

# Lucius Raccius

NAME  
 Clr4 6000  
 CLASS EXPERIENCE

4 10000  
 Character Level NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	10	+0	10	+0	10	+0
<b>CON</b> Constitution	12	+1	12	+1	12	+1
<b>INT</b> Intelligence	14	+2	14	+2	14	+2
<b>WIS</b> Wisdom	16	+3	16	+3	16	+3
<b>CHA</b> Charisma	14	+2	14	+2	14	+2
<b>LUC</b> Luck	10	+0	10	+0	10	+0
<b>CML</b> Comeliness	10	+0	10	+0	10	+0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+5	+4	+1	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+1	+1	+0	+0	+0	+0		
<b>WILL</b> (wisdom)	+7	+4	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+5	+3	+2	+0	+0	+0	
<b>RANGED</b> attack bonus	+3	+3	+0	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+5	+3	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d3+2	20/x2	5 ft.

*Shortspear		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Both	P	L	20/x3	5 ft.
+6		DAMAGE				
		1d8+3				
TH	+4	30 ft.	+2	40 ft.	60 ft.	80 ft.
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2

Special Properties  
 \*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Scale Mail	Medium	+4	+3	-4	25

# Michael Lawson

PLAYERNAME  
 Human Medium  
 RACE SIZE

21 Male  
 AGE GENDER

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
hit points	30			Walk 20 ft.
armor class	14	14	10	25
TOTAL	FLAT	TOUCH	BASE	ARCANE SPELL FAILURE
			ARMOR BONUS	ARMOR CHECK PENALTY
			SHIELD BONUS	SPELL RESIST
			STAT	
			SIZE	
			NATURAL	
			MISC	
			MISS CHANCE	

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
	+0	+0	+0	+0
BASE ATTACK	bonus	+3		

Zeus  
 DEITY  
 6' 0" 180 lbs.  
 HEIGHT WEIGHT  
 dark brown, trimmed long  
 HAIR  
 Lawful Neutral  
 ALIGNMENT  
 -1  
 POINTS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
Appraise	INT	2	= 2	+ +	
Balance	DEX	-4	= 0	+ +	-4
Bluff	CHA	2	= 2	+ +	
Climb	STR	-2	= 2	+ +	-4
Concentration	CON	5	= 1	+ 4.0	
Craft (Untrained)	INT	2	= 2	+ +	
Diplomacy	CHA	7	= 2	+ 5.0	
Disguise	CHA	2	= 2	+ +	
Escape Artist	DEX	-4	= 0	+ +	-4
Forgery	INT	2	= 2	+ +	
Gather Information	CHA	2	= 2	+ +	
Heal	WIS	7	= 3	+ 4.0	
Hide	DEX	-4	= 0	+ +	-4
Intimidate	CHA	2	= 2	+ +	
Jump	STR	-2	= 2	+ +	-4
Knowledge (Arcana)	INT	7	= 2	+ 5.0	
Knowledge (Geography)	INT	3	= 2	+ 1.0	
Knowledge (History)	INT	3	= 2	+ 1.0	
Knowledge (Nature)	INT	3	= 2	+ 1.0	
Knowledge (Religion)	INT	11	= 2	+ 7.0	2
Listen	WIS	3	= 3	+ +	
Move Silently	DEX	-4	= 0	+ +	-4
Perform	CHA	2	= 2	+ +	
Ride	DEX	0	= 0	+ +	
Scry	INT	2	= 2	+ +	
Search	INT	2	= 2	+ +	
Sense Motive	WIS	3	= 3	+ +	
Spellcraft	INT	6	= 2	+ 4.0	
Spot	WIS	3	= 3	+ +	
Swim	STR	-5	= 2	+ +	-7
Use Rope	DEX	0	= 0	+ +	
Wilderness Lore	WIS	3	= 3	+ +	

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+2
Up to 0	0	Turn level	4
1 - 3	1	Turn damage	2d6 +6
4 - 6	2	You destroy Undead creatures with total hit dice up to 2.	
7 - 9	3		
10 - 12	4		
13 - 15	5		
16 - 18	6		
19 - 21	7		
22+	8		

