

Brottor
 Character Name
Dwarven Cleric
 Primary
 Secondary
 Tertiary

4 Total
 Name of Registered User
Christian Bates
 d8 HD
Dwarf
 Humanoid (Dwarf)
 Medium Size
 4 ECL
 Male Gender
 4' Height
 170 lb. Weight

Lawful Good Alignment
 Vendyss Deity



D&D 3.5 Multiclass Character Sheet v7.1066

REGISTERED to Christian Bates

XP Total **7,200**

Ability	Modif	Rolled	Adj.
STR Strength	16 +3	16	
DEX Dexterity	10	10	
CON Constitution	16 +3	14	
INT Intelligence	14 +2	13	+1
WIS Wisdom	16 +3	16	
CHA Charisma	7 -2	9	

HP Hit Points **36**
 5 5 • 1 1 1 1 1 1 1 1 1 1

SPD Speed **20'** = **20'** + + +
 Base Gear Other Adj.

AC Armor Class **18** = 10 + **7** + **1** + + + + + + +
 Armor Shield Dexterity Size Dodge Natural Deflection Other Adj.

TOUCH Armor Class **10** Adj. **GRAPPLE** Modifier **6** = **3** + **3** + + +
 Base Strength Size Feat Adj.

DR
 Damage Reduction

Flat-Footed Armor Class **18** Adj. **INITIATIVE** Modifier = + + + +
 Dexterity Class Feat Other Adj.

SR Adj. **LEADERSHIP** Score = +
 Spell Resistance Adj. Base Adj. **Armor Check** -8
 Armor Check Penalty

FORTITUDE Constitution +7 = **4** + **3** + + + +
 Base Ability Class Feat Other Adj.

REFLEX Dexterity +1 = **1** + + + + +
 Base Ability Class Feat Other Adj.

WILL Wisdom +7 = **4** + **3** + + + +
 Base Ability Class Feat Other Adj.

Base Attack Bonus +3 = / / / /
 Base 2nd 3rd 4th Adj.

MELEE Attack Bonus +6 = **3** + **3** + + +
 Base Ability Size Epic Adj.

RANGED Attack Bonus +3 = **3** + + +
 Base Ability Size Epic Adj.

FULL ATTACK One-Handed **Heavy Mace** Total Attack / Damage Critical
 Range: Bludgeoning Attack Adj: +6 20
 Damage Adj: 1d8+3 x2
 Desc: Made of metal and very hard to break
 Notes:

FULL ATTACK One-Handed **Dagger** Total Attack / Damage Critical
 Range: Piercing & Slashing Attack Adj: +6 19-20
 Damage Adj: 1d4+3 x2
 Desc: Common secondary wpn. You get a +2 Sleight of Hand bonus to conceal a dagger on you
 Notes:

FULL ATTACK Ranged **Light Crossbow** Ranged Attack / Damage Critical
 Range: Piercing Attack Adj: +3 19-20
 Damage Adj: 1d8 x2
 Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO
 Notes:

FULL ATTACK One-Handed **Warhammer** Total Attack / Damage Critical
 Range: Bludgeoning Attack Adj: +6 20
 Damage Adj: +2 1d8+5 x3
 Desc: Favored by Dwarves is a one-handed sledge or maul with a large, heavy head
 Notes:

FULL ATTACK One-Handed **None** Total Attack / Damage Critical
 Range: Attack Adj: Damage Adj:
 Notes:

FULL ATTACK One-Handed **None** Total Attack / Damage Critical
 Range: Attack Adj: Damage Adj:
 Notes:

