

# EBERRON

AMMUNITION ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Skills marked with<sup>1</sup> can be used normally even if the character has zero (0) skill ranks.  
Skills marked with<sup>2</sup> are cross-class skills.  
\* ARMOR CHECK PENALTY applies. \*\* Twice ARMOR CHECK PENALTY applies.

### EXPERIENCE POINTS

## 25

### SPECIAL PROPERTIES

## 39

If your cleric level is double the HD of the undead or more, the undead are destroyed rather than turned. Dispelling rebuking works like turning, but you must equal or exceed the check result of the cleric who rebuked.

## MONEY

SPECIAL ABILITIES/FEATS	

[illegible]

### Typical Spells

Save DC

Level

Spells/day

### Bonus Spells

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12

0

5

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13

1

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3+1

1

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14

2

$$\underline{2+1}$$

1

0-level spells:

Cure Minor Wounds, Light; Resistance,

## Detect Magic, Read Magic

1st level spells:

Bless, Magic weapon, Protection from Evil,

### Cure Light Wounds, Longstrider

### Miniature Unlock: Heroic Aim

Miniature: Steelheart Archer (WAR DRUMS 22/60)

Once per adventure you may spend an action point to reroll any ranged attack roll. You must accept the result of the new roll.

2nd level spells:

Aid; Cure Moderate Wounds; Lesser restoration

Domains: Luck (You have good fortune. Once per day you can reroll any roll you have made. You must abide by the new roll.); Travel (For 1 round per day, you can ignore all magical effect which hamper movement and mobility. Survival is added to your class skills).