

The Loyalist

Scroll List

Breath of Life (conjuration (healing), CL9, creature touched, SRyes) – creature touched heals 5d8+9. This can heal creatures who have dies within 1 round. If used against undead, WILL DC 17 for half damage. Eramay needs to make a DC 10 caster level check to use this scroll. (She rolls 1d20+4).

Bull's Strength (transmutation, CL3, creature touched, 3min, SRyes) – +4 STR enhancement

Cure Light Wounds (conjuration (healing), CL1) – creature touched heals 1d8+1. If used against undead, WILL DC 11 for half damage.

Cure Moderate Wounds (conjuration (healing), CL3) – creature touched heals 2d8+3. If used against undead, WILL DC 13 for half damage.

Divine Favor (evocation, CL1, personal, 1 minute) +1 luck bonus on attack and weapon damage.

Divine Power (evocation, CL7, personal, 7rds) - +2 luck bonus on att, weapon dmg, STR checks, STR skills. 7 temp hp. Haste attack. Eramay needs to make a DC 8 caster level check to use this scroll. (She rolls 1d20+4).

Faerie Fire (evocation [light], CL1, long, creatures&objects w/in 5ft radius, 1 min, SRyes) – creatures and objects are outlined and shed light as candles, -20 to stealth, don't benefit from concealment from darkness, *blur*, *displacement*, *invisibility*, etc..

Owl's Wisdom (transmutation, CL3, creature touched, 3min, SRyes) - +4 enhancement to WIS

Remove Fear (abjuration, CL4, close, two creatures, no more than 30ft apart, 10 minutes, SRyes) – Targets get +4 morale bonus vs. fear. If target is under a fear effect when receiving the spell, it is suppressed for the duration.

Remove Paralysis (conjuration (healing), CL3, close, up to 4 creatures, no more than 30ft apart, SRyes) – One person is auto freed; 2 people get a Will with +4 resistance; 4 people get a Will with +2 resistance

Spider Climb (transmutation, CL3, creature touched, 30min, SRyes) – Gains a climb speed of 20ft. and a +8 racial bonus to climb checks. Can climb upside down.

Attack Modifiers

	To Hit	Damage
<i>+1 corrosive scimitar</i>	+13/+8	(1d6+5/18-20 plus 1d6 acid)
unarmed strike	+12/+7	(1d3+4)
disarm, grapple, trip	+14	
disarm or trip w/ <i>+1 corrosive scimitar</i>	+15	
<i>bull's strength</i>	+2	+2
challenge & badge	+2 morale	+8
<i>divine favor</i>	+1 luck	+1 luck
<i>divine power</i> (adds extra attack at highest bonus)	+2 luck	+2 luck
flanking & Shohiraj's <i>menacing</i> weapon	+4	
power attack	-3	+6

Resource Management

Daily Resources				<i>scroll of divine favor</i>	
Challenge				<i>scroll of divine power</i>	
Tactician				<i>scroll of faerie fire</i>	
Consumable Resources				<i>scroll of owl's wisdom</i>	
<i>scroll of breath of life</i>				<i>scroll of remove fear (CL 4)</i>	
<i>scroll of bull's strength</i>				<i>scroll of remove paralysis</i>	
<i>scroll of cure light wounds</i>				<i>scroll of spider climb</i>	

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 (but crowds aren't difficult terrain for you) and you must end up at one of the closest spaces you could attack the target from. Make an attack at the end with a +2 bonus. You may make a grapple at the end thanks to your Apprehend ability.

Full Attack – attack with both of your attacks. If you have *haste* or *divine power* up, then you may attack an additional time at your highest bonus. These extra attacks don't stack. You may replace any of these attacks with a trip or a disarm attack, but if you replace the iterative attack, the attempt takes a -5 penalty.

Standard Action

Attack – you may attack once with your highest attack bonus. This includes making a disarm or trip attempt.

Grapple – you may attempt to grapple an opponent.

Scroll – you may use a scroll that you have drawn. This has verbal and somatic components. Some scrolls are not automatic – see the scroll list.

Tactician – all allies within 30 feet gain the bonus of your Escape Route feat.

Move Action

Move – you may move up to 20 feet. You ignore difficult terrain caused by crowds.

Draw – you may draw any stored item, including one of your scrolls.

Swift Action

Challenge – you may challenge any foe you can see. You get a +2 morale bonus to attack rolls against the target (from your badge), a +8 bonus to damage rolls against the target, a +2 profane bonus to AC against the target (from the *dastard* property on your chainmail), a +2 bonus on saves versus the target's spells and spell-like abilities and a +2 bonus on Bluff and Sense Motive checks against the target (from the order of the tome).