

Styembek Dawn (NPC)

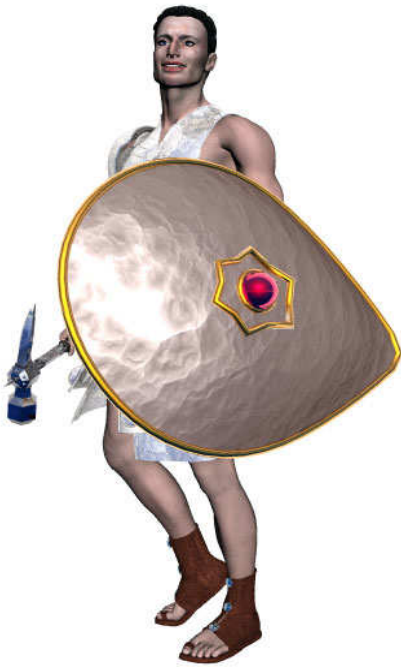
Human, Citizen of Elsirnor 1st / Cleric 3rd (Chaotic Good)
Str 11, Dex 10, Con 9, Int 12, Wis 14, Cha 14

| | | | | | | |
|-----------------|-----------|--------------|---------------|------------|-----------|------------------|
| Hit Points (hp) | 17 | Initiative | +0 | Grapple | +2 | Damage Reduction |
| | | Speed (Foot) | 20 ft. | Spell Fail | 0% | Spell Resistance |

| Attacks | Weapon | Attacks | Damage | Critical | Description |
|------------|-----------|-----------|------------|----------|--|
| One-Handed | Warhammer | +3 | 1d8 | 20 (x3) | Desc: Favored by Dwarves is a one-handed sledge or maul with a large, heavy head |

| | | | | | | | |
|----------------|-----------|----------------------------|-------------------------------|--------------|------------------|---------------|-------------|
| Defense | AC | Touch / Flat-footed | Armor / Shield | Saves | Fortitude | Reflex | Will |
| | 17 | 10 / 17 | Chain Shirt+1 / Light Steel+1 | | +4 | +3 | +7 |

| Skills | Abilities |
|----------------------|---|
| Appraise 5 | == Racial Traits: Human == One Extra Feat at First Level +4 skill points at 1st level & +1 at each new level |
| Balance -3 | |
| Bluff 5 | |
| Climb -3 | == Class Features: Citizen of Elsirnor 1st == Weapon Proficiency |
| Concentration -1 | Exmus: - Cast 1 chosen Orison spell 2/day |
| Decipher Script - | Academia: - Cast 1 chosen Cantrip spell 2/day |
| Diplomacy 5 | Apprenticia: - + Expert Level 1 |
| Disable Device - | Armitagia: Choose from one of these abilities: - +1 Bonus Feat |
| Disguise 2 | |
| Escape Artist -3 | |
| Forgery 1 | |
| Gather Information 5 | == Class Features: Cleric 3rd == Cannot cast spells of opposed alignment |
| Handle Animal - | Spontaneous Casting |
| Heal 10 | Turn/Rebuke Undead (Su) (PHB p159): • 9x per day < OOOOOOOO > • Turning Check: 1d20+2 • Total HD Turned per Attempt: 2d6+6 • Destroy Undead up to: 2 HD |
| Hide -3 | |
| Intimidate 2 | |
| Jump -9 | |
| Listen 5 | |
| Move Silently -3 | == Healing Domain == You cast healing spells at +1 caster level. |
| Open Lock - | |
| Ride 0 | == War Domain == Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon. |
| Search 1 | |
| Sense Motive 5 | |
| Sleight of Hand - | == CHARACTER STATUS == No errors detected |
| Speak Language 1 | |
| Spellcraft 5 | |
| Spot 5 | |
| Survival 5 | |
| Swim -6 | |
| Tumble - | |
| Use Magic Device - | |
| Use Rope 0 | |
| Profession - Cook 5 | |



Languages
Common,

Money
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| Feats |
|---|
| Extra Turning Can turn or rebuke 4 more times per day |
| Improved Turning +1 level for turning checks |
| Armor Proficiency (medium) No armor check penalty on attack rolls |
| Skill Focus: Heal +3 bonus on checks with skill: Heal |
| Wpn Focus: Warhammer +1 bonus on attack rolls with: Warhammer |

| Equipment |
|---|
| Warhammer, Masterwork Manacles, Antitoxin, Silk Rope, Healer's kit, Holy water, Everburning torch |
| |
| Magic Items |
| |
| Citizen of Elsirnor |
| Purify Food and Drink 2/day |
| Light 2/day |
| Expert: Healer |
| Bonus Feat: Armor Proficiency |

SPELL PLANNER for
Cleric

EFFECTIVE LEVEL **3** = **3** **Base** **Adj.**
Total

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

LEGEND Styenbek Dawn (NPC)

*: 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

Range

Close: 30'
Medium: 130'
Long: 520'

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 2: | | | | | | | | | | | | |
| | □□□ | 2 Aid | EN | VSDf | 1 action | Touch | Creature touched | 3 min | None | Yes | +1 to attacks and saves vs. fear and 1d8+3 temp HP | p.196 |
| | □□□ | 2 Cure Moderate Wounds | C | VS | 1 action | Touch | Creature touched | Instant | see text | Yes | Cures 2d8+3 damage | p.216 |
| | □□□ | 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+3 damage | p.215 |
| | □□□□ | 1 Bless | EN | VSDf | 1 action | 50 ft. | You & all allies within 50' | 3 min | None | Yes | +1 morale to attack and +1 to saves vs. fear in a 50 ft. burst | p.205 |
| | □□□□ | 1 Detect Evil | D | VSDf | 1 action | 60 ft. | Cone-shaped emanation | 30 min (D) | None | No | Reveals creatures, spells, or objects | p.218 |
| | □□□□ | 1 Shield of Faith | A | VSM | 1 action | Touch | Creature touched | 3 min | Will neg [DC13] | Yes | Aura grants +2 deflection bonus | p.278 |
| 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 Purify Food and Drink | T | VS | 1 action | 10 ft. | 3 ³ of food & water. | Instant | Will neg [DC12] | Yes | Purifies food and water | p.267 |
| | □□□□ | 0 Create Water | C | VS | 1 action | Close | | Instant | None | No | Creates up to 6 gallons of pure water | p.215 |
| | □□□□ | 0 Guidance | D | VS | 1 action | Touch | Creature touched | see text | Will neg [DC12] | Yes | +1 bonus on one attack roll, saving throw, or skill check | p.238 |
| | □□□□ | 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 |
| SOR/WIZ CANTRIPS: | | | | | | | | | | | | |
| | □□□□ | 0 Light | EV | VM/DF | 1 action | Touch | Object touched | 30 min (D) | None | No | Object shines like a torch | p.248 |