



<b>Player's name:</b>		<b>Ricky</b>			
<b>Campaign / Adventure</b>		<b>Maranga's Silver Marshes</b>			
<b>Character's name:</b>		<b>Karyn "Luna" Razorclam</b>			
<b>Class and levels</b>		<b>Cleric 3° / Transmuter 3° /Mystic Wanderer 1° / Mystic Theurge 1°</b>			
<b>3.5 - 04</b>		<b>Age</b>	20	<b>Hit Dices: 8/8, 8/8, 4/4, 6/8, 4/4, 4/4, 5/8, ___/4.</b>	
<b>Hair</b>	Black	<b>Eyes</b>	Black		
<b>Height</b>	4'10''	<b>Weight</b>	85 lb		
<b>Race</b>	Human				
<b>Size</b>	Medium	<b>Gender</b>	Female		
<b>Face / Reach</b>	5 Ft / 5 Ft			<b>Languages:</b> common, draconic, gnoll, orc, dwarven, gnome.	
<b>Homeland</b>	Rashemen				
<b>Religion</b>	Mystra				
<b>Alignment</b>	NG			<b>Fire resistance = 10</b> <b>DR = 1/-</b>	
	<b>Standard</b>		<b>Temporary</b>		
<b>STR</b>	12	1		<b>SPEED</b>	30 Ft
<b>DEX</b>	14	2		<b>INITIATIVE</b>	+2
<b>CON</b>	12	1		<b>DR</b>	1/-
<b>INT*</b>	(20) 22	(5) 6		<b>HP</b>	8+3d8+4d4+8= ___
<b>WIS</b>	18	4		<b>AC</b>	10+2+3+1+4 = 20
<b>CHA</b>	(16) 18	(3) 4			DEX + Armor + Ring + sacred
				<b>Touch</b>	17
				<b>Flat-footed</b>	18
<b>FORT</b>	1+3+1+0+0+0+1+0		6	<b>Conditional modifiers:</b>	
<b>REFL</b>	2+1+1+2+0-3+1+0		4		
<b>WILL</b>	4+3+3+2+2+2+1+1		18		
				<b>Carrying capacity:</b>	
<b>BASE ATTACK</b>	(2+1+0+0) 3		<b>MELEE</b> 4	<b>Light load</b>	
<b>GRAPPLE</b>	+4		<b>RANGED</b> 5	<b>Medium load</b>	
				<b>Heavy load</b>	
<b>Attacks</b>	Shortspear MW		5 +2	1d6+1 +2	20 x2
	Sling		5 (50 Ft) +2	1d4+1 +2	20 x2
	Touch		4 +2	Spell	20 x2
	Ray		5 +2	Spell	20 x2
	Spiritual weapon		7	1d8+2	20 x2
<b>MAGIC ITEMS WORN</b>					
<b>HEAD</b>	Headband, hat, helmet, phylactery, circlet		Headband of INT +2		
<b>EYES</b>	Eye lenses, goggles, mask		Silver mask of resistance +1		
<b>NECK</b>	Amulet, brooch, medallion, periapt, scarab				
<b>SHOULDERS</b>	Cloak, cape, mantle				
<b>RING 1</b>			Ring of protection +1		
<b>RING 2</b>			Ring of fire resistance 10		
<b>HANDS</b>	Gloves, gauntlets				
<b>ARMS / WRISTS</b>	Bracers, bracelets		Bracers of armor +3		
<b>SHIELD</b>					
<b>BODY</b>	Robe, suit of armor				

