

Palvelija Jumalan

CHARACTER  
**Vercite - Augmented**      medium      female  
RACE & LA      SIZE      GENDER  
**20**      **Lawful Neutral**      **Brigh (Iron Gods 2 = IG2-70)**  
AGE      ALIGNMENT      DEITY

PLAYER  
**5'10"**      **160 lb**      **black**      **green**      **multi**  
HEIGHT      WEIGHT      HAIR      EYES      SKIN  
**Skydock on Verces**  
HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: **Vercite, Common, Kasatha, Sarcesian, Androffan**

| ABILITY SCORE | TOTAL     | MOD       | BASE      | ENHANCE   | MISC     | TEMP |
|---------------|-----------|-----------|-----------|-----------|----------|------|
| <b>STR</b>    | <b>20</b> | <b>5</b>  | <b>18</b> |           | <b>2</b> |      |
| <b>DEX</b>    | <b>16</b> | <b>3</b>  | <b>14</b> | <b>2</b>  |          |      |
| <b>CON</b>    | <b>14</b> | <b>2</b>  | <b>12</b> | <b>-2</b> | <b>4</b> |      |
| <b>INT</b>    | <b>16</b> | <b>3</b>  | <b>14</b> | <b>2</b>  |          |      |
| <b>WIS</b>    | <b>22</b> | <b>6</b>  | <b>18</b> |           | <b>4</b> |      |
| <b>CHA</b>    | <b>8</b>  | <b>-1</b> | <b>8</b>  |           |          |      |

| HITPOINTS        |           |                      | CLASS RECORDER                   |          |           |          |          |          |          |           |
|------------------|-----------|----------------------|----------------------------------|----------|-----------|----------|----------|----------|----------|-----------|
| CURRENT HP       | HP GAINED | HD                   | CLASS NAME                       | BAB      | SKILL     | FC HPS   | FORT     | REF      | WILL     | LEVELS    |
| <b>82</b>        | <b>82</b> | <b>10</b>            | <b>Warpriest (Cyber-Soldier)</b> | <b>7</b> | <b>50</b> |          | <b>7</b> | <b>3</b> | <b>7</b> | <b>10</b> |
| NONLETHAL HP DAM |           |                      |                                  |          |           |          |          |          |          |           |
| TEMPORARY HP     |           |                      |                                  |          |           |          |          |          |          |           |
| <b>TOTAL HP</b>  | <b>82</b> | <b>FAVORED CLASS</b> | <b>TOTALS</b>                    | <b>7</b> | <b>50</b> | <b>0</b> | <b>7</b> | <b>3</b> | <b>7</b> | <b>10</b> |

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

| ATTACKS & DEFENSE |           |       |           |          |          |       |         |         |      |      |
|-------------------|-----------|-------|-----------|----------|----------|-------|---------|---------|------|------|
| ARMOR CLASS       | TOTAL     | ARMOR | SHIELD    | DEX      | SIZE     | DODGE | NATURAL | DEFLECT | MISC | TEMP |
| <b>AC</b>         | <b>26</b> | -10+  | <b>13</b> | <b>0</b> | <b>3</b> |       |         |         |      |      |
| <b>TOUCH</b>      | <b>13</b> | -10+  |           | <b>3</b> |          |       |         |         |      |      |
| <b>FLAT-FOOT</b>  | <b>23</b> | -10+  | <b>13</b> | <b>0</b> | <b>0</b> |       |         |         |      |      |

| SAVING THROWS |           |            |          |         |      |      |
|---------------|-----------|------------|----------|---------|------|------|
|               | TOTAL     | CLASS BASE | ABILITY  | ENHANCE | MISC | TEMP |
| <b>FORT</b>   | <b>9</b>  | <b>7</b>   | <b>2</b> |         |      |      |
| <b>REF</b>    | <b>6</b>  | <b>3</b>   | <b>3</b> |         |      |      |
| <b>WILL</b>   | <b>13</b> | <b>7</b>   | <b>6</b> |         |      |      |

| ATTACKS       |           |                   |            |          |          |      |
|---------------|-----------|-------------------|------------|----------|----------|------|
|               | TOTAL     | BASE ATTACK BONUS | TEMP       | ABILITY  | SIZE     | MISC |
| <b>MELEE</b>  | <b>12</b> | <b>7</b>          |            | <b>5</b> |          |      |
| <b>RANGED</b> | <b>10</b> | <b>7</b>          |            | <b>3</b> |          |      |
| <b>CMB</b>    | <b>12</b> | <b>7</b>          | <b>STR</b> | <b>5</b> |          |      |
| <b>CMD</b>    | <b>25</b> | -10+              | <b>B7B</b> | <b>0</b> | <b>8</b> |      |

