

## CLERIC SPELLS

CASTER LVL

6

SPELL SAVE

+12

DC MOD

SPELL  
SAVE DC

LEVEL

SPELLS  
PER DAY

12	13	14	15	16	17	18	19	20	21
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
4 + 1	4 + 1	4 + 1	2 + 1						

Character: **Salma**

Page: 1/3

## 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
	----- Healing Domain -----									
	Cure Light Wounds	con(healing)	vs	1a	Touch	Instantaneous	Will half(h)*	Yes(h)*	Cures 1d8 damage +1/level (max +5).	pfor263
	Cure Moderate Wounds	con(healing)	vs	1a	Touch	Instantaneous	Will half(h)*	Yes(h)*	Cures 2d8 damage +1/level (max +10).	pfor263
	Cure Serious Wounds	con(healing)	vs	1a	Touch	Instantaneous	Will half(h)*	Yes(h)*	Cures 3d8 damage +1/level (max +15).	pfor263
	----- Strength Domain -----									
	Enlarge Person	tra	vsm	1r	Close	1 min. / lvl (D)	Fort neg	Yes	Humanoid creature doubles in size.	pfor277
	Bull's Strength	tra	vsm/df	1a	Touch	1 min. / lvl	Will neg(h)	Yes(h)	Subject gains +4 to Str.	pfor251
	Magic Vestment	tra	vsdf	1a	Touch	1 hr / lvl	Will neg(h,o)	Yes(h,o)	Armor or shield gains +1 enhancement per four levels.	pfor310
	----- ClassLevel 0 -----									
	Bleed	nec	vs	1a	Close	Instantaneous	Will neg	Yes	Unstabilize a stabilized creature below 0 hp.	pfor249
	Create Water	con(creation)[water]	vs	1a	Close	Instantaneous	None	No	Creates 2 gallons (8 liters)/level of pure water.	pfor262
	Detect Magic	div	vs	1a	60 ft.	Conc. max. 1 min. / None	None	No	Detects spells and magic items within 60 ft.	pfor267
	Detect Poison	div	vs	1a	Close	Instantaneous	None	No	Detects poison in one creature or object.	pfor268
	Guidance	div	vs	1a	Touch	1 min. or until disch	Will neg(h)	Yes	+1 on one attack roll, saving throw, or skill check.	pfor292
	Light	evo(light)	vm/df	1a	Touch	10 min. / lvl	None	No	20 ft. radius bright light, plus 20 feet of shadowy illumination.	pfor304
	Mending	tra	vs	1a	10 ft.	Instantaneous	Will neg(h,o)	Yes(h,o)	Repair 1d4 damage to objects.	pfor312
	Purify Food and Drink	tra	vs	1a	10 ft.	Instantaneous	Will neg(o)	Yes(o)	Purifies 1 cu. ft./level of food or water.	pfor328
	Read Magic	div	vsf	1a	Personal	10 min. / lvl			Read scrolls and spellbooks.	pfor330
	Resistance	abj	vsm/df	1a	Touch	1 min.	Will neg(h)	Yes(h)	Subject gains +1 on saving throws.	pfor334
	Stabilize	con(healing)	vs	1a	Close	Instantaneous	Will neg(h)	Yes(h)	Stabilizes creature at negative hit points.	pfor348
	Virtue	tra	vsdf	1a	Touch	1 min.	Fort neg(h)	Yes(h)	Subject gains 1 temporary hp.	pfor365
	----- ClassLevel 1 -----									
