

Firas Bourguiba ibn Tawfiq



Male Human (Keleshite) Cleric 1/Gunslinger (Musket Master) 1, Shackles Pirates faction - CL2 - CR 1

True Neutral Humanoid (Human); Deity: **Sarenrae**; Age: **21**; Height: **6' 5"**; Weight: **215lb.**; Eyes: **Blue**; Hair: **Brown**; Skin: **Olive**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	8	-1	
WIS WISDOM	20	+5	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+4					
REFLEX (DEXTERITY)	+4 =	+2	+2				
WILL (WISDOM)	+7 =	+2	+5				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15 = 10	+3		+2					
Touch AC 12	Flat-Footed AC 13							
			BAB	Strength	Size		Misc	

CM Bonus +2 =	+1	+1	-	-
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CM Defense 14 = 10	+1	+1	+2	-
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Hero Points	□□□	HP 15
Base Attack	+1	Damage / Current HP
Initiative	+2	
Speed	30 ft	

Alchemical cartridge (entangling shot)

Main hand: **-2**, Crit: N/A
 Main w/ offhand: **-8**, Ammo
 Main w/ light off.: **-6**,
 Offhand: **-10**,

Alchemical cartridge (flare)

Main hand: **-2**, Crit: N/A
 Main w/ offhand: **-8**, Ammo
 Main w/ light off.: **-6**,
 Offhand: **-10**,

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	-1	INT (-1)	-	
Bluff	-2	CHA (-2)	-	
Climb	+1	STR (1)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+12	WIS (5)	1	
Intimidate	-2	CHA (-2)	-	
Knowledge (religion)	+4	INT (-1)	2	
Perception	+10	WIS (5)	2	
Ride	+2	DEX (2)	-	
Sense Motive	+5	WIS (5)	-	
Stealth	+2	DEX (2)	-	
Survival	+9	WIS (5)	1	
Swim	+5	STR (1)	1	

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Gunsmithing

You can use a gunsmithing kit to craft/repair firearms and ammo.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Point-Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

Precise Shot

You don't get -4 to hit when shooting or throwing into melee.

Rapid Reload (Musket)

You can reload fast with one type of Crossbow or Firearm.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Traits

Rich Parents

Your starting cash increases to 900gp.

Ship's Surgeon

On a ship, a sailor often has to learn multiple skills, and this rule certainly applies to you. Your father was a woodworker, and you learned your first trade from him. But on your first voyage at sea you quickly found out that a carpenter is often a

Special Abilities

Aura (Ex)

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

Blinding Flash (1 rds) (8/day) (DC 15) (Su)

As a standard action, you can emit a flash of light from your holy symbol or divine focus. The most powerful light emanates out 20 feet from you. Creatures with fewer Hit Dice than your cleric level within this area are blinded for 1d4 rounds

Black powder

Main hand: **-2**, Crit: N/A
Both hands: **-2**, Ammo

Black powder

Main hand: **-2**, Crit: N/A
Both hands: **-2**, Ammo

Firearm bullet

Main hand: **-2**, Crit: N/A
Main w/ offhand: **-8**, Ammo
Main w/ light off.: **-6**,
Offhand: **-10**,

Firearm bullet, silver

Main hand: **-2**, Crit: N/A
Main w/ offhand: **-8**, Ammo
Main w/ light off.: **-6**,
Offhand: **-10**,

Masterwork Musket

Ranged: **+0, 1d12** Crit: x4
Ranged, both hands: **+4, 1d12** Rng: 40'
2-hand, B/P

Masterwork Rapier

Main hand: **+3, 1d6+1** Crit: 18-20/x2
Both hands: **+3, 1d6+1** 1-hand, P
Main w/ offhand: **-3, 1d6+1**
Main w/ light off.: **-1, 1d6+1**
Offhand: **-7, 1d6**

Metal cartridge

Main hand: **-2**, Crit: N/A
Main w/ offhand: **-8**, Ammo
Main w/ light off.: **-6**,
Offhand: **-10**,

