

# LaTroma

Character Name

Cleric 4

CLASS

4 (4)

Character Level (CR)

6000 / 10000

EXP/NEXT LEVEL

ABILITY NAME ABILITY EQUIPPED SCORE SCORE MODIFIER DAMAGE PENALTY

<b>STR</b> Strength	15		+2		
<b>DEX</b> Dexterity	16		+3		
<b>CON</b> Constitution	16		+3		
<b>INT</b> Intelligence	12		+1		
<b>WIS</b> Wisdom	19		+4		
<b>CHA</b> Charisma	16		+3		

SAVING THROWS TOTAL BASE SAVE ABILITY MAGIC MISC EPIC TEMP

<b>FORTITUDE</b> (constitution)	+7	=	+4	+	+3	+	+0	+	+0	+	+0	+	
<b>REFLEX</b> (dexterity)	+4	=	+1	+	+3	+	+0	+	+0	+	+0	+	
<b>WILL</b> (wisdom)	+8	=	+4	+	+4	+	+0	+	+0	+	+0	+	

### Conditional Save Modifiers:

+2 racial saving throw bonus against enchantment spells or effects

<b>MELEE</b> attack bonus	+5	=	+3	+	+2	+	+0	+	+0	+	0	+	
<b>RANGED</b> attack bonus	+6	=	+3	+	+3	+	+0	+	+0	+	0	+	
<b>GRAPPLE</b> attack bonus	+5	=	+3	+	+2	+	+0	+	+0	+	+0	+	

Lethal	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d8	20	5 ft.

*Seneca (Quarterstaff) +2 holy armored	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapons	B/B	M	20/x2/2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
-1;-1	1d6+4/+1				
Special Properties: (Quarterstaff +2;- ( AC Bonus (Sacred) (+4)/Holy;-)), Head1: Sacred bonus to armor class of +4, Good-aligned,+2d6 holy damage vs. evil,1 negative level bestowed to evil wielder					

*Seneca (Quarterstaff) +2 holy armored (Head 1 only)	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapons	B	M	20/x2	5 ft.
To Hit	Dam		To Hit	Dam	
1H-P	1d6+4		N/A	1d6+4	
1H-O	1d6+3		+3	1d6+4	
2H	1d6+5		-1	1d6+3	
Special Properties: (Quarterstaff +2;- ( AC Bonus (Sacred) (+4)/Holy;-)), Sacred bonus to armor class of +4, Good-aligned,+2d6 holy damage vs. evil,1 negative level bestowed to evil wielder					

*Seneca (Quarterstaff) +2 holy armored (Head 2 only)	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapons	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5	1d6+3				
Special Properties: (Quarterstaff +2;- ( AC Bonus (Sacred) (+4)/Holy;-))					

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Bracers of Armor +4		+4		+0	0
*Ring of Protection +1		+1		+0	0

# LaTroma

Player Name

Half-Elf / Humanoid

RACE

32

Female

AGE

GENDER

None

Deity

Medium / 5 ft.

SIZE / FACE

EYES

None

Region

5' 0" / 108 lbs.

HEIGHT / WEIGHT

HAIR

Chaotic Good

Alignment

Low-Light

VISION

Points

<b>HP</b> hit points	44	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED																					
<b>AC</b> armor class	22	19	18	=	10	+	4	+	0	+	3	+	0	+	0	+	1	+	0	+	0	+	0	+	4	+	0	+	4
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	DODGE	Morale	Insight	Sacred	Profane	MISC													
<b>INITIATIVE</b> modifier	+3	=	+3	+	+0	MISS CHANCE		0	+	0	+	0	Arcane Spell Failure		0	+	0	ARMOR CHECK PENALTY		0									
TOTAL		DEX MODIFIER	MISC MODIFIER																										
Encumbrance		Light																											

