

	Hit Die	Divine Casting			Turn Undead	Special Abilities	Passive Bonuses
		starting at	Focus Access	Major Access			
<b>Champion</b>							
of Tyr	d10	lvl6		7	✓ -2	Smite[+stun vs evil] (1 <sup>1</sup> , 2 <sup>5</sup> ...), Protection from Evil 10' (1 <sup>3</sup> , 2 <sup>6</sup> ...)	Protection from Evil <sup>2</sup>
of Kelemvor	d10	lvl6		7	✓	Smite[+disrupt undead] (1 <sup>1</sup> , 2 <sup>5</sup> ...)	Immunity: Hold, Level Drain
of Azuth	d10	lvl6		8		Smite[+dispell wizards] (1 <sup>1</sup> , 2 <sup>5</sup> ...)	Immunity: Hold, Charm spells
of Tempus	d10	lvl6		7		Smite[+double damage] (1 <sup>1</sup> , 2 <sup>5</sup> ...), Berserker Rage (1 <sup>3</sup> .. 4 <sup>20</sup> )	Immunity: Magical fear, morale failure
of Bane	d10	lvl6		7	✓ -2	Smite[+fear] (1 <sup>1</sup> , 2 <sup>5</sup> ...)	Immunity: Magical fear, morale failure
of Helm	d10	lvl6		7	✓ -2	Smite (1 <sup>1</sup> , 2 <sup>5</sup> ...), Everwatch Sword (1 <sup>1</sup> .. 6 <sup>20</sup> )	+2 AC, +1 breath save
of Talos	d10	lvl6		7	✓ -2	Smite[+double damage, electric] (1 <sup>1</sup> , 2 <sup>5</sup> ...)	50% Electricity Resistance
of Moradin	d10	lvl6		7	✓ -2	Smite (1 <sup>1</sup> , 2 <sup>5</sup> ...), Moradin's Hammer (1 <sup>1</sup> .. 6 <sup>20</sup> )	+2 AC, +2 magic save
of the Red Knight	d10	lvl6		7	✓ -2	Smite[+confusion] (1 <sup>1</sup> , 2 <sup>5</sup> ...)	+2 save vs Illusion spells
<b>Zealot</b>							
of Gruumsh	?	?		8	?	Hide in Shadows (at will), Frenzy[+detect invisibility,STR,true sight] (1 <sup>1</sup> .. 4 <sup>20</sup> )	+2 move speed
of Talos	?	?		8	?	Hide in Shadows (at will), Frenzy[+electric bolt/immunity/retaliation] (1 <sup>1</sup> .. 4 <sup>20</sup> )	+2 move speed
of Kossuth	?	?		8	?	Hide in Shadows (at will), Frenzy[+fire immunity/scorcher/shield] (1 <sup>1</sup> .. 4 <sup>20</sup> )	+2 move speed
of Garagos	?	?		8	?	Hide in Shadows (at will), Fury[+STR/CON] (2 <sup>1</sup> .. 6 <sup>20</sup> )	+2 move speed
of Ilmater	?	?		8	?	Hide in Shadows (at will), Frenzy[+damage resistance] (1 <sup>1</sup> .. 4 <sup>20</sup> )	+2 move speed
of Corellon Lareth.	?	?		8	?	Hide in Shadows (at will), Frenzy[+melee/ranged thac0] (1 <sup>1</sup> .. 4 <sup>20</sup> )	+2 move speed
of Sune	?	?		8	?	Hide in Shadows (at will), Frenzy[+charm/dominate] (1 <sup>1</sup> .. 4 <sup>20</sup> )	+2 move speed
of Mystra	?	?		8	?	Hide in Shadows (at will), Frenzy[+magic resistance] (1 <sup>1</sup> .. 4 <sup>20</sup> )	+2 move speed
of Eilistraee	?	?		8	?	Hide in Shadows (at will), Frenzy[+APR] (1 <sup>1</sup> .. 4 <sup>20</sup> )	+2 move speed

	Hit Die	Divine Casting			Turn Undead	Special Abilities	Passive Bonuses	
	starting at	Focus Access	Major Access	Minor Access				
<b>Cleric</b>								
