

Ayn Magdala

Elf, Bard 4th / Cleric 14th (Neutral Good)
Str 8, Dex 10, Con 10, Int 16, Wis 18, Cha 18

Hit Points (hp) **78** Initiative **+0** Grapple **+12** Damage Reduction
Speed (Foot) **30 ft.** Spell Fail **0%** Spell Resistance **0**

Attacks	Weapon	Attacks	Damage	Critical	Description
One-Handed	Staff of Air+3	+15/+10/+5	2d6+2	20 (x2)	Desc: Gust of Wind, Lightning Bolt, Chain Lightning

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	20	10 / 20	Mithral Shirt+1 / None		+12	+10	+19

Skills	Abilities
Appraise 3	== Racial Traits: Elf == Immune to Magic Sleep effects +2 Save vs Enchantment Spells or Effects Low Light Vision +2 bonus on Listen, Search & Spot Checks Free Search when passing within 5 ft. of hidden doors
Balance 0	== Class Features: Bard 4th == Bardic Knowledge: 1d20+7 Bardic Music 4x / Day: < OOOO > • Countersong: Counter magical effects that depend on sound • Fascinate up to 2 creatures, max. 4 rounds • Inspire Courage: +1 on attacks & weapon damage • Inspire Courage: +1 on saves vs Charm & Fear effects • Inspire Competence: Ally gets +2 on skill check (max. 2 min)
Bluff 10	== Class Features: Cleric 14th == Cannot cast spells of opposed alignment Spontaneous Casting Turn/Rebuke Undead (Su) (PHB p159): • 11x per day < OOOOOOOOOO > • Turning Check: 1d20+6 • Total HD Turned per Attempt: 2d6+19 • Destroy Undead up to: 7 HD
Climb -1	== Good Domain == You cast good spells at +1 caster level.
Concentration 20	== Knowledge Domain == You cast divination spells at +1 caster level. Added all Knowledge skills to your list of cleric class skills.
Decipher Script 10	== Conditional Skill Bonuses == +2 on Disguise to act in character [Bluff] +2 on Spellcraft to decipher spells on scrolls [Use Magic Device] +2 on Survival when on other planes [Knowledge - Planes] +2 on Use Magic Device involving scrolls [Decipher Script] +2 on Use Magic Device involving scrolls [Spellcraft]
Diplomacy 20	== CHARACTER STATUS == No errors detected
Disable Device -	
Disguise 4+2	
Escape Artist 0	
Forgery 3	
Gather Information 10	
Handle Animal -	
Heal 20	
Hide 0	
Intimidate 6	
Jump -1	
Listen 7	
Move Silently 0	
Open Lock -	
Ride 0	
Search 5	
Sense Motive 15	
Sleight of Hand -	
Speak Language 5	
Spellcraft 18+2	
Spot 6	
Survival 4+2	
Swim -1	
Tumble -	
Use Magic Device 10+4	
Use Rope 0	
Perform - Sing 20	
Knowledge - Religion 15	
Knowledge - Planes 15	



Languages
Common,

Money
gp sp

Feats
 Extra Turning Can turn or rebuke 4 more times per day
 Improved Turning +1 level for turning checks
 Negotiator +2 bonus on Diplomacy and Sense Motive checks
 Iron Will +2 bonus on Will saves
 Great Fortitude +2 bonus on Fortitude saves
 Lightning Reflexes +2 bonus on Reflex saves
 Skill Focus: Perform - Sing +3 bonus on checks with skill: Perform - Sing

Equipment
 Staff of Air, , , , ,
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Magic Items
 Amulet of Natural Armor +5
 Wings of Khundalini (Fly 60' Good)

SPELL PLANNER for Bard

EFFECTIVE LEVEL **4** = **4** Total = **4** Base **0** Adj.