TOTAL SKILLPOINTS: 21	SKILLS				MAX RANKS: 7/3.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise		INT	1	=	1	
✓ Balance		DEX	3	=	3	
✓ Bluff		CHA	3	=	3	
✓ Climb		STR	2	=	2	
✓ Concentration		CON	5	=	3 + 2	
✓ Craft (Untrained)		INT	1	=	1	
✓ Diplomacy		CHA	12	=	3 + 7 + 2	
✓ Disguise		CHA	3	=	3	
✓ Escape Artist		DEX	3	=	3	
✓ Forgery		INT	1	=	1	
✓ Gather Information		CHA	5	=	3 + 2	
✓ Heal		WIS	11	=	4 + 7	
✓ Hide		DEX	3	=	3	
✓ Intimidate		CHA	3	=	3	
✓ Jump		STR	11	=	2 + 9	
✓ Knowledge (Arcana)		INT	2	=	1 + 1	
✓ Knowledge (Religion)		INT	3	=	1 + 2	
✓ Listen		WIS	5	=	4 + 1	
✓ Move Silently		DEX	3	=	3	
✓ Perform (Untrained)		CHA	3	=	3	
✓ Ride		DEX	3	=	3	
✓ Search		INT	2	=	1 + 1	
✓ Sense Motive		WIS	4	=	4	
✓ Spellcraft		INT	3	=	1 + 2	
✓ Spot		WIS	5	=	4 + 1	
✓ Survival		WIS	4	=	4	
✓ Swim		STR	2	=	2	
✓ Use Rope		DEX	3	=	3	
			=	+	+	
			=	+	+	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

TURN UNDEAD			
Turning Check Result	UNDEAD Affected (Maximum Hit Dice)	Turning Check	1d20+3
Up to 0	0	Turn level	4
1 - 3	1	Turn damage	2d6+7
4 - 6	2	You destroy Undead creatures with total hit dice up to 2.	
7 - 9	3		
10 - 12	4		
13 - 15	5		
16 - 18	6		
19 - 21	7		
22+	8		
TURN/DAY	□□□□□□		

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
<b>Bracers of Armor +4</b>	Equipped	1	1 / 16,000
<b>Ring of Protection +1</b>	Equipped	1	0 / 2,000
<b>Seneca (Quarterstaff) +2 holy armored</b>	Equipped	1	4 / 20,000
<small>(Quarterstaff +2; (AC Bonus (Sacred) (+4)/Holy;-); Head1: Sacred bonus to armor class of +4, Good-aligned,+2d6 holy damage vs. evil,1 negative level bestowed to evil wielder</small>			
<b>Cloak of Displacement, Minor</b>	Equipped	1	1 / 24,000
<b>Boots of Striding and Springing</b>	Equipped	1	1 / 5,500
<b>Handy Haversack</b>	Equipped	1	5 / 2,000
<small>0 lbs., 1 Elixir of Truth, 1 Potion of Cat's Grace, 1 Potion of Cure Light Wounds, 2 Potion of Cure Moderate Wounds, 1 Potion of Cure Serious Wounds, 1 Potion of Good Hope, 1 Potion of Invisibility, 1 Oil of Daylight, 1 Potion of Protection from Evil, 1 Potion of Remove Curse, 1 Potion of Shield of Faith +3</small>			
<b>Elixir of Truth</b>	Handy	1	0 / 500
	Haversack		
<b>Potion of Cat's Grace</b>	Handy	1	0 / 300
	Haversack		
<b>Potion of Cure Light Wounds</b>	Handy	1	0 / 50
	Haversack		
<b>Potion of Cure Moderate Wounds</b>	Handy	2	0 (0) / 300 (600)
☐☐	Haversack		
☐☐			
<b>Potion of Cure Serious Wounds</b>	Handy	1	0 / 750
	Haversack		
<b>Potion of Good Hope</b>	Handy	1	0 / 1,050
	Haversack		
<b>Potion of Invisibility</b>	Handy	1	0 / 300
	Haversack		
<b>Oil of Daylight</b>	Handy	1	0 / 750
	Haversack		
<b>Potion of Protection from Evil</b>	Handy	1	0 / 50
	Haversack		
<b>Potion of Remove Curse</b>	Handy	1	0 / 750
	Haversack		
<b>Potion of Shield of Faith +3</b>	Handy	1	0 / 300
	Haversack		
<b>TOTAL WEIGHT CARRIED/VALUE</b>	<b>12 lbs.</b>		<b>74,900gp</b>