COMBAT NOTES & MODIFIERS  
**+2 BAB on second attack**

| SKILLS  |        |       |         |         | RANKS TOTAL |
|---|--------|-------|---------|---------|-------------|
|   | TOTAL  | RANKS | ABILITY | TRAINED | MISC        |
| <input type="checkbox"/> ACROBATICS                   | DEX 3  |       | 3       |         |             |
| <input type="checkbox"/> APPRAISE                     | INT 3  |       | 3       |         |             |
| <input type="checkbox"/> BLUFF                        | CHA -1 |       | -1      |         |             |
| <input checked="" type="checkbox"/> CLIMB             | STR 14 | 1     | 5       | 3       | 5           |
| <input checked="" type="checkbox"/> CRAFT: mechanical | INT 7  | 1     | 3       | 3       |             |
| <input checked="" type="checkbox"/> DIPLOMACY         | CHA 7  | 5     | -1      | 3       |             |
| <input checked="" type="checkbox"/> DISABLE DEVICE    | DEX 9  | 1     | 3       | 3       | 2           |
| <input type="checkbox"/> DISGUISE                     | CHA -1 |       | -1      |         |             |
| <input type="checkbox"/> ESCAPE ARTIST                | DEX 3  |       | 3       |         |             |
| <input type="checkbox"/> FLY                          | DEX 3  |       | 3       |         |             |
| <input checked="" type="checkbox"/> HANDLE ANIMAL     | CHA 3  | 1     | -1      | 3       |             |
| <input checked="" type="checkbox"/> HEAL              | WIS 19 | 10    | 6       | 3       |             |
| <input type="checkbox"/> INTIMIDATE                   | CHA 3  | 1     | -1      | 3       |             |
| <input checked="" type="checkbox"/> KN: engineering   | INT 15 | 9     | 3       | 3       |             |
| <input checked="" type="checkbox"/> KN: religion      | INT 16 | 10    | 3       | 3       |             |
| <input type="checkbox"/> KN:                          | INT    |       | 3       |         |             |
| <input type="checkbox"/> KN:                          | INT    |       | 3       |         |             |
| <input type="checkbox"/> KN:                          | INT    |       | 3       |         |             |
| <input type="checkbox"/> KN:                          | INT    |       | 3       |         |             |
| <input type="checkbox"/> LINGUISTICS                  | INT    |       | 3       |         |             |
| <input type="checkbox"/> PERCEPTION                   | WIS 10 |       | 6       |         | 4           |
| <input type="checkbox"/> PERFORM:                     | CHA -1 |       | -1      |         |             |
| <input checked="" type="checkbox"/> PROF: Robotist    | WIS 10 | 1     | 6       | 3       |             |
| <input checked="" type="checkbox"/> RIDE              | DEX 7  | 1     | 3       | 3       |             |
| <input type="checkbox"/> SENSE MOTIVE                 | WIS 11 | 2     | 6       | 3       |             |
| <input type="checkbox"/> SLEIGHT OF HAND              | DEX    |       | 3       |         |             |
| <input checked="" type="checkbox"/> SPELLCRAFT        | INT 11 | 5     | 3       | 3       |             |
| <input type="checkbox"/> STEALTH                      | DEX 3  |       | 3       |         |             |
| <input checked="" type="checkbox"/> SURVIVAL          | WIS 10 | 1     | 6       | 3       |             |
| <input checked="" type="checkbox"/> SWIM              | STR 9  | 1     | 5       | 3       |             |
| <input type="checkbox"/> USE MAGIC DEVICE             | CHA    |       | -1      |         |             |
| <input type="checkbox"/>                              | STR    |       |         |         |             |
| <input type="checkbox"/>                              | STR    |       |         |         |             |
| <input type="checkbox"/>                              | STR    |       |         |         |             |
| <input type="checkbox"/>                              | STR    |       |         |         |             |
| <input type="checkbox"/>                              | STR    |       |         |         |             |