Metal cartridge

Main hand: **-2**, Crit: N/A
Main w/ offhand: **-8**, Ammo
Main w/ light off.: **-6**,
Offhand: **-10**,

Unarmed strike

Main hand: **+2, 1d3+1** Crit: x2
Main w/ offhand: **-4, 1d3+1** Light, B, Nonlethal
Main w/ light off.: **-2, 1d3+1**
Offhand: **-6, 1d3**

Masterwork Studded leather armor

+3 Max Dex: +5, Armor Check: -
Spell Fail: 15%, Light

Experience & Wealth

Experience Points: 3/6
Current Cash: **You have no money!**
Shackles Pirates: **Fame: 0, PP: 0**

Gear

Total Weight Carried: 34.668/130lbs, Light Load (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Alchemical cartridge (entangling shot) x15 <In: Bandolier -
Alchemical cartridge (flare) x5 <In: Bandolier (50 @ -
Bandolier (50 @ 0.167 lbs) -
Bandolier (90 @ 0.501 lbs) -
Black powder x30 <In: Bandolier (90 @ 0.501 lbs)> -
Black powder x10 <In: Bandolier (50 @ 0.167 lbs)> -
Color tattoo, flaming orb flower & scimitar, left forearm -
Firearm bullet x30 <In: Bandolier (90 @ 0.501 0.0167 lbs
Firearm bullet, silver x10 <In: Bandolier (50 @ 0.0167 lbs
Healer's kit 1 lb
Holy symbol, iron (Sarenrae) 1 lb
Hot Weather outfit (Free) -
Masterwork Musket 9 lbs
Masterwork Rapier 2 lbs
Masterwork Studded leather armor 20 lbs
Metal cartridge x30 <In: Bandolier (90 @ 0.501 lbs)> -
Metal cartridge x10 <In: Bandolier (50 @ 0.167 lbs)> -
Sleeves of many garments 1 lb

Special Abilities

Cleric Channel Positive Energy 1d6 (1/day) (DC 8) (Su)
Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of

Cleric Domain (Fire)
Granted Powers: You can call forth fire, command creatures of the inferno, and your flesh does not burn.

Cleric Domain (Light)
Associated Domain: Sun

Deed: Deadeye (Ex)
At 1st level, the gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger still

Deed: Quick Clear (Ex)
At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to

Deed: Steady Aim (Ex)
At 1st level, as long as a musket master has at least 1 grit point, she can take a move-equivalent action to increase the accuracy of a two-handed firearm. When she does, she increases the range increment of the firearm she is firing by 10

Fire Bolt (1d6+0) (8/day) (Sp)
As a standard action, you can unleash a scorching bolt of divine fire from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6 points of fire

Grit (Ex)
A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from

Hero Points (1)
Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of

Spontaneous Casting
A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure

Tracked Resources

Alchemical cartridge (entangling shot)	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Alchemical cartridge (flare)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Black powder	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Black powder	<input type="checkbox"/>
Blinding Flash (1 rds) (8/day) (DC 15) (Su)	<input type="checkbox"/>
Cleric Channel Positive Energy 1d6 (1/day) (DC 8) (Su)	<input type="checkbox"/>
Fire Bolt (1d6+0) (8/day) (Sp)	<input type="checkbox"/>
Firearm bullet	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Firearm bullet, silver	<input type="checkbox"/>
Grit (5/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Healer's kit	<input type="checkbox"/>
Metal cartridge	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Metal cartridge	<input type="checkbox"/>

Languages

Common

Kelish

Spells & Powers

Cleric Spell DC: 15 + spell level

CL: 1 (vs. SR: +1, Concentration: +6)

Melee Touch +2 Ranged Touch +3

Maximum Cleric spells per day: **3***x0; **3**x1

Cleric 0: stabilize, create water, light

Cleric 1: murderous command (DC 16), burning hands (DC 16), command (DC 16), ray of sickening (DC 16)

Firas Bourguiba ibn Tawfiq – Abilities & Gear

Gunsmithing

Feat

You know the secrets of repairing and restoring firearms.

Benefit: If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

Crafting Firearms: You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).

Crafting Ammunition: You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).