Skill Name	Total	Ability Key Mod	Race	Feat	Armor	Dwarven Cleric		Synergy	Misc
						Rank	Points		
Appraise	2	INT 2							
Balance	-8	DEX 0			-8				
Bluff	-2	CHA -2							
Climb	-5	STR 3			-8				
Concentration	7+4	CON 3				4	4		
Decipher Script	-	INT 2							
Diplomacy	-2	CHA -2							
Disable Device	-	INT 2							
Disguise	-2	CHA -2							
Escape Artist	-8	DEX 0			-8				
Forgery	2	INT 2							
Gather Information	-2	CHA -2							
Handle Animal	-	CHA -2							
Heal	4	WIS 3				1	1		
Hide	-8	DEX 0			-8				
Intimidate	-2	CHA -2							
Jump	-11	STR 3			-8				-6
Listen	3	WIS 3							
Move Silently	-8	DEX 0			-8				
Open Lock	-	DEX 0							
Ride	0	DEX 0							
Search	2	INT 2							
Sense Motive	3	WIS 3							
Sleight of Hand	-	DEX 0			-8				
Speak Language	4	INT 2	2	-	-				
Spellcraft	8	INT 2				6	6		
Spot	3	WIS 3							
Survival	3	WIS 3							
Swim	-13	STR 3			-16				
Tumble	-	DEX 0			-8				
Use Magic Device	-	CHA -2							
Use Rope	0	DEX 0							

Character Specific Skills									
Knowledge - Dungeon	5	INT 2				3	3		
Knowledge - Religion	3	INT 2				1	1		
Knowledge - Arcana	3	INT 2				1	1		
Craft - Weaponsmithing	10	INT 2	2			6	6		
Special Skills									
		Using INT Tracking				Dwarven Cleric			
		Skill Points:	22	0	0				
		Bonus:	0						
		Skill Points spent:	22	0	0				
		Balance:	0	0	0				

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ARMOR		Half Plate		Magic:	Armor Check Adj.:	Weight				
Speed Adj:	0	Max Dex:	0	Bonus:	+7	Armor Check Penalty:	-7	Spell Fail:	40%	50 lb.
Desc.: When running, you move only triple your speed, not quadruple. Includes gauntlets										
Notes:										

SHIELD		Buckler		Magic:	Skill Check Adj.:	Weight		
Maximum Dexterity:		Bonus:	+1	Skill Check Penalty:	-1	Spell Fail:	5%	5 lb.
Desc.: No penalty for bows/cross-bows. -1 penalty to attacks with off-hand or two handed weapons								
Notes:								

PROTECTIVE ITEMS		AC	AC Bonus Type	Fort	Ref	Will	Save Bonus Type	Weight

GEAR		#	lb.	GEAR		#	lb.	MOUNT		#	lb.
Backpack		2		flask		2		Heavy Horse			
Bedroll		5		Bedroll		5		Load Class: Medium			
Silver Holy Symbol		1		Rations	2	2		Land Speed: 35'			
Sack		1						Brottor		318	
Bullets (10)		5						Saddlebags		8	
Tent		20						Riding Saddle		25	
Holy water	1	1						Bit and Bridle		1	
Flint and Steel								Waterskin		4	
Flask		2									
Hammer		2									
Rations		3									
Rope		10									
Grappling Hook		4									
Cleric's vestments		6									
Explorer's outfit		8									
Cure light wounds	3										
Wand of CLW 50 charges		1									
Pick		10									
Total Weight		148.25 lb.		Load Class		Medium		Max Dex		0	
Total Value		1,840 GP		Chk Penalty		-3		Speed Adj			
Total Weight		356 lb		Weight of Money:		0					

FEATS	2	=	2	+		List:	All Feats	√
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Combat Casting +4 on Concentration checks for defensive casting
 Endurance +4 bonus on checks or saves to resist nonlethal damage

NOTES
 Born under sign of Reaper:
 +1 to attack roll or +3 to crit roll

Lang: 4
 Common, Dwarven
 Celestial

ENCUMBRANCE LIMITS					
76.7	153.3	230	460	1,150	
Light	Medium	Heavy	Lift Off Ground	Push / Drag	Adj

MONEY
 Platinum: 0 PP
 Gold: 222 GP
 Silver: 0 SP
 Copper: 0 CP

SPELLS		Arcane Spell Failure: 45%		Adj.:		
Class:	Dwarven Cleric					
Level:	4					
Bonus Levels	Spells/day:	0	Spells/day:	0	Spells/day:	0
Spell	Spells known:	0	Spells known:	0	Spells known:	0
Level	Spells Save		Spells Save		Spells Save	
	/day	DC	Known	/day	DC	Known
0	5	13				
1	4+1	14				
2	2+1	15				
3						
4						
5						
6						
7						
8						
9						

D&D 3.5 Multiclass Character Sheet v7.10b6 - Registered to: Christian Bates
 Brottor

