Modern Spell Sheets

Layout and Design: Marc Schmalz Design Review: JD Wiker

Requires the use of the d20 ModernTM Roleplaying Game, published by Wizards of the Coast, Inc. d20 ModernTM is a trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission. Wizards of the Coast® is a registered trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission. 'd20 System' and the d20 System logo are trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission.



THE CAME MECHANICS. INC

P.O. Box 1125, Renton WA 98057 www.thegamemechanics.com

Modern Spell Sheets ©2004 The Game Mechanics, Inc. All rights reserved.

For information on the designation of Open Game Content and Product Identity in this publication, refer to the Appendix.

The Game Mechanics and The Game Mechanics logo are trademarks of The Game Mechanics, Inc. All rights reserved.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of The Game Mechanics, Inc.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

Made in the U.S.A.

HELPWARE INFORMATION. PLEASE READ.

This product and all other "Experiments" on The Game Mechanics website are Helpware: shareware for a cause. You're welcome to download the free content on our website for personal use and pay us nothing. However, if you like what you find here and think it has value, the creators strongly encourage you to re-visit the website and make a donation. Most shareware payments go into the authors' pockets, but Helpware payments benefit a very worthy cause.

For more information on Helpware and our current cause, please visit the Experiments section of The Game Mechanics website (http://www.thegamemechanics.com/).





Arcane Spells

Altuile	7	CIIS	屵		님	_	Globe of II
0-Level		1	ШЦ	J	님	-	Ice Storm ¹
	ΗĿ] Jump¹	2rd.	-Level	님	_	Magic Bull
Spells/Day Known Save DC	닏닏	Light-Gathering Eyes ⁴			닏	_	Phantasma
Spells Cast Today	\Box	Magic Missile ¹		Day Known Save DC	닏	$\overline{}$	Remove Co
PREP KNOW		Magic Weapon ¹	Spells (Cast Today 🗆 🗆 🗆 🗆 🗆 🗆	Ц	-	Rocket La
Arcane Graffiti ²		Mask Metal ²	PREP KN		Ш	_	Scrying ²
Arcane Hand ¹	$\sqcup \sqcup$	Obscuring Mist ²		Arcane Lock, Improved ²	Ш	=	Send As A
Close Shave ³		Personal Soundtrack ³		Communication Barrier⁴	Ш	-	Shout ¹
Dancing Lights ²] Plain Brown Wrapper⁴		Dispel Magic¹		_	Stoneskin
Daze ¹		Point-N-Shoot⁴		Displacement ¹		$\overline{}$	Summon \
Detect Magical Aura ¹		Power Device ¹		Electromagnetic Pulse ²			Via Negati
Fast Food ³		Ray of Fatigue ¹		Fireball ¹		$\overline{}$	Wall of Fir
Fingernailgun ⁴] Search Room ³		Flaming Projectiles ¹			Wall of Ice
Flashpaint ⁴] Shield ¹		Gaseous Form ²			Wire Walk ²
Haywire ²] Sleep¹		Gender Bender⁴			
☐ ☐ Jargon ⁴] Sparkly Shiny⁴		Halt Undead¹			
Light ¹] Summon Vivilor I ²		_ Hand Grenade⁴			
Magic ID ²] Tinnitus ⁴		_ Hand Gun, Greater⁴			
Manual-Focus Binoculars ⁴		Trace Purge ²		Haste ¹	5t	h-I	Level
Mending ²		True Strike ¹		Hold Person ¹	Spell	s/Da	y Kn
Message ¹		Undetectable Magic Aura ²		Invisibility Sphere ¹	Spell	s Cas	st Today □[
☐ ☐ Mood Lighting ³	$\Box\Box$] Whorlooparch⁴] Itchy Trigger Finger⁴	PREP		•
□ No Doze⁴	ΠĒ	i '	ΠĒ	Keen Edge¹			Cloudkill ¹
☐ Phantom Sniper⁴	ΠĒ]	ΠĒ	Lightning Bolt ¹	一百	Ħ	Cone of Co
Prestidigitation ¹	ΠĒ	1	ΠĒ	☐ Magic Weapon, Greater¹	一	_	Hold Mons
Read Magic ¹				Nondetection ²	П	ī	Instant Co
Resistance ¹	2nd	-Level	ΠΈ	☐ Object to Ink⁴	П	_	Passwall ¹
☐ Welding Touch⁴		ay Known Save DC	ΠĖ	Phantom Chopper ²	Ħ	=	Phantom I
		ast Today	ПĖ	Rebroadcast⁴	П	=	Phantom F
	PREP KNO	•	H	Secret Pocket ²	Н	=	Phantom \
] Vigilant Vermin⁴	H	Shutdown ²	H	_	Save to Di
	HH	Arcane Lock ¹	H		H	$\overline{}$	Secret Val
lst-Level	HH	Autopilot ⁴	H	Summon Vivilor III ²	H	_	Seeming ²
Spells/Day Known Save DC	HH] Blowout ⁴	H	Tongues ¹	H	_	Summon V
Spells Cast Today	HH] Blur¹	H	Universal Remote⁴	H	=	Synchroni
PREP KNOW	HH] Burglar's Buddy²	HH	Vampiric Touch ²	H	=	Telekinesi
Arcane Armor¹	HH	Darkvision ¹	HH	_ Vertigo⁴	H	_	Wall of Fo
Be the Ball ⁴	HH	Dataread ²	H	_ Verlago ¬ Wall Walk²	H	_	Wall of Iro
Burning Hands ¹	HH	Enhance Ability ¹	HH	Water Breathing ¹	H	_	Wall of Sto
Bypass Bystanders ⁴	HH	Floor It ⁴	HH	X-Mark⁴	H	H	wan or su
Catalog ³	HH	Glitterdust ¹		Yardbird⁴	Η	ᆷ	
Cause Fear ¹	HH	Hand Gun ⁴	HH		H	Ш	
Cellular Barrage ⁴	HH	Invisibility ¹	片		Ш	Ш	
	HH	· .	HH				
Cellular Hand ⁴	HH	J Kill Switch⁴	ШЦ				
Change Self ¹	HH	Knock ¹	4th	-Level			
Clean ²	HH] Knockout Gas ⁴					
Comprehend Languages ¹	HH	Levitate ¹		Day Known Save DC			
Computer Catalog ³	HH	Machine Invisibility ²		Cast Today			
Degauss ²	HH	Magic Message ²	PREP KN				
Download Skill ⁴	HH	Magic Mouth ¹	닏닏	Amphibious Craft ⁴			
Feather Fall ¹	닏닏	Make-Over ³	닏닏	Animate Dead¹			
Hold Portal	닏닏	Protection from Arrows/Bullets ¹	닏닏	Arcane Eye ¹			
☐ Hypnotic Screensaver ⁴	닏닏	Questionnaire4		Autopilot, Greater⁴			
Instant Identify ²		Relay Text ²		Bestow Curse ¹			
1 d20 Modern Roleplaying Game 2 Urban Arcana	$\sqcup \sqcup$	Resist Energy¹	ЩĻ	_ Brawl⁴			
3 Modern Player's Companion 4 Modern Magic	$\Box \Box$	See Invisibility ¹		Clown Car ²			
. research raught							