TURN/DAY	TURN UNDEAD
□□□□□	

REBUKE AIR			
TURNING CHECK RESULT	AIR AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+2
Up to 0	0	Turn level	4
1 - 3	1	Turn damage	2d6 +6
4 - 6	2	You command Air creatures with total hit dice up to 4	
7 - 9	3		
10 - 12	4		
13 - 15	5		
16 - 18	6		
19 - 21	7		
22+	8		
REBUKE/DAY <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			

TURN EARTH			
TURNING CHECK RESULT	EARTH AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+2
Up to 0	0	Turn level	4
1 - 3	1	Turn damage	2d6 +6
4 - 6	2	You destroy Earth creatures with total hit dice up to 2.	
7 - 9	3		
10 - 12	4		
13 - 15	5		
16 - 18	6		
19 - 21	7		
22+	8		
TURN/DAY <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Scale Mail	Equipped	1	30.0	50.0	
Shortspear	Equipped	1	5.0	2.0	
TOTAL WEIGHT CARRIED/VALUE			35 lbs. 52.0 gp		

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL ABILITIES
Lightning from the Heavens (d4*Level dmg, 1/day)
Rebuke Air (Su) 5/day (turn level 4) (turn damage 2d6+6)
Rebuke Undead (Su) 5/day (turn level 4) (turn damage 2d6+6)
Spontaneous casting
Turn Earth (Su) 5/day (turn level 4) (turn damage 2d6+6)
Turn Undead (Su) 5/day (turn level 4) (turn damage 2d6+6)

FEATS	
Scribe Scroll	The character can create a scroll of any spell that the character knows.
Skill Focus (Knowledge (Religion))	The character gets a +2 bonus on all skill checks with that skill.
Weapon Focus (Shortspear)	The character adds +1 to all attack rolls the character makes using the selected weapon.
Armor Proficiency (Heavy)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	The character can use a shield and suffer only the standard penalties.
Simple Weapon Proficiency	The character makes attack rolls with simple weapons normally.

DOMAINS	
Air	Turn or Destroy earth creatures as a good cleric turns undead. Rebuke or command air creatures as an evil cleric rebukes undead. 3 + CHA modifier attempts per day.
Protection	You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on their next saving throw equal to your level. It's an abjuration effect that lasts one hour, once per day.

PROFICIENCIES
Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Javelin, Mace, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shieldbash, Shortspear, Sickle, Sling, Spells(Ray), Unarmed Strike

LANGUAGES
Celestial, Common, Dwarven, Elven

# Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	5	4+1	3+1	0	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Create Water <i>Effect:</i> Creates 8 gallons of pure water.		None	1 action	Instantaneous	Close (35 ft.)	V, S	No	Conjuration (Creation)	SRD: srdspellsc.rtf <i>Caster Level: 4</i>
□□□□ Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	13	Will half (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsc.rtf <i>Caster Level: 4</i>
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 action	Concentration up to 4 minutes [D]	60 feet	V, S	No	Universal	SRD: srdspellsc.rtf <i>Caster Level: 4</i>
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 action	Instantaneous/10 minutes per target HD	Close (35 ft.)	V, S	No	Divination	SRD: srdspellsc.rtf <i>Caster Level: 4</i>
□□□□ Guidance <i>Effect:</i> +1 on one roll, save, or check.		None	1 action	1 minute or until discharged	Touch	V, S	Yes	Divination	SRD: srdspellsgr.rtf <i>Caster Level: 4</i>
□□□□ Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	13	Will half	1 action	Instantaneous	Touch	V, S	Yes	Necromancy	SRD: srdspellsir.rtf <i>Caster Level: 4</i>
□□□□ Light <i>Effect:</i> Object shines like a torch.		None	1 action	40 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	SRD: srdspellsjkl.rtf <i>Caster Level: 4</i>
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (Harmless object)	1 action	Instantaneous	10 feet	V, S	Yes (Harmless object)	Transmutation	SRD: srdspellsml.rtf <i>Caster Level: 4</i>
□□□□ Purify Food and Drink <i>Effect:</i> Purifies 4 cu. ft. of food or water.	13	Will negates (object)	1 action	Instantaneous	10 feet	V, S	Yes (object)	Universal	SRD: srdspellsp.rtf <i>Caster Level: 4</i>
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 action	40 minutes	Personal	V, S, F	No	Universal	SRD: srdspellsqr.rtf <i>Caster Level: 4</i>
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (Harmless)	1 action	1 minute	Touch	V, S, M/DF	Yes (Harmless)	Abjuration	SRD: srdspellsqr.rtf <i>Caster Level: 4</i>
□□□□ Virtue <i>Effect:</i> Subject gains 1 temporary hp.	13	Will (Harmless)	1 action	1 minute	Touch	V, S, DF	Yes (Harmless)	Transmutation	SRD: srdspellsuvwxz.rtf <i>Caster Level: 4</i>