FEATURES

== Racial Traits: Dwarf ==
 Darkvision 60'
 Stonecunning: +2 on Search checks to notice unusual stonework
 Stability: +4 on checks to resist being bull rushed or tripped
 +2 Save vs Poison
 +2 racial bonus on saves against spells and spell-like effects
 +1 Attack vs Orc & Goblinoid
 +4 dodge bonus to AC against creatures of the giant type
 +2 Appraise Stone or Metal Items
 +2 Craft related to Stone or Metal

== Class Features: Dwarven Cleric 4th ==
 Smite Giants 4x per Day: +3 Attack, +4 Dmg < OOOO >
 Cannot cast spells of opposed alignment
 Spontaneous Casting
 Weapon Proficiency (Warhammer) if deities favoured weapon
 +2 Damage bonus when wielding warhammer in melee
 Roll d10 for hit points at 1st and 4th levels

== Earth Domain ==
 Supernatural ability to Turn/Rebuke or destroy/command Air creatures as a good/evil cleric turns/rebuke undead.
 Use this ability 1 times per day.

== Fire Domain ==
 Supernatural ability to Turn/Rebuke or destroy/command Water creatures as a good/evil cleric turns/rebuke undead.
 Use this ability 1 times per day.

== Conditionnal Synergies ==
 +4 on Concentration made on the defensive [Combat Casting]

== CHARACTER STATUS ==
 No errors detected

SPELL LIST for Dwarven Cleric

EFFECTIVE LEVEL 4 = 4 0
Total Base Adj.

Spells per Day:	5	4+1	2+1							
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14	15							

?: 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, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Brottor: Dwarven Cleric Spell List created by the D&D 3.5 Multiclass Character Sheet v7.10b6 - REGISTERED to Christian Bates

