

THE SLAYERS 620 SYSTEM

CHARACTER SHEET

CHARACTER NAME: _____
 CLASS: _____ LEVEL: _____
 RACE: _____ ALIGNMENT: _____

	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
DEX DEXTERITY	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
CON CONSTITUTION	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
INT INTELLIGENCE	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
WIS WISDOM	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
CHA CHARISMA	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE CONSTITUTION	<input style="width: 30px; height: 20px;" type="text"/>	= <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>
REFLEX DEXTERITY	<input style="width: 30px; height: 20px;" type="text"/>	= <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>
WILL WISDOM	<input style="width: 30px; height: 20px;" type="text"/>	= <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>

	TOTAL	TEMPORARY	CURRENT	SUBDUAL
HIT POINTS	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>
HIT DIE TYPE	<input type="checkbox"/> d4 <input type="checkbox"/> d6 <input type="checkbox"/> d8 <input type="checkbox"/> d10 <input type="checkbox"/> d12			
DAMAGE REDUCTION	<input style="width: 30px; height: 20px;" type="text"/>			INITIATIVE <input style="width: 30px; height: 20px;" type="text"/>

	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS	<input style="width: 30px; height: 20px;" type="text"/>	= <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE	SIZE	NOTES	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	

CONDITIONAL MODIFIERS: _____

	TOTAL	BASE ATTACK BONUS	DEXTERITY MODIFIER	SIZE MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
RANGED ATTACK BONUS	<input style="width: 30px; height: 20px;" type="text"/>	= <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>
WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE	SIZE	NOTES	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	

CONDITIONAL MODIFIERS: _____

	TOTAL	ARMOR BONUS	DEFENCE BONUS	DEXTERITY MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISCELLANEOUS MODIFIER	
ARMOR CLASS	<input style="width: 30px; height: 20px;" type="text"/>	= <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ <input style="width: 30px; height: 20px;" type="text"/>	+ 10
FLAT-FOOTED AC	<input style="width: 30px; height: 20px;" type="text"/>	AC vs. TOUCH		<input style="width: 30px; height: 20px;" type="text"/>	SPEED	<input style="width: 30px; height: 20px;" type="text"/>	ARMOR CHECK PENALTY <input style="width: 30px; height: 20px;" type="text"/>		
ARMOR/ PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX BONUS	CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	NOTES	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	

SPELL CASTING

COMMON SPELLS

SPELLCASTING FORT MODIFIER

CONTROL CHECK MODIFIER

SPELL	BASE DC	RANGE	TARGETS	DURATION	SAVING THROW DC	EFFECT

SHAMANIST SPELLS

SPELLCASTING FORT MODIFIER

CONTROL CHECK MODIFIER

SPELL	BASE DC	RANGE	TARGETS	DURATION	SAVING THROW DC	EFFECT

SORCERY SPELLS

SPELLCASTING FORT MODIFIER

CONTROL CHECK MODIFIER

SPELL	BASE DC	RANGE	TARGETS	DURATION	SAVING THROW DC	EFFECT

WHITE MAGIC SPELLS

SPELLCASTING FORT MODIFIER

CONTROL CHECK MODIFIER

SPELL	BASE DC	RANGE	TARGETS	DURATION	SAVING THROW DC	EFFECT

Shamanist

Spellcasting Fort Modifier Total = Fortitude + Spellcraft + Caster Level + Misc
Control Check Modifier Total = Caster Level + Wis Bonus + Misc

