

Modern Spell Sheets

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THE GAME MECHANICS

Arcane Spells

0-Level

Spells/Day _____ Known _____ Save DC _____

Spells Cast Today

PREP KNOW

- Arcane Graffiti²
- Arcane Hand¹
- Close Shave³
- Dancing Lights²
- Daze¹
- Detect Magical Aura¹
- Fast Food³
- Fingernailgun⁴
- Flashpaint⁴
- Haywire²
- Jargon⁴
- Light¹
- Magic ID²
- Manual-Focus Binoculars⁴
- Mending²
- Message¹
- Mood Lighting³
- No Doze⁴
- Phantom Sniper⁴
- Prestidigitation¹
- Read Magic¹
- Resistance¹
- Welding Touch⁴
- _____
- _____
- _____

1st-Level

Spells/Day _____ Known _____ Save DC _____

Spells Cast Today

PREP KNOW

- Arcane Armor¹
- Be the Ball⁴
- Burning Hands¹
- Bypass Bystanders⁴
- Catalog³
- Cause Fear¹
- Cellular Barrage⁴
- Cellular Hand⁴
- Change Self¹
- Clean²
- Comprehend Languages¹
- Computer Catalog³
- Degauss²
- Download Skill⁴
- Feather Fall¹
- Hold Portal¹
- Hypnotic Screensaver⁴
- Instant Identify²

- Jump¹
- Light-Gathering Eyes⁴
- Magic Missile¹
- Magic Weapon¹
- Mask Metal²
- Obscuring Mist²
- Personal Soundtrack³
- Plain Brown Wrapper⁴
- Point-N-Shoot⁴
- Power Device¹
- Ray of Fatigue¹
- Search Room³
- Shield¹
- Sleep¹
- Sparkly Shiny⁴
- Summon Vivilor I²
- Tinnitus⁴
- Trace Purge²
- True Strike¹
- Undetectable Magic Aura²
- Whorlooparch⁴
- _____
- _____
- _____

2nd-Level

Spells/Day _____ Known _____ Save DC _____

Spells Cast Today

PREP KNOW

- Vigilant Vermin⁴
- Arcane Lock¹
- Autopilot⁴
- Blowout⁴
- Blur¹
- Burglar's Buddy²
- Darkvision¹
- Dataread²
- Enhance Ability¹
- Floor It⁴
- Glitterdust¹
- Hand Gun⁴
- Invisibility¹
- Kill Switch⁴
- Knock¹
- Knockout Gas⁴
- Levitate¹
- Machine Invisibility²
- Magic Message²
- Magic Mouth¹
- Make-Over³
- Protection from Arrows/Bullets¹
- Questionnaire⁴
- Relay Text²
- Resist Energy¹
- See Invisibility¹

- Spider Climb¹
- Summon Vivilor II²
- Tidy Up³
- Web¹
- Zonk⁴
- _____
- _____
- _____

3rd-Level

Spells/Day _____ Known _____ Save DC _____

Spells Cast Today

PREP KNOW

- Arcane Lock, Improved²
- Communication Barrier⁴
- Dispel Magic¹
- Displacement¹
- Electromagnetic Pulse²
- Fireball¹
- Flaming Projectiles¹
- Gaseous Form²
- Gender Bender⁴
- Halt Undead¹
- Hand Grenade⁴
- Hand Gun, Greater⁴
- Haste¹
- Hold Person¹
- Invisibility Sphere¹
- Itchy Trigger Finger⁴
- Keen Edge¹
- Lightning Bolt¹
- Magic Weapon, Greater¹
- Nondetection²
- Object to Ink⁴
- Phantom Chopper²
- Rebroadcast⁴
- Secret Pocket²
- Shutdown²
- Slow¹
- Summon Vivilor III²
- Tongues¹
- Universal Remote⁴
- Vampiric Touch²
- Vertigo⁴
- Wall Walk²
- Water Breathing¹
- X-Mark⁴
- Yardbird⁴
- _____
- _____
- _____

4th-Level

Spells/Day _____ Known _____ Save DC _____

Spells Cast Today

PREP KNOW

- Amphibious Craft⁴
- Animate Dead¹
- Arcane Eye¹
- Autopilot, Greater⁴
- Bestow Curse¹
- Brawl⁴
- Clown Car²

- Confusion¹
- Cranial Hard Drive⁴
- Detect Scrying²
- Dimension Door¹
- Energy Trap¹
- Fear¹
- Globe of Invulnerability, Minor¹
- Ice Storm¹
- Magic Bullets²
- Phantasmal Killer²
- Remove Curse¹
- Rocket Launcher⁴
- Scrying²
- Send As Attachment³
- Shout¹
- Stoneskin¹
- Summon Vivilor IV²
- Via Negativa²
- Wall of Fire¹
- Wall of Ice¹
- Wire Walk²
- _____
- _____
- _____

