

Goldmoon

Human, Cleric 13th (Lawful Good)

Str 12, Dex 14, Con 16, Int 14, Wis 16, Cha 17



— Racial Traits: Human —
One Extra Feat at First Level
+4 skill points at 1st level & +1 at each new level

— Class Features: Cleric 13th —
Cannot cast spells of opposed alignment
Spontaneous Casting
Turn/Rebuke Undead (Su)(PHB p159):
• 10x per day < OOOOOOOOO >
• Turning Check: 1d20+5
• Total HD Turned per Attempt: 2d6+17
• Destroy Undead up to: 7 HD

— Healing Domain —
You cast healing spells at +1 caster level.

— Sun Domain —
Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

— CHARACTER STATUS —
No errors detected

hp 101

Initiative	+6
Speed	30 ft.
AC	22
Touch/Flatfooted	15/19
Dmg Reduction	0
Spellpower	
Resistance	0
Penetration	16
Saves	
Fortitude	+13
Reflex	+10
Will	+13
Special Attacks	
Grapple	+10
Languages	
Common,	
Money	
100 gp	
Equipment	
Mithral Breastplate+2	No Shield
Ring of Protection +2	Cloak of Resistance +2
Staff of Mishakal	
Holy water	
Antitoxin	
Healer's kit	
Shortbow	

Attacks

One-Handed: Staff of Mishakal+3
+14/+9 2d6+4+Electrical /20 **(x2)**

Desc: 4d6 Electrical vs. Evil Opponents

Ranged: Shortbow+1
+12/+7 1d6+1 /20 **(x3)**

Desc: Two-hand ranged weapon usable while mounted. Cannot benefit from high strength

Skills

Appraise	2	Ride	2
Balance	0	Search	2
Bluff	3	Sense Motive	3
Climb	-1	Sleight of Hand	-
Concentration	19	Speak Language	3
Decipher Script	-	Spellcraft	18
Diplomacy	19	Spot	3
Disable Device	-	Survival	3
Disguise	3	Swim	-3
Escape Artist	0	Tumble	-
Forgery	2	Use Magic Device	-
Gather Information	3	Use Rope	2
Handle Animal	-	Knowledge - Religion	18
Heal	19		
Hide	0		
Intimidate	3		
Jump	-1		
Listen	3		
Move Silently	0		
Open Lock	-		

Feats

Dodge
Extra Turning
Improved Turning
Improved Initiative
Weapon Finesse
Lightning Reflexes

Amulet of Health +4,
of Proof Against Poison

Ring

Staff of Mishakal +3 (20 Charges/Day)
Teleport without Error 1/day, Continual Light 30'

(2 Charges) Command, Cure/Inflict light wounds (6 charges) Cure Blind, Disease, Poison, Curse.

(10 charges) Heal, Raise Dead, Cure Critical
(14 charges) Greater Restoration, Resurrection

SPELL PLANNER for Cleric

EFFECTIVE LEVEL 13 = 13
Total Base Adj.

Spells per Day:	6	6+1	6+1	5+1	4+1	3+1	2+1	1+1		
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14	15	16	17	18	19	20		

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

Range
 Close: 55'
 Medium: 230'
 Long: 920'