	Bane	en(comp)[fear,mind]	vsdf	1a	50 ft.	1 min. / lvl	Will neg	Yes	Enemies take -1 on attack rolls and saves against fear.	pfor246
	Bless	en(comp)[mind]	vsdf	1a	50 ft.	1 min. / lvl	None	Yes(h)	Allies gain +1 morale bonus on attack rolls and saves against fear.	pfor249
	Bless Water	tra[good]	vsm	1 min	Touch	Instantaneous	Will neg(o)	Yes(o)	Makes holy water.	pfor249
	Cause Fear	nec[fear,mind]	vs	1a	Close	See text	Will prt	Yes	One creature of 5 HD or less flees for 1d4 rounds.	pfor252
	Command	en(comp)[lang,mind]	v	1a	Close	1 rnd	Will neg	Yes	One subject obeys selected command for 1 round.	pfor256
	Comprehend Languages	div	vsm/df	1a	Personal	10 min. / lvl			You understand all spoken and written languages.	pfor258
	Cure Light Wounds	con(healing)	vs	1a	Touch	Instantaneous	Will half(h)*	Yes(h)*	Cures 1d8 damage +1/level (max +5).	pfor263
	Curse Water	nec[evil]	vsm	1 min	Touch	Instantaneous	Will neg(o)	Yes(o)	Makes unholy water.	pfor263
	Deathwatch	nec[evil]	vs	1a	30 ft.	10 min. / lvl	None	No	Reveals how near death subjects within 30 ft. are.	pfor265
	Detect Chaos	div	vsdf	1a	60 ft.	Conc. max. 10 min.	None	No	Reveals creatures, spells, or objects of selected alignment.	pfor266
	Detect Evil	div	vsdf	1a	60 ft.	Conc. max. 10 min.	None	No	Reveals creatures, spells, or objects of selected alignment.	pfor266
	Detect Good	div	vsdf	1a	60 ft.	Conc. max. 10 min.	None	No	Reveals creatures, spells, or objects of selected alignment.	pfor267
	Detect Law	div	vsdf	1a	60 ft.	Conc. max. 10 min.	None	No	Reveals creatures, spells, or objects of selected alignment.	pfor267
	Detect Undead	div	vsm/df	1a	60 ft.	Conc. max. 1 min. / None	None	No	Reveals undead within 60 ft.	pfor269
	Divine Favor	evo	vsdf	1a	Personal	1 min.			You gain +1 per three levels on attack and damage rolls.	pfor273
	Doom	nec[fear,mind]	vsdf	1a	Med	1 min. / lvl	Will neg	Yes	One subject takes -2 on attack rolls, damage rolls, saves, and checks.	pfor274
	Endure Elements	abj	vs	1a	Touch	24 hrs	Will neg(h)	Yes(h)	Exist comfortably in hot or cold environments.	pfor277
	Entropic Shield	abj	vs	1a	Personal	1 min. / lvl (D)			Ranged attacks against you have 20% miss chance.	pfor278
	Hide from Undead	abj	vsdf	1a	Touch	10 min. / lvl (D)	Will neg(h)*	Yes	Undead can't perceive one subject/level.	pfor296
	Inflict Light Wounds	nec	vs	1a	Touch	Instantaneous	Will half	Yes	Touch deals 1d8 damage +1/level (max +5).	pfor300
	Magic Stone	tra	vsdf	1a	Touch	30 min.s or until dis	Will neg(h,o)	Yes(h,o)	Three stones gain +1 on attack, deal 1d6 +1 damage.	pfor310
	Magic Weapon	tra	vsdf	1a	Touch	1 min. / lvl	Will neg(h,o)	Yes(h,o)	Weapon gains +1 bonus.	pfor310