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Bane <i>Effect:</i> Enemies suffer -1 attack, -1 on saves against fear.	14	Will negates	1 action	4 minutes	50 feet	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsb.rtf <i>Caster Level: 4</i>
□□□□ Bless <i>Effect:</i> Allies gain +1 attack and +1 on saves against fear.		None	1 action	4 minutes	50 feet	V, S, DF	Yes (Harmless)	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsb.rtf <i>Caster Level: 4</i>
□□□□ Bless Water <i>Effect:</i> Makes holy water.	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	SRD: srdspellsbr.rtf <i>Caster Level: 4</i>
□□□□ Cause Fear <i>Effect:</i> One creature flees for 1d4 rounds.	14	Will negates	1 action	1d4 rounds	Close (35 ft.)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	SRD: srdspellsc.rtf <i>Caster Level: 4</i>
□□□□ Command <i>Effect:</i> One subject obeys one-word command for 1 round.	14	Will negates	1 action	1 round	Close (35 ft.)	V	Yes	Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]	SRD: srdspellsc.rtf <i>Caster Level: 4</i>
□□□□ Comprehend Languages <i>Effect:</i> Understands all spoken and written languages.		None	1 action	40 minutes	Personal	V, S, M/DF	No	Divination	SRD: srdspellsc.rtf <i>Caster Level: 4</i>
□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8 + 4 damage.	14	Will half (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsc.rtf <i>Caster Level: 4</i>
□□□□ Deathwatch <i>Effect:</i> Sees how wounded subjects within 30 ft. are.		None	1 action	40 minutes	Close (35 ft.)	V, S	No	Necromancy	SRD: srdspellsd.rtf <i>Caster Level: 4</i>
□□□□ Detect Chaos <i>Effect:</i> Reveals creatures, spells, or objects.		None	1 action	Concentration up to 40 minutes [D]	60 feet	V, S, DF	No	Divination	SRD: srdspellsd.rtf <i>Caster Level: 4</i>
□□□□ Detect Evil <i>Effect:</i> Reveals creatures, spells, or objects.		None	1 action	Concentration up to 40 minutes [D]	60 feet	V, S, DF	No	Divination	SRD: srdspellsd.rtf <i>Caster Level: 4</i>
□□□□ Detect Good <i>Effect:</i> Reveals creatures, spells, or objects.		None	1 action	Concentration up to 40 minutes [D]	60 feet	V, S, DF	No	Divination	SRD: srdspellsd.rtf <i>Caster Level: 4</i>
□□□□ Detect Law <i>Effect:</i> Reveals creatures, spells, or objects.		None	1 action	Concentration up to 40 minutes [D]	60 feet	V, S, DF	No	Divination	SRD: srdspellsd.rtf <i>Caster Level: 4</i>
□□□□ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.		None	1 action	Concentration up to 4 minutes [D]	60 feet	V, S, M/DF	No	Divination	SRD: srdspellsd.rtf <i>Caster Level: 4</i>
□□□□ Divine Favor <i>Effect:</i> The caster gains attack, damage bonus, +1.		None	1 action	1 minute	Personal	V, S, DF	No	Evocation	SRD: srdspellsd.rtf <i>Caster Level: 4</i>

