

Styembek Dawn (NPC)

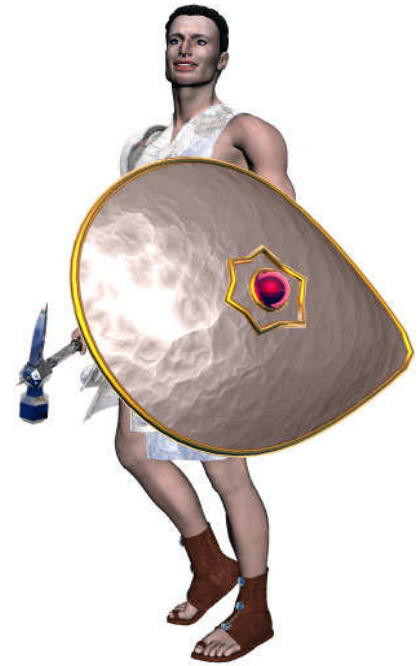
Human, Citizen of Elsinor 1st / Cleric 3rd (Chaotic Good)
 Str 11, Dex 10, Con 9, Int 12, Wis 14, Cha 14

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
	16	10 / 16	Chain Shirt / 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 Elsinor 1st == Weapon Proficiency Exmus: - Cast 1 chosen Orison spell 2/day
Concentration -1	Academia: - Cast 1 chosen Cantrip spell 2/day
Decipher Script -	Apprenticia: - + Expert Level 1
Diplomacy 5	Armitagia: Choose from one of these abilities: - +1 Bonus Feat
Disable Device -	
Disguise 2	== Class Features: Cleric 3rd == Cannot cast spells of opposed alignment
Escape Artist -3	Spontaneous Casting 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
Forgery 1	
Gather Information 5	
Handle Animal -	
Heal 10	== Healing Domain == You cast healing spells at +1 caster level.
Hide -3	
Intimidate 2	
Jump -9	
Listen 5	
Move Silently -3	
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
gp sp

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
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Magic Items
Citizen of Elsinor
 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