Restoring a Broken Firearm: Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

Special: If you are a gunslinger, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

Appears In: Ultimate Combat

Point-Blank Shot

Feat

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot

Feat

You are adept at firing ranged attacks into melee.

Prerequisite: Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Rapid Reload (Musket)

Feat

Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with.

You can reload such a weapon quickly.

Prerequisite: Weapon Proficiency (crossbow type chosen) or Exotic Weapon Proficiency (firearm).

Benefit: The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for a heavy crossbow or one-handed firearm), or a standard action (for a two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity.

If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm.

Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm.

Rich Parents

Trait

Rich Parents: You were born into a rich family, perhaps even the nobility, and even though you turned to a life of adventure anyway, you enjoyed a one-time benefit to your initial finances.

Benefit: Your starting cash increases to 900 gp.

Note: You should go to Character - Configure Hero to increase your starting gold to 900.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Ship's Surgeon

Trait

On a ship, a sailor often has to learn multiple skills, and this rule certainly applies to you. Your father was a woodworker, and you learned your first trade from him. But on your first voyage at sea you quickly found out that a carpenter is often a ship's doctor as well—after all, who knows more about sawing off limbs than someone who saws wood for a living? People are a lot bloodier than wood, that's for sure, but you haven't had many complaints—those sailors who have enjoyed your services are either happy to be alive or dead, and there's old salts who swear the peg legs you for made them are better than the real legs they used to have. You gain a +1 trait bonus on Craft (carpentry) and Heal checks, and Heal is a class skill for you.

You were between ships in Port Peril, and after stopping for a drink at a tavern called the Formidably Maid, you happened upon a damsel in distress in the alleyway outside. Thinking you could help, you didn't notice the thugs hiding nearby, and they caught you unawares. You've been on enough ships to know a press gang by the blow of the sap on the back of your neck—you just hope whatever ship you end up on needs a surgeon. Although the majority of your equipment was taken away when you were press-ganged, you managed to hang on to a fully stocked healer's kit, and you begin the campaign with it, regardless of your starting circumstances.

Appears In: Skull & Shackles

Firas Bourguiba ibn Tawfiq – Abilities & Gear

Cleric Channel Positive Energy 1d6 (1/day) (Class Ability (Cleric)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Hero Points (1)

Unknown

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects.

Act Out of Turn: You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

Bonus: If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

Extra Action: You can spend a hero point on your turn to gain an additional standard or move action this turn.

Inspiration: If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.

Recall: You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis.

Reroll: You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

Special: You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies.

Cheat Death: A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC.

Note: Hero points gained must be added manually.

Appears In: Advanced Player's Guide Hero Points

Aura (Ex)

Class Ability (Cleric)

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

Firas Bourguiba ibn Tawfiq – Abilities & Gear

Blinding Flash (1 rds) (8/day) (DC 15) (Su) Class Ability (Cleric, Lion Sham)

As a standard action, you can emit a flash of light from your holy symbol or divine focus. The most powerful light emanates out 20 feet from you. Creatures with fewer Hit Dice than your cleric level within this area are blinded for 1d4 rounds unless they succeed at a Fortitude save. All creatures in this area are dazzled for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier

Deed: Deadeye (Ex) Class Ability (Gunslinger)

At 1st level, the gunslinger can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The gunslinger still takes the -2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

Deed: Quick Clear (Ex) Class Ability (Gunslinger)

At 1st level, as a standard action, the gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this deed. Alternatively, if the gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

Deed: Steady Aim (Ex) Class Ability (Gunslinger)

At 1st level, as long as a musket master has at least 1 grit point, she can take a move-equivalent action to increase the accuracy of a two-handed firearm. When she does, she increases the range increment of the firearm she is firing by 10 feet. This stacks with other abilities that increase her range increment. This deed replaces the gunslinger's dodge deed.