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
Level 0												
□□□□□	0	Create Water	C	VSM	1 action	Close		Instant	None	No	Creates up to 8 gallons of pure water	p.215
□□□□□	0	Cure Minor Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1 point of damage	p.216
□□□□□	0	Detect Magic	D	VSDf	1 action	60 ft.	Cone-shaped emanation	4 min (D)	None	No	Detects spells and magic items within 60 ft.	p.219
□□□□□	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
□□□□□	0	Guidance	D	VSMF	1 action	Touch	Creature touched	see text	Will neg [DC13]	Yes	+1 bonus on one attack roll, saving throw, or skill check	p.238
□□□□□	0	Inflict Minor Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will neg [DC13]	Yes	Touch attack, 1 point of damage	p.244
□□□□□	0	Light	EV	VSF	1 action	Touch	Object touched	40 min (D)	None	No	Object shines like a torch	p.248
□□□□□	0	Mending	T	VSMF	1 action	10 ft.	One object of up to 1 lb.	Instant	Will neg [DC13]	Yes	Makes minor repairs on an object	p.253
□□□□□	0	Purify Food and Drink	T	VSM	1 action	10 ft.	4 ³ of food & water.	Instant	Will neg [DC13]	Yes	Purifies food and water	p.267
□□□□□	0	Read Magic	D	VS	1 action	Personal	You	40 min			Read scrolls and spellbooks	p.269
□□□□□	0	Resistance	A	VSDf	1 action	Touch	Creature touched	1 min	Will neg [DC13]	Yes	Subject gains +1 resistance on saving throws	p.272
□□□□□	0	Virtue	T	VF	1 action	Touch	Creature touched	1 min	Fort neg [DC13]	Yes	Subject gains 1 temporary HP	p.298
Level 1												
□□□□□	1	(Dom) Burning Hands	EV	VSM/DF	1 action	15 ft.	Cone-shaped burst	Instant	Ref half [DC14]	Yes	Cone of fire damage that does 4d4 fire damage	p.207
□□□□□	1	Bane	EN	VS	1 action	50 ft.	All enemies within 50'	4 min	Will neg [DC14]	Yes	Enemies suffer -1 attack, -1 on saves against fear	p.203
□□□□□	1	Bless	EN	V	1 action	50 ft.	You & all allies within 50'	4 min	None	Yes	+1 morale to attack and +1 to saves vs. fear in a 50 ft. burst	p.205
□□□□□	1	Bless Water	T	VSDf	1 min	Touch	Flask of water touched	Instant	Will neg (obj) [DC14]	Yes	Makes holy water	p.205
□□□□□	1	Cause Fear	N	VSM	1 action	Close	1 living crt. of max. 5HD	1 or 1d4 rd	Will part [DC14]	Yes	One creature flees for 1d4 rounds	p.208
□□□□□	1	Command	EN	VSM	1 action	Close	One living creature	1 round	Will neg [DC14]	Yes	One subject obeys one-word command	p.211
□□□□□	1	Comprehend Languages	D	VS	1 action	Personal	You	40 min	Will neg [DC14]	Yes	Understands all spoken and written languages touched	p.212
□□□□□	1	Cure Light Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1d8+4 damage	p.215
□□□□□	1	Curse Water	N	VS	1 min	Touch	Flask of water touched	Instant	Will neg (obj) [DC14]	Yes	Makes unholy water	p.216
□□□□□	1	Deathwatch	N	VSDf	1 action	30 ft.	Cone-shaped emanation	40 min	None	No	Sees how wounded subjects within 30 ft. cone emanation are	p.217
□□□□□	1	Detect Chaos	D	VS	1 action	60 ft.	Cone-shaped emanation	40 min (D)	None	No	Reveals creatures, spells, or objects	p.218
□□□□□	1	Detect Evil	D	VSDf	1 action	60 ft.	Cone-shaped emanation	40 min (D)	None	No	Reveals creatures, spells, or objects	p.218
□□□□□	1	Detect Good	D	VSDf	1 action	60 ft.	Cone-shaped emanation	40 min (D)	None	No	Reveals creatures, spells, or objects	p.219
□□□□□	1	Detect Law	D	VSDf	1 action	60 ft.	Cone-shaped emanation	40 min (D)	None	No	Reveals creatures, spells, or objects	p.219
□□□□□	1	Detect Undead	D	VSF/DF	1 action	60 ft.	Cone-shaped emanation	4 min (D)	None	No	Reveals undead within 60 ft.	p.220
