# The Avalanche

## Spell List

### 2nd Level Spells

**Aid** (enchantment(compulsion)[mind-affecting], VSDF, living creature touched, 6min, SRyes) – target gets a +1 morale to attack and saves vs fear as well as 1d8+6 temp hp.

**Resist Energy** (abjuration, VSDF, 60min) – Resist 10 (acid, cold, electric, fire or sonic)

**Spiritual Weapon** (evocation[force], VSDF, medium, 6rd, SRyes) Force morningstar +7 (1d8+2 force) Move to redirect the weapon. Touch AC is 12.

**Weapon of Awe** (transmutation, VSDF, weapon touched, 6min, SRyes) – Weapon gains +2 sacred to damage. Crit shakens target (mind-affecting fear).

### 1st Level Spells

**Divine Favor** (evocation, VSDF, personal, 1 minute) +2 luck bonus on attack and weapon damage.

**Expeditious Retreat** (transmutation, personal, 6min) - +30 enhancement to speed

**Shield of Faith** (abjuration, VSM, creature touched, 6min) - +3 deflection to AC

**True Strike** (divination, VF, personal) – Next attack before the end of the next turn gets a +20 insight bonus

### Spell-Like Ability

**Magic Stone** (transmutation, VSDF, up to 3 pebbles touched, SRyes) – 3 stones do big damage when slung. (20ft thrown, or 50ft in a sling) +1 enhancement in hit, 1d6+1 dmg (2d6+2 vs. undead)

## Consumable List

**Potion of Fly** – you can drink this to get a 60ft. (good) fly speed for 5 minutes. You get an additional +2 bonus to Fly checks, which combined with the maneuverability gives you a +6 bonus to Fly checks.

**Scroll of Align Weapon** (transmutation, CL3, weapon touched or 50 projectiles touched, 3min, SRyes) – weapon becomes aligned chaotic/evil/good/law (your choice).

**Scroll of Cure Serious Wounds** (conjuration (healing), CL5) – creature touched heals 3d8+5

**Scroll of Keen Edge** (transmutation, CL5, close, one weapon or 50 projectiles, 50, SRyes) – Double the threat range of the weapon (doesn’t stack with other crit threat range increasers)

**Scroll of Lesser Restoration** (conjuration(healing), CL3, 3rds, creature touched, SRyes) – Eliminate 1d4 ability damage and fatigue. Exhaustion becomes fatigue.

**Scroll of Prayer** (enchantment (compulsion) [mind-affecting], CL5, 40ft. burst centered on you, 5rd, SRyes) – Allies get +1 luck bonus to attack, weapon damage, saves and skills. Enemies get a similar penalty.

**Steadfast Gut Stone** – After you swallow this, any time you would take precision damage (including crits), the damage is dealt to the gut stone. Any extra above the stone’s hp (10, w/ hardness 0) is spilled back over to you. If the damage came from a melee weapon, you can sacrifice the stone to make a sunder attempt at +9. If you succeed, you deal 1d4 damage, bypassing hardness.

## Attack Modifiers

|  |  |  |
| --- | --- | --- |
| Ranged Attacks | To Hit | Damage |
| mwk composite longbow | +7 | (1d8+5/x3) |
| bane | +2 | +2d6+2 |
| *divine favor* | +2 luck | +2 luck |
| judgment (destruction) |  | +3 profane |
| judgment (justice) | +2 profane |  |
| *weapon of awe* |  | +2 sacred |
| *aid* | +1 morale |  |
| *prayer* | +1 luck | +1 luck |

|  |  |  |
| --- | --- | --- |
| Melee Attacks | To Hit | Damage |
| +1 morningstar | +10 | (1d8+8) |
| bane | +2 | +2d6+2 |
| *divine favor* | +2 luck | +2 luck |
| judgment (destruction) |  | +3 profane |
| judgment (justice) | +2 profane |  |
| *weapon of awe* |  | +2 sacred |
| *aid* | +1 morale |  |
| *prayer* | +1 luck | +1 luck |
| power Attack | -2 | +6 |

## Resource Management

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| **Daily Resources** |
| 2nd level spells |  |  |  |  |  |
| 1st level spells |  |  |  |  |  |
| Bane (rounds) |  |  |  |  |  |  |
| Relentless Footing (rounds) |  |  |  |  |  |  |
| Inner Strength |  |
| *discern lies* (rounds, DC 12) |  |  |  |  |  |  |
| *magic stone* |  |
| Judgment |  |  |
| Stone in the Blood |  |  |  |  |  |  |  |  |  |  |  |  |
| **Consumable Resources** |
| acid flask |  |  |
| *potion of fly* |  |
| *scroll of align weapon* |  |
| *scroll of cure serious wounds* |  |
| *scroll of keen edge* |  |
| *scroll of lesser restoration* |  |
| *scroll of prayer* |  |
| *steadfast gut-stone* |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

## Actions in Combat

### Full-Round Action

**Charge** – move up to double your speed (40 ft) in a straight line. You may not go through difficult terrain or other people and you must end up at one of the closest spaces you could attack the target from. Make a melee attack at the end with a +2 bonus.

**Full Attack** – attack with all of your attacks. This is not that important to you unless you’re getting an extra attack from somewhere (say if someone were to cast *haste*)

### Standard Action

**Attack** – you may attack once with your highest attack bonus.

**Cast a Spell** – you may cast one of your spells

**Scroll** – you may use one of your scrolls if you have it drawn.

### Move Action

**Move** – you may move up to 30 feet.

**Draw** – you may draw any stored item.

### Swift Action

**Bane** – choose a type of creature (as specified by the *bane* weapon quality). The weapon you’re holding gains *bane* keyed to that kind of creature (+2 to hit, +2d6+2 to damage).

**Inner Strength** – You heal yourself for 3d6 and remove one of the following conditions from yourself: blinded, confused, dazzled, deafened, frightened, nauseated, shaken, sickened, or staggered.

**Judgment** – choose one benefits from the list on your character sheet, you get that bonus until you’re no longer in combat. It is another swift action to change it.

**Relentless Footing** – Add 10 feet to your land speed for 1 round.

### Immediate Action

**Step Up** – if a creature in your threatened area five-foot steps away from you, you may 5-foot step adjacent to them as an immediate action. You can’t 5-foot step next turn, and subtract 5 feet from your movement next turn.