WEIGHT ALLOWANCE			
Light	66	Medium	133
		Heavy	200
Lift over head	200	Lift off ground	400
		Push / Drag	1000

**MONEY**  
Total= 0 gp [Unspent Funds = 150 gp]

MAGIC	
<b>Languages</b>	
Common, Elven, Sylvan	
<b>Other Companions</b>	

Special Attacks	
<b>Turn Undead</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</b>
6/day (turn level 4) (turn damage 2d6+7)	

Special Qualities	
<b>Aura (Ex)</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]</b>
A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Clerics who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.	
<b>Bonus Languages</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]</b>
A cleric's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race.	
<b>Chaotic, Evil, Good, and Lawful Spells</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]</b>
A cleric can't cast spells of an alignment opposed to his own or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.	
<b>Spells</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]</b>
A cleric casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A cleric must choose and	

prepare his spells in advance (see below). To prepare or cast a spell, a cleric must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cleric's spell is 10 + the spell level + the cleric's Wisdom modifier. Like other spellcasters, a cleric can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cleric. In addition, he receives bonus spells per day if he has a high Wisdom score. A cleric also gets one domain spell of each spell level he can cast, starting at 1st level. When a cleric prepares a spell in a domain spell slot, it must come from one of his two domains (see Deities, Domains, and Domain Spells, below). Clerics meditate or pray for their spells. Each cleric must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A cleric may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Deity, Domains, and Domain Spells: A cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. A cleric chooses two domains from among those belonging to his deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain. If a cleric is not devoted to a particular deity, he still selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies. Each domain gives the cleric access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected. With access to two domain spells at a given spell level, a cleric prepares one or the other each day in his domain spell slot. If a domain spell is not on the cleric spell list, a cleric can prepare it only in his domain spell slot.

**Spontaneous Casting** **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]**

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can "lose" any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name). An evil cleric (or a neutral cleric of an evil deity), can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name). A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric turns or commands undead (see below).

**Turn or Rebuke Undead (Su)** **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]**

Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead). A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures. An evil cleric (or a neutral cleric who worships an evil deity) instead rebukes or commands such creatures. A neutral cleric of a neutral deity must choose whether his turning ability functions as that of a good cleric or an evil cleric. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see above). A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

**Weapon and Armor Proficiency** **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes!]**

Clerics are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields). A cleric who chooses the War domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

**Elven Blood** **[Wizards of the Coast - Revised (v.3.5) System Reference Document]**

For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves. (See the Monster Manual for more information about elves, and the Dungeon Master's Guide for more on magic items.)

**Half-Elf Racial Traits (Ex)** **[Wizards of the Coast - Revised (v.3.5) System Reference Document]**

Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throw against enchantment spells or effects.

Low-light Vision: A half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

+1 racial bonus on Listen, Search, and Spot checks: A half-elf does not have the elf's ability to notice secret doors simply by passing near them. Half-elves have keen senses, but not as keen as those of an elf.

+2 racial bonus on Diplomacy and Gather Information checks: Half-elves get along naturally with all people.

Elven Blood: For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to special effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves. (See the

Monster Manual for more information about elves, and the Dungeon Master's Guide for more on magic items.)

#### Low-Light Vision (Ex)

[Wizards of the Coast - Revised (v.3.5) System Reference Document]

You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

#### Spontaneous Casting ~ Cure Spells

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Classes]

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that the cleric did not prepare ahead of time. The cleric can "lose" any prepared spell that is not a domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

### Feats

#### Dodge

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.

#### Mobility

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.

### Domains

#### Healing

You cast healing spells at +1 caster level.

