

A black and white illustration of a woman in a dark hooded cloak and light dress, holding a dagger and looking back over her shoulder. The style is reminiscent of classic comic book art.

	TOTAL		BASE ATTACK BONUS	+	ABILITY MODIFIER	+	SIZE MODIFIER	+	MISC MODIFIER	+	TEMPORARY MODIFIER
MELEE ATTACK BONUS	+2	=	0	+	2	+	0	+	0	+	
RANGED ATTACK BONUS	+0	=	0	+	0	+	0	+	0	+	
Grapple MODIFIER	+2	=	0	+	2	+	0	+	0	+	

Chain shirt			TYPE	ARMOR BONUS	MAX DEX BONUS
			Light	+4	4
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
-2	20%	30 ft.	25 lbs.		

Shield, heavy steel	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
	+2	15 lbs.	-2	15%
SPECIAL PROPERTIES				

Skills marked with ■ can be used untrained.
* armor check penalty, if any, applies.
** Double armor penalty

EQUIPMENT							
ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
Bolts, crossbow (50)	1	5 gp	(5.00)	Crossbow, light	1	35 gp	(4.00)
Chain shirt	1	100 gp	(25.00)	Mace, heavy	1	12 gp	(8.00)
Coin: gp (28)	1	28 gp	(0.56)	Shield, heavy steel	1	20 gp	(15.00)
1 - 58 lbs. LIGHT LOAD	59 - 116 lbs. MEDIUM LOAD	117 - 175 lbs. HEAVY LOAD	TOTAL WEIGHT CARRIED				0.00 lbs.

MONEY			
CP -	SP -	GP - 28	PP -
Misc -			

LANGUAGES	
Chale, Common	
TURN/REBUKE UNDEAD	
Turn Check Result	Max HD Affected
0 or less	Level - 4
1-3	Level - 3
4-6	Level - 2
7-9	Level - 1
10-12	Level
13-15	Level + 1
16-18	Level + 2
19-21	Level + 3
22 or more	Level + 4
No. of turns per day: 6 Turn check: 1d20 + 3	
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FEATS	SPECIAL ABILITIES
Armor Proficiency: heavy	Cleric Class Features
Improved Turning	Domain Access (2)
Armor Proficiency: medium	Proficiency: Armor, Heavy
Simple Weapon Proficiency	Proficiency: Armor, Light
Skill Focus: Knowledge (Religion)	Proficiency: Armor, Medium
Shield Proficiency	Proficiency: Shields
Armor Proficiency: light	Proficiency: Simple Weapons: All
	Spells
	Spontaneous casting
	Turn or rebuke undead (6/day)

Lail's Cleric Spells										
Level:	0	1	2	3	4	5	6	7	8	9
Known:	All	All	--	--	--	--	--	--	--	--
Per Day:	3	2	--	--	--	--	--	--	--	--
PREP	SPELL NAME	DC	SAVE	CAST TIME	DURATION	RANGE				
0 LEVEL										
	Create Water <i>Spell Resistance:</i> No <i>Desc:</i> This spell generates wholesome, drinkable water, just like clean rain water (PH215)	13	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels) <i>School:</i> Conjuration				
	Cure Minor Wounds <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Cures 1 point of damage (PH216)	13	Will Half	1 Action	Instantaneous	Touch <i>School:</i> Conjuration				
	Detect Magic <i>Spell Resistance:</i> No <i>Desc:</i> Detects spells and magic items within 60 ft (PH219)	13	None	1 Action	Concentration, up to 1 minute/level (D)	60 ft. <i>School:</i> Divination				
	Detect Poison <i>Spell Resistance:</i> No <i>Desc:</i> You determine whether a creature, object, or area has been poisoned or is poisonous (PH219)	13	None	1 Action	Instantaneous	Close (25 ft.+5 ft./2 levels) <i>School:</i> Divination				
	Guidance <i>Spell Resistance:</i> Yes <i>Desc:</i> Imbues the subject with divine guidance, granting a +1 competence bonus on a single attack, save, or skill check (PH237)	13	Will Negates (Harmless)	1 Action	1 minute or until discharged	Touch <i>School:</i> Divination				
	Inflict Minor Wounds <i>Spell Resistance:</i> Yes <i>Desc:</i> Touch attack, 1 point of damage (PH217).	13	Will Negates	1 Action	Instantaneous	Touch <i>School:</i> Necromancy				
	Light <i>Spell Resistance:</i> No <i>Desc:</i> Object shines like a torch (PH248).	13	None	1 Action	10 minutes/level (D)	Touch <i>School:</i> Evocation				
	Mending <i>Spell Resistance:</i> Yes (Harmless, Object) <i>Desc:</i> Makes minor repairs on an object (PH253).	13	Will Negates (Harmless, Object)	1 Action	Instantaneous	10 ft. <i>School:</i> Transmutation				
	Purify Food and Drink <i>Spell Resistance:</i> Yes (object) <i>Desc:</i> Purifies 1 cu. Ft. /level of food or water (PH267).	13	Will Negates (Object)	1 Action	Instantaneous	10 ft. <i>School:</i> Transmutation				
	Read Magic <i>Spell Resistance:</i> - <i>Desc:</i> Read scrolls and spellbooks (PH269).	13		1 Action	10 minutes/level	Personal <i>School:</i> Divination				
	Resistance <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Subject gains +1 on saving throws (PH272).	13	Will Negates (Harmless)	1 Action	1 minute	Touch <i>School:</i> Abjuration				
	Virtue <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Subject gains 1 temporary hp (PH298).	13	Fortitude Negates; See Text	1 Action	1 minute	Touch <i>School:</i> Transmutation				
1st LEVEL										
	Bane <i>Spell Resistance:</i> Yes <i>Desc:</i> Enemies are filled with fear and doubt; suffer -1 on attacks and saves against fear. Counters and dispels bless (PH203)	14	Will Negates	1 Action	1 minute/level	50 ft. <i>School:</i> Enchantment				
	Bless <i>Spell Resistance:</i> Yes (harmless) <i>Desc:</i> Allies are filled with courage; gain +1 morale bonus on attacks and saves against fear. Counters and dispels bane(PH205)	14	None	1 Action	1 minute/level	50 ft. <i>School:</i> Enchantment				
	Bless Element <i>Spell Resistance:</i> Yes (object) <i>Desc:</i> Makes a holy elemental item (Blckmor 82).	14	Will Negates (Object)	1 Minute(s)	Instantaneous	Touch <i>School:</i> Transmutation				
	Bless Water <i>Spell Resistance:</i> Yes (object) <i>Desc:</i> This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water (See PH128) (PH205)	14	Will Negates	1 Minute(s)	Instantaneous	Touch <i>School:</i> Transmutation				
	Cause Fear <i>Spell Resistance:</i> Yes <i>Desc:</i> The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. (PH208)	14	Will Partial	1 Action	1d4 rounds or 1 round; See Text	Close (25 ft.+5 ft./2 levels) <i>School:</i> Necromancy				
	Command <i>Spell Resistance:</i> Yes <i>Desc:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity (PH211)	14	Will Negates	1 Action	1 round	Close (25 ft.+5 ft./2 levels) <i>School:</i> Enchantment				
	Comprehend Languages <i>Spell Resistance:</i> -	14	None	1 Action	10 minutes/level	Personal <i>School:</i> Divination				

