Vercite - Augmented

medium female GENDER SIZE

5'10" HEIGHT

160 lb WEIGHT

black HAIR

green EYES

multi

ATHFINDER

RACE & LA	awful Neut	ral	Brigh		GENDER ods 2 = IG	2-70)	Skydo	weight ock on V		:		EYES	SKIN	N	10	AI	M	K	П	11	一	1 1	3
AGE ALI	IGNMENT		DEITY				HOMELAN		OUND OCCUP	ATION					0	ROI	EP		(100	G G	AM	DE"/	O
LANGUAGES: _\	Vercite, Cor	mmon	, Kasath	a, Sarce	esian, And	droffan	1								Origina	l by Neceros.	. Modifie	d by abe	llius@ya	ahoo.com	. Version	1.0.2012	
ABILITY SCOR	RE TOTAL	MOD	BASE	ENHANCE	MISC	ТЕМР		CURREN	TPOIN						CLA ASS NAME	SS RE					-		LEVELS
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															₽ SENSE MO				14	5	6	3	
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Vercite race	e (PotS 15) as	s elf les	s immuni	ties & ma	ıgic weapor	prof.	Impro	ved Imp	olantatio	n (Ex	a) 2 abilit	y mod	ls (Int c	or Con)	*□ STEALTH •			_	3	10	3		
Chamele	on Skin - o	chang	ge skin a	at will (f	B2-248)		Artific	e Bless	sing (AC	CG-64	1) 3 +lvl/	2 time	es/day		*☑ SURVIVAL *☑ SWIM •			_	10 10	1	6	3	
Cybernet	tic Augmei	ntatio	n (TG)				Crafter's	Wrath - g	rant weapo	n 1 min	bypass har	dness/D	R to crafte	ed objects	USE MAGI	c Device		HA .	10		-1	3	
Low-Ligh	t Vision - d	dim liç	ght				Transfe	r Magic - t	ransfer ma	agic abi	ility from we	eapon to	another	for 1 min			STR STR	F	\dashv				
	nses +2 pe						Trave	el Bless	ing (AC	G-68)						STR	F	\Rightarrow				
prof: long	g & short b	oows,	long sv	vords,			Agile	Feet =	1 rnd, i	gnore	all diffic	cult te	rrain				STR	\perp	\dashv				
Warpries	t class HD)=d8 ((ACG-6	0)			Dimens	sional Hop	= telepo	rt 20' pe	er blessing	usage	(another	for 1 pt)	0		STR						
Cyber So	oldier Build	l (TG-	-12)				Law E	Blessin	g (ACG	-66)					MARK A TO SE	HOW A CLASS L CAN BE USE				H RANKS G			BONUS.
Prof: Sim	nple & Ma	rtial V	Veapon	s, All A	rmor						eapon d				EXPE	RIENCE DIUM 🗹 FA:	sт □ [6	35,00	00	/ 6	35,00	0
Spells - an	y on cleric li	st, mu	st prepar	e in adv	ance, no c	haos	Battle	Compa	nion - s	ummo	n Clock	work S	Soldier ((B3-57)				BASE	FL	LY S	WIM	CLIMB	MISC
) - no aura		righ is I	Veutral	(ACG-60	0)					or heal	_			SPEED			30		7 557	ᅷ		MICC
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	rmor (Su)										pared spell				HERO								
	Veapon 1d		. , .								technolo	gy ch	ecks (ΓG-7)	SR			DR	R				
substitute bo	onus w/ flamino	g, frost,	shock, bri	liant energ	gy, axiomati	c, etc.	Craft	Cybern	etics - (TG-6)				RESISTAN	NCES							
						OR &	WEAP	ONS							POOL PO	INTS	5	lvl/2	Ferv	or			
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FEATS & SPECIAL ABILITIES			FEATS & SPECIAL ABILITIES		
Weapon Focus +1 null blade attack (PCR-136)	USES/DAY	USED	Exalted Prestige Class (ISG-200)	USES/DAY	USED
Greater Weapon Focus another +1 null blade attack w/ (PCR-12	26)		Divine Brand (Su) - marked w/ deity symbol on body		
Weapon Specialization +2 dam null blade attack w/ (PCR-13	7)		Obedience (Ex) - must perform daily obedience +4 Disable Device		
Greater Weapon Specialization another +2 dam null blade attack w/ (PCR-12	26)		Scholar (Ex) - add Knowledge (planes) to class skills		
Vital Strike - damage on one attack x2 (PCR-128)			Vitality (Su) +2 on Fortitude and Constitution saves		
Improved Vital Strike - damage x3 on one attack (PCR-136)			Religious Speaker (Ex) +2 bluff, diplomacy, perform w/ brand exposed		
			Expanded Portfolio - add a domain - Law Blessing		
Power Attack - trade -1 attack for each +2 damage (PCR-131	1)		Boon: Creator (Sp) Crafter's fortune 3/day, make whole 2/day, minor creation 1/day		
Cleave - make additional attack if first hits (PCR-119)					
Great Cleave - continue additional attacks until miss (PCR-124	l)				
EQUIPMENT & MAGIC ITEMS HEM QTY / U	JSES WGT N/A	WEIGHT		WGT N/A	WEIGHT
standard adventurers kit			Cybernetic Implants & Augmentation		
symbol of Brigh			Vercite Optical Turret (left eye) - normal vision, low light vision,		
			- immune blindness/dazzled (IG4-75)		
			- 3 lenses - detect radiation, microscope (detect disease), telescope (starsight) 3/day		
cauterizing null blade +3 negative and fire dam (TG) 20 charges (TG-26)		4.0	Biofilter (kidney/liver) +4 sv poison/disease (TG-35)		
2 spare battery packs 20 charges each			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)		
			Improved Implantation Feat - +2 Int, +2 Con		

