

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.

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.