#### Protection

You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

### Proficiencies

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Unarmed Strike

### Templates

Base Race Type

Base Race Type ~ Humanoid

# Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	5	4+1	3+1	—	—	—	—	—	—	—

## LEVEL 0 / Per Day:5 / Caster Level:4

Name	School	Time	Duration	Range	Source
<b>000000 Create Water</b> [V, S] TARGET: Up to 8 gallons of water; <i>EFFECT</i> : Creates 8 gallons of pure water. [SR:No]	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsC
<b>000000 Cure Minor Wounds (CL:5)</b> [V, S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1 point of damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
<b>000000 Detect Magic</b> [V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Detects spells and magic items within 60 ft. [SR:No]	Divination	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	RSRD:SpellsD-E
<b>000000 Detect Poison</b> [V, S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : Detects poison in one creature or small object. [SR:No]	Divination	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsD-E
<b>000000 Guidance</b> [V, S] TARGET: Creature touched; <i>EFFECT</i> : +1 on one attack roll, saving throw, or skill check. [SR:Yes; DC:14, Will negates (harmless)]	Divination	1 standard action	1 minute or until discharged	Touch	RSRD:SpellsF-G
<b>000000 Inflict Minor Wounds</b> [V, S] TARGET: Creature touched; <i>EFFECT</i> : Touch attack, 1 point of damage. [SR:Yes; DC:14, Will negates]	Necromancy	1 standard action	Instantaneous	Touch	RSRD:SpellsH-L
<b>000000 Light</b> [V, MDF] TARGET: Object touched; <i>EFFECT</i> : Object shines like a torch. [SR:No]	Evocation [Light]	1 standard action	40 minutes [D]	Touch	RSRD:SpellsH-L
<b>000000 Mending</b> [V, S] TARGET: One object of up to 1 lb.; <i>EFFECT</i> : Makes minor repairs on an object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]	Transmutation	1 standard action	Instantaneous	10 ft.	RSRD:SpellsM-O
<b>000000 Purify Food and Drink</b> [V, S] TARGET: 4 cu. ft. of contaminated food and water; <i>EFFECT</i> : Purifies 4 cu. ft. of food or water. [SR:Yes (object); DC:14, Will negates (object)]	Transmutation	1 standard action	Instantaneous	10 ft.	RSRD:SpellsP-R
<b>000000 Read Magic</b> [V, S, F] TARGET: You; <i>EFFECT</i> : Read scrolls and spellbooks. [SR:No]	Divination	1 standard action	40 minutes	Personal	RSRD:SpellsP-R
<b>000000 Resistance</b> [V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains +1 on saving throws. [SR:Yes (harmless); DC:14, Will negates (harmless)]	Abjuration	1 standard action	1 minute	Touch	RSRD:SpellsP-R
<b>000000 Virtue</b> [V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Subject gains 1 temporary hp. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]	Transmutation	1 standard action	1 min.	Touch	RSRD:SpellsT-Z

## LEVEL 1 / Per Day:4+1 / Caster Level:4

Name	School	Time	Duration	Range	Source
<b>000000 Bane</b> [V, S, DF] TARGET: All enemies within 50 ft.; <i>EFFECT</i> : Enemies take -1 on attack rolls and saves against fear. [SR:Yes; DC:15, Will negates]	Enchantment (Compulsion) [Fear, Mind-Affecting]	1 standard action	4 minutes	50 ft.	RSRD:SpellsA-B
<b>000000 Bless</b> [V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; <i>EFFECT</i> : Allies gain +1 on attack rolls and +1 on saves against fear. [SR:Yes (harmless)]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	4 minutes	50 ft.	RSRD:SpellsA-B
<b>000000 Bless Water</b> [V, S, M] TARGET: Flask of water touched; <i>EFFECT</i> : Makes holy water. [SR:Yes (object); DC:15, Will negates (object)]	Transmutation [Good]	1 minute	Instantaneous	Touch	RSRD:SpellsA-B
<b>000000 Cause Fear</b> [V, S] TARGET: One living creature with 5 or fewer HD; <i>EFFECT</i> : One creature of 5 HD or less flees for 1d4 rounds. [SR:Yes; DC:15, Will partial]	Necromancy [Fear, Mind-Affecting]	1 standard action	1d4 rounds or 1 round; see text	Close (35 ft.)	RSRD:SpellsC
<b>000000 Command</b> [V] TARGET: One living creature; <i>EFFECT</i> : One subject obeys selected command for 1 round. [SR:Yes; DC:15, Will negates]	Enchantment (Compulsion) [Language-Depriving]	1 standard action	1 round	Close (35 ft.)	RSRD:SpellsC
<b>000000 Comprehend Languages</b> [V, S, MDF] TARGET: You; <i>EFFECT</i> : You understand all spoken and written languages. [SR:No]	Divination	1 standard action	40 minutes	Personal	RSRD:SpellsC
<b>000000 *Cure Light Wounds (CL:5)</b> [V, S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1d8+5 damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
<b>000000 Cure Light Wounds (CL:5)</b> [V, S] TARGET: Creature touched; <i>EFFECT</i> : Cures 1d8+5 damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
<b>000000 Detect Chaos</b> [V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]	Divination	1 standard action	Concentration, up to 40 minutes [D]	60 ft.	RSRD:SpellsD-E
<b>000000 Detect Evil</b> [V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]	Divination	1 standard action	Concentration, up to 40 minutes [D]	60 ft.	RSRD:SpellsD-E
<b>000000 Detect Good</b> [V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]	Divination	1 standard action	Concentration, up to 40 minutes [D]	60 ft.	RSRD:SpellsD-E
<b>000000 Detect Law</b> [V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals creatures, spells, or objects of selected alignment. [SR:No]	Divination	1 standard action	Concentration, up to 40 minutes [D]	60 ft.	RSRD:SpellsD-E
<b>000000 Detect Undead</b> [V, S, MDF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Reveals undead within 60 ft. [SR:No]	Divination	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	RSRD:SpellsD-E
<b>000000 Divine Favor</b> [V, S, DF] TARGET: You; <i>EFFECT</i> : You gain +1 on attack and damage rolls. [SR:No]	Evocation	1 standard action	1 minute	Personal	RSRD:SpellsD-E
<b>000000 Doom</b> [V, S, DF] TARGET: One living creature; <i>EFFECT</i> : One subject takes -2 on attack rolls, damage rolls, saves, and checks. [SR:Yes; DC:15, Will negates]	Necromancy [Fear, Mind-Affecting]	1 standard action	4 minutes	Medium (140 ft.)	RSRD:SpellsD-E
<b>000000 Endure Elements</b> [V, S] TARGET: Creature touched; <i>EFFECT</i> : Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:15, Will negates (harmless)]	Abjuration	1 standard action	24 hours	Touch	RSRD:SpellsD-E
<b>000000 Entropic Shield</b> [V, S] TARGET: You; <i>EFFECT</i> : Ranged attacks against you have 20% miss chance. [SR:No]	Abjuration	1 standard action	4 minutes [D]	Personal	RSRD:SpellsD-E
<b>000000 Hide from Undead</b> [V, S, DF] TARGET: 4 touched creatures; <i>EFFECT</i> : Undead can't perceive 4 subjects. [SR:Yes; DC:15, Will negates (harmless); see text]	Abjuration	1 standard action	40 minutes [D]	Touch	RSRD:SpellsH-L
<b>000000 Inflict Light Wounds</b> [V, S] TARGET: Creature touched; <i>EFFECT</i> : Touch deals 1d8+4 damage. [SR:Yes; DC:15, Will half]	Necromancy	1 standard action	Instantaneous	Touch	RSRD:SpellsH-L
<b>000000 Magic Stone</b> [V, S, DF] TARGET: Up to three pebbles touched; <i>EFFECT</i> : Three stones gain +1 on attack rolls, deal 1d6+1 damage. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]	Transmutation	1 standard action	30 minutes or until discharged	Touch	RSRD:SpellsM-O
<b>000000 Magic Weapon</b> [V, S, DF] TARGET: Weapon touched; <i>EFFECT</i> : Weapon gains +1 bonus. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]	Transmutation	1 standard action	4 minutes	Touch	RSRD:SpellsM-O
<b>000000 Obscuring Mist</b> [V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; <i>EFFECT</i> : Fog surrounds you. [SR:No]	Conjuration (Creation)	1 standard action	4 minutes	20 ft.	RSRD:SpellsM-O
<b>000000 Protection from Evil</b> [V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:15, Will negates (harmless)]	Abjuration [Good]	1 standard action	4 minutes [D]	Touch	RSRD:SpellsP-R
<b>000000 Protection from Law</b> [V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : +2 to AC and saves, counter mind control, hedge out elementals and outsiders. [SR:No; see text; DC:15, Will negates (harmless)]	Abjuration [Chaotic]	1 standard action	4 minutes [D]	Touch	RSRD:SpellsP-R
<b>000000 Remove Fear</b> [V, S] TARGET: 2 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Suppresses fear or gives +4 on saves against fear for 2 subjects. [SR:Yes (harmless); DC:15, Will negates (harmless)]	Abjuration	1 standard action	10 minutes; see text	Close (35 ft.)	RSRD:SpellsP-R
<b>000000 *Sanctuary</b> [V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Opponents can't attack you, and you can't attack. [SR:No; DC:15, Will negates]	Abjuration	1 standard action	4 rounds	Touch	RSRD:SpellsS
<b>000000 Sanctuary</b> [V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Opponents can't attack you, and you can't attack. [SR:No; DC:15, Will negates]	Abjuration	1 standard action	4 rounds	Touch	RSRD:SpellsS

\* =Domain/Specialty Spell

# Cleric Spells

☐☐☐☐☐	<b>Shield of Faith</b>	Abjuration	1 standard action	4 minutes	Touch	RSRD:SpellsS
[V, S, M]	TARGET: Creature touched; <i>EFFECT</i> : Aura grants +2 deflection bonus. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐	<b>Summon Monster I</b>	Conjuration (Summoning)	1 round	4 rounds [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, F/DF]	TARGET: One summoned creature; <i>EFFECT</i> : Calls extraplanar creature to fight for you. [SR:No]					
LEVEL 2 / Per Day:3+1 / Caster Level:4						
Name	School	Time	Duration	Range	Source	Source
☐☐☐☐☐	<b>Aid</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	4 minutes	Touch	RSRD:SpellsA-B
[V, S, DF]	TARGET: Living creature touched; <i>EFFECT</i> : +1 on attack rolls, +1 against fear, 1d8+4 temporary hp. [SR:Yes (harmless)]					
☐☐☐☐☐	<b>Align Weapon</b>	Transmutation	1 standard action	4 minutes	Touch	RSRD:SpellsA-B
[V, S, DF]	TARGET: Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]; <i>EFFECT</i> : Weapon becomes good, evil, lawful, or chaotic. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
☐☐☐☐☐	<b>Augury</b>	Divination	1 minute	Instantaneous	Personal	RSRD:SpellsA-B
[V, S, M, F]	TARGET: You; <i>EFFECT</i> : Learns whether an action will be good or bad. [SR:No]					
☐☐☐☐☐	<b>Bear's Endurance</b>	Transmutation	1 standard action	4 minutes	Touch	RSRD:SpellsA-B
[V, S, DF]	TARGET: Creature touched; <i>EFFECT</i> : Subject gains +4 to Con for 4 minutes. [SR:Yes; DC:16, Will negates (harmless)]					
☐☐☐☐☐	<b>Bull's Strength</b>	Transmutation	1 standard action	4 minutes	Touch	RSRD:SpellsA-B
[V, S, MDF]	TARGET: Creature touched; <i>EFFECT</i> : Subject gains +4 to Str for 4 minutes. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐	<b>Calm Emotions</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration, up to 4 rounds [D]	Medium (140 ft.)	RSRD:SpellsC
[V, S, DF]	TARGET: Creatures in a 20-ft.-radius spread; <i>EFFECT</i> : Calms creatures, negating emotion effects. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐	<b>Consecrate</b>	Evocation [Good]	1 standard action	8 hours	Close (35 ft.)	RSRD:SpellsC
[V, S, M, DF]	TARGET: 20-ft.-radius emanation; <i>EFFECT</i> : Fills area with positive energy, making undead weaker. [SR:No]					
☐☐☐☐☐	<b>*Cure Moderate Wounds (CL:5)</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S]	TARGET: Creature touched; <i>EFFECT</i> : Cures 2d8+5 damage. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]					
☐☐☐☐☐	<b>Cure Moderate Wounds (CL:5)</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S]	TARGET: Creature touched; <i>EFFECT</i> : Cures 2d8+5 damage. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]					
☐☐☐☐☐	<b>Darkness</b>	Evocation [Darkness]	1 standard action	40 minutes [D]	Touch	RSRD:SpellsD-E
[V, MDF]	TARGET: Object touched; <i>EFFECT</i> : 20-ft. radius of supernatural shadow. [SR:No]					
☐☐☐☐☐	<b>Delay Poison (CL:5)</b>	Conjuration (Healing)	1 standard action	5 hours	Touch	RSRD:SpellsD-E
[V, S, DF]	TARGET: Creature touched; <i>EFFECT</i> : Stops poison from harming subject for 5 hours. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
☐☐☐☐☐	<b>Eagle's Splendor</b>	Transmutation	1 standard action	4 minutes	Touch	RSRD:SpellsD-E
[V, S, MDF]	TARGET: Creature touched; <i>EFFECT</i> : Subject gains +4 to Cha for 4 minutes. [SR:Yes; DC:16, Will negates (harmless)]					
☐☐☐☐☐	<b>Enthrall</b>	Enchantment (Charm)	1 round	1 hour or less	Medium (140 ft.)	RSRD:SpellsD-E
[V, S]	TARGET: Any number of creatures; <i>EFFECT</i> : Captivates all within 140 ft. [SR:Yes; DC:16, Will negates; see text]					
☐☐☐☐☐	<b>Find Traps</b>	Divination	1 standard action	4 minutes	Personal	RSRD:SpellsF-G
[V, S]	TARGET: You; <i>EFFECT</i> : Notice traps as a rogue does. [SR:No]					
☐☐☐☐☐	<b>Gentle Repose</b>	Necromancy	1 standard action	4 days	Touch	RSRD:SpellsF-G
[V, S, MDF]	TARGET: Corpse touched; <i>EFFECT</i> : Preserves one corpse. [SR:Yes (object); DC:16, Will negates (object)]					
☐☐☐☐☐	<b>Hold Person</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	4 rounds [D]; see text	Medium (140 ft.)	RSRD:SpellsH-L
[V, S, F/DF]	TARGET: One humanoid creature; <i>EFFECT</i> : Paralyzes one humanoid for 4 rounds. [SR:Yes; DC:16, Will negates; see text]					
☐☐☐☐☐	<b>Inflict Moderate Wounds</b>	Necromancy	1 standard action	Instantaneous	Touch	RSRD:SpellsH-L
[V, S]	TARGET: Creature touched; <i>EFFECT</i> : Touch attack, 2d8+4 damage. [SR:Yes; DC:16, Will half]					
☐☐☐☐☐	<b>Make Whole</b>	Transmutation	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsM-O
[V, S]	TARGET: One object of up to 40 cu. ft; <i>EFFECT</i> : Repairs an object. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
☐☐☐☐☐	<b>Owl's Wisdom</b>	Transmutation	1 standard action	4 minutes	Touch	RSRD:SpellsM-O
[V, S, DF]	TARGET: Creature touched; <i>EFFECT</i> : Subject gains +4 to Wis for 4 minutes. [SR:Yes; DC:16, Will negates (harmless)]					
☐☐☐☐☐	<b>Remove Paralysis (CL:5)</b>	Conjuration (Healing)	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsP-R
[V, S]	TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Frees one or more creatures from paralysis or slow effect. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐	<b>Resist Energy</b>	Abjuration	1 standard action	40 minutes	Touch	RSRD:SpellsP-R
[V, S, DF]	TARGET: Creature touched; <i>EFFECT</i> : Ignores first 10 points of damage/attack from specified energy type. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
☐☐☐☐☐	<b>Restoration, Lesser (CL:5)</b>	Conjuration (Healing)	3 rounds	Instantaneous	Touch	RSRD:SpellsP-R
[V, S]	TARGET: Creature touched; <i>EFFECT</i> : Disperses magical ability penalty or repairs 1d4 ability damage. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐	<b>Shatter</b>	Evocation [Sonic]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsS
[V, S, MDF]	TARGET: 5-ft.-radius spread; or one solid object or one crystalline creature; <i>EFFECT</i> : Sonic vibration damages objects or crystalline creatures. [SR:Yes (object); DC:16, Will negates (object); Will negates (object) or Fortitude half; see text]					
☐☐☐☐☐	<b>**Shield Other</b>	Abjuration	1 standard action	4 hours [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, F]	TARGET: One creature; <i>EFFECT</i> : You take half of subject's damage. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐	<b>Shield Other</b>	Abjuration	1 standard action	4 hours [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, F]	TARGET: One creature; <i>EFFECT</i> : You take half of subject's damage. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐	<b>Silence</b>	Illusion (Glamour)	1 standard action	4 minutes [D]	Long (560 ft.)	RSRD:SpellsS
[V, S]	TARGET: 20 ft. radius emanation centered on a creature, object, or point in space; <i>EFFECT</i> : Negates sound in 15-ft. radius. [SR:Yes; see text or no (object); DC:16, Will negates; see text or none (object)]					
☐☐☐☐☐	<b>Sound Burst</b>	Evocation [Sonic]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsS
[V, S, F/DF]	TARGET: 10-ft.-radius spread; <i>EFFECT</i> : Deals 1d8 sonic damage to subjects; may stun them. [SR:Yes; DC:16, Fortitude partial]					
☐☐☐☐☐	<b>Spiritual Weapon</b>	Evocation [Force]	1 standard action	4 rounds [D]	Medium (140 ft.)	RSRD:SpellsS
[V, S, DF]	TARGET: Magic weapon of force; <i>EFFECT</i> : Magical weapon attacks on its own. [SR:Yes]					
☐☐☐☐☐	<b>Status</b>	Divination	1 standard action	4 hours	Touch	RSRD:SpellsS
[V, S]	TARGET: 1 living creatures touched; <i>EFFECT</i> : Monitors condition, position of allies. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐	<b>Summon Monster II</b>	Conjuration (Summoning)	1 round	4 rounds [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, F/DF]	TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : Calls extraplanar creature to fight for you. [SR:No]					
☐☐☐☐☐	<b>Undetectable Alignment</b>	Abjuration	1 standard action	24 hours	Close (35 ft.)	RSRD:SpellsT-Z
[V, S]	TARGET: One creature or object; <i>EFFECT</i> : Conceals alignment for 24 hours. [SR:Yes (object); DC:16, Will negates (object)]					
☐☐☐☐☐	<b>Zone of Truth</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	4 minutes	Close (35 ft.)	RSRD:SpellsT-Z
[V, S, DF]	TARGET: 20-ft.-radius emanation; <i>EFFECT</i> : Subjects within range cannot lie. [SR:Yes; DC:16, Will negates]					

\* =Domain/Specialty Spell



# LaTroma

Half-Elf

RACE

32

AGE

Female

GENDER

Low-Light

VISION

Chaotic Good

ALIGNMENT

Ambidextrous

DOMINANT HAND

5' 0"

HEIGHT

108 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**