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

LEGEND
 *: 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: 35'
 Medium: 140'
 Long: 560'

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

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		LEVEL 2:										
<input type="checkbox"/>	2	Calm Emotions	EN	VSDf	1 action	Medium	Creatures in 20' radius	Conc. 4 rd (D)	Will neg [DC16]	Yes	Calms subjects in a 20' spread, negating emotion effects	p.207
<input type="checkbox"/>	2	Enthrall	EN	VS	1 round	Medium	Any number of creatures	1 hr or less	Will neg [DC16]	Yes	Captivates all within 140 ft.	p.227
		LEVEL 1:										
<input type="checkbox"/>	1	Charm Person	EN	VS	1 action	Close	One humanoid creature	4 hr	Will neg [DC15]	Yes	Makes one person your friend	p.209
<input type="checkbox"/>	1	Ventriloquism	I	VF	1 action	Close		4 min (D)	Will disb [DC15]	No	Throws voice	p.298
<input type="checkbox"/>	1	Sleep	EN	VSM	1 round	Medium	Creatures inside 10'	4 min	Will neg [DC15]	Yes	4 HD of creatures fall into magical slumber (lowest HD first)	p.280
		BARD - CANTRIPS:										
<input type="checkbox"/>	0	Dancing Lights	EV	VS	1 action	Medium		1 min (D)	None	No	Creates torches or other lights	p.216
<input type="checkbox"/>	0	Detect Magic	D	VS	1 action	60 ft.	Cone-shaped emanation	4 min (D)	None	No	Detects spells and magic items within 60 ft.	p.219
<input type="checkbox"/>	0	Read Magic	D	VSF	1 action	Personal	You	40 min			Read scrolls and spellbooks	p.269
<input type="checkbox"/>	0	Light	EV	VM/DF	1 action	Touch	Object touched	40 min (D)	None	No	Object shines like a torch	p.248
<input type="checkbox"/>	0	Lullaby	EN	VS	1 action	Medium	Creatures inside 10' rad.	Conc. +4 rd	Will neg [DC14]	Yes	Target drowsy; -5 on Spot & Listen chk, -2 on Will saves vs sleep	p.249
<input type="checkbox"/>	0	Mage Hand	T	VS	1 action	Close	Unattended obj. max 5 lb.	Conc.	None	No	5-pound telekinesis	p.249

SPELL PLANNER for
Cleric

EFFECTIVE LEVEL **14** = **14** **Base** **Adj.**
Total

Spells per Day:	6	6+1	6+1	5+1	5+1	3+1	3+1	2+1		
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	14	15	16	17	18	19	20	21		

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 *: See text, **cr**: 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)**: hapeable, **temp**: Temporary, **vs**: Versus, **wpn**: Weapon

Range
 Close: 60'
 Medium: 240'
 Long: 960'