w	ORN MAGIC ITEM EQUIPMENT
BELT:	20
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
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RING:	
RING:	
SHOULDERS:	
WRIST:	

	BAGS & CO	ONTAINERS	
ж	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

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			SPELLS PER DAY			В	LOODLINES & PATRONS				SPELLS P	ER DAY		
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H	=	9th			╡ ╴	SPECIALITY	ARD SPECIALITY SCHOOL	<i>)</i> L		gth [= -			
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25FT + 5FT / 2 LV	, 60		100FT + 10FT / LVL 250	400FT + 40FT / LVL 1,	,000	FOCUSE			25F 5FT / 2	r+ 25	100FT + 10FT / LVL	100	400FT + 40FT / LV	400
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							SPELLS							
0	PREP	USED	Mending - restore 1	1d4 hp to ob		DESCRIPTION	SPELLS	Tra	school ransmutation	DURATION instant	range 10'	save Will	sr Ves	REFERENCE PCR-312
	PREP	USED	Mending - restore 1		bject of 1	1 lb/lvl			ransmutation	instant	10'	will	yes	PCR-312
0	PREP	USED	Make Whole - resto	ore 1d6 hp to	bject of 1 to object	1 lb/lvl of 10 cu. ft/lv	l or one construct creature	Tra			10 1000		yes	PCR-312 PCR-311
0	PREP	USED	Make Whole - resto	ore 1d6 hp to reduce cha	bject of 1 to object ance of c	1 lb/lvl of 10 cu. ft/lv construct goin	l or one construct creature g berserk 1d4%/4 lvls	Tra	ransmutation ransmutation	instant instant	10' close	will will	yes yes no	PCR-312
0 0	PREP	USED	Make Whole - restormed - Soothe Construct -	ore 1d6 hp to reduce cha ate up to 2 g	bject of 1 to object ance of c gallons o	1 lb/lvl of 10 cu. ft/lv construct goin clean water/lv	l or one construct creature g berserk 1d4%/4 lvls	Tra	ransmutation ransmutation Abjuration	instant instant instant	10' close close	will will none	yes yes no no	PCR-312 PCR-311 UM-240
0 0 0	PREP	USED	Make Whole - restorment - create Water - create Wat	reduce cha ate up to 2 g	bject of 1 to object ance of c gallons c cate mag	1 lb/lvl of 10 cu. ft/lv construct goin clean water/lv	l or one construct creature g berserk 1d4%/4 lvls l	Tra	ransmutation ransmutation Abjuration Conjuration	instant instant instant instant	10' close close close	will will none none	yes yes no no	PCR-312 PCR-311 UM-240 PCR-262
0 0 0 0	PREP	USED	Make Whole - restorment - create Water - create Detect Magic - iden	reduce cha ate up to 2 go ntify and loca	bject of 1 to object ance of c gallons c cate mag oll, savin	1 lb/lvl of 10 cu. ft/lv construct goin clean water/lv	l or one construct creature g berserk 1d4%/4 lvls l	Tra	ransmutation ransmutation Abjuration Conjuration Divination	instant instant instant instant conc,1min/lv	10' close close close 60'	will none none none	yes yes no no no yes	PCR-312 PCR-311 UM-240 PCR-262 PCR-267
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0 0 0 0 0 0	PREP	USED	Make Whole - restorment - create Water - create Detect Magic - iden Guidance - +1 on or Light - Object shine	ore 1d6 hp to reduce cha ate up to 2 contify and loca one attack rooses like a toro	bject of 1 to object ance of c gallons c cate mag oll, savin ch. 1 cu. ft.//	1 lb/lvl of 10 cu. ft/lv construct goin clean water/lv gic ng throw, or sl level of food c	l or one construct creature g berserk 1d4%/4 lvls l kill check.	Tra C C C C Tra Tra	ransmutation ransmutation Abjuration Conjuration Divination Divination Evocation	instant instant instant instant conc,1min/lv 1 min 10 min/lvl	10' close close close 60' touch	will none none none will none	yes yes no no no yes no yes	PCR-312 PCR-311 UM-240 PCR-262 PCR-267 PCR-292 PCR-304
0 0 0 0 0 0	PREP	USED	Make Whole - restorment - create Water - create Water - create Detect Magic - iden Guidance - +1 on output - Object shine Purify Food & Drink	ore 1d6 hp to reduce cha ate up to 2 contify and loca one attack rooses like a toro	bject of 1 to object ance of c gallons c cate mag oll, savin ch. 1 cu. ft.//	1 lb/lvl of 10 cu. ft/lv construct goin clean water/lv gic ng throw, or sl level of food c	l or one construct creature g berserk 1d4%/4 lvls l kill check.	Tra C C C C Tra Tra	ransmutation ransmutation Abjuration Conjuration Divination Divination Evocation ransmutation	instant instant instant instant conc,1min/lv 1 min 10 min/lvl instant	10' close close close 60' touch touch	will none none none will none will	yes yes no no no yes no yes	PCR-312 PCR-311 UM-240 PCR-262 PCR-267 PCR-292 PCR-304 PCR-328