<b>TORSO</b>	Vest, vestment, shirt				
<b>WAIST</b>	Belt, girdle				
<b>FEET</b>	Boots, shoes, slippers				
<b>FEATS &amp; CLASS FEATURES</b>					
<b>BH) Etrhran (+2 handle animal &amp; survival)</b>		<b>1) Iron will</b>			
<b>3) Arcane manipulation</b>	<b>CF) Poor reflexes (-3 REFL ST)</b>	<b>BCF) Ancestral Relic (Mask)</b>			
<b>Summon familiar</b>	<b>Enhanced attributes</b>	<b>Scribe scroll</b>			
<b>Prohibited schools: enchantment &amp; Necromancy</b>		<b>Turn undead (+2)</b>			
Spontaneous casting "cure wounds" spells		<b>6) Leadership (8+4-1= 11)</b>			
Glory of the divine (CHA as a sacred bonus to AC)		"Sleep" (CL 1/ DC 15)			
<b>Extras:</b>					
Rituale del bambino = "Divine Favor" = +2 hit and damage; +1 WILL ST vs fear (+1 / 4 levels)					
Braccialetto d'avorio = DR 1/- ; comprehend draconic language.					
<b>Equipment</b>					
Bracers of armor +3	Ring of protection +1	Silver mask of resistance +1 / CHA +2			
Sling	50 bullets	Shortspear MW			
Traveler's outfit (x2)	Pouch belt	Dark cloak			
Silver holy symbol "Mystra"	Winter clothes (+ ciaspole)	Ring of fire resistance 10			
Headband of INT +2	Staff of healing (36 charges)				
<b>MONEY: 250 GP</b>					
Skills	TOT	Ability	Ranks	Bonus	Source
Appraise		INT 6			
Balance		DEX 2			
Bluff	M	CHA 4			
Climb		STR 1			
Concentration	X	CON 1	6	2 (dom)	2C1W2MIT
Craft alchemy	X	INT 6	3		3C
Craft...	X	INT 6			
Craft...	X	INT 6			
Decipher script	WT	INT 6			
Diplomacy	CM	CHA 4	8 (11)		5C6W
Disable device		INT 6			
Disguise		CHA 4			
Escape artist		DEX 2			
Forgery		INT 6			
Gather information		CHA 4			
Handle animal		CHA 4	1 (2)	2 (feat)	2T

Heal	CM	6	WIS	4	2		2C
Hide			DEX	2			
Intimidate			CHA	4			
Jump			STR	1			
Knowledge arcana	X	12	INT	6	6		2C4W
Knowledge dungeoneering	W		INT	6			
Knowledge nature	WM	9	INT	6	3 (6)		6C
Knowledge religion	X	14	INT	6	8		6C2W
Knowledge the planes	WC		INT	6			
Knowledge history	WC		INT	6			
Kn. local "Rashemen"	W	10	INT	6	4 (8)		4C4M
Knowledge...	W		INT	6			
Knowledge...	W		INT	6			
Listen			WIS	6			
Move silently			DEX	2			
Open lock			DEX	2			
Perform "violin"	M	7	CHA	4	3 (6)		4C2W
Profession "herbalist"	X	7	WIS	4	3		3W
Profession...	X		WIS	4			
Ride			DEX	2			
Search			INT	6			
Sense motive	T		WIS	4			
Sleight of hand			DEX	2			
Spellcraft	X	19	INT	6	9	4 (dom/syn)	5C2W1M1T
Spot			WIS	4			
Survival		7	WIS	4	1 (2)	2 (feat)	2T
Swim			STR	1			
Tumble		5	DEX	2	3 (6)		4C2T
Use magic device			CHA	4			
Use rope			DEX	2			
<b>SPELLCASTING (Wizard)</b>				<b>Base Save DC:</b>		<b>16</b>	
<b>Level</b>	<b>Per day</b>	<b>Bonus</b>	<b>DC</b>	<b>Level</b>	<b>Per day</b>	<b>Bonus</b>	<b>DC</b>
0	4+1		16	5		1	
1	3+1	2	17	6		1	
2	2+1	2	18	7			
3		1		8			
4		1		9			
<b>SPELLCASTING (Cleric)</b>				<b>Base Save DC:</b>		<b>14</b>	
<b>Level</b>	<b>Per day</b>	<b>Bonus</b>	<b>DC</b>	<b>Level</b>	<b>Per day</b>	<b>Bonus</b>	<b>DC</b>
0	5		14	5			
1	3+1	1	15	6			
2	2+1	1	16	7			
3	1+1	1	17	8			
4		1		9			