	Spell	Description	Type	DC	Slots	Range	Target, Effect, Area	Duration	Save	SR	SHB
___ 1	<input type="checkbox"/> Aqua Create	Get things wet in a column of water	Sha [Water]	20	1	Close	Up to 10 gallons of water/level	concentration	None (See text)	No	78
___ 2	<input type="checkbox"/> Astral Break	1d10 points of damage/level (maximum of 15d10)	Sha [Astral]	40	2	Long	1 Creature	Instantaneous	Reflex half	--	78
___ 3	<input type="checkbox"/> Astral Vine	+1 enchantment/(4 levels) to (max of +5)	Sha [Astral]	30	2	Touch	Weapon touched	1 round/level	Will negates (harmless, object)	--	78
___ 4	<input type="checkbox"/> Balus Rod	1d8 force damage +1 enchantment/(4 levels) to (max of +5)	Sha [Force]	25	2	Personal	Magic weapon of force	Concentration	None	--	78
___ 5	<input type="checkbox"/> Balus Wall	Creates wall of protection, make Concentration check after each hit.	Sha [Force]	35	1	Close	Wall whose area is up to one 10-ft. square/level	Concentration	None	--	79
___ 6	<input type="checkbox"/> Behfis Bring	Create pit	Sha [Earth]	30	1	Touch	Up to 120 ft. line or 10-ft.-radius burst	Instantaneous	Reflex avoids	--	79
___ 7	<input type="checkbox"/> Blam Blazer	1d6 damage/(2 levels) to (maximum of 10d6)	Sha [Force]	30	1	Medium	1 creature	Instantaneous	Reflex half	--	79
___ 8	<input type="checkbox"/> Blam Gush	1d6 force damage/level (maximum of 15d6)	Sha [Force]	40	2	Long	Cone-shaped spread	Instantaneous	Reflex half	--	79
___ 9	<input type="checkbox"/> Bogardic Elm	-2 penalty to melee attacks, AC, and speed reduced to 5 ft.	Sha [Earth, Water]	30	1	Close	10 feet per level	Permanent	Reflex Special	--	80
___ 10	<input type="checkbox"/> Bom Di Wind	5 mph/level (maximum of 50 mph), knock foes down	Sha [Air]	25	1	Close	Line-shaped gust of severe wind emanating out from caster to the extreme of the range	1 round	Fortitude partial	--	80
___ 11	<input type="checkbox"/> Bom Spreed	1d6 +1/level (maximum 10d6 +10)	Sha [Force]	35	2	Medium	1 creature	Instantaneous	Reflex half	--	80
___ 12	<input type="checkbox"/> Boo Brymer	Animate objects	Sha [Earth]	30	2	Medium	1 small object/caster level	1 round/level	None	--	80
___ 13	<input type="checkbox"/> Buday Wind	15 mph/level (maximum of 300 mph) & 1d8/level (maximum 10d8)	Sha [Air]	35	1	Medium	20-ft.-radius spread	Instantaneous	Fortitude partial	--	80
___ 14	<input type="checkbox"/> Change Earth	Change earth 1 level of difference	Sha [Earth]	30	1	Medium	20-ft.-radius spread	Concentration	None	--	81
___ 15	<input type="checkbox"/> Dark Mist	5 ft. away has concealment 20%, more has 50%	Sha	25	1	Close	1 minute/level	1 minute per caster level	None	--	82
___ 16	<input type="checkbox"/> Dash	speedx2, +2 bonus to attack, dodge to AC, and Reflex saves, and 1 additional attack/round	Sha	25	1	Close	1 creature/level, no 2 of which can be more than 30ft. apart	1 round/level	Fortitude negates	--	82
___ 17	<input type="checkbox"/> Demona Crystal	1d8/level (maximum of 20d8)	Sha [Cold]	45	1	Long	50-ft.-radius spread	Inst	Reflex half	--	82
___ 18	<input type="checkbox"/> Diem Wing	10 mph/level (maximum of 100 mph) or sphere of 30 ft./sec	Sha [Air]	30	1	Close	1 creature	see text	see text	--	82
___ 19	<input type="checkbox"/> Diev Volt	1d8/level (maximum of 10d8)	Sha [Electricity]	35	1	Medium	1 creature	Inst	Fortitude half	--	83
___ 20	<input type="checkbox"/> Digger Bolt	1d6/level (maximum of 10d6)	Sha [Electricity]	30	1	Close	1 creature	Inst	Fortitude half	--	83
___ 21	<input type="checkbox"/> Dug Crystal	1d8/level (maximum of 15d8)	Sha [Cold]	40	1	Medium	Up to 1 creature/2 caster levels, no 2 of which can be more than 40 ft. apart	Inst	Reflex avoids	--	84
___ 22	<input type="checkbox"/> Dug Haut	1d8/level (maximum of 15d8)	Sha [Earth]	40	1	Medium	Up to 1 creature/2 caster levels, no 2 of which can be more than 40 ft. apart	Inst	Reflex avoids	--	85
___ 23	<input type="checkbox"/> Dye	Dyes the target	Sha [Earth]	20	1	Touch	1 object	Instantaneous	None	--	86
___ 24	<input type="checkbox"/> Flare	Light ball moving 90 ft./round	Sha [Light]	20	1	Long	1 arrow	1 round/level	Fortitude half	--	86
___ 25	<input type="checkbox"/> Force Push	Move foe 10 ft. back	Sha [Force]	20	1	Close	1 creature or object	Inst	Reflex partial	Yes	88
___ 26	<input type="checkbox"/> Freeze Rain	1d4 damage on all in area	Sha [Cold]	40	2	Close	1 foot per caster level radius	Permanent	Reflex half	--	90
___ 27	<input type="checkbox"/> Ghozo Vro	Suffer 3d8 Strength & 3d6 Dexterity ability damage.	Sha [Darkness]	40	2	Medium	1 creature	Inst	Will half	--	89
___ 28	<input type="checkbox"/> Golem	1 golem 1-4th levels, 2 at 5-8th, etc to max of 5.	Sha [Earth]	40	2	Medium	1 or more golems 2 of which cannot be more than 30 ft. apart	1 round/level	None	--	90
___ 29	<input type="checkbox"/> Grey Bomb	1d10/level (maximum of 20d10)	Sha [Sonic]	45	2	Long	10-ft.-radius burst	Inst	Fortitude half	--	90