\* =Domain/Specialty Spell

## Cleric Spells

□□□□□Doom	14	Will negates	1 action	4 minutes	Medium (140 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting, Fear]	SRD: srdspellsd.rtf
<i>Effect:</i> One subject suffers -2 on attacks, damage, saves, and checks.					<i>Target:</i> One living creature		<i>Caster Level:</i> 4		
□□□□□Endure Elements		None	1 action	24 hours	Touch	V, S	Yes	Abjuration [Acid, Cold, Fire, Electricity, Sonic]	SRD: srdspellse.rtf
<i>Effect:</i> Ignores 5 damage/round from one energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□Entropic Shield		None	1 action	4 minutes	Personal	V, S	No	Abjuration	SRD: srdspellse.rtf
<i>Effect:</i> Ranged attacks against the caster suffer 20% miss chance.					<i>Target:</i> The character		<i>Caster Level:</i> 4		
□□□□□Inflict Light Wounds	14	Will half	1 action	Instantaneous	Touch	V, S	Yes	Necromancy	SRD: srdspellsli.rtf
<i>Effect:</i> Touch, 1d8 + 4 damage					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□Invisibility to Undead	14	Will negates	1 action	40 minutes [D]	Touch	V, S, DF	Yes	Abjuration	SRD: srdspellsli.rtf
<i>Effect:</i> Undead can't perceive 4 subjects.					<i>Target:</i> 4 touched creatures		<i>Caster Level:</i> 4		
□□□□□Magic Stone	14	Will negates (Harmless)	1 action	30 minutes or until discharged	Touch	V, S, DF	Yes (Harmless)	Transmutation [Earth]	SRD: srdspellism.rtf
<i>Effect:</i> Three stones gain +1 attack, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched		<i>Caster Level:</i> 4		
□□□□□Magic Weapon	14	Will negates (Harmless)	1 action	4 minutes	Touch	V, S, DF	Yes (Harmless)	Transmutation	SRD: srdspellism.rtf
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 4		
□□□□□**Obscuring Mist		None	1 action	4 minutes	30 feet	V, S	No	Conjuration (Creation)	SRD: srdspellsno.rtf
<i>Effect:</i> Fog surrounds the caster.					<i>Target:</i> Cloud centered on the character spreads 30 ft. and is 20 ft. high		<i>Caster Level:</i> 4		
□□□□□Obscuring Mist		None	1 action	4 minutes	30 feet	V, S	No	Conjuration (Creation)	SRD: srdspellsno.rtf
<i>Effect:</i> Fog surrounds the caster.					<i>Target:</i> Cloud centered on the character spreads 30 ft. and is 20 ft. high		<i>Caster Level:</i> 4		
□□□□□Protection from Chaos	14	Will negates (Harmless)	1 action	4 minutes [D]	Touch	V, S, M/DF	Yes (Harmless)	Abjuration [Lawful]	SRD: srdspellssp.rtf
<i>Effect:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□Protection from Evil	14	Will negates (Harmless)	1 action	4 minutes [D]	Touch	V, S, M/DF	Yes (Harmless)	Abjuration [Good]	SRD: srdspellssp.rtf
<i>Effect:</i> +2 AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□Random Action	14	Will negates	1 action	1 round	Close (35 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsqr.rtf
<i>Effect:</i> One creature acts randomly for one round.					<i>Target:</i> One living creature		<i>Caster Level:</i> 4		
□□□□□Remove Fear	14	Will negates (Harmless)	1 action	10 minutes	Close (35 ft.)	V, S	Yes (Harmless)	Abjuration	SRD: srdspellsqr.rtf
<i>Effect:</i> +4 on saves against fear for 2 subjects.					<i>Target:</i> 2 creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 4		
□□□□□**Sanctuary	14	Will negates	1 action	4 rounds	Touch	V, S, DF	No	Abjuration	SRD: srdspellss.rtf
<i>Effect:</i> Opponents can't attack the caster, and the caster can't attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□Sanctuary	14	Will negates	1 action	4 rounds	Touch	V, S, DF	No	Abjuration	SRD: srdspellss.rtf
<i>Effect:</i> Opponents can't attack the caster, and the caster can't attack.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□Shield of Faith	14	Will negates (Harmless)	1 action	4 minutes	Touch	V, S, M	Yes (Harmless)	Abjuration	SRD: srdspellss.rtf
<i>Effect:</i> Aura grants +2 or higher deflection bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□Summon Monster I		None	1 full round	4 rounds	Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning)	SRD: srdspellss.rtf
<i>Effect:</i> Calls outsider to fight for the caster.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 4		