TRANSMUTATION SPELLS			ILLUSION SPELLS		
<b>DOMAINS &amp; DOMAIN SPELLS</b>					
<b>SPELL</b> = +2 concentratione and spellcraft checks			<b>ILLUSION</b> = +1 caster level on all illusion spells and effects (I)		
Mage armor	*		<b>Silent image (I)</b>		<b>15</b>
<b>Silence (I)</b>	<b>16</b>		<b>Minor image (I)</b>		<b>16</b>
<b>Anyspell (T)</b>	<b>17</b>		<b>Displacement (I)</b>		<b>*</b>
<b>WIZARD SPELLS KNOWN &amp; PREPARED</b>					
LEVEL 0		DC	LEVEL 1		DC
Resistence	*		<b>Ray of clumsiness (1d6+2)</b>	*	
Acid splash	*		<b>Feather fall</b>	*	
Detect poison	*		<b>Horrible taste</b>	<b>17</b>	
Detect magic	*		Ray of flame	*	
Read magic	*		Shield	*	
Dancing lights	*		<b>Color spray (I)</b>	<b>17</b>	
Flare	16		Magic missile (2d4+2	*	
Light	*		<b>Enlarge person</b>	*	
Ray of frost	*		Buzzing bee (concentration 15+level)	*	
<b>Ghost sound (I)</b>	*		Mage armor	*	
<b>Mage hand</b>	*				
<b>Mending</b>	*				
<b>Message</b>	*				
<b>Open close</b>	*				
Arcane mark	*				
Prestidigitation	*				
Caltrops (2 squares)	*				
Electric jolt	*				
Sonic snap	*				
<b>Silent portal (I)</b>	*				
<b>Amanuensis</b>	*				
<b>Launch bolt</b>	*				
<b>Launch item</b>	*				
<b>Repair minor wounds</b>	*				
<b>Stick</b>	*				

LEVEL 2	DC		LEVEL 3	DC	
Knock	*				
Phantasmal assailants	18				
Earthen grasp	*				
Shadow spray	18				
Melf's acid arrow	*				
Invisibility	*				
<b>CLERIC SPELLS PREPARED</b>					
LEVEL 0	DC				
Create water	*		Light	*	
Cure minor wounds	*		Mending	*	
Detect magic	*		Purify food and drink	*	
Detect poison	*		Read magic	*	
Guidance	*		Resistance	*	
Amanuensis (T)	*		Virtue	*	
LEVEL 1	DC				
Bless water (T)	*		Anarchic water	*	
Comprehend languages	*		Axiomatic water	*	
Cure light wounds	15		Blessed aim	*	
Detect chaos	*		Blood wind	15	
Detect evil	*		Cold fire (T)	15	
Detect good	*		Conviction	*	
Detect law	*		Delay disease (24 hours)	*	
Detect undead	*		Dispel ward	*	
Divine favor	*		Ebon eyes	15	
Endure elements	*		Faith healing	*	
Entropic shield	*		Foundation of stone (T)	*	
Hide from undead	15		Grave strike	15	
Magic stone (T)	*		Guiding light	*	
Magic weapon (T)	*		Healthfull rest	*	
Obscuring mist	*		Ice gauntlet	15	
Protection from chaos	15		Ironguts (30 minutes)	*	
Protection from good	15		Light of lunia	15	
Protection from evil	15		Moon lust (I)	15	

Protection from law	15		Nightshield	*	
Remove fear	*		Nimbus of light	15	
Sanctuary	*		Omen of peril	*	
Shield of faith	*		<b>Portal beacon (T)</b>	*	
Summon monster I	*		Resist planar alignment	*	
			Resurgence	*	
			<b>Snowshoes (T)</b>	*	
			<b>Spell flower (T)</b>	*	
			Summon undead I	*	
			Updraft	*	
			Vigor lesser	*	
			Vision of glory	*	
			<b>Wings of the sea (T)</b>	*	
<b>LEVEL 2</b>		<b>DC</b>			
Aid	*		Aura against flame	*	
Align weapon	*		Avoid planar effects	*	
Augury	*		Balor nimbus	*	
<b>Bear's endurance (T)</b>	*		<b>Body blades (T)</b>	*	
<b>Bull's strength (T)</b>	*		<b>Brambles (T)</b>	*	
Consecrate	*		Close wounds	*	
Cure moderate wounds	16		<b>Dark way (I)</b>	*	
Darkness	*		Deific vengeance (2d6 – 30 Ft)	16	
Delay poison	*		Divine insight	*	
Desecrate	*		Divine interdiction	*	
<b>Eagle's splendour (T)</b>	*		Energized shield lesser	*	
Find traps	*		<b>Extend tentacles (T)</b>	*	
<b>Make whole (T)</b>	*		Frost breath	16	
<b>Owl's wisdom (T)</b>	*		Fuse arms	*	
Remove paralysis	*		<b>Ghost touch armor (T)</b>	*	
Resist energy	*		Hand of divinity	*	
Restoration lesser	*		Healing lorecall	*	
Shatter	16		Infernal wound	*	
Shield other	*		Inky cloud	*	
<b>Silence (I)</b>	<b>16</b>		<b>Iron silence (T)</b>	*	
Sound burst	16		Light of mercuria	*	
Spiritual weapon	*		Mark of the outcast	16	
Status	*		Protection from negative energy	*	
Summon monster II	*		Protection from positive energy	*	
Undetectable alignment	*		Quick march	*	