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Page: 1/3

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CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	40 ft.
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## SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	Obscuring Mist	con(creation)	vs	1a	20 ft.	1 min. / lvl	None	No	Fog surrounds you.	pfc317
	Protection from Chaos	abj[lawful]	vsm/df	1a	Touch	1 min. / lvl (D)	Will neg(h)	No*	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	pfc327
	Protection from Evil	abj[good]	vsm/df	1a	Touch	1 min. / lvl (D)	Will neg(h)	No*	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	pfc327
	Protection from Good	abj[evil]	vsm/df	1a	Touch	1 min. / lvl (D)	Will neg(h)	No*	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	pfc328
	Protection from Law	abj[chaotic]	vsm/df	1a	Touch	1 min. / lvl (D)	Will neg(h)	No*	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	pfc328
	Remove Fear	abj	vs	1a	Close	See text	Will neg(h)	Yes(h)	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.	pfc332
	Sanctuary	abj	vsdf	1a	Touch	1 rnd / lvl	Will neg	No	Opponents can't attack you, and you can't attack.	pfc336
	Shield of Faith	abj	vsm	1a	Touch	1 min. / lvl	Will neg(h)	Yes(h)	Aura grants +2 (+ caster level/6, max 5) deflection bonus to Armor Class.	pfc342
	Summon Monster I	con(summon)*	vsf/df	1r	Close	1 rnd / lvl (D)	None	No	Calls extraplanar creature to fight for you.	pfc351
	----- ClassLevel 2 -----									
	Aid	en(comp)[mind]	vsdf	1a	Touch	1 min. / lvl	None	Yes(h)	+1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).	pfc239
	Align Weapon	tra[see text]	vsdf	1a	Touch	1 min. / lvl	Will neg(h,o)	Yes(h,o)	Weapon becomes good, evil, lawful, or chaotic.	pfc240
	Augury	div	vsmf	1 min	Personal	Instantaneous			Learns whether an action will be good or bad.	pfc245
	Bear's Endurance	tra	vsdf	1a	Touch	1 min. / lvl	Will neg(h)	Yes	Subject gains +4 to Con.	pfc246
	Bull's Strength	tra	vsm/df	1a	Touch	1 min. / lvl	Will neg(h)	Yes(h)	Subject gains +4 to Str.	pfc251
	Calm Emotions	en(comp)[mind]	vsdf	1a	Med	Conc. max. 1 rnd / lvl	Will neg	Yes	Calm's creatures, negating emotion effects.	pfc252
	Consecrate	evo[good]	vsm/df	1a	Close	2 hrs / lvl	None	No	Fills area with positive energy, making undead weaker.	pfc258
	Cure Moderate Wounds	con(healing)	vs	1a	Touch	Instantaneous	Will half(h)*	Yes(h)*	Cures 2d8 damage +1/level (max +10).	pfc263
	Darkness	evo[darkness]	vm/df	1a	Touch	1 min/lvl (D)	None	No	20-ft. radius of supernatural shadow.	pfc263
	Death Knell	nec[death,evil]	vs	1a	Touch	See text	Will neg	Yes	Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.	pfc264