| Spider Climb¹ | Summon Vivilor II² | Tidy Up³ | Web¹ | Zonk⁴

Confusion ¹					
Cranial Hard Drive					
Detect Scrying ²					
Dimension Door¹					
Energy Trap ¹					
Fear ¹					
Globe of Invulnerability, Minor					
lce Storm ¹					
Magic Bullets ²					
Phantasmal Killer ²					
Remove Curse ¹					
☐ ☐ Rocket Launcher⁴					
Scrying ²					
Send As Attachment ³					
Shout ¹					
Stoneskin ¹					
Summon Vivilor IV ²					
☐ Via Negativa²					
Wall of Fire1					
Wall of Ice1					
Wire Walk ²					
ΠΠ					
5th-Level					

5th-Level Spells/Day Known Save DC Spells Cast Today □ □ □ □ □ □ □
PREP KNOW
Cloudkill ¹
Cone of Cold ¹
Hold Monster ¹
Instant Connectivity ²
Passwall ¹
Phantom Limousine ²
Phantom Projectiles ²
Phantom Watchdog ¹
Save to Disk ⁴
Secret Vault ²
Seeming ²
Summon Vivilor V ²
Synchronicity ²
Telekinesis ¹
Wall of Force1
Wall of Iron ¹
Wall of Stone ¹