___ 30	<input type="checkbox"/> Ly Briem	1d4+1/level (maximum 10d4+10) divided to foes	Sha [Cold]	30	1	Medium	Cone-shaped burst	Inst	Fortitude half	--	91
___ 31	<input type="checkbox"/> Monobolt	2d6/round non-lethal damage	Sha [Electricity]	25	1	Close	1 creature	Concentration	Fortitude partial	--	92
___ 32	<input type="checkbox"/> Mosu Varium	1d8/level (maximum of 15d8)	Sha [Force]	45	2	Long	1 creature	Inst	Reflex half	--	92
___ 33	<input type="checkbox"/> Petrify	Whole or part turns to stone.	Sha [Earth]	30	2	Close	1 creature	Pemanent	Fortitude negates	--	93
___ 34	<input type="checkbox"/> Rah-Tilt	2d6/level (no maximum)	Sha [Astral]	50	3	Long	1 creature	Inst	Fortitude half	--	94
___ 35	<input type="checkbox"/> Ray Wing	Flight at 90 ft speed, create air sphere w/speed of 60	Sha [Air]	30	1	Close	1 creature	Concentration	Will negates	--	94
___ 36	<input type="checkbox"/> Sea Blast	Prevents all physical and magical attacks & requires water.	Sha [Water]	30	1	Medium	Wall of water whose area is up to 1 10-ft. square/level	1 round	None	--	95
___ 37	<input type="checkbox"/> Shadow Snap	Catch the foe's shadow, ranged touch	Sha [Darkness]	20	2	Close	1 creature	Concentration	None	--	96
___ 38	<input type="checkbox"/> Shadow Wave	1/level darts (maximum of 10) dealing 1d8 damage round for the spell duration	Sha [Darkness]	35	2	Medium	1 creature	Concentration	None	--	96
___ 39	<input type="checkbox"/> Sphere of Earth	1d6/level (maximum of 30d6)	Sha [Earth]	45	1	Long	1 boulder	Inst	Reflex avoids	--	96
___ 40	<input type="checkbox"/> Van Rail	Imprison foe in ice, no damage.	Sha [Cold]	35	1	Medium	1 creature	1 minute/level	Fortitude negates	--	97
___ 41	<input type="checkbox"/> Van Rehl	1d6/level (maximum of 15d6)	Sha [Astral]	40	2	Close	Up to 5 ft./level or hemishpere up to 5 ft. +2 ft./level	Concentration	Fortitude half	--	97
___ 42	<input type="checkbox"/> Vlave Howl	1d10/level (maximum of 20d10) & hardened lava entrapment, (DC 30 STR check to dig out)	Sha [Earth, Fire]	45	2	Long	1 creature	Inst	Fortitude partial	--	98
___ 43	<input type="checkbox"/> Wind Barrier	Prevents physical attacks, ranged weapons suffer 50% miss, (DC 30 STR check) to passing medium or larger creatures.	Sha [Air]	35	1	Medium	wall of wind up to 10 ft./level and 5 ft./level high, or sphere of radius up to 5 ft. +2ft./level	Concentration	see text	--	98
___ 44	<input type="checkbox"/> Yum!	Make food taste yummy according to caster.	Sha	20	1	Close	1 cu. ft./level of food	Inst	Will negates	Yes	99

Sorcery

Spellcasting Fort Modifier Total = Fortitude + Spellcraft + Caster Level + Misc
Control Check Modifier Total = Caster Level + Int Bonus + Misc

	Spell	Description	Type	DC	Slots	Range	Target, Effect, Area	Duration	Save	SR	SHB
___ 1	<input type="checkbox"/> Bam Rhod	2d6 fire damage or cut through ~1 inch of material/round	Sorc [Fire]	25	1	Touch	You	Concentration	--	--	79
___ 2	<input type="checkbox"/> Blast Ash	3d8 damage and gains 1d4 negative levels	Sorc	35	1	Close	1 creature	Instantaneous	Fortitude partial	--	79
___ 3	<input type="checkbox"/> Blast Bomb	1d8+1/level (maximum of 15d8+15)	Sorc [Astral]	40	1	Long	40-ft.-radius spread	Instantaneous	Reflex half	--	80
___ 4	<input type="checkbox"/> Blast Wave	Breaks walls. 1d6 damage/level (max 10d6)	Sorc	35	1	Touch	1 creature	Instantaneous	None	--	80
___ 5	<input type="checkbox"/> Burst Flare	1d8/level (maximum of 15d8)	Sorc [Force]	40	1	Long	40-ft.-radius spread	Instantaneous	Reflex half	--	81
___ 6	<input type="checkbox"/> Burst Rondo	1d4+1/level (maximum 10d4+10) divided to foes	Sorc	30	1	Close	Up to 10 creatues, no two of which can be more than 30 ft. apart	Instantaneous	Reflex half	--	81
___ 7	<input type="checkbox"/> Damu Bras	1d8/level (maximum of 10d8)	Sorc [Sonic]	30	2	Close	1 creature or object	Inst	Fortitude half	--	82
___ 8	<input type="checkbox"/> Dil Brand	1d6/level (maximum of 10d6) & dazed 1 round	Sorc [Sonic]	30	1	Close	1 creature or object	Inst	Fortitude partial	--	83
___ 9	<input type="checkbox"/> Dimil Arwin	1d10/level (maximum of 15d10)	Sorc [Force]	45	2	Long	1 creature	Inst	Reflex half	--	83
___ 10	<input type="checkbox"/> Dis Fang	Shadow dragon with base attack bonus of caster's Int bonus, target suffers 1 negative level.	Sorc [Darkness]	40	2	Medium	1 creature	Concentration	None	--	84
___ 11	<input type="checkbox"/> Domination	Mind control on all creatures	Sorc [Mind-Affecting]	35	2	Close	1 living creature	Concentration	Will negates	--	84
___ 12	<input type="checkbox"/> Dragon Slave	2d6/level (no maximum)	Sorc [Darkness]	50	3	Long	100-ft.-radius spread	Inst	Fortitude half	--	84
___ 13	<input type="checkbox"/> Dynast Brass	1d12/level (maximum of 20d12), save vs. ice encasement	Sorc [Cold]	45	2	Long	1 creature	1 round/level	Will partial	--	85
___ 14	<input type="checkbox"/> Fireball	1d6/level (maximum of 10d6)	Sorc [Fire]	30	1	Close	20-ft.-radius spread	Inst	Reflex half	--	86
___ 15	<input type="checkbox"/> Firestorm	1 fireball/level (maximum of 10) dealing 1d6+1 damage	Sorc [Fire]	35	1	Long	Up to 5 5-ft.-radius spreads	Inst	Reflex half	--	86

___ 16	<input type="checkbox"/> Flare Arrow	1d6/level (maximum of 5d6)	Sorc [Fire]	25	1	Medium	Up to 5 creatures, no 2 can be more than 15 ft. apart	1 round	None	Yes	87
___ 17	<input type="checkbox"/> Flare Bit	1d4+1 missiles/level (maximum of 5d4+5) dealing 1 damage each	Sorc [Fire]	25	1	Close	1 creature	Inst	Reflex half	--	87
___ 18	<input type="checkbox"/> Flare Lance	1d10/level (maximum of 10d10)	Sorc [Fire]	35	1	Long	20-ft.-radius spread	Inst	Reflex half	--	87
___ 19	<input type="checkbox"/> Flash	Dazzle foe for 1 round/(4 levels)	Sorc [Light]	20	1	Close	20-ft.-radius spread	Inst	Will avoids	No	87
___ 20	<input type="checkbox"/> Freeze Arrow	1d6/level (maximum of 5d6)	Sorc [Cold]	25	1	Medium	1 arrow	1 round	None	Yes	88
___ 21	<input type="checkbox"/> Freeze Bit	1d4+1/level (maximum 10d4+10) divided to foes	Sorc [Cold]	25	1	Close	Up to 5 creatures, no 2 can be more than 15 ft. apart	Inst	Reflex half	--	89
___ 22	<input type="checkbox"/> Gaav Flare	1d12/level (maximum of 20d12), save vs. stun	Sorc [Fire]	45	2	Long	1 creature	1 round/level	Reflex partial	--	89
___ 23	<input type="checkbox"/> Garuk Ruhard	1d8/level (maximum of 10d8)	Sorc [Electricity]	35	2	Medium	30-ft.-radius spread	Inst	Fortitude half	--	89
___ 24	<input type="checkbox"/> Giga Slave	Spell of undoing and summoning of the Lord of Nightmares	Sorc	70	4	Long	see text	Inst	None	--	89
___ 25	<input type="checkbox"/> Iceball	1d6/level (maximum of 10d6)	Sorc [Cold]	30	1	Medium	20-ft.-radius spread	Inst	Reflex half	No	90
___ 26	<input type="checkbox"/> Icicle Lance	1d4/level (maximum of 10d4)	Sorc [Cold]	35	1	Long	1 creature	Inst	Reflex half	--	91
___ 27	<input type="checkbox"/> Mega Brando	1d4+1d4/level (maximum of 15d4+15d4)	Sorc [Fire, Sonic]	40	1	Long	40-ft.-radius spread	Inst	Fortitude half	--	91
___ 28	<input type="checkbox"/> Mega Brunt	1d8/level (maximum of 10d8)	Sorc [Fire]	35	1	Medium	30-ft.-radius spread	Inst	Reflex half	--	92
___ 29	<input type="checkbox"/> Mind Control	Creature is suggestibel by mental influence, +4 to save for undesired stuff	Sorc [Mind-Affecting]	25	1	Close	1 humanoid creature	Concentration	Will negates	Yes	92
___ 30	<input type="checkbox"/> Ragna Blade	1d10/level and 2d4 negative levels, & can cut through anything.	Sorc	60	4	Touch	Sword of darkness	Concentration	None	--	93
___ 31	<input type="checkbox"/> Rune Flare	1/level missiles (maximum of 15) dealing 1d10 damage	Sorc [Fire]	40	2	Long	1 creature	Inst	None	--	95
___ 32	<input type="checkbox"/> Vaal Flare	1d8/level (maximum of 15d8)	Sorc [Fire]	45	2	120 ft.	Up to 120 ft. line	Inst	Reflex half	--	97
___ 33	<input type="checkbox"/> Zelas Goto	Summon creatures of no more than 4HD/level (maximum of 80 HD)	Sorc	45	2	Close	1 or more summoned creatures	1 round/level	None	--	99

White Magic

Spellcasting Fort Modifier Total = Fortitude + Spellcraft + Caster Level + Misc
 = + + +

Control Check Modifier Total = Caster Level + Cha Bonus + Misc
 = + +

	Spell	Description	Type	DC	Slots	Range	Target, Effect, Area	Duration	Save	SR	SHB
___ 1	<input type="checkbox"/> Assha Dist	Destroys undead and '1d8 damage/(2 levels) to (maximum of 5d8) to undead if save fails	Wh [Good, Light]	30	1	Close	1 creature	Instantaneous	Fortitude partial	--	78
___ 2	<input type="checkbox"/> Chaotic Disintegrate	1d12/level (no maximum)	Wh [Holy, Lawful]	50	3	Long	1 creature	Instantaneous	Fortitude half	--	81
___ 3	<input type="checkbox"/> Concealment	Hide magic aura, add concealment to vision DC	Wh [Holy, Lawful]	35	2	Touch	1 creature or object	1 day/level	Will negates	--	81
___ 4	<input type="checkbox"/> Cure Blindness or Deafness	Choose blindness or deafness to heal	Wh	25	1	Touch	1 creature	Inst	Fortitude negates	--	82
___ 5	<input type="checkbox"/> Dimensional Portal	6000 ft./round movement in Astral plane	Wh [Astral]	40	2	Personal and touch	You and touched objects or other touched creatures	Inst	Will negates	--	83
___ 6	<input type="checkbox"/> Elmekia Flame	1d10/level (maximum of 15d10)	Wh [Astral]	40	3	Long	1 creature	Inst	Reflex half	--	85
___ 7	<input type="checkbox"/> Elmekia Lance	1d8/level (maximum of 10d8)	Wh [Astral]	30	2	Medium	1 creature	Inst	Reflex half	--	85
___ 8	<input type="checkbox"/> Fel Za'Red	Save fails on ghost is destroyed, else 1d10/level (maximum of 5d10)	Wh [Astral]	35	1	Close	1 creature	Inst	Will partial	--	85
___ 9	<input type="checkbox"/> Ferious Breed	Summons a small animal.	Wh	25	2	Close	1 summoned creature	1 hour/level	None	--	86
___ 10	<input type="checkbox"/> Flame Breath	1d10/level (maximum of 20d10)	Wh [Holy, Lawful]	45	3	Long	A ball of light	Inst	Fortitude half	--	86
___ 11	<input type="checkbox"/> Flow Break	Cancel magic, effects of magic, or ward magic creatures	Wh	30	1	Close	1 creature or magical effect	Inst	None	--	87
___ 12	<input type="checkbox"/> Flow Twist	Reverse spell, reverse natural effects, or spell reflection.	Wh	35	2	Touch	1 creature or magical effect	1 round/level	see text	Yes	88
___ 13	<input type="checkbox"/> Healing	1+CHA MOD/round (maximum of caster's max HP/2)	Wh	20	1	Touch	1 living creature	Concentration	None	Yes	90
___ 14	<input type="checkbox"/> Holy Rezast	Destroys ghosts, spirits, mazoku, if save successful 1d10/level (maximum of 10d10)	Wh [Holy, Astral]	45	3	Long	1 creature	Inst	Will partial	--	90
___ 15	<input type="checkbox"/> Identify	Discover magical aura, can add caster level/2 to search skill	Wh	30	1	Touch	1 magical aura	Concentration	None	Yes	91
___ 16	<input type="checkbox"/> Illusion	Create an illusion	Wh	35	1	Close	1 20-ft. cube/level	Concentration	Will disbelief	--	91