**FEATS & FEATURES**  
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

|  |  |
|--|--|
| Vercite race (PotS 15) as elf less immunities & magic weapon prof.           | Cannot cast chaotic spells   |
| Chameleon Skin - change skin at will (B2-248)                                | Artifice Blessing (ACG-64) 3 +lv/2 times/day                               |
| Cybernetic Augmentation (TG)   | Crafter's Wrath - grant weapon 1 min bypass hardness/DR to crafted objects |
| Low-Light Vision - dim light   | Transfer Magic - transfer magic ability from weapon to another for 1 min   |
| Keen senses +2 perception  | Travel Blessing (ACG-68)   |
| prof: long & short bows, long swords,  | Agile Feet = 1 rnd, ignore all difficult terrain                           |
| Warpriest class HD=d8 (ACG-60)   | Dimensional Hop = teleport 20' per blessing usage (another for 1 pt)       |
| Cyber Soldier Build (TG-12)  |  |
| Prof: Simple & Martial Weapons, All Armor                                    | Fervor(Su) spell as swift action or heal 3d6 hp (1 pt) (ACG-62)            |
| Spells - any on cleric list, must prepare in advance                         | Channel Energy (Su) use fervor in 30' rad (2 pt) (ACG-62)                  |
| Aura (Ex) - no aura as Brigh is Neutral (ACG-60)                             | Sacred Armor (Su) AC +2 (ACG-63)   |
| Blessing (Su) (ACG-60)   |  |
|  | Spontaneous Casting - convert prepared spell to healing spell (ACG-60)     |
| Sacred Weapon 1d10+2 (Su) (ACG-61)   | Technologist - trained in technology checks (TG-7)                         |
| substitute bonus w/ flaming, frost, shock, brilliant energy, axiomatic, etc. | Craft Cybernetics - (TG-6)   |

**ARMOR & WEAPONS**

| ARMOR NAME & DESCRIPTION   | AC BONUS | MAX DEX | PENALTY | SPELL FAIL | TYPE | WEIGHT |
|--|----------|---------|---------|------------|------|--------|
| ARMOR Transparent dermal plating, Mark V w/ 3 implant patches +11 AC+2 | 13       |         |         |            |      |        |
| SHIELD   |          |         |         |            |      |        |

MARK A  TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. \* SKILL CAN BE USED UNTRAINED \* ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW  MEDIUM  FAST  **105,000 / 105,000**

|                    | BASE      | FLY         | SWIM     | CLIMB   | MISC       |
|--------------------|-----------|-------------|----------|---------|------------|
| <b>SPEED</b>       | <b>30</b> |             |          |         |            |
| <b>INIT</b>        | <b>3</b>  | =           | <b>3</b> | DEX MOD | + MISC MOD |
| <b>HERO</b>        |           |             |          |         |            |
| <b>SR</b>          |           |             |          |         |            |
| <b>DR</b>          |           |             |          |         |            |
| <b>RESISTANCES</b> |           |             |          |         |            |
| <b>POOL POINTS</b> | <b>5</b>  | lv/2 Fervor |          |         |            |

| WEAPON NAME & DESCRIPTION  | ATTACK MODIFIERS | DAMAGE       | CRITICAL | RANGE | TYPE | WEIGHT | AMMO & NOTES                           |
|----------------------------|------------------|--------------|----------|-------|------|--------|--|
| cauterizing null blade + 3 | +12+2+3          | 1d10+2+5+4+3 | 19-20/x2 |       |      |        | negative emgy and fire dam<br>no bleed |
|                            |                  |              |          |       |      |        |  |
|                            |                  |              |          |       |      |        |  |