Divine Spells		Status¹ Summon Vivilor III² Sympathetic Sight⁴
0-Level		☐ Vampiric Touch ²
Spells/DaySave DC		Water Breathing ¹
PREP KNOW		X-Mark ⁴
Close Shave ³		
Create Water ¹	2nd-Level	
Cure Minor Wounds ¹	Spells/Day Save DC	
Detect Magical Aura	PREP KNOW	
Fast Food ³	Aid¹	4th-Level
☐ Haywire ² ☐ Hermetic Membrane ⁴	Augury ¹	Spells/Day Save DC
	☐ Bloodcurdling Scream ⁴	PREP KNOW
Inflict Minor Wounds ¹	Canned Manna ⁴	☐ Brawl ⁴
Light ¹	Cure Moderate Wounds	☐ Carillon ⁴
Mending ²	Darkness ²	Crawling Carpet ²
Mood Lighting ³	Dataread ²	Cure Critical Wounds ¹
Read Magic ¹	Daylight ²	Discern Lies ¹
Resistance ¹	Delay Poison ¹	Divination ²
☐ Virtue¹	☐ Ectodermis ⁴	Faith's Fury¹
	Enhance Ability ¹	Freedom of Movement ¹
	Fill Prescription ³	☐ Guardian Angel⁴
	Hold Person ¹	Inflict Critical Wounds ¹
	Inflict Moderate Wounds ¹	☐ Instant Fame ⁴
1st-Level	☐ Knockout Gas⁴	Magic Bullets ²
Spells/Day Save DC	Make-Over ³	Magic Weapon, Greater ¹
PREP KNOW	Remove Paralysis ¹	Neutralize Poison ¹
Bane ¹	Resist Energy ¹	Restoration ¹
Be the Ball ⁴	Restoration, Lesser¹	Spell Immunity ²
Bless ¹	Shatter ²	Summon Vivilor IV ²
Cause Fear ¹	Shield Other ²	Tongues ¹
Clean ²	Silence ¹	☐ Via Negativa²
Command ¹	Speak with Animals ²	Wall Walk ²
Comprehend Languages ¹	Spider Climb ¹	Ä
Cure Light Wounds ¹	Summon Vivilor II ²	
Degauss ²	Sympathetic Sound ⁴	
Faerie Fire ²	☐ Yardbird⁴	
☐ Hawkeye⁴	Zen Focus ⁴	5th-Level
Inflict Light Wounds ¹	Zone of Truth ¹	Spells/Day Save DC
Instant Identify ²		PREP KNOW
☐ Jargon⁴		Break Enchantment ¹
Magic Weapon ¹		Command, Greater ¹
Missionary's Haven ⁴		Cure Light Wounds, Mass¹
Obscuring Mist ²	3rd-Level	Flaming Wrath¹
Personal Soundtrack ³	Spells/Day Save DC	Inflict Light Wounds, Mass¹
Questionnaire ⁴	PREP KNOW	Insect Plague ¹
Remove Fear	Animate Dead¹	Rage of Bees ²
Sanctuary ²	Bestow Curse ¹	Raise Dead¹
Search Room ³	Cure Serious Wounds¹	Reverse-View Mirror ⁴
Shield of Faith	Dispel Magic¹	Scrying ²
Sparkly Shiny ⁴	Divine Copilot ⁴	Spell Resistance ²
Summon Vivilor I ²	Glyph of Warding ¹	Summon Vivilor V ²
Sympathetic Trail ⁴	Inflict Serious Wounds ¹	Synchronicity ²
☐ Tanglemat ⁴	Locate Object	True Seeing ¹
Tinnitus ⁴	Magic Circle ²	Wall of Stone ¹
Trace Purge ²	Prayer ¹	
1 d20 Modern Roleplaying Game 2 Urban Arcana	Recharge ²	Ц
3 Modern Player's Companion 4 Modern Magic	Remove Curse ¹	Ш

Remove Disease¹

Resurrect Computer³
Searing Light¹
Secret Pocket²
Shadowmoth Plague²

Open Game License

Designation of Product Identity:

The Game Mechanics company name and logos, trade dress, and graphic design elements. This does not include elements that already appear in the Modern System Reference Document and are already Open Game Content by virtue of inclusion there.

Designation of Open Game Content:

All spell names designated as Modern Player's Companion or Modern Magic in origin. Note that Open Game Content is still copyrighted material, and any use of Open Game Content from this publication must be accompanied by the following: "Modern Spell Sheets, Copyright 2004, The Game Me-

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved

- 1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use" "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPY-RIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the

copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

- 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Modern Player's Companion (Print), Copyright 2003, The Game Mechanics, Inc.; Author: Stan!

Modern Magic, Volume One, Copyright 2004, The Game Mechanics, Inc.; Authors: Eric Cagle, Mike Montesa, and Mat Smith

Modern Spell Sheets, Copyright 2004, The Game Mechanics, Inc.; Designer: Marc Schmalz