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Aid		None	1 action	4 minutes	Touch	V, S, DF	Yes (Harmless)	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsa.rtf
<i>Effect:</i> +1 attack, +1 on saves against fear, 1d8 temporary hit points.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 4		
□□□□□Animal Messenger		None	1 action	4 days	Close (35 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsa.rtf
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal		<i>Caster Level:</i> 4		
□□□□□Augury		None	1 action	Instantaneous	Personal	V, S, F	No	Divination	SRD: srdspellsa.rtf
<i>Effect:</i> Learns whether an action will be good or bad.					<i>Target:</i> The character		<i>Caster Level:</i> 4		
□□□□□Bull's Strength	15	Will negates (Harmless)	1 action	4 hours	Touch	V, S, M/DF	Yes (Harmless)	Transmutation	SRD: srdspellsb.rtf
<i>Effect:</i> Subject gains 1d4+1 Str for 4 hrs.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□Calm Emotions	15	Will negates	1 action	Concentration up to 4 rounds [D]	Medium (140 ft.)	V, S, DF	Yes	Enchantment (Compulsion)	SRD: srdspellscc.rtf
<i>Effect:</i> Calms 4d6 subjects, negating emotion effects.					<i>Target:</i> 4d6 creatures, all of whom must be within 30 ft. of each other		<i>Caster Level:</i> 4		
□□□□□Consecrate		None	1 action	8 hours	Close (35 ft.)	V, S, M, DF	No	Evocation	SRD: srdspellscc.rtf
<i>Effect:</i> Fills area with positive energy, making undead weaker.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 4		
□□□□□Cure Moderate Wounds	15	Will half (Harmless)	1 action	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellscc.rtf
<i>Effect:</i> Cures 2d8 + 4 damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□Darkness		None	1 action	40 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	SRD: srdspellsdd.rtf
<i>Effect:</i> 20-ft. radius of supernatural darkness.					<i>Target:</i> Object touched		<i>Caster Level:</i> 4		
□□□□□Delay Poison	15	Fortitude negates (Harmless)	1 action	4 hours	Touch	V, S, DF	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsdd.rtf
<i>Effect:</i> Stops poison from harming subject for 4 hours.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□Desecrate		None	1 action	8 hours	Close (35 ft.)	V, S, M, DF	Yes	Evocation	SRD: srdspellsdd.rtf
<i>Effect:</i> Fills area with negative energy, making undead stronger.					<i>Target:</i> 20-ft.-radius emanation		<i>Caster Level:</i> 4		
□□□□□Endurance	15	Will negates (Harmless)	1 action	4 hours	Touch	V, S, DF	Yes	Transmutation	SRD: srdspellse.rtf
<i>Effect:</i> Gain 1d4+1 Con for 4 hrs.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		