___ 17	<input type="checkbox"/> Levitation	Fly speed is normal speed.	Wh	20	1	Personal	You	Concentration	--	--	91
___ 18	<input type="checkbox"/> Lighting	Light ball with strength of torch.	Wh [Light]	20	1	Close	A ball of light	1 minute/level	None	No	91
___ 19	<input type="checkbox"/> Meggido Arc	1d4+1/level (maximum of 10d4+10)	Wh [Astral]	30	1	Medium	1 creature	Instantaneous	Will half	No	93
	<input type="checkbox"/> Megiddo Flare	2HD/level (minimum of 1 creature) for exorcism, if save fails then 1d8/(2 levels) to (maximum of 5d8)	Wh [Astral]	40	3	Long	1 or more creatures within range	Inst	Will partial	--	92
___ 20											
___ 21	<input type="checkbox"/> Message	Send a verbal message	Wh	25	1	5 mi/level	1 creature	1 round	None	Yes	92
___ 22	<input type="checkbox"/> Opening	Open magically sealed stuff	Wh	25	1	Close	1 door, box, or chest	Inst	None	Yes	93
___ 23	<input type="checkbox"/> Projection	Exact visual duplicate where he/she can see	Wh	20	1	7	1 illusory duplicate	Concentration	None	No	93
___ 24	<input type="checkbox"/> Protection	Enhances defence barrier +5/(2 levels) to (maximum of +50)	Wh	35	1	Touch	You	Concentration	None	--	93
___ 25	<input type="checkbox"/> Rahfas Seed	Magically bind foe	Wh	30	2	Close	1 creature	1 round/level	Will negates	--	94
___ 26	<input type="checkbox"/> Ray Freeze	Affected creatures cannot move	Wh [Holy, Lawful]	45	3	Touch	50-ft.-radius burst	1 minute/level	None	--	94
___ 27	<input type="checkbox"/> Recovery	5+CHA MOD/round lethal damage is removed, dying creature gains 1 HP/round (maximum caster's max HP)	Wh	30	1	Touch	1 living creature	Concentration	None	--	94
___ 28	<input type="checkbox"/> Resting	Recover completely with 1 full round rest	Wh	30	2	Touch	1 creature	Concentration	Will negates	--	95
___ 29	<input type="checkbox"/> Restoration	Recover completely with 2 full round rest	Wh	40	2	Touch	1 creature	Concentration	Will negates	--	95
___ 30	<input type="checkbox"/> Resurrection	10+CHA MOD/round, both lethal and non-lethal, dying creature is stabilized and gains 1 HP/round (no maximum)	Wh	40	2	Touch	1 living creature	Concentration	None	--	95
___ 31	<input type="checkbox"/> Sleeping	Puts foes to sleep, fatigued have -2, exhausted have -4 to save.	Wh	25	1	Close	10-ft.-radius burst	1 minute/level	Will negates	Yes	96
___ 32	<input type="checkbox"/> Suspend	Slows blood-loss by a factor of 10, 20% stabilizing.	Wh	25	1	Touch	1 creature	1 hour/level	None	--	96
___ 33	<input type="checkbox"/> Telekinesis	Move small object max of 5 lbs or so.	Wh	30	1	Medium	1 object	Concentration	Will negates	--	96
___ 34	<input type="checkbox"/> Time Slip	Recall past object damage of no more than a week past	Wh	40	2	Close	1 10-ft. cube/level	Inst	None	--	97
___ 35	<input type="checkbox"/> Time Stop	Partial actions, or paralysis, or frozen in time for duration	Wh	40	2	Close	40-ft.-radius emanation	Concentration	Will partial	--	97
___ 36	<input type="checkbox"/> Visfan Rank	2d6/hit +1 ghost touch	Wh [Force]	35	2	Touch	You	1 round/level	None	--	98
___ 37	<input type="checkbox"/> Water Walking	100lbs/level (maximum of 500 lbs) of walking on water	Wh	20	1	Close	Path up to 10 ft./level	Concentration	None	--	98
___ 38	<input type="checkbox"/> Writing	Create markings of an area of any color.	Wh	20	1	Close	Up to 5-ft. square	Inst	Will negates	Yes	99