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 7:										
	☐☐	7 Cure Serious Wounds, Mass	C	VS	1 action	Close	13 creatures inside 30'	Instant	see text	Yes	Cures 3d8+13 on 13 creatures no more than 30 ft. apart	p.216
	☐☐	7 Holy Word	EV	V	1 action	40 ft.	Nongood crts. in 40' rad.	Instant	see text	Yes	Kills, paralyzes, weakens, or dazes nongood in a 40' spread	p.242
		LEVEL 6:										
	☐☐☐	6 Cure Moderate Wounds, Mass	C	VS	1 action	Close	13 creatures inside 30'	Instant	see text	Yes	Cures 2d8+13 on 13 creatures no more than 30 ft. apart	p.216
	☐☐☐	6 Summon Monster VI	C	VSF/DF	1 round	Close		13 rd (D)	None	No	Calls outsider to fight for you	p.287
	☐☐☐	6 Antilife Shell	A	VSDF	1 round	10 ft.	10' radius emanation	130 min (D)	None	Yes	10-ft. emanation hedges out living creatures	p.199
		LEVEL 5:										
	☐☐☐☐	5 Cure Light Wounds, Mass	C	VS	1 action	Close	13 creatures inside 30'	Instant	see text	Yes	Cures 1d8+13 on 13 creatures no more than 30 ft. apart	p.216
	☐☐☐☐	5 Summon Monster V	C	VSF/DF	1 round	Close		13 rd (D)	None	No	Calls outsider to fight for you	p.286
	☐☐☐☐	5 Flame Strike	EV	VSDF	1 action	Medium	Cylinder (10' rad., 40' high)	Instant	Ref half [DC18]	Yes	Smites foes with 13d6 of divine fire	p.231
	☐☐☐☐	5 Righteous Might	T	VSDF	1 action	Personal	You	13 rd (D)			Height x2, Weight x8, +4 STR, +2 CON, +2 AC, DR 6/good or evil	p.273
		LEVEL 4:										
	☐☐☐☐☐	4 Cure Critical Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 4d8+13 damage	p.215
	☐☐☐☐☐	4 Summon Monster IV	C	VSF/DF	1 round	Close		13 rd (D)	None	No	Calls outsider to fight for you	p.286
	☐☐☐☐☐	4 Tongues	D	VM/DF	1 action	Touch	Creature touched	130 min	Will neg [DC17]	No	Speak any language	p.294
	☐☐☐☐☐	4 Air Walk	T	VSDF	1 action	Touch	Creature touched	130 min	None	Yes	Subject treads on solid air (climb at 45° angle)	p.196
	☐☐☐☐☐	4 Sending	EV	VSM/DF	10 min	see text	One creature	1 rd; see text	None	No	Delivers short message anywhere, instantly	p.275
		LEVEL 3:										
	☐☐☐☐☐☐	3 Cure Serious Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 3d8+13 damage	p.216
	☐☐☐☐☐☐	3 Summon Monster III	C	VSF/DF	1 round	Close		13 rd (D)	None	No	Calls outsider to fight for you	p.286
	☐☐☐☐☐☐	3 Magic Vestment	T	VSDF	1 action	Touch	Armor or shield touched	13 hr	Will neg [DC16]	Yes	Armor or shield gains +3 enhancement	p.251
	☐☐☐☐☐☐	3 Daylight	EV	VS	1 action	Touch	Object touched	130 min (D)	None	No	60-ft. radius of bright light	p.216
	☐☐☐☐☐☐	3 Searing Light	EV	VS	1 action	Medium		Instant	None	Yes	Ray deals 5d8 dmg, 10d6 or 10d8 vs undead, 5d6 vs constructs	p.275
	☐☐☐☐☐☐	3 Create Food and Water	C	VS	10 min	Close		24 hr	None	No	Feeds 39 humans (or 13 horses)	p.214
		LEVEL 2:										
	☐☐☐☐☐☐☐	2 Cure Moderate Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 2d8+10 damage	p.216
	☐☐☐☐☐☐☐	2 Summon Monster II	C	VSF/DF	1 round	Close		13 rd (D)	None	No	Calls outsider to fight for you	p.286
	☐☐☐☐☐☐☐	2 Owl's Wisdom	T	VSM/DF	1 action	Touch	Creature touched	13 min	Will neg [DC15]	Yes	Grants a +4 enhancement bonus to Wisdom	p.259
	☐☐☐☐☐☐☐	2 Eagle's Splendor	T	VSM/DF	1 action	Touch	Creature touched	13 min	Will neg (harmless) [DC15]	Yes	Grants a +4 enhancement bonus to Charisma	p.225
	☐☐☐☐☐☐☐	2 Bear's Endurance	T	VSDF	1 action	Touch	Creature touched	13 min	Will neg [DC15]	Yes	Grants a +4 enhancement bonus to Constitution	p.203
	☐☐☐☐☐☐☐	2 Bull's Strength	T	VSM/DF	1 action	Touch	Creature touched	13 min	Will neg [DC15]	Yes	Grants a +4 enhancement bonus to Strength	p.207
	☐☐☐☐☐☐☐	2 Status	D	VS	1 action	Touch	4 living creatures	13 hr	Will neg [DC15]	Yes	Monitors condition, position of allies	p.284
		LEVEL 1:										
	☐☐☐☐☐☐☐	1 Cure Light Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1d8+5 damage	p.215
	☐☐☐☐☐☐☐	1 Summon Monster I	C	VSF/DF	1 round	Close		13 rd (D)	None	No	Calls outsider to fight for you	p.285
	☐☐☐☐☐☐☐	1 Bless	EN	VSDF	1 action	50 ft.	You & all allies within 50'	13 min	None	Yes	+1 morale to attack and +1 to saves vs. fear in a 50 ft. burst	p.205
	☐☐☐☐☐☐☐	1 Bless Water	T	VSM	1 min	Touch	Flask of water touched	Instant	Will neg (obj) [DC14]	Yes	Makes holy water	p.205
	☐☐☐☐☐☐☐	1 Comprehend Languages	D	VSM/DF	1 action	Personal	You	130 min	Will neg [DC14]	Yes	Understands all spoken and written languages touched	p.212
	☐☐☐☐☐☐☐	1 Protection from Evil	A	VSM/DF	1 action	Touch	Creature touched	13 min (D)	Will neg [DC14]	*	+2 deflect. AC & saves, counter mind control, hedge out elementals & outsiders	p.266
	☐☐☐☐☐☐☐	1 Sanctuary	A	VSDF	1 action	Touch	Creature touched	13 rd	Will neg [DC14]	No	Opponents can't attack you, and you can't attack	p.274
		CLERIC - ORISONS:										
	☐☐☐☐☐☐☐	0 Cure Minor Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1 point of damage	p.216
	☐☐☐☐☐☐☐	0 Detect Magic	D	VS	1 action	60 ft.	Cone-shaped emanation	13 min (D)	None	No	Detects spells and magic items within 60 ft.	p.219
	☐☐☐☐☐☐☐	0 Detect Poison	D	VS	1 action	Close	One crt, object, 5 ³	Instant	None	No	Detects poison in one creature or small object	p.219
	☐☐☐☐☐☐☐	0 Create Water	C	VS	1 action	Close		Instant	None	No	Creates up to 26 gallons of pure water	p.215
	☐☐☐☐☐☐☐	0 Read Magic	D	VSF	1 action	Personal	You	130 min			Read scrolls and spellbooks	p.269
	☐☐☐☐☐☐☐	0 Purify Food and Drink	T	VS	1 action	10 ft.	13 ³ of food & water.	Instant	Will neg [DC13]	Yes	Purifies food and water	p.267