		Spell immunity lesser	*	
		Stabilize	*	
		<b>Stone bones (T)</b>	*	
		Summon elysian thrush	*	
		Summon undead II	*	
		Veil of shadows	*	
<b>LEVEL 3</b>	<b>DC</b>			
Continual flame	*	<b>Air breathing (T)</b>	*	
Create food and water	*	<b>Align weapon mass (T)</b>	*	
Cure serious wounds	*	Anarchic storm	17	
Daylight	*	Antidragon aura	*	
Deeper darkness	*	<b>Attune form (T)</b>	*	
Dispel magic	*	Axiomatic storm	17	
Glyph of warding	17	Blade of pain and fear	17	
Helping hand	*	<b>Blindsight (T)</b>	*	
Invisibility purge	*	Chain of eyes	*	
Locate object	*	Checkmate's light	*	
Magic circle against chaos	*	Circle dance	*	
Magic circle against evil	*	Cloak of bravery	*	
Magic circle against good	*	Conviction mass	*	
Magic circle against law	*	Corona of cold	*	
<b>Magic vestment (T)</b>	*	Darkfire	*	
<b>Meld into stone (T)</b>	*	<b>Demon dirge (T)</b>	*	
Obscure object	*	<b>Devil blight (T)</b>	*	
Protection form energy	*	Downdraft	*	
Remove blindness / deafness	*	Energized shield	*	
Remove curse	*	Energy vortex	17	
Remove disease	*	Favorablke sacrifice	*	
Searing light	*	<b>Fell the greatest foe (T)</b>	*	
<b>Stone shape (T)</b>	*	Flame of faith	*	
Summon monster III	*	<b>Ghost touch weapon (T)</b>	*	
<b>Water breathing (T)</b>	*	<b>Girallon's blessing (T)</b>	*	
<b>Water walk (T)</b>	*	<b>Grace (T)</b>	*	
Wind wall	*	<b>Hamatula barbs (T)</b>	*	
		Holy storm	17	
		Ice axe	*	
		Interplanar message	*	
		<b>Knight's move (T)</b>	*	
		Know opponent	17	

	Know vulnerabilities	17	
	Light of Venya	*	
	Mantle of chaos	*	
	Mantle of evil	*	
	Mantle of good	*	
	Mantle of law	*	
	Nauseating breath	17	
	Resist energy mass	*	
	Resurgence mass	*	
	Ring of blades	17	
	Safety	*	
	Shield of warding	*	
	<b>Sink (T)</b>	<b>17</b>	
	Slashing darkness	17	
	Snowshoes mass	*	
	Sonorous hum	*	
	<b>Spikes (T)</b>	<b>17</b>	
	Summon undead III	*	
	Suppress glyph	*	
	Tremor	17	
	Unholy storm	17	
	Vigor	*	
	Vigor mass lesser	*	
	<b>Visage of the deity lesser (T)</b>	<b>*</b>	
	Wall of light	17	
	<b>Weapon of energy (T)</b>	<b>*</b>	
	<b>Weapon of impact (T)</b>	<b>*</b>	
	<b>Weapon of the deity (T)</b>	<b>*</b>	

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