

SPELLS	DAY	LEVEL	DC
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3	0	12
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4	1st	13
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2	2nd	14
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	3rd	
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	4th	
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	5th	
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	6th	
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	7th	
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	8th	
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	9th	
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KNOWN	PREPARED	SPELL	BARD				
			SPELL NAME	CASTING TIME	RANGE	DURATION	SAVE
			0th LEVEL SPELLS				
X	-		DANCING LIGHTS	1 Action	Medium (100 ft.+10 ft./level)	1 minute	Will negates
	-		DAZE	1 Action	Close (25 ft.+5 ft./2 levels)	1 round	Will negates
X	-		DETECT MAGIC	1 Action	60 ft.	Concentration, up to 1 minute/level	None
X	-		FLARE	1 Action	Close (25 ft.+5 ft./2 levels)	Instantaneous	Fortitude negates
X	-		GHOST SOUND	1 Action	Close (25 ft.+5 ft./2 levels)	1 round/level	Will negates
	-		LIGHT	1 Action	Touch	10 minutes/level	None
	-		MAGE HAND	1 Action	Close (25 ft.+5 ft./2 levels)	Concentration	None
	-		MENDING	1 Action	10 ft.	Instantaneous	Will negates
	-		OPEN/CLOSE	1 Action	Close (25 ft.+5 ft./2 levels)	Instantaneous	Will negates
X	-		PRESTIDIGITATION	1 Action	10 ft.	1 hour/level	Special
X	-		READ MAGIC	1 Action	Personal	10 minutes/level	
	-		RESISTANCE	1 Action	Touch	1 minute	Will negates
			1st LEVEL SPELLS				
	-		ALARM	1 Action	Close (25 ft.+5 ft./2 levels)	2 hours/level	None
	-		CAUSE FEAR	1 Action	Close (25 ft.+5 ft./2 levels)	1d4 rounds	Will negates
X	-		CHARM PERSON	1 Action	Close (25 ft.+5 ft./2 levels)	1 hour/level	Will negates
X	-		CURE LIGHT WOUNDS	1 Action	Touch	Instantaneous	Will half
	-		DETECT SECRET DOORS	1 Action	60 ft.	Concentration, up to 1 minute/level	None
	-		ERASE	1 Action	Close (25 ft.+5 ft./2 levels)	Instantaneous	Special
	-		EXPEDITIOUS RETREAT	1 Action	Personal	1 minute/level	
	-		FEATHER FALL		Close (25 ft.+5 ft./2 levels)	1 round/level	Will negates
	-		GREASE	1 Action	Close (25 ft.+5 ft./2 levels)	1 round/level	Special
X	-		HYPNOTISM	1 Action	Close (25 ft.+5 ft./2 levels)	2d4 rounds	Will negates
X	-		IDENTIFY	8 Hours	Touch	Instantaneous	None
	-		MAGE ARMOR	1 Action	Touch	1 hour/level	Will negates
	-		MAGIC WEAPON	1 Action	Touch	1 minute/level	Will negates
	-		MESSAGE	1 Action	Medium (100 ft.+10 ft./level)	10 minutes/level	None
	-		PROTECTION FROM CHAOS	1 Action	Touch	10 minutes/level	Will negates
	-		PROTECTION FROM EVIL	1 Action	Touch	1 minute/level	Will negates
	-		PROTECTION FROM GOOD	1 Action	Touch	1 minute/level	Will negates
	-		PROTECTION FROM LAW	1 Action	Touch	1 minute/level	Will negates
	-		SILENT IMAGE	1 Action	Long (400 ft.+40 ft./level)	Concentration	Will negates
	-		SLEEP	1 Action	Medium (100 ft.+10 ft./level)	1 minute/level	Will negates
	-		SUMMON MONSTER I	1 Action	Close (25 ft.+5 ft./2 levels)	1 round/level	None
	-		UNSEEN SERVANT	1 Action	Close (25 ft.+5 ft./2 levels)	1 hour/level	None
	-		VENTRILOQUISM	1 Action	Close (25 ft.+5 ft./2 levels)	1 minute/level	Will negates
			2nd LEVEL SPELLS				
	-		ANIMAL TRANCE	1 Action	Close (25 ft.+5 ft./2 levels)	Concentration	Will negates
	-		BLINDNESS/DEAFNESS	1 Action	Medium (100 ft.+10 ft./level)	Permanent	Fortitude negates
	-		BLUR	1 Action	Touch	1 minute/level	Will negates
	-		BULL'S STRENGTH	1 Action	Touch	1 hour/level	Will negates
	-		CAT'S GRACE	1 Action	Touch	1 hour/level	None
X	-		CURE MODERATE WOUNDS	1 Action	Touch	Instantaneous	Will half
	-		DARKNESS	1 Action	Touch	10 minutes/level	None
X	-		DAYLIGHT	1 Action	Touch	10 minutes/level	None
	-		DETECT THOUGHTS	1 Action	60 ft.	Concentration, up to 1 minute/level	Will negates
	-		ENTHRALL	1 Action	Medium (100 ft.+10 ft./level)	Up to 1 hour	Will negates
	-		GLITTERDUST	1 Action	Medium (100 ft.+10 ft./level)	1 round/level	Will negates
	-		HOLD PERSON	1 Action	Medium (100 ft.+10 ft./level)	1 round/level	Will negates
X	-		HYPNOTIC PATTERN	1 Action	Medium (100 ft.+10 ft./level)	Concentration+2 rounds	Will negates
	-		INVISIBILITY	1 Action	Touch	10 minutes/level	Special
	-		LEVITATE	1 Action	Close (25 ft.+5 ft./2 levels)	10 minutes/level	None