| FEATS & SPECIAL ABILITIES   |          |      |  |
|---|----------|------|--|
| NAME  | USES/DAY | USED |  |
| Weapon Focus +1 null blade attack (PCR-136)                                 |          |      |  |
| Greater Weapon Focus another +1 null blade attack w/ (PCR-126)              |          |      |  |
| Weapon Specialization +2 dam null blade attack w/ (PCR-137)                 |          |      |  |
| Greater Weapon Specialization another +2 dam null blade attack w/ (PCR-126) |          |      |  |
|   |          |      |  |
|   |          |      |  |
|   |          |      |  |
|   |          |      |  |
|   |          |      |  |

| FEATS & SPECIAL ABILITIES                                       |          |      |  |
|---|----------|------|--|
| NAME  | USES/DAY | USED |  |
| Power Attack - trade -1 attack for each +2 damage (PCR-131)     |          |      |  |
| Cleave - make additional attack if first hits (PCR-119)         |          |      |  |
| Great Cleave - continue additional attacks until miss (PCR-124) |          |      |  |
|   |          |      |  |
|   |          |      |  |
|   |          |      |  |
|   |          |      |  |
|   |          |      |  |
|   |          |      |  |

| EQUIPMENT & MAGIC ITEMS |   |            |         |        |
|-------------------------|---|------------|---------|--------|
| #                       | ITEM  | QTY / USES | WGT N/A | WEIGHT |
|                         | standard adventurers kit  |            |         |        |
|                         | symbol of Brigh   |            |         |        |
|                         |   |            |         |        |
|                         | cauterizing null blade +3 negative and fire dam (TG) 20 charges (TG-26) |            |         | 4.0    |
|                         | 2 spare battery packs 20 charges each                                   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |

| EQUIPMENT & MAGIC ITEMS |   |            |         |        |
|-------------------------|---|------------|---------|--------|
| #                       | ITEM  | QTY / USES | WGT N/A | WEIGHT |
|                         | Cybernetic Implants & Augmentation  |            |         |        |
|                         | Vercite Optical Turret (left eye) - normal vision, low light vision,<br>- immune blindness/dazzled (IG4-75) |            |         |        |
|                         | - 3 lenses - detect radiation, microscope (detect disease), telescope (starsight) 3/day                     |            |         |        |
|                         | Biofilter (kidney/liver) +4 sv poison/disease (TG-35)   |            |         |        |
|                         | Cybernetic ear (left ear) +2 perception (TG-37)   |            |         |        |
|                         | Thoracic Nanite Chamber +4 Constitution (TG-38)   |            |         |        |
|                         | Skill Slot - Disable Device trained, +2 & 1 add'l rank/lvl (TG-38)  |            |         |        |
|                         | Translucent dermal plating, Mark V +5 AC (TG-37)  |            |         |        |
|                         | - w/3 Implant Mesh - increase implant AC by 2 each (IG5-63)   |            |         |        |
|                         | Enhanced Cybernetic Arm (TG-36)   |            |         |        |
|                         | +5 climb, +5 CMD to disarm  |            |         |        |
|                         | - w/Implant Mesh - increase implant Str by 2 (IG5-63)   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |
|                         |   |            |         |        |

| WORN MAGIC ITEM EQUIPMENT       |  |
|---------------------------------|--|
| EQUIPMENT SLOTS FOR MAGIC ITEMS |  |
| BELT:                           |  |
| BODY:                           |  |
| CHEST:                          |  |
| EYES:                           |  |
| FEET:                           |  |
| HANDS:                          |  |
| HEAD:                           |  |
| HEADBAND:                       |  |
| NECK:                           |  |
| RING:                           |  |
| RING:                           |  |
| SHOULDERS:                      |  |
| WRIST:                          |  |

| BAGS & CONTAINERS |           |                           |        |
|-------------------|-----------|---------------------------|--------|
| #                 | CONTAINER | VOLUME/WEIGHT LIMIT/NOTES | WEIGHT |
|                   |           |                           |        |
|                   |           |                           |        |

| CURRENCY |         |                 |        |
|----------|---------|-----------------|--------|
|          | CARRIED | CARRIED WGT N/A | STORED |
| PLATINUM |         |                 |        |
| GOLD     |         |                 |        |
| SILVER   |         |                 |        |
| COPPER   |         |                 |        |