5th-Level

Spells/Day _____ Known _____ Save DC _____

Spells Cast Today

PREP KNOW

- Cloudkill¹
- Cone of Cold¹
- Hold Monster¹
- Instant Connectivity²
- Passwall¹
- Phantom Limousine²
- Phantom Projectiles²
- Phantom Watchdog¹
- Save to Disk⁴
- Secret Vault²
- Seeming²
- Summon Vivilor V²
- Synchronicity²
- Telekinesis¹
- Wall of Force¹
- Wall of Iron¹
- Wall of Stone¹
- _____
- _____
- _____

1 d20 Modern Roleplaying Game
 2 Urban Arcana
 3 Modern Player's Companion
 4 Modern Magic



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Divine Spells

0-Level

Spells/Day _____ Save DC _____

PREP

- Close Shave³
- Create Water¹
- Cure Minor Wounds¹
- Detect Magical Aura¹
- Fast Food³
- Haywire²
- Hermetic Membrane⁴
- Inflict Minor Wounds¹
- Light¹
- Mending²
- Mood Lighting³
- Read Magic¹
- Resistance¹
- Virtue¹

1st-Level

Spells/Day _____ Save DC _____

PREP

- Bane¹
- Be the Ball⁴
- Bless¹
- Cause Fear¹
- Clean²
- Command¹
- Comprehend Languages¹
- Cure Light Wounds¹
- Degauss²
- Faerie Fire²
- Hawkeye⁴
- Inflict Light Wounds¹
- Instant Identify²
- Jargon⁴
- Magic Weapon¹
- Missionary's Haven⁴
- Obscuring Mist²
- Personal Soundtrack³
- Questionnaire⁴
- Remove Fear¹
- Sanctuary²
- Search Room³
- Shield of Faith¹
- Sparkly Shiny⁴
- Summon Vivilor I²
- Sympathetic Trail⁴
- Tanglemat⁴
- Tinnitus⁴
- Trace Purge²

1 d20 Modern Roleplaying Game
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2nd-Level

Spells/Day _____ Save DC _____

PREP

- Aid¹
- Augury¹
- Bloodcurdling Scream⁴
- Canned Manna⁴
- Cure Moderate Wounds¹
- Darkness²
- Dataread²
- Daylight²
- Delay Poison¹
- Ectodermis⁴
- Enhance Ability¹
- Fill Prescription³
- Hold Person¹
- Inflict Moderate Wounds¹
- Knockout Gas⁴
- Make-Over³
- Remove Paralysis¹
- Resist Energy¹
- Restoration, Lesser¹
- Shatter²
- Shield Other²
- Silence¹
- Speak with Animals²
- Spider Climb¹
- Summon Vivilor II²
- Sympathetic Sound⁴
- Yardbird⁴
- Zen Focus⁴
- Zone of Truth¹

3rd-Level

Spells/Day _____ Save DC _____

PREP

- Animate Dead¹
- Bestow Curse¹
- Cure Serious Wounds¹
- Dispel Magic¹
- Divine Copilot⁴
- Glyph of Warding¹
- Inflict Serious Wounds¹
- Locate Object¹
- Magic Circle²
- Prayer¹
- Recharge²
- Remove Curse¹

- Remove Disease¹
- Resurrect Computer³
- Searing Light¹
- Secret Pocket²
- Shadowmoth Plague²
- Shutdown²
- Status¹
- Summon Vivilor III²
- Sympathetic Sight⁴
- Vampiric Touch²
- Water Breathing¹
- X-Mark⁴

4th-Level

Spells/Day _____ Save DC _____

PREP

- Brawl⁴
- Carillon⁴
- Crawling Carpet²
- Cure Critical Wounds¹
- Discern Lies¹
- Divination²
- Faith's Fury¹
- Freedom of Movement¹
- Guardian Angel³
- Inflict Critical Wounds¹
- Instant Fame⁴
- Magic Bullets²
- Magic Weapon, Greater¹
- Neutralize Poison¹
- Restoration¹
- Spell Immunity²
- Summon Vivilor IV²
- Tongues¹
- Via Negativa²
- Wall Walk²

5th-Level

Spells/Day _____ Save DC _____

PREP

- Break Enchantment¹
- Command, Greater¹
- Cure Light Wounds, Mass¹
- Flaming Wrath¹
- Inflict Light Wounds, Mass¹
- Insect Plague¹
- Rage of Bees²
- Raise Dead¹
- Reverse-View Mirror⁴
- Scrying²
- Spell Resistance²
- Summon Vivilor V²
- Synchronicity²
- True Seeing¹
- Wall of Stone¹

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