Will neg	Yes	Calms creatures, negating emotion effects.	phb:207
	Consecrate	evo[good]	vsmdf	1a	Close	14 hrs	None	No	Fills area with positive energy, making undead weaker.	phb:212
	Cure Moderate Wounds	con(healing)	vs	1a	Touch	Inst	Will half(h)*	Yes(h)*	Cures 2d8+11 points of damage.	phb:216
	Darkness	evo[darkness]	vm/df	1a	Touch	60 min(D)	None	No	20-ft. radius of supernatural shadow.	phb:216
	Delay Poison	con(healing)	vsdf	1a	Touch	7 hrs	Fort neg(h)	Yes(h)	Stops poison from harming subject.	phb:217
	Eagle's Splendor	tra	vsm/df	1a	Touch	6 min	Will neg(h)	Yes	Subject gains +4 to Cha.	phb:225
	Enthrall	en(charm)[lang,mind,sonic]	vs	fr	Med	1 hour or less	Will neg*	Yes	Captivates all within range.	phb:227
	Find Traps	div	vs	1a	Personal	6 min			Notice traps as a rogue does.	phb:230
	Gentle Repose	nec	vsm/df	1a	Touch	6 day	Will neg(o)	Yes(o)	Preserves one corpse.	phb:235

## Cleric

## CASTER LVL

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## SPELL SAVE

+4

DC MOD

SPELL  
SAVE DC

LEVEL

SPELLS  
PER DAY

14	15	16	17						
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
5	4	4	3						

## SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	40 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	160 ft.
LONG RANGE (400 ft. + 40 ft. / level)	640 ft.

## SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Hold Person	en(comp)[mind]	vsf/df	1a	Med	6 rd(D)*	Will neg*	Yes	Paralyzes one humanoid.	phb:241
	Inflict Moderate Wounds	nec	vs	1a	Touch	Inst	Will half	Yes	Touch attack, 2d8+6 damage.	phb:244
	Make Whole	tra	vs	1a	Close	60 min	None	No	Repairs an object.	phb:252
	Owl's Wisdom	tra	vsm/df	1a	Touch	6 min	Will neg(h)	Yes	Subject gains +4 to Wis.	phb:259
	Remove Paralysis	con(healing)	vs	1a	Close	Inst	Will neg(h)	Yes(h)	Frees one or more creatures from paralysis or slow effect.	phb:271
	Resist Energy	abj	vsdf	1a	Touch	60 min	Fort neg(h)	Yes(h)	Subject ignores 10 points of damage/attack from specified energy type.	phb:272
	Restoration, Lesser	con(healing)	vs	3fr	Touch	Inst	Will neg(h)	Yes(h)	Dispels magical ability penalty or repairs 1d4 ability damage.	phb:272
	Shatter	evo[sonic]	vsm/df	1a	Close	Inst	Will neg(o), Fort half	Yes(o)	Sonic vibration damages objects or crystalline creatures.	phb:278
	Shield Other	abj	vsf	1a	Close	6 hrs(D)	Will neg(h)	Yes(h)	You take half of subject's damage.	phb:278
	Silence	ill[glam]	vs	1a	Long	6 min(D)	Will neg*, None(o)	Yes*, no(o)	Negates sound in 15-ft. radius.	phb:279
	Sound Burst	evo[sonic]	vsf/df	1a	Close	Inst	Fort prtll	Yes	Deals 1d8 sonic damage to subjects; may stun them.	phb:281
	Spiritual Weapon	evo[force]	vsdf	1a	Med	6 rd(D)	None	Yes	Magic weapon attacks on its own.	phb:283
	Status	div	vs	1a	Touch	6 hrs	Will neg(h)	Yes(h)	Monitors condition, position of allies.	phb:284
	Summon Monster II	con(summon)*	vsf/df	fr	Close	6 rd(D)	None	No	Calls extraplanar creature to fight for you.	phb:286
	Undetectable Alignment	abj	vs	1a	Close	24 hrs	Will neg(o)	Yes(o)	Conceals alignment for 24 hours.	phb:297
	Zone of Truth	en(comp)[mind]	vsdf	1a	Close	6 min	Will neg	Yes	Subjects within range cannot lie.	phb:303
	—— 3rd-Level Spells ——									
	Bestow Curse	nec	vs	1a	Touch	Perm	Will neg	Yes	-6 to one stat, or -4 on attacks, saves, checks, or 50% chance of losing actions.	phb:203
	Blindness/Deafness	nec	v	1a	Med	Perm(D)	Fort neg	Yes	Makes subject blind or deaf.	phb:206
	Continual Flame	evo[light]	vsm	1a	Touch	Perm	None	No	Makes a permanent, heatless torch.	phb:213
	Create Food and Water	con(creation)	vs	10 min	Close	24 hrs*	None	No	Feeds 18 humans (or 6 horses).	phb:214
	Cure Serious Wounds	con(healing)	vs	1a	Touch	Inst	Will half(h)*	Yes(h)*	Cures 3d8+13 damage.	phb:216
	Daylight	evo[light]	vs	1a	Touch	60 min(D)	None	No	60-ft. radius of bright light.	phb:216
	Deeper Darkness	evo[darkness]	vm/df	1a	Touch	6 day(D)	None	No	Object sheds supernatural shadow in 60-ft. radius.	phb:217
	Dispel Magic	abj	vs	1a	Med	Inst	None	No	Cancels magical spells and effects.	phb:223
	Glyph of Warding	abj	vsm	10 min	Touch	Perm until [d](D)	See text	No(o), Yes*	Inscription harms those who pass it.	phb:236
	Helping Hand	evo	vsdf	1a	5 miles	6 hrs	None	No	Ghostly hand leads subject to you.	phb:239
	Inflict Serious Wounds	nec	vs	1a	Touch	Inst	Will half	Yes	Touch attack, 3d8+6 damage.	phb:244
	Invisibility Purge	evo	vs	1a	Personal	6 min(D)			Dispels invisibility within 30 ft.	phb:245
	Locate Object	div	vsf/df	1a	Long	6 min	None	No	Senses direction toward object (specific or type).	phb:249
	Magic Circle against Chaos	abj[lawful]	vsm/df	1a	Touch	60 min	Will neg(h)	No*	As protection spells, but 10-ft. radius and 60 minutes.	phb:249
	Magic Circle against Evil	abj[good]	vsm/df	1a	Touch	70 min	Will neg(h)	No*	As protection spells, but 10-ft. radius and 70 minutes.	phb:249
	Magic Vestment	tra	vsdf	1a	Touch	6 hrs	Will neg(h,o)	Yes(h,o)	Armor or shield gains +1 enhancement bonus.	phb:251
	Meld into Stone	tra[earth]	vsdf	1a	Personal	60 min			You and your gear merge with stone.	phb:252
	Obscure Object	abj	vsm/df	1a	Touch	8 hrs(D)*	Will neg(o)	Yes(o)	Masks object against scrying.	phb:258
	Prayer	en(comp)[mind]	vsdf	1a	40 ft.	6 rd	None	Yes	Allies +1 bonus on most rolls, enemies -1 penalty.	phb:264
	Protection from Energy	abj	vsdf	1a	Touch	60 min*	Fort neg(h)	Yes(h)	Absorb 72 of damage from one kind of energy.	phb:266
	Remove Blindness/Deafness	con(healing)	vs	1a	Touch	Inst	Fort neg(h)	Yes(h)	Cures normal or magical conditions.	phb:270
	Remove Curse	abj	vs	1a	Touch	Inst	Will neg(h)	Yes(h)	Frees object or person from curse.	phb:270
	Remove Disease	con(healing)	vs	1a	Touch	Inst	Fort neg(h)	Yes(h)	Cures all diseases affecting subject.	phb:271
	Searing Light	evo	vs	1a	Med	Inst	None	Yes	Ray deals 3d8 damage, 6d6 against undead.	phb:275
	Speak with Dead	nec[lang]	vsdf	10 min	10 ft.	6 min	Will neg*	No	Corpse answers 3 question(s).	phb:281
	Stone Shape	tra[earth]	vsm/df	1a	Touch	Inst	None	No	Sculpts 16 cu. ft. of stone into any shape.	phb:284
	Summon Monster III	con(summon)*	vsf/df	fr	Close	6 rd(D)	None	No	Calls extraplanar creature to fight for you.	phb:286

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**CASTER LVL**

6

**SPELL SAVE**

+4

DC MOD

SPELL  
SAVE DC

**LEVEL**

SPELLS  
PER DAY

14	15	16	17						
<b>0</b>	<b>1ST</b>	<b>2ND</b>	<b>3RD</b>	<b>4TH</b>	<b>5TH</b>	<b>6TH</b>	<b>7TH</b>	<b>8TH</b>	<b>9TH</b>
5	4	4	3						

## SPELL RANGES

<b>CLOSE RANGE</b> (25 ft. + 5 ft. / 2 levels)	<b>40 ft.</b>
<b>MEDIUM RANGE</b> (100 ft. + 10 ft. / level)	<b>160 ft.</b>
<b>LONG RANGE</b> (400 ft. + 40 ft. / level)	<b>640 ft.</b>

## SPELL LIST

[illegible]