Appears In: Ultimate Combat

Fire Bolt (1d6+0) (8/day) (Sp) Class Ability (Cleric, Dragon Sh)

As a standard action, you can unleash a scorching bolt of divine fire from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6 points of fire damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Grit (Ex) Class Ability (Gunslinger)

A gunslinger makes her mark upon the world with daring deeds. Some gunslingers claim they belong to a mystical way of the gun, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all gunslingers have grit. In game terms, grit is a fluctuating measure of a gunslinger's ability to perform amazing actions in combat. At the start of each day, a gunslinger gains a number of grit points equal to her Wisdom modifier (minimum 1). Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. A gunslinger spends grit to accomplish deeds (see below), and regains grit in the following ways.

Critical Hit with a Firearm: Each time the gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gunslinger's character level does not restore grit.

Killing Blow with a Firearm: When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.

Optional Rule: Daring Act

The following method for regaining grit points requires a measure of GM judgment, so it is an optional rule.

Daring Act: Each time a gunslinger performs a daring act, she can regain grit. As a general guideline, a daring act should be risky and dramatic. It should take a good deal of guts, and its outcome should have a low probability of success. If it is successful, the gunslinger regains 1 grit point.

Before attempting a daring act, the player should ask the GM whether the act qualifies. The GM is the final arbiter of what's considered a daring act, and can grant a regained grit point for a daring act even if the player does not ask beforehand whether the act qualifies.

Spontaneous Casting Class Ability (Cleric)

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see channel energy).

Sleeves of many garments **Wondrous Item** (Wrist)

These translucent cloth tubes easily fit over their wearer's arms. The wearer of these sleeves can, when she slips them on, choose to transform her current garments into any other nonmagical set of clothing. These new clothes fit her perfectly and are always clean and mended unless she specifically designates otherwise. When she removes the sleeves, her clothes revert to their original form.

Construction

Requirements Craft Wondrous Item, *disguise self*; **Cost** 100 gp

Appears In: Ultimate Equipment

Firas Bourguiba ibn Tawfiq, Cleric 1 – Spells

Create Water	Cleric 0	Command	Cleric 1
<p>School: Conjuration (Creation) [Water] Components: V, S Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Effect: Up to 2 gallons of water/level Duration: Instantaneous Save: None Resistance: No</p> <p>This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large - possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.</p> <p><i>Note:</i> Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.</p>		<p>School: Enchantment (Compulsion) [Mind-Affecting, language-dependent] Components: V Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One living creature Duration: 1 round Save: DC 16 Will negates Resistance: Yes</p> <p>You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.</p> <p>Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.</p> <p>Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.</p> <p>Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.</p> <p>Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.</p> <p>Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless. If the subject can't carry out your command on its next turn, the spell automatically fails.</p>	
Light	Cleric 0		
<p>School: Evocation / Wood Elemental [Light] Components: V, M/DF (a firefly) Casting Time: 1 action Range: Touch Target: Object touched Duration: 10 min./level Save: None Resistance: No</p> <p>This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.</p> <p>Light can be used to counter or dispel any darkness spell of equal or lower spell level.</p>			
Stabilize	Cleric 0		
<p>School: Conjuration (Healing) Components: V, S Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One living creature Duration: Instantaneous Save: Will negates (harmless) Resistance: Yes (harmless)</p> <p>Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.</p>			
Burning Hands	Cleric 1		
<p>School: Evocation / Fire Elemental [Fire] Components: V, S Casting Time: 1 action Range: 15 ft. Area: Cone-shaped burst Duration: Instantaneous Save: DC 16 Reflex half Resistance: Yes</p> <p>A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.</p>			
		Murderous Command	Cleric 1
		<p>School: Enchantment (Compulsion) [Mind-Affecting] Components: V Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: one living creature Duration: 1 round Save: DC 16 Will negates Resistance: Yes</p> <p>You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.</p> <p>Appears In: Ultimate Magic</p>	

Ray of Sickening

Cleric 1

School: Necromancy

Components: V, S

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Duration: 1 round/level

Save: DC 16 Fortitude Half

Resistance: Yes

This spell functions as *ray of exhaustion*, except the target is sickened if it fails its save and unaffected if it makes its save.

Ray of Exhaustion

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Appears In: Ultimate Magic, Dark Markets: A Guide to Katapesh