□□□□□	1	Divine Favor	EV	VSM	1 action	Personal	You	1 min			You gain a +1 luck bonus to attack and damage	p.224
□□□□□	1	Doom	N	VS	1 action	Medium	One living creature	4 min	Will neg [DC14]	Yes	Target becomes shaken: -2 on attacks, dmg, saves & checks	p.225
□□□□□	1	Endure Elements	A	VS	1 action	Touch	Creature touched	24 hr	Will neg [DC14]	Yes	Ignores adverse climactic conditions from -50 to 140 degrees	p.226
□□□□□	1	Entropic Shield	A	VS	1 action	Personal	You	4 min (D)			Ranged attacks against you suffer 20% miss chance	p.227
□□□□□	1	Hide from Undead	A	SDF	1 action	Touch	4 creatures touched	40 min (D)	Will neg [DC14]	Yes	Undead can't perceive subjects	p.241
□□□□□	1	Inflict Light Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC14]	Yes	Touch, 1d8+4 damage	p.244
□□□□□	1	Magic Stone	T	VSM	1 action	Touch	Max 3 pebbles touched	30 min/Dis	Will neg [DC14]	Yes	Three stones gain +1 attack, deal 1d6+1 dmg, 2d6+2 vs undead	p.251
□□□□□	1	Magic Weapon	T	VSDf	1 action	Touch	Weapon touched	4 min	Will neg [DC14]	Yes	Weapon gains +1 bonus	p.251
□□□□□	1	Obscuring Mist	C	VSM/DF	1 action	20 ft.		4 min	None	No	Fog surrounds you	p.258
□□□□□	1	Protection from Chaos	A	VSF	1 action	Touch	Creature touched	4 min (D)	Will neg [DC14]	*	+2 AC & saves, counter mind control, hedge out elementals & outsiders	p.266
□□□□□	1	Protection from Evil	A	VSDf	1 action	Touch	Creature touched	4 min (D)	Will neg [DC14]	*	+2 deflect. AC & saves, counter mind control, hedge out elementals & outsiders	p.266
□□□□□	1	Protection from Good	A	VSM/DF	1 action	Touch	Creature touched	4 min (D)	Will neg [DC14]	*	+2 deflect. AC & saves, counter mind control, hedge out elementals & outsiders	p.266
□□□□□	1	Protection from Law	A	VSM/DF	1 action	Touch	Creature touched	4 min (D)	Will neg [DC14]	*	+2 deflect. AC & saves, counter mind control, hedge out elementals & outsiders	p.266
□□□□□	1	Remove Fear	A	VS	1 action	Close	2 creatures inside 30'	10 min	Will neg [DC14]	Yes	Subjects get +4 morale bonus on saves against fear	p.271
□□□□□	1	Sanctuary	A	VSDf	1 action	Touch	Creature touched	4 rd	Will neg [DC14]	No	Opponents can't attack you, and you can't attack	p.274
□□□□□	1	Shield of Faith	A	VS	1 action	Touch	Creature touched	4 min	Will neg [DC14]	Yes	Aura grants +2 deflection bonus	p.278
□□□□□	1	Summon Monster I	C	VS	1 round	Close		4 rd (D)	None	No	Calls outsider to fight for you	p.285
Level 2												
□□□	2	(Dom) Produce Flame	EV	VS	1 action	0 ft.	see text	4 min (D)	No	Yes	Illumination or 1d6+4 fire damage, touch or thrown	p.265
□□□	2	(Dom) Soften Earth and Stone	T	VSDf	1 action	Close	4x10 ² ; see text.	Instant	None	No	Turns stone to clay or dirt to sand or mud	p.280
□□□	2	Aid	EN	VSDf	1 action	Touch	Creature touched	4 min	None	Yes	+1 to attacks and saves vs. fear and 1d8+4 temp HP	p.196
□□□	2	Align Weapon	T	VSDf	1 action	Touch	Weapon touched	4 min	Will neg [DC15]	Yes	Weapon becomes good,evil,lawful or chaotic	p.197
□□□	2	Augury	D	VSMDFXP	1 min	Personal	You	Instant			Learn whether an action in the next 30 min. will be good or bad	p.202
□□□	2	Bear's Endurance	T	VSDf	1 action	Touch	Creature touched	4 min	Will neg [DC15]	Yes	Grants a +4 enhancement bonus to Constitution	p.203
□□□	2	Bull's Strength	T	VS	1 action	Touch	Creature touched	4 min	Will neg [DC15]	Yes	Grants a +4 enhancement bonus to Strength	p.207
□□□	2	Calm Emotions	EN	VS	1 action	Medium	Creatures in 20' radius	Conc. 4 rd (D)	Will neg [DC15]	Yes	Calms subjects in a 20' spread, negating emotion effects	p.207