\* =Domain/Specialty Spell

# Cleric Spells

□□□□□	Enthral	15	Will negates	1 full round	Up to 1 hour	Medium (140 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting, Sonic, Language-Dependent]	SRD: srdspellse.rtf
<i>Effect:</i> Captivates all within 140 ft.						<i>Target:</i> Any number of creatures		<i>Caster Level:</i> 4		
□□□□□	Find Traps		None	1 action	4 minutes	Medium (140 ft.)	V, S	No	Divination	SRD: srdspellstf.rtf
<i>Effect:</i> Notice traps as a rogue does.						<i>Target:</i> The character		<i>Caster Level:</i> 4		
□□□□□	Gentle Repose	15	Will negates (object)	1 action	4 days	Touch	V, S, M/DF	Yes (object)	Necromancy	SRD: srdspellsg.rtf
<i>Effect:</i> Preserves one corpse.						<i>Target:</i> Corpse touched		<i>Caster Level:</i> 4		
□□□□□	Hold Person	15	Will negates	1 action	4 rounds [D]	Medium (140 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsh.rtf
<i>Effect:</i> Holds one person helpless for 4 rounds.						<i>Target:</i> One humanoid of Medium-size or smaller		<i>Caster Level:</i> 4		
□□□□□	Inflict Moderate Wounds	15	Will half	1 action	Instantaneous	Touch	V, S	Yes	Necromancy	SRD: srdspellsli.rtf
<i>Effect:</i> Touch, 2d8 + 4 damage						<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□	Lesser Restoration	15	Will negates (Harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsjkl.rtf
<i>Effect:</i> Dispels magic ability penalty or repairs 1d4 ability damage.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□	Make Whole	15	Will negates (Harmless)	1 action	Instantaneous	Close (35 ft.)	V, S	Yes (Harmless)	Transmutation	SRD: srdspellsml.rtf
<i>Effect:</i> Repairs an object.						<i>Target:</i> One object of up to 40 cu. ft.		<i>Caster Level:</i> 4		
□□□□□	Remove Paralysis	15	Will negates (Harmless)	1 action	Instantaneous	Close (35 ft.)	V, S	Yes (Harmless)	Conjuration (Healing)	SRD: srdspellsqr.rtf
<i>Effect:</i> Frees one or more creatures from paralysis, hold, or slow.						<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 4		
□□□□□	Resist Elements		None	1 action	4 minutes	Touch	V, S, DF	Yes	Abjuration [Fire, Acid, Cold, Electricity, Sonic]	SRD: srdspellsqr.rtf
<i>Effect:</i> Ignores 12 damage/round from one energy type.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□	Shatter		None	1 action	Instantaneous	Close (35 ft.)	V, S, M/DF	Will negates (object) or Fortitude half	Evocation [Sonic]	SRD: srdspellsstf.rtf
<i>Effect:</i> Sonic vibration damages objects or crystalline creatures.						<i>Target:</i> 3-ft.-radius spread; or one solid object or one crystalline creature		<i>Caster Level:</i> 4		
□□□□□	**Shield Other	15	Will negates (Harmless)	1 action	4 hours [D]	Close (35 ft.)	V, S, F	Yes (Harmless)	Abjuration	SRD: srdspellsstf.rtf
<i>Effect:</i> The caster takes half of subject's damage.						<i>Target:</i> One creature		<i>Caster Level:</i> 4		
□□□□□	Shield Other	15	Will negates (Harmless)	1 action	4 hours [D]	Close (35 ft.)	V, S, F	Yes (Harmless)	Abjuration	SRD: srdspellsstf.rtf
<i>Effect:</i> The caster takes half of subject's damage.						<i>Target:</i> One creature		<i>Caster Level:</i> 4		
□□□□□	Silence	15	Will negates or none (object)	1 action	4 minutes	Long (560 ft.)	V, S	Yes or no (object)	Illusion (Glamer)	SRD: srdspellsstf.rtf
<i>Effect:</i> Negates sound in 15-ft. radius.						<i>Target:</i> 15-ft.-radius emanation centered on a creature, object, or point in space		<i>Caster Level:</i> 4		
□□□□□	Sound Burst	15	Will partial	1 action	Instantaneous	Close (35 ft.)	V, S, F/DF	Yes	Evocation [Sonic]	SRD: srdspellsstf.rtf
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.						<i>Target:</i> 10-ft.-radius spread		<i>Caster Level:</i> 4		
□□□□□	Speak with Animals		None	1 action	4 minutes	Personal	V, S	No	Divination	SRD: srdspellsstf.rtf
<i>Effect:</i> The caster can communicate with natural animals.						<i>Target:</i> The character		<i>Caster Level:</i> 4		
□□□□□	Spiritual Weapon		None	1 action	4 rounds [D]	Medium (140 ft.)	V, S, DF	Yes	Evocation [Force]	SRD: srdspellsstf.rtf
<i>Effect:</i> Magical weapon attacks on its own.						<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 4		
□□□□□	Summon Monster II		None	1 full round	4 rounds	Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning)	SRD: srdspellsstf.rtf
<i>Effect:</i> Calls outsider to fight for the caster.						<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 4		
□□□□□	Undetectable Alignment	15	Will negates (object)	1 action	24 hours	Close (35 ft.)	V, S	Yes (object)	Abjuration	SRD: srdspellsuvwxz.rtf
<i>Effect:</i> Conceals alignment for 24 hours.						<i>Target:</i> One creature or object		<i>Caster Level:</i> 4		
□□□□□	*Wind Wall		None	1 action	4 rounds	Medium (140 ft.)	V, S, M/DF	Yes	Evocation	SRD: srdspellsuvwxz.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.						<i>Target:</i> Wall up to 40 ft. long and 20 ft. high [S]		<i>Caster Level:</i> 4		
□□□□□	Zone of Truth	15	Will negates	1 action	4 minutes	Close (35 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsuvwxz.rtf
<i>Effect:</i> Subjects within range cannot lie.						<i>Target:</i> 20 ft.-radius emanation		<i>Caster Level:</i> 4		