| TREASURE CARRIED |          |        |
|------------------|----------|--------|
| #                | TREASURE | WEIGHT |
|                  |          |        |
|                  |          |        |

| CARRIED WEIGHT  |          |           |      |       |
|-----------------|----------|-----------|------|-------|
| ARMOR & WEAPONS | CURRENCY | EQUIPMENT | MISC | TOTAL |
| 0.0             | 0.0      | 4.0       |      | 4.0   |

| LOADS & LIFT |             |   |               |                                 |                 |                                |
|--------------|-------------|---|---------------|---------------------------------|-----------------|--------------------------------|
| LIGHT LOAD   | MEDIUM LOAD | HEAVY LOAD                                | <b>N</b>      | LIFT ABOVE HEAD                 | LIFT OFF GROUND | DRAG & PUSH                    |
| 133          | 267         | 400                                       |               | 400                             | 800             | 2000                           |
| 0            | 0           |   | MODIFIED LOAD | 0                               | 0               | 0                              |
| CURRENT LOAD |             | LIGHT <input checked="" type="checkbox"/> |               | MEDIUM <input type="checkbox"/> |                 | HEAVY <input type="checkbox"/> |

SPELLS PER DAY

CLASS Warpriest LEVEL 10
SAVE DC LEVEL TOTAL CLASS ABILITY BONUS MISC SPELLS KNOWN
16 0 5 5
17 1st 7 5 2
2nd 6 4 2
3rd 4 3 1
4th 2 1 1
5th
6th
7th
8th
9th

CLOSE: 25FT + 5FT / 2 LVL 50
MEDIUM: 100FT + 10FT / LVL 200
LONG: 400FT + 40FT / LVL 800

SPELL POINTS 0
TOTAL CLASS ABILITY OTHER CURRENT POINTS

BLOODLINES & PATRONS

BLOODLINE/PATRON Brigh
BLOODLINE/PATRON

DOMAINS

DOMAIN
SUBDOMAIN
DOMAIN
SUBDOMAIN
DOMAIN
SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
FOCUSED
PROHIBITED Chaotic Spells
PROHIBITED

SPELLS PER DAY

CLASS LEVEL
SAVE DC LEVEL TOTAL CLASS ABILITY BONUS MISC SPELLS KNOWN
0
1st
2nd
3rd
4th
5th
6th
7th
8th
9th

CLOSE: 25FT + 5FT / 2 LVL 25
MEDIUM: 100FT + 10FT / LVL 100
LONG: 400FT + 40FT / LVL 400

SPELL POINTS 0
TOTAL CLASS ABILITY OTHER CURRENT POINTS

SPELLS

Table with 10 columns: LEVEL, PREP, USED, NAME & DESCRIPTION, SCHOOL, DURATION, RANGE, SAVE, SR, REFERENCE. Contains spells like Mending, Make Whole, Soothe Construct, etc.