0 0 0 0 0 0	PREP	USED	Make Whole - restorment - create Water - create Water - create Detect Magic - iden Guidance - +1 on output - Object shine Purify Food & Drink	ore 1d6 hp to reduce cha ate up to 2 g ntify and loca one attack ro es like a toro c - Purifies 1 d scrolls and	bject of 1 to object ance of c gallons c cate mag oll, savin ch. 1 cu. ft./l d spellbo	1 lb/lvl of 10 cu. ft/lv construct goin clean water/lv gic ng throw, or sl level of food cooks.	I or one construct creature g berserk 1d4%/4 IvIs I Kill check.	Tra A C C E Tra Tra C	ransmutation ransmutation Abjuration Conjuration Divination Divination Evocation ransmutation	instant instant instant instant conc,1min/lv 1 min 10 min/lvl instant	10' close close close 60' touch touch	will none none none will none will	yes yes no no no yes no yes	PCR-312 PCR-311 UM-240 PCR-262 PCR-267 PCR-292 PCR-304 PCR-328
0 0 0 0 0 0 0	PREP	USED	Make Whole - restorment of the construct - Create Water - create Detect Magic - iden Guidance - +1 on of Light - Object shine Purify Food & Drink Read Magic - Read	ore 1d6 hp to reduce character up to 2 contify and local one attack roses like a torce at 2 - Purifies 1 discrolls and ors as if clea	bject of 1 to object ance of c gallons c cate mag oll, savin ch. 1 cu. ft./l d spellbo	1 lb/lvl construct goin clean water/lv gic ng throw, or sl level of food cooks.	I or one construct creature g berserk 1d4%/4 IvIs I Kill check.	Tra A C C C C Tra Tra C	ransmutation ransmutation Abjuration Conjuration Divination Divination Evocation ransmutation Divination	instant instant instant instant conc,1min/lv 1 min 10 min/lvl instant 10 min/lvl	10' close close close 60' touch touch 10' personal	will none none none will none will none	yes yes no no no yes no yes no	PCR-312 PCR-311 UM-240 PCR-262 PCR-267 PCR-292 PCR-304 PCR-328 PCR-330
0 0 0 0 0 0 0 0	PREP	USED	Make Whole - restorment of the construct - Create Water - create Water - identification of the construct - Detect Magic - identification of the construction of the co	ore 1d6 hp to reduce character up to 2 contify and local cone attack roses like a torox - Purifies 1 discrolls and cons as if cleadetect radia	bject of 1 to object ance of c gallons c cate mag oll, savin ch. 1 cu. ft./l d spellbo ar, +2 on ation up t	1 lb/lvl construct goin clean water/lv gic ng throw, or sl level of food cooks.	l or one construct creature g berserk 1d4%/4 lvls l kill check. or water.	Tra A C C E Tra Tra C	ransmutation ransmutation Abjuration Conjuration Divination Divination Evocation ransmutation Divination	instant instant instant instant conc,1min/lv 1 min 10 min/lvl instant 10 min/lvl	10' close close close 60' touch touch 10' personal	will none none none will none will none none	yes yes no no no yes no yes no no	PCR-312 PCR-311 UM-240 PCR-262 PCR-267 PCR-292 PCR-304 PCR-328 PCR-330
0 0 0 0 0 0 0 0 0	PREP	USED	Make Whole - restorment of the construct - Create Water - create Water - create Wagic - ident Guidance - +1 on or Light - Object shine Purify Food & Drink Read Magic - Reade Starsight - view st	ore 1d6 hp to reduce character up to 2 contify and locations attack roses like a torons are reduced as if clean detect radia at 1 on attack	bject of 1 to object ance of c gallons c ate mag oll, savin ch. 1 cu. ft./l d spellbo ar, +2 on ation up t k rolls an	1 lb/lvl construct goin clean water/lv gic ng throw, or sl level of food cooks.	l or one construct creature g berserk 1d4%/4 lvls l kill check. or water.	Tra A C C C C E Tra C C E Tra C C C C C C C C C C C C C C C C C C	ransmutation ransmutation Abjuration Conjuration Divination Divination Evocation ransmutation Divination Divination	instant instant instant instant conc,1min/lv 1 min 10 min/lvl instant 10 min/lvl 10 min/lvl	10' close close close 60' touch touch 10' personal personal	will none none none will none will none none	yes yes no no yes no yes no no no no	PCR-312 PCR-311 UM-240 PCR-262 PCR-267 PCR-292 PCR-304 PCR-328 PCR-330 PotS-28 TG-8
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Read Weather - Forecast weather at current location for next 48 hours

