

# 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.

Times/Day

Used

Turning/Rebuking  
Check Modifier

  

Turning/Rebuking	Most Powerful Undead Affected(Max HD)	# of HD Turned/Rebuked
Up to 0		2d6
1-3		If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked.  Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.
4-6		
7-9		
10-12		
13-15		
16-18		
19-21		
22+		

SPECIAL ABILITIES/FEATS	

[illegible]

Level 0:

Flare

Message

*Daze*

1st Level:

### Hypnotism

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### Invisibility

### Summon Swarm

Save DC	Level	Spells/day	Bonus Spells
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12

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0

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3

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13

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1

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2

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1

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14

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2

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0

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1

### Miniature Unlock: Swiftsinger

Miniature: Voice of Battle (Deathknell 25/60)

This PC may start a bardic song as part of a move action instead of a standard action.