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 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
	□□□	7 Cure Serious Wounds, Mass	C	VS	1 action	Close	14 creatures inside 30'	Instant	see text	Yes	Cures 3d8+14 on 14 creatures no more than 30 ft. apart	p.216
	□□□	7 Resurrection	C	VSMDF	10 min	Touch	Dead creature touched	Instant	None	Yes	Fully restore dead subject	p.272
		LEVEL 6:										
	□□□□	6 Dispel Magic, Greater	A	VS	1 action	Medium	see text	Instant	None	No	Cancels magical spells & effects. Caster Level chk 1d20+14	p.223
	□□□□	6 Heal	C	VS	1 action	Touch	Creature touched	Instant	Will neg [DC20]	Yes	Cures all diseases & mental conditions & up to 140 hit points	p.239
	□□□□	6 Heroes' Feast	C	VSDF	10 min	Close	see text	see text	None	No	Feeds, cures and blesses those who eat the feast	p.240
	□□□□	6 Undeath to Death	N	VSM/DF	1 action	Medium	Undead crts inside 40'	Instant	Will neg [DC20]	Yes	Destroys undead	p.297
		LEVEL 5:										
	□□□□	5 Atonement	A	VSMDFXFP	1 hour	Touch	Living creature touched	Instant	None	Yes	Removes burden of misdeeds from subject	p.201
	□□□□	5 Commune	D	VSMDFXFP	10 min	Personal	You	14 rd	Will neg [DC19]	Yes	Deity answers 14 yes-or-no questions	p.211
	□□□□	5 Dispel Evil	A	VSDF	1 action	Touch	see text	see text	see text	*	+4 vs attacks & dispells evil enchantment	p.222
	□□□□	5 Raise Dead	C	VSMDF	1 min	Touch	Dead creature touched	Instant	None	Yes	Restores life to subject who died up to 14 days ago	p.268
		LEVEL 4:										
	□□□□□□	4 Cure Critical Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 4d8+14 damage	p.215
	□□□□□□	4 Neutralize Poison	C	VSM/DF	1 action	Touch	Crt or obj. max 14 ³	140 min	Will neg [DC18]	Yes	Detoxifies venom in or on subject	p.257
	□□□□□□	4 Restoration	C	VSM	3 rd	Touch	Creature touched	Instant	Will neg [DC18]	Yes	Restores level and ability score drains	p.272
	□□□□□□	4 Tongues	D	VM/DF	1 action	Touch	Creature touched	140 min	Will neg [DC18]	No	Speak any language	p.294
	□□□□□□	4 Discern Lies	D	VSDF	1 action	Close	14 creatures inside 30'	14 rd	Will neg [DC18]	No	Reveals deliberate falsehoods	p.221
	□□□□□□	4 Air Walk	T	VSDF	1 action	Touch	Creature touched	140 min	None	Yes	Subject treads on solid air (climb at 45° angle)	p.196
		LEVEL 3:										
	□□□□□□	3 Continual Flame	EV	VSM	1 action	Touch	Object touched	Perm.	None	No	Makes a permanent, heatless torch	p.213
	□□□□□□	3 Create Food and Water	C	VS	10 min	Close		24 hr	None	No	Feeds 42 humans (or 14 horses)	p.214
	□□□□□□	3 Cure Serious Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 3d8+14 damage	p.216
	□□□□□□	3 Remove Curse	A	VS	1 action	Touch	Creature or object	Instant	Will neg [DC17]	Yes	Frees object or person from curse	p.270
	□□□□□□	3 Remove Blindness/Deafness	C	VS	1 action	Touch	Creature touched	Instant	Fort neg [DC17]	Yes	Cures normal or magical conditions	p.270
	□□□□□□	3 Remove Disease	C	VS	1 action	Touch	Creature touched	Instant	Fort neg [DC17]	Yes	Cures all diseases affecting subject	p.271
		LEVEL 2:										
	□□□□□□	2 Consecrate	EV	VSMDF	1 action	Close	20' radius emanation	28 hr	None	No	Fills 20 ft emanation with positive energy, making undead weaker	p.212
	□□□□□□	2 Cure Moderate Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 2d8+10 damage	p.216
	□□□□□□	2 Gentle Repose	N	VSM/DF	1 action	Touch	Corpse touched	14 days	Will neg [DC16]	Yes	Preserves one corpse	p.235
	□□□□□□	2 Remove Paralysis	C	VS	1 action	Close	4 creatures inside 30'	Instant	Will neg [DC16]	Yes	Frees subjects from paralysis, hold, or slow	p.271
	□□□□□□	2 Make Whole	T	VSM	1 action	Close	1 object of up to 140 ³		Will neg [DC16]	Yes	Repairs an object	p.252
	□□□□□□	2 Restoration, Lesser	C	VS	3 rd	Touch	Creature touched	Instant	Will neg [DC16]	Yes	Dispels magic ability penalty or repairs 1d4 ability damage	p.272
	□□□□□□	2 Shield Other	A	VSF	1 action	Close	One creature	14 hr (D)	Will neg [DC16]	Yes	You take half of subject's damage	p.278
		LEVEL 1:										
	□□□□□□	1 Bless	EN	VSDF	1 action	50 ft.	You & all allies within 50'	14 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) [DC15]	Yes	Makes holy water	p.205
	□□□□□□	1 Remove Fear	A	VS	1 action	Close	4 creatures inside 30'	10 min	Will neg [DC15]	Yes	Subjects get +4 morale bonus on saves against fear	p.271
	□□□□□□	1 Cure Light Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1d8+5 damage	p.215
	□□□□□□	1 Detect Evil	D	VSDF	1 action	60 ft.	Cone-shaped emanation	140 min (D)	None	No	Reveals creatures, spells, or objects	p.218
	□□□□□□	1 Protection from Evil	A	VSM/DF	1 action	Touch	Creature touched	14 min (D)	Will neg [DC15]	*	+2 deflect. AC & saves, counter mind control, hedge out elementals & outsiders	p.266
	□□□□□□	1 Shield of Faith	A	VSM	1 action	Touch	Creature touched	14 min	Will neg [DC15]	Yes	Aura grants +4 deflection bonus	p.278