Sanctuary - Opponents can't attack you, and you can't attack

Sun Metal - make weapon burn with fire

Remove Fear - Suppresses fear or gives +4 saves vs fear for one subject +1/4 lvl

Remove Sickness - Suppress disease, nausea, and the sickened condition

Summon Monster I summon extraplanar creature (Clockwork Spy, B3-58)

Divination

Abjuration

Abjuration

Abjuration

Conjuration

Transmutation

instant

10 min

10 min/lvl

1 rnd/lvl

1 rnd/lvl

1 rnd/lvl

personal

close

close

touch

close

touch

none

will

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			SPELLS			,			
LEVEL 2	PREP	USED	Planetarium- project an image of the night sky based on current location	school 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		will		TG-10
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2			Aid +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10)		1 min/lvl	touch	none	-	PCR-239
2			Align Weapon - Weapon becomes good, evil, lawful, or chaotic	Transmutation	1 min/lvl	touch	will	-	PCR-240
2			Augury - Learns whether an action will be good or bad	Divination	instant	personal	none		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	-	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
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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	meidum	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			Dispel 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		PCR-308
3			Prayer - Allies get +1 bonus on most rolls, enemies –1 penalty	Enchantment	1 rnd/lvl	40'	none		PCR-324
3			Remove Blindness/Deafness - Cures normal or magical blindness or deafness	Conjuration	instant	touch	fort	-	PCR-332
3			Remove Curse - Frees object or person from curse	Abjuration	instant	touch	will	-	PCR-332
3			Remove Disease - Cures all diseases affecting subject	Conjuration	instant	touch	fort	-	PCR-332
3			Speak with Dead - Corpse answers one question/two levels	Necromancy	1 min/lvl	10'	will	-	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	_	PCR-368
\vdash			Trace Breaking - Subjects can breaking underwater	Tanomulation	∠ 111/1VI	LOUCIT	VVIII	y 63	1 011-000
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			SPELLS						
LEVEL 4	PREP	USED	Planetary Adaptation - allows caster to survive on other world or in vacuum	school Transmutation	1 hr/lvl	personal	none	sr no	PotS-29
4			Curse of Unexpected Death - 5% of 8d6+lvl dam per minute, fort save reduces to 2d6		1 min/lvl	touch	fort	yes	IG5-74
4			Magic circle Against Technology - protection from technology on all w/in 10' rad	Abjuration	10 min/lvl	touch	will	no	TG-9
4				Transmutation		10'	will		TG-10
4			Make Whole, Greater - restores (1d6+1) hp/lvl to construct		instant			yes	TG-10
<u> </u>			Remove Radioactivity- remove effects of radiation from 1 creature or 20' rad area	Conjuration	instant	touch	fort	yes	
4			Dimension Door - Teleports you & willing allies a short distance	Conjuration	instant	long	will	_	PCR-269
4			Blessing of Fervor - Gives allies a choice of benefits	Transmutation	1 rnd/lvl	close	fort	-	APG-205
4			Control Summoned Creature - Direct a summoned monster as if you had summoned it		1 rnd/lvl	close	will	yes	
4			Cure Critical Wounds - Cures 4d8 damage + 1/level (max +20)	Conjuration	instant	touch	will	<u> </u>	PCR-262
			Dimensional Anchor - Bars extradimensional movement	Abjuration	1 min/lvl	medium	none	-	PCR-270