	Delay Poison	con(healing)	vsdf	1a	Touch	1 hr / lvl	Fort neg(h)	Yes(h)	Stops poison from harming subject.	pfc265
	Desecrate	evo[evil]	vsm/df	1a	Close	2 hrs / lvl	None	Yes	Fills area with negative energy, making undead stronger.	pfc265
	Eagle's Splendor	tra	vsm/df	1a	Touch	1 min. / lvl	Will neg(h)	Yes	Subject gains +4 to Cha.	pfc275
	Enthrall	en(charm)[lang,mind,sonic]	vs	1r	Med	1 hr or less	Will neg*	Yes	Captivates all within range.	pfc278
	Find Traps	div	vs	1a	Personal	1 min. / lvl			Notice traps as a rogue does.	pfc281
	Gentle Repose	nec	vsm/df	1a	Touch	One day / lvl	Will neg(o)	Yes(o)	Preserves one corpse.	pfc289
	Hold Person	en(comp)[mind]	vsf/df	1a	Med	See text	Will neg*	Yes	Paralyzes one humanoid.	pfc296
	Inflict Moderate Wounds	nec	vs	1a	Touch	Instantaneous	Will half	Yes	Touch attack, 2d8 damage +1/level (max +10).	pfc300
	Make Whole	tra	vs	1a	10 ft.	Instantaneous	Will neg(h,o)	Yes(h,o)	Repairs 1d6/lvl to objects (max 5d6 on constructs).	pfc311
	Owl's Wisdom	tra	vsm/df	1a	Touch	1 min. / lvl	Will neg(h)	Yes	Subject gains +4 to Wis.	pfc318
	Remove Paralysis	con(healing)	vs	1a	Close	Instantaneous	Will neg(h)	Yes(h)	Frees one or more creatures from paralysis or slow effect.	pfc332
	Resist Energy	abj	vsdf	1a	Touch	10 min. / lvl	Fort neg(h)	Yes(h)	Ignores 10 (or more) points of damage/attack from specified energy type.	pfc334
	Restoration, Lesser	con(healing)	vs	3 rds	Touch	Instantaneous	Will neg(h)	Yes(h)	Dispels magical ability penalty or repairs 1d4 ability damage.	pfc334
	Shatter	evo[sonic]	vsm/df	1a	Close	Instantaneous	Will neg(o), Fort ha	Yes(o)	Sonic vibration damages objects or crystalline creatures.	pfc341
	Shield Other	abj	vsf	1a	Close	1 hr / lvl (D)	Will neg(h)	Yes(h)	You take half of subject's damage.	pfc342
	Silence	ill[glam]	vs	1 rnd	Long	1 min. / lvl (D)	Will neg*, None(o)	Yes, No(o)	Negates sound in 20-ft. radius.	pfc343
	Sound Burst	evo[sonic]	vsf/df	1a	Close	Instantaneous	Fort prtl	Yes	Deals 1d8 sonic damage to subjects; may stun them.	pfc346
	Spiritual Weapon	evo[force]	vsdf	1a	Med	1 rnd / lvl (D)	None	Yes	Magic weapon attacks on its own.	pfc348
	Status	div	vs	1a	Touch	1 hr / lvl	Will neg(h)	Yes(h)	Monitors condition, position of allies.	pfc350
	Summon Monster II	con(summon)*	vsf/df	1r	Close	1 rnd / lvl (D)	None	No	Calls extraplanar creature to fight for you.	pfc352
	Undetectable Alignment	abj	vs	1a	Close	24 hrs	Will neg(o)	Yes(o)	Conceals alignment for 24 hours.	pfc363
	Zone of Truth	en(comp)[mind]	vsdf	1a	Close	1 min. / lvl	Will neg	Yes	Subjects within range cannot lie.	pfc371
	----- ClassLevel 3 -----									
	Animate Dead	nec[evil]	vsm	1a	Touch	Instantaneous	None	No	Creates undead skeletons and zombies.	pfc241

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Page: 1/3

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	Bestow Curse	nec	vs	1a	Touch	Permanent	Will neg	Yes	-6 to one stat, or -4 on attacks, saves, checks, or 50% chance of losing actions.	pfc247
	Blindness/Deafness	nec	v	1a	Med	Permanent (D)	Fort neg	Yes	Makes subject blind or deaf.	pfc251
	Contagion	nec[evil]	vs	1a	Touch	Instantaneous	Fort neg	Yes	Infects subject with chosen disease.	pfc259
	Continual Flame	evo[light]	vsm	1a	Touch	Permanent	None	No	Makes a permanent, heatless torch.	pfc260
	Create Food and Water	con(creation)	vs	10 mins	Close	See text	None	No	Feeds three humans (or one horse)/level.	pfc261
	Cure Serious Wounds	con(healing)	vs	1a	Touch	Instantaneous	Will half(h)*	Yes(h)*	Cures 3d8 damage +1/level (max +15).	pfc263
	Daylight	evo[light]	vs	1a	Touch	10 min. / lvl (D)	None	No	60-ft. radius of bright light.	pfc264
	Deeper Darkness	evo[darkness]	vm/df	1a	Touch	10 min./lvl	None	No	60-ft. radius of supernatural shadow, dispell magical light.	pfc265
	Dispell Magic	abj	vs	1a	Med	Instantaneous	None	No	Cancels magical spells and effects.	pfc272
	Glyph of Warding	abj	vsm	10 mins	Touch	Permanent until dis	see text	No(o), Yes*	Inscription harms those who pass it.	pfc290
	Helping Hand	evo	vsdf	1a	5 miles	1 hr / lvl	None	No	Ghostly hand leads subject to you.	pfc295
	Inflict Serious Wounds	nec	vs	1a	Touch	Instantaneous	Will half	Yes	Touch attack, 3d8 damage +1/level (max +15).	pfc301
	Invisibility Purge	evo	vs	1a	Personal	1 min. / lvl (D)			Dispels invisibility within 5 ft./level.	pfc302
	Locate Object	div	vsf/df	1a	Long	1 min. / lvl	None	No	Senses direction toward object (specific or type).	pfc305
	Magic Circle against Chaos	abj[lawful]	vsm/df	1a	Touch	10 min. / lvl	Will neg(h)	No*	As protection spells, but 10-ft. radius and 10 min./level.	pfc308
	Magic Circle against Evil	abj[good]	vsm/df	1a	Touch	10 min. / lvl	Will neg(h)	No*	As protection spells, but 10-ft. radius and 10 min./level.	pfc308
	Magic Circle against Good	abj[evil]	vsm/df	1a	Touch	10 min. / lvl	Will neg(h)	No*	As protection spells, but 10-ft. radius and 10 min./level.	pfc308
	Magic Circle against Law	abj[chaotic]	vsm/df	1a	Touch	10 min. / lvl	Will neg(h)	No*	As protection spells, but 10-ft. radius and 10 min./level.	pfc308
	Magic Vestment	tra	vsdf	1a	Touch	1 hr / lvl	Will neg(h,o)	Yes(h,o)	Armor or shield gains +1 enhancement per four levels.	pfc310
	Meld into Stone	tra[earth]	vsdf	1a	Personal	10 min. / lvl			You and your gear merge with stone.	pfc312
	Obscure Object	abj	vsm/df	1a	Touch	8 hrs (D)	Will neg(o)	Yes(o)	Masks object against scrying.	pfc317
	Prayer	en(comp)[mind]	vsdf	1a	40 ft.	1 rnd / lvl	None	Yes	Allies +1 luck bonus on most rolls, enemies -1 penalty.	pfc324
	Protection from Energy	abj	vsdf	1a	Touch	10 min. / lvl or until	Fort neg(h)	Yes(h)	Absorb 12 points/level of damage from one kind of energy.	pfc327
	Remove Curse	abj	vs	1a	Touch	Instantaneous	Will neg(h)	Yes(h)	Make caster level check to remove curses.	pfc332
	Remove Disease	con(healing)	vs	1a	Touch	Instantaneous	Fort neg(h)	Yes(h)	Allows caster level check vs. disease DC.	pfc332
	Searing Light	evo	vs	1a	Med	Instantaneous	None	Yes	Ray deals 1d8/two levels damage, more against undead.	pfc338
	Speak with Dead	nec[lang]	vsdf	10 mins	10 ft.	1 min. / lvl	Will neg*	No	Corpse answers one question/two levels.	pfc346
	Stone Shape	tra[earth]	vsm/df	1a	Touch	Instantaneous	None	No	Sculpts stone into any shape.	pfc350
	Summon Monster III	con(summon)*	vsf/df	1r	Close	1 rnd / lvl (D)	None	No	Calls extraplanar creature to fight for you.	pfc352
	Water Breathing	tra	vsm/df	1a	Touch	See text	Will neg(h)	Yes(h)	Subjects can breathe underwater.	pfc368
	Water Walk	tra[water]	vsdf	1a	Touch	10 min. / lvl (D)	Will neg(h)	Yes(h)	Subject treads on water as if solid.	pfc368
	Wind Wall	evo[air]	vsm/df	1a	Med	1 rnd / lvl	None*	Yes	Deflects arrows, smaller creatures, and gases.	pfc370