<i>Desc:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages (PH212)					
Cure Light Wounds	14	Will Half	1 Action	Instantaneous	Touch
<i>Spell Resistance:</i> Yes (harmless) <i>Components:</i> V, S					<i>School:</i> Conjuration
<i>Desc:</i> Cures 1d8+1/level damage [max +5] (PH215)					
Curse Element	14	Will Negates (Object)	1 Minute(s)	Instantaneous	Touch
<i>Spell Resistance:</i> Yes (object) <i>Components:</i> V, S, M					<i>School:</i> Transmutation
<i>Desc:</i> Makes an unholy elemental item (Blckmor 84).					
Curse Water	14	Will Negates (object)	1 Minute(s)	Instantaneous	Touch
<i>Spell Resistance:</i> Yes (object) <i>Components:</i> V, S, M					<i>School:</i> Necromancy
<i>Desc:</i> Imbues a flask (1 pint) of water with negative energy, turning it into unholy water (PH216)					
Deathwatch	14	None	1 Action	10 minutes/level	30 ft.
<i>Spell Resistance:</i> No <i>Components:</i> V, S					<i>School:</i> Necromancy
<i>Desc:</i> Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death (PH217)					
Detect Chaos	14	None	1 Action	Concentration, up to 10 minutes/level (D)	60 ft.
<i>Spell Resistance:</i> No <i>Components:</i> V, S, DF					<i>School:</i> Divination
<i>Desc:</i> Reveals creatures, spells, or objects (PH218)					
Detect Evil	14	None	1 Action	Concentration, up to 10 minutes/level (D)	60 ft.
<i>Spell Resistance:</i> No <i>Components:</i> V, S, DF					<i>School:</i> Divination
<i>Desc:</i> Reveals creatures, spells, or objects (PH218)					
Detect Good	14	None	1 Action	Concentration, up to 10 minutes/level (D)	60 ft.
<i>Spell Resistance:</i> No <i>Components:</i> V, S, DF					<i>School:</i> Divination
<i>Desc:</i> Reveals creatures, spells, or objects (PH219)					
Detect Law	14	None	1 Action	Concentration, up to 10 minutes/level (D)	60 ft.
<i>Spell Resistance:</i> No <i>Components:</i> V, S, DF					<i>School:</i> Divination
<i>Desc:</i> Reveals creatures, spells, or objects (PH219)					
Detect Undead	14	None	1 Action	Concentration, up to 1 minute/level (D)	60 ft.
<i>Spell Resistance:</i> No <i>Components:</i> V, S, M/DF					<i>School:</i> Divination
<i>Desc:</i> You can detect the aura that surrounds undead creatures (PH220)					
Divine Favor	14	None	1 Action	1 minute	Personal
<i>Spell Resistance:</i> - <i>Components:</i> V, S, DF					<i>School:</i> Evocation
<i>Desc:</i> Calling upon the strength of a deity, you gain a luck bonus on attack and damage, equal to +1/3 caster levels (PHB224)					
Doom	14	Will Negates	1 Action	1 minute/level	Medium (100 ft.+10 ft./level)
<i>Spell Resistance:</i> Yes <i>Components:</i> V, S, DF					<i>School:</i> Necromancy
<i>Desc:</i> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken (PH225)					
Endure Elements	14	Will Negates (Harmless)	1 Action	24 hours	Touch
<i>Spell Resistance:</i> Yes <i>Components:</i> V, S					<i>School:</i> Abjuration
<i>Desc:</i> Target can exist comfortably in conditions between -50 and 140 degrees without ill effects (PH226)					
Entropic Shield	14	Will Negates	1 Action	1 minute/level (D)	Personal
<i>Spell Resistance:</i> - <i>Components:</i> V, S					<i>School:</i> Abjuration
<i>Desc:</i> A magical field appears around you, deflecting incoming arrows, rays, and other ranged attacks (20% miss chance) (PH227)					
Hide from Undead	14	Will Negates (Harmless); See Text	1 Action	10 minutes/level (D)	Touch
<i>Spell Resistance:</i> Yes <i>Components:</i> V, S, DF					<i>School:</i> Abjuration
<i>Desc:</i> Undead cannot see, hear, or smell the warded creatures. Nonintelligent undead creatures receive no save (PH241)					
Inflict Light Wounds	14	Will Half	1 Action	Instantaneous	Touch
<i>Spell Resistance:</i> Yes <i>Components:</i> V, S					<i>School:</i> Necromancy
<i>Desc:</i> Touch, 1d8 +1/level damage (max +5) (PH244).					
Magic Stone	14	Will Negates (Harmless, Object)	1 Action	30 minutes or until discharged	Touch
<i>Spell Resistance:</i> Yes (Harmless, Object) <i>Components:</i> V, S, DF					<i>School:</i> Transmutation
<i>Desc:</i> Three stones become +1 projectiles, 1d6+1 damage (PH251).					
Magic Weapon	14	Will Negates (Harmless, Object)	1 Action	1 minute/level	Touch
<i>Spell Resistance:</i> Yes (Harmless, Object) <i>Components:</i> V, S, DF					<i>School:</i> Transmutation
<i>Desc:</i> Weapon gains +1 bonus (PH251).					
Obscuring Mist	14	None	1 Action	1 minute/level	20 ft.
<i>Spell Resistance:</i> No <i>Components:</i> V, S					<i>School:</i> Conjuration
<i>Desc:</i> Fog surrounds you (PH258).					
Protection from Chaos	14	Will Negates (Harmless)	1 Action	1 minute/level (D)	Touch
<i>Spell Resistance:</i> Special <i>Components:</i> V, S, M/DF					<i>School:</i> Abjuration
<i>Desc:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).					
Protection from Evil	14	Will Negates (Harmless)	1 Action	1 minute/level (D)	Touch
<i>Spell Resistance:</i> Special <i>Components:</i> V, S, M/DF					<i>School:</i> Abjuration

Desc:+2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).					
Protection from Good	14	Will Negates (Harmless)	1 Action	1 minute/level (D)	Touch
Spell Resistance:Special		Components:V, S, M/DF			School:Abjuration
Desc:+2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).					
Protection from Law	14	Will Negates (Harmless)	1 Action	1 minute/level (D)	Touch
Spell Resistance:Special		Components:V, S, M/DF			School:Abjuration
Desc:+2 AC and saves, counter mind control, hedge out elementals and outsiders (PH266).					
Remove Fear	14	Will Negates (Harmless)	1 Action	10 minutes; See Text	Close (25 ft.+5 ft./2 levels)
Spell Resistance:Yes (harmless)		Components:V, S			School:Abjuration
Desc:+4 on saves against fear for one subject +1/four levels (PH271).					
Sanctuary	14	Will Negates	1 Action	1 round/level	Touch
Spell Resistance:No		Components:V, S, DF			School:Abjuration
Desc:Opponents can't attack you, and you can't attack (PH274).					
Shield of Faith	14	Will Negates (Harmless)	1 Action	1 minute/level	Touch
Spell Resistance:Yes (harmless)		Components:V, S, M			School:Abjuration
Desc:Aura grants +2 or higher deflection bonus (PH278).					
Summon Monster I	14	None	1 Round(s)	1 round/level (D)	Close (25 ft.+5 ft./2 levels)
Spell Resistance:No		Components:V, S, F/DF			School:Conjuration
Desc:Calls outsider to fight for you.(PH285).					