4			Discern Lies - Reveals deliberate falsehoods	Divination	1 rnd/lvl	close	will	_	PCR-270
4			Dismissal - Forces a creature to return to native plane	Abjuration	instant	close	will	-	PCR-271
4			Divination - Provides useful advice for specific proposed actions	Divination	instant	personal	none	_	PCR-273
4			Divine Power - You gain attack bonuses and 1 hp/level	Evocation	1 min	personal	none		PCR-273
4			Holy Smite - Harms and possibly blinds evil creatures (1d8 damage/2 levels)	Evocation	instant	medium	will	,	
4			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	Conjuration	instant	touch	will	-	PCR-316
4			Restoration - Restores level and ability score drains	Conjuration	instant	touch	will	_	PCR-334
4			Spiritual Ally - Creates a divine ally to aid you	Evocation	1 rnd/lvl	medium	none	-	APG-246
4			Summon Monster IV - Clockwork Servant (B3-56)	Conjuration	1 rnd/lvl	close	none	no	PCR-352
4			Terrible Remorse - Creature is compelled to harm itself	Enchantment	1 rnd/lvl	close	will	yes	UM-243
4			Tongues - Speak and understand any language	Divination	10 min/lvl	touch	will	no	PCR-360
5			Reboot - restore destroyed construct to 1 hp, obeys while it lasts	Transmutation	1 rnd/lvl	close	none	no	PotS-29
5			Destroy Robot - make ranged touch, 12d6 +lvl electric damage, save 3d6 +lvl	Transmutation	instant	close	fort	yes	TG-8
5			Air Walk, Communal - As air walk, but you may divide the duration among creatures touched	Transmutation	10 min/lvl	touch	none	yes	UC-222
5			boneshatter - target's bones or exoskeleton splinter, 1d6 dam/lvl (max 15d6) & exhausted for 1 min/lvl	Necromancy	instant	close	fort	yes	OLoP
5			Breath of Life - Cures 5d8 damage + 1/level and restores life to recently slain creatures	Conjuration	instant	touch	will	yes	PCR-251
5		1	Burst of Glory - Targets in the area gain a +1 attack & saves against fear, 1 temp hp/lvl (max +20).	Enchantment	1 rnd/lvl	10' rad	will	Yes	ISG-230
5			Cleanse - Cures 4d8 damage +1/level (max +25) and also removes several afflictions.	Evocation	instant	personal	none	no	APG-211
5			Command, Greater - As command, but affects one subject/level	Enchantment	1 rnd/lvl	close	will	yes	PCR-257
5			Commune - Deity answers one yes-or-no question/level	Divination	1 rnd/lvl	personal	none	no	PCR-257
5			Cure Light Wounds, Mass - Cures 1d8 damage + 1/level, affects 1 subject/level	Conjuration	instant	close	will	yes	PCR-263
5			Dispel Evil - +4 bonus against attacks	Abjuration	1 rnd/lvl	touch	yes	no	PCR-271
5			Flame Strike - Smites foes with divine fire (1d6/level damage).	Evocation	instant	medium	reflex	yes	PCR-283
5			Hallow - Designates location as holy for 10' radius	Evocation	instant	touch	none	no	PCR-293
5			Pillar of Life - Created pillar heals 2d8 +1/level (max +20)	Conjuration	1 rnd/lvl	medium	none	no	APG-236
5			Plane Shift - As many as 8 subjects travel to another plane.	Conjuration	instant	touch	will	yes	PCR-322
5			Raise Dead - Restores life to subject who died as long as one day/level ago.	Conjuration	instant	touch	none	yes	PCR-329
5			Slay Living - Touch attack deals 12d6 + 1 per level.	Necromancy	instant	touch	fort	yes	PCR-344
5			True Seeing - Lets you see all things as they really are	Divination	1 min/lvl	touch	will	yes	PCR-363
5			Sanctify Weapons - all weapons ignore DR of one type: devil/demon/daemon	Transmutation	1 rnd/lvl	close	will	yes	CotR-50
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