**SPELLS**

| LEVEL | PREP | USED | NAME & DESCRIPTION  | SCHOOL        | DURATION   | RANGE    | SAVE | SR  | REFERENCE |
|-------|------|------|---|---------------|------------|----------|------|-----|-----------|
| 2     |      |      | Planetarium- project an image of the night sky based on current location            | Illusion      | conc+3rnd  | close    | none | yes | PotS-28   |
| 2     |      |      | Semblance of Flesh - make one construct appear to be a living creature              | Illusion      | 10 min/lvl | touch    | none | no  | IG2-75    |
| 2     |      |      | Protection from Technology - +2 AC and saves vs technology                          | Abjuration    | 1 min/lvl  | touch    | will | no  | TG-10     |
| 2     |      |      | Aid +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10)  | Enchantment   | 1 min/lvl  | touch    | none | yes | PCR-239   |
| 2     |      |      | Align Weapon - Weapon becomes good, evil, lawful, or chaotic                        | Transmutation | 1 min/lvl  | touch    | will | yes | PCR-240   |
| 2     |      |      | Augury - Learns whether an action will be good or bad                               | Divination    | instant    | personal | none | no  | PCR-245   |
| 2     |      |      | Consecrate - Fills area with positive energy, weakening undead                      | Evocation     | 2 hr/lvl   | close    | none | no  | PCR-258   |
| 2     |      |      | Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10)                         | Conjuration   | instant    | close    | will | yes | PCR-263   |
| 2     |      |      | Remove Paralysis - Frees up to 4 creatures from paralysis or slow effect            | Conjuration   | instant    | close    | will | yes | PCR-332   |
| 2     |      |      | Protection from Chaos, Communal - divide duration by touch                          | Abjuration    | 1 min/lvl  | touch    | will | no  | UC-240    |
| 2     |      |      | Hold Person - Paralyzes one humanoid for 1 round/level                              | Enchantment   | 1 rnd/lvl  | medium   | will | yes | PCR-296   |
| 2     |      |      | Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage | Conjuration   | instant    | touch    | will | yes | PCR-334   |
| 2     |      |      | Surmount Affliction - Temporarily suppress one condition                            | Abjuration    | 1 rnd/lvl  | personal | none | no  | UM-241    |
| 2     |      |      | Sound Burst - Deals 1d8 sonic damage to subjects; may stun them                     | Evocation     | instant    | close    | fort | yes | PCR-346   |
| 2     |      |      | Spiritual Weapon - Magic weapon attacks on its own, does 1d8 + 1/3 lvl              | Evocation     | 1 rnd/lvl  | medium   | none | no  | PCR-348   |
| 2     |      |      | Locate Object - Senses direction toward object (specific or type).                  | Divination    | 1 rnd/lvl  | long     | none | no  | PCR-305   |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
| 3     |      |      | Discharge - drain battery or disable power source for 1d4 rounds                    | Abjuration    | instant    | medium   | fort | no  | TG-9      |
| 3     |      |      | Recharge - restore 1 charge per level to a battery                                  | Evocation     | instant    | touch    | fort | yes | TG-11     |
| 3     |      |      | Irradiate - 10' radius area with high radiation                                     | Conjuration   | instant    | medium   | fort | yes | TG-11     |
| 3     |      |      | Blindness/Deafness - Makes subject blinded or deafened                              | Necromancy    | permanent  | medium   | fort | yes | PCR-250   |
| 3     |      |      | Create Food and Water - Feeds three humans (or one horse)/level                     | Conjuration   | 24 hr      | close    | none | no  | PCR-261   |
| 3     |      |      | Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15)                          | Conjuration   | instant    | close    | will | yes | PCR-263   |
| 3     |      |      | Dispell Magic - Cancels one magical spell or effect                                 | Abjuration    | instant    | medium   | none | no  | PCR-272   |
| 3     |      |      | Magic Circle against Chaos - As protection spells, but 10-ft. radius                | Abjuration    | 10 min/lvl | touch    | will | no  | PCR-308   |
| 3     |      |      | Prayer - Allies get +1 bonus on most rolls, enemies -1 penalty                      | Enchantment   | 1 rnd/lvl  | 40'      | none | yes | PCR-324   |
| 3     |      |      | Remove Blindness/Deafness - Cures normal or magical blindness or deafness           | Conjuration   | instant    | touch    | fort | yes | PCR-332   |
| 3     |      |      | Remove Curse - Frees object or person from curse                                    | Abjuration    | instant    | touch    | will | yes | PCR-332   |
| 3     |      |      | Remove Disease - Cures all diseases affecting subject                               | Conjuration   | instant    | touch    | fort | yes | PCR-332   |
| 3     |      |      | Speak with Dead - Corpse answers one question/two levels                            | Necromancy    | 1 min/lvl  | 10'      | will | no  | PCR-346   |
| 3     |      |      | Symbol of Healing - Triggered rune heals living creatures w/in 60' 2d8+1/lvl hp     | Conjuration   | instant    | 60'      | will | yes | UM-241    |
| 3     |      |      | Water Breathing - Subjects can breathe underwater                                   | Transmutation | 2 hr/lvl   | touch    | will | yes | PCR-368   |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |
|       |      |      |   |               |            |          |      |     |           |