\* =Domain/Specialty Spell

# Lucius Raecius

HUMAN
RACE
21
AGE
Male
GENDER
VISION
Lawful Neutral
ALIGNMENT
Right
DOMINANT HAND
6' 0"
HEIGHT
180 lbs.
WEIGHT
grey
EYE COLOUR
Tanned
SKIN COLOUR
dark brown, trimmed long
HAIR
PHOBIAS
Sardonic sense of humor,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
Corsica
RESIDENCE
LOCATION
None
REGION

## Description:

Lucius has a strong build but is not overly muscular. He started the adventures being clean shaven, but has since grown a beard. His face bears a passing resemblance to the statues of Zeus that populate Thera culture.

Lucius has a sardonic sense of humor, which has been sharpened over time as his "booklearned" knowledge grew. Although this limits his effectiveness when working with groups, his family's station and his natural tendency to lead often means that he will gravitate toward being a party's spokesman.

Lucius is quite well aware of his station in life, and realizes that while some are less fortunate than he, there are plenty that are more powerful. Therefore, he yields to those whom he considers his betters. Just don't get him pissed off about a flagrant disregard for the law or the Priesthood.

## Biography:

Lucius is a member of the Raecius family in Corsica City; the family has a history of Priests of Zeus and Fighters in the service of Corsica. Due to the lineage and station of the Raecius family, it has some political power within Corsica City. Currently, Lucius' father sits on the Council of Nine, which runs Corsica City in the name of the Duke.

According to legend, a member of the Senaraecius family bore a child that was fathered by Zeus. This claim and the ensuing rift caused the family to split into two distinct lines: the Senaraecius and the Raecius. The line that Lucius' immediate family belongs to is a direct descendent of that "plane-touched" child. Obviously, such a claim as the lineage of the gods in your blood will sway those of lesser station, and the family has used it to good effect in the past. However, the actual likelihood of such blood flowing through the Raecius line is remote at best, and Lucius does not believe it to be true. (He considers the reason why he resembles Zeus in the statues throughout Corsica is due to one of his ancestors acting as a model for the early statues.)

While the Raecius family is well known for its merchant interests, its farming and its Priests and Fighters, the occasional Rogue or Wizard is not unknown. One more recent family member, Thesper, was a self-avowed Wizard, and once performed a great deed to save Corsica City from a disaster. However, the stigma surrounding arcane magic (plus political pressure from the Raecius family's enemies) forced the Raecius family to disown Thesper, and he was exiled from Corsica City by the ruler of Corsica.

Lucius personally is a younger son of his immediate family; it was expected that since his oldest brother would be groomed for political office that Lucius would either join the Priesthood or become an Officer in either the City Guard or the Army. Lucius opted for the former, following in the footsteps of his older sister, and soon displayed a talent for research and the rigors of the Priesthood. It was suggested by his elders in the church hierarchy that he should devote himself to becoming a Church Historian or studying Church Law, but he has yet to decide which path to take within the structure of the church. He has most recently been involved with the planning for the upcoming Olympic Games.

While he does display a talent for research and learning, Lucius is also fascinated by arcane magic. He is curious about Thesper and what became of him, but has not yet found anything substantial. Lucius is also aware that his interest in Arcane magic is akin to

drawing a moth to a flame.

## Notes:

Character Sheet Notes: