

## Guardians of Elsirnor

**Human, Citizen of Elsirnor 1st / Cleric 5th (Neutral Good)**  
**Str 16, Dex 10, Con 10, Int 10, Wis 14, Cha 14**

Hit Points (hp)	<b>32</b>	Initiative	<b>+4</b>	Grapple	<b>+6</b>	Damage Reduction
		Speed (Foot)	<b>20 ft.</b>	Spell Fail	<b>25%</b>	Spell Resistance

Attacks	Weapon	Attacks	Damage	Critical	Description
One-Handed	Warhammer+2	+9	1d8+5	20 (x3)	Desc: Favored by Dwarves is a one-handed sledge or maul with a large, heavy head

<b>Defense</b>	AC	Touch / Flat-footed	Armor / Shield	<b>Saves</b>	Fortitude	Reflex	Will
	<b>24</b>	10 / 24	Full Plate+2 / Heavy Steel+2		+6	+3	+8

<div>Skills</div> <table><tr><td>Appraise</td><td>0</td></tr><tr><td>Balance</td><td>-8</td></tr><tr><td>Bluff</td><td>2</td></tr><tr><td>Climb</td><td>-5</td></tr><tr><td>Concentration</td><td>5</td></tr><tr><td>Decipher Script</td><td>-</td></tr><tr><td>Diplomacy</td><td>10</td></tr><tr><td>Disable Device</td><td>-</td></tr><tr><td>Disguise</td><td>2</td></tr><tr><td>Escape Artist</td><td>-8</td></tr><tr><td>Forgery</td><td>0</td></tr><tr><td>Gather Information</td><td>5</td></tr><tr><td>Handle Animal</td><td>5</td></tr><tr><td>Heal</td><td>10</td></tr><tr><td>Hide</td><td>-8</td></tr><tr><td>Intimidate</td><td>10</td></tr><tr><td>Jump</td><td>-11</td></tr><tr><td>Listen</td><td>5</td></tr><tr><td>Move Silently</td><td>-8</td></tr><tr><td>Open Lock</td><td>-</td></tr><tr><td>Ride</td><td>2</td></tr><tr><td>Search</td><td>0</td></tr><tr><td>Sense Motive</td><td>2</td></tr><tr><td>Sleight of Hand</td><td>-</td></tr><tr><td>Speak Language</td><td>1</td></tr><tr><td>Spellcraft</td><td>1</td></tr><tr><td>Spot</td><td>5</td></tr><tr><td>Survival</td><td>2</td></tr><tr><td>Swim</td><td>-13</td></tr><tr><td>Tumble</td><td>-</td></tr><tr><td>Use Magic Device</td><td>-</td></tr><tr><td>Use Rope</td><td>0</td></tr><tr><td>Knowledge - Local</td><td>5</td></tr><tr><td>Knowledge - Religion</td><td>-</td></tr></table>		Appraise	0	Balance	-8	Bluff	2	Climb	-5	Concentration	5	Decipher Script	-	Diplomacy	10	Disable Device	-	Disguise	2	Escape Artist	-8	Forgery	0	Gather Information	5	Handle Animal	5	Heal	10	Hide	-8	Intimidate	10	Jump	-11	Listen	5	Move Silently	-8	Open Lock	-	Ride	2	Search	0	Sense Motive	2	Sleight of Hand	-	Speak Language	1	Spellcraft	1	Spot	5	Survival	2	Swim	-13	Tumble	-	Use Magic Device	-	Use Rope	0	Knowledge - Local	5	Knowledge - Religion	-	<div>Abilities</div> <div>==  Racial Traits: Human  == One Extra Feat at First Level +4 skill points at 1st level &amp; +1 at each new level</div> <div>==  Class Features: Citizen of Elsinnor 1st  == Weapon Proficiency Exmus: - Cast 1 chosen Orison spell 2/day Academia: - Cast 1 chosen Cantrip spell 2/day Apprenticia: - + Expert Level 1 Armitagia: - +1 Bonus Feat</div> <div>==  Class Features: Cleric 5th  == Cannot cast spells of opposed alignment Spontaneous Casting Turn/Rebuke Undead (Su)(PHB p159): • 5x per day &lt; OOOOO &gt; • Turning Check: 1d20+2 • Total HD Turned per Attempt: 2d6+8 • Destroy Undead up to: 3 HD</div> <div>==  Healing Domain  == You cast healing spells at +1 caster level.</div> <div>==  CHARACTER STATUS  == No errors detected</div>
Appraise	0																																																																					
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Gather Information	5																																																																					
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Sense Motive	2																																																																					
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Speak Language	1																																																																					
Spellcraft	1																																																																					
Spot	5																																																																					
Survival	2																																																																					
Swim	-13																																																																					
Tumble	-																																																																					
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<b>Feats</b> Improved Initiative +4 bonus on Initiative checks Run Run at 5 times normal speed, +4 bonus on running Jump Wpn Focus: Warhammer +1 bonus on attack rolls with: Warhammer Alertness +2 bonus to Listen and Spot checks Improved Turning +1 level for turning checks	<b>Equipment</b> , Warhammer, , , , , , , , , ,
	<b>Magic Items</b>
	<b>Citizen of Elsinor</b>
	Detect Magic 2/day Cure Minor Wounds 2/day Expert: Healer Bonus Feat: Weapon Finesse

SPELL PLANNER for  
Cleric

EFFECTIVE  
LEVEL

5

Total

5

Base Adj.

Spells per Day:	5	4+1	3+1	1+1						
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	12	13	14	15						

LEGEND	Guardians of Elsinor
*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief, (D)issmissible, HD: Hit Die, HP: Hit Points, hr: Hour, max: Maximum, min: Minute, neg: Negate, obj: Object, part: Partial, rad: Radius, rd: Round, (S)hapeable, temp: Temporary, vs: Versus, wpn: Weapon	

SCHOOLS: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		LEVEL 3:										
	□□	3 Cure Serious Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 3d8+5 damage	p.216
	□□	3 Create Food and Water	C	VS	10 min	Close		24 hr	None	No	Feeds 15 humans (or 5 horses)	p.214
		LEVEL 2:										
	□□□□	2 Cure Moderate Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 2d8+5 damage	p.216
	□□□□	2 Consecrate	EV	VSMDF	1 action	Close	20' radius emanation	10 hr	None	No	Fills 20 ft emanation with positive energy, making undead weaker	p.212
	□□□□	2 Remove Paralysis	C	VS	1 action	Close	4 creatures inside 30'	Instant	Will neg [DC14]	Yes	Frees subjects from paralysis, hold, or slow	p.271
	□□□□	2 Restoration, Lesser	C	VS	3 rd	Touch	Creature touched	Instant	Will neg [DC14]	Yes	Dispels magic ability penalty or repairs 1d4 ability damage	p.272
		LEVEL 1:										
	□□□□□	1 Cure Light Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1d8+5 damage	p.215
	□□□□□	1 Protection from Evil	A	VSM/DF	1 action	Touch	Creature touched	5 min (D)	Will neg [DC13]	*	+2 deflect. AC & saves, counter mind control, hedge out elementals & outsiders	p.266
	□□□□□	1 Bless	EN	VSDF	1 action	50 ft.	You & all allies within 50'	5 min	None	Yes	+1 morale to attack and +1 to saves vs. fear in a 50 ft. burst	p.205
	□□□□□	1 Sanctuary	A	VSDF	1 action	Touch	Creature touched	5 rd	Will neg [DC13]	No	Opponents can't attack you, and you can't attack	p.274
	□□□□□	1 Summon Monster I	C	VSF/DF	1 round	Close		5 rd (D)	None	No	Calls outsider to fight for you	p.285
		CLERIC - ORISONS:										
	□□□□□	0 Create Water	C	VS	1 action	Close		Instant	None	No	Creates up to 10 gallons of pure water	p.215
	□□□□□	0 Cure Minor Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1 point of damage	p.216
	□□□□□	0 Detect Poison	D	VS	1 action	Close	One crt, object, 5 <sup>3</sup>	Instant	None	No	Detects poison in one creature or small object	p.219
	□□□□□	0 Purify Food and Drink	T	VS	1 action	10 ft.	5 <sup>3</sup> of food & water.	Instant	Will neg [DC12]	Yes	Purifies food and water	p.267
	□□□□□	0 Read Magic	D	VSF	1 action	Personal	You	50 min			Read scrolls and spellbooks	p.269