**SPELL LIST for
Dwarven Cleric**

EFFECTIVE LEVEL	4	=	4	0
	Total		Base	Adj.

Spells per Day:	5	4+1	2+1							
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14	15							

*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief (D)ismissible, 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, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Brottor: Dwarven Cleric Spell List created by the D&D 3.5 Multiclass Character Sheet v7.10b6 - REGISTERED to Christian Bates

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
☐☐☐	2	Consecrate	EV	VSDF	1 action	Close	20' radius emanation	8 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+4 damage	p.216
☐☐☐	2	Darkness	EV	VS	1 action	Touch	Object touched	40 min (D)	None	No	20-ft. radius of supernatural darkness	p.216
☐☐☐	2	Death Knell	N	VSM	1 action	Touch	Living creature touched	see text	Will neg [DC15]	Yes	Kills dying crt; you gain 1d8 temp HP, +2 Str, & +1 caster level	p.217
☐☐☐	2	Delay Poison	C	VM/DF	1 action	Touch	Creature touched	4 hr	Fort neg [DC15]	Yes	Stops poison from harming subject	p.217
☐☐☐	2	Desecrate	EV	VSM/DF	1 action	Close	20' radius emanation	8 hr	None	Yes	Fills area with negative energy, making undead stronger	p.218
☐☐☐	2	Eagle's Splendor	T	VS	1 action	Touch	Creature touched	4 min	Will neg (harmless) [DC15]	Yes	Grants a +4 enhancement bonus to Charisma	p.225
☐☐☐	2	Enthral	EN	VSDF	1 round	Medium	Any number of creatures	1 hr or less	Will neg [DC15]	Yes	Captivates all within 140 ft.	p.227
☐☐☐	2	Find Traps	D	VSF	1 action	Personal	You	4 min			Search for traps as a rogue does	p.230
☐☐☐	2	Gentle Repose	N	V	1 action	Touch	Corpse touched	4 days	Will neg [DC15]	Yes	Preserves one corpse	p.235
☐☐☐	2	Hold Person	EN	VSM/DF	1 action	Medium	One humanoid creature	see text	Will neg [DC15]	Yes	Holds subject helpless	p.241
☐☐☐	2	Inflict Moderate Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC15]	Yes	Touch attack, 2d8+4 damage	p.244
☐☐☐	2	Make Whole	T	VSF	1 action	Close	1 object of up to 40 ³		Will neg [DC15]	Yes	Repairs an object	p.252
☐☐☐	2	Owl's Wisdom	T	VS	1 action	Touch	Creature touched	4 min	Will neg [DC15]	Yes	Grants a +4 enhancement bonus to Wisdom	p.259
☐☐☐	2	Remove Paralysis	C	VS	1 action	Close	4 creatures inside 30'	Instant	Will neg [DC15]	Yes	Frees subjects from paralysis, hold, or slow	p.271
☐☐☐	2	Resist Energy	A	VSF/DF	1 action	Touch	Creature touched	40 min	Fort neg [DC15]	Yes	Energy resistance 10 against energy type chosen	p.272
☐☐☐	2	Restoration, Lesser	C	VS	3 rd	Touch	Creature touched	Instant	Will neg [DC15]	Yes	Dispels magic ability penalty or repairs 1d4 ability damage	p.272
☐☐☐	2	Shatter	EV	VSF	1 action	Close	5' radius or 1 solid obj	Instant	see text	Yes	Sonic vibration damages objects or crystalline creatures	p.278
☐☐☐	2	Shield Other	A	VSF	1 action	Close	One creature	4 hr (D)	Will neg [DC15]	Yes	You take half of subject's damage	p.278
☐☐☐	2	Silence	I	VS	1 action	Long	20' radius emanation	4 min (D)	see text)	*	Negates sound in 20-ft. radius	p.279
☐☐☐	2	Sound Burst	EV	VSF	1 action	Close	10' radius spread	Instant	Fort part [DC15]	Yes	Deals 1d8 sonic damage to subjects; may stun them	p.281
☐☐☐	2	Spiritual Weapon	EV	VSDF	1 action	Medium		4 rd (D)	None	Yes	Magical force weapon attacks at +6, does 1d8+1 dmg	p.283
☐☐☐	2	Status	D	VSM	1 action	Touch	1 living creatures	4 hr	Will neg [DC15]	Yes	Monitors condition, position of allies	p.284
☐☐☐	2	Summon Monster II	C	VSF/DF	1 round	Close		4 rd (D)	None	No	Calls outsider to fight for you	p.286
☐☐☐	2	Undetectable Alignment	A	VSM/DF	1 action	Close	One creature or object	24 hr	Will neg [DC15]	Yes	Conceals alignment	p.297
☐☐☐	2	Zone of Truth	EN	VS	1 action	Close	20' radius emanation	4 min	Will neg [DC15]	Yes	Subjects within range cannot lie	p.303

TREASURY OF Brottor

Coin & Gems
222

(Gold)

Shorthand:

				Precious Stones Value: Gold									
Platinum	Gold	Silver	Copper	1	5	10	50	100	250	500	1,000	5,000	
0	222	0	0	0	0	0	0	0	0	0	0	0	
PP	GP	SP	CP										

Locations of Coins & Gems	Platinum	Gold	Silver	Copper	Precious Stones								Total		
Carried on Character (4.44 lb.)		222													222
Carried on Mount (0 lb.)															

(Gold)

ID	DESCRIPTION	Platinum	Gold	Silver	Copper	1	5	10	50	100	250	500	1000	5000	Total
	Gold		492												492
	Share after mannor house		230												230
	Magic weapon fund		-500												-500

Number needed for 1 lb.:	50	50	50	50
Conversion factors (to get 1xGold)	0.1	1	10	100

(Gold)