of Baravar Cloaksh.	d8	lvl1		6	6	✓	Shadowstep (1 <sup>1</sup> .. 5 <sup>20</sup> )	
of Lathander	d8	lvl1		6	6	✓ +4	Boon of Lathander (1 <sup>1</sup> .. 6 <sup>20</sup> ), False Dawn (1 <sup>9</sup> .. 3 <sup>20</sup> ),	
of Torm	d8	lvl1	1	6	4	✓	Command (1 <sup>1</sup> .. 5 <sup>20</sup> ), Detect Evil (1 <sup>3</sup> .. 6 <sup>19</sup> ), Prot.fr.Evil (1 <sup>4</sup> .. 5 <sup>20</sup> )	
of Tymora	d8	lvl1		6	6	✓	AoE Tymora's Luck (1 <sup>1</sup> , 2 <sup>6<sup>2</sup></sup> ...)	Luck
of Helm	d8	lvl1		6	6	✓ +4	Seeking Sword (1 <sup>1</sup> .. 6 <sup>20</sup> ), Helm's Eye (1 <sup>9</sup> .. 6 <sup>19</sup> )	+1 AC; +2 breath save; Long Sword proficiency
of Kelemvor	d8	lvl1		6	6	✓		+4 death save; Death Ward <sup>7</sup> ; Neg.Plane Protection <sup>11</sup>
of Tempus	d8	lvl1		6	6	✓	Incite Rage (5 <sup>1</sup> .. 4 <sup>20</sup> )	melee damage +1
of Leira	d8	lvl1		6	6	✓	Leira's Double (every 5 rounds)	
of Loviatar	d8	lvl1		6	6	✓	Pain Touch (at will), Loviatar's Caress (1 <sup>3</sup> .. 6 <sup>18</sup> )	
of Talos	d8	lvl1		6	6	✓	Storm Shield (1 <sup>1</sup> .. 6 <sup>20</sup> ), Lightning Bolt (1 <sup>9</sup> .. 3 <sup>30</sup> )	+50% electr. DR
of Cyric	d8	lvl1		7	3	✓	Confusion (5 <sup>4</sup> .. 4 <sup>20</sup> ), Feeblemind (1 <sup>10</sup> .. 3 <sup>30</sup> )	+1 illusion save; Immunity: Magical fear,morale fail.
Ur-Priest	d8	lvl1		16		✓	Sap the Spirit (1 <sup>5</sup> .. 4 <sup>20</sup> )	<b>PENALTY:</b> -2 save vs death+spells
<b>Acolyte</b>								
of Baervan Wildw.	d6	lvl1	1	5	5	✓	Summon Spirit Animal <sup>1..10</sup>	+1 spell of each level
of Ilmater	d6	lvl1	1	6	6	✓	Remove Fear (at will), Endurance of Ilmater (1 <sup>3</sup> .. 6 <sup>19</sup> ),	+1 spell of each level; +4 death save; +20% cold,fire DR
of Deneir	d6	lvl1	1	6	6	✓	F.Traps (1 <sup>1</sup> .. 7 <sup>18</sup> ), G.o.Warding (1 <sup>5</sup> .. 4 <sup>20</sup> ), Disp.M. (1 <sup>11</sup> ..3 <sup>20</sup> )	+1 spell of each level; glyph spells: immune & +caster level
of Sune	d6	lvl1	1	7	4	✓	Charm Person[-2 save] (1 <sup>1</sup> .. 8 <sup>20</sup> ), Emotion:Hope (1 <sup>5</sup> .. 4 <sup>20</sup> )	+1 spell of each level; +2 spell save; +1 CHA <sup>11</sup>
of Tempus	d6	lvl1	1	6	6	✓	Chant[fast] (1 <sup>1</sup> , 2 <sup>6</sup> ...)	+1 spell of each level; axe proficiency
of Mask	d6	lvl1	1	6	6	✓	Shadow Eye (1 <sup>1</sup> .. 4 <sup>18</sup> ), Shadow Door (4 <sup>1</sup> .. 3 <sup>16</sup> ), Conj. Sh. (1 <sup>8</sup> .. 3 <sup>20</sup> )	+1 spell of each level
of Shar	d6	lvl1	1	6	6	✓	PW:Sleep (1 <sup>1</sup> .. 7 <sup>18</sup> ), Blur (1 <sup>5</sup> .. 4 <sup>20</sup> ), Ph.Blade (1 <sup>9</sup> .. 3 <sup>30</sup> ), PW:Blind. (1 <sup>13</sup> .. 2 <sup>20</sup> )	+1 spell of each level
of Moander	d6	lvl1	1	6	6	✓	Entangle (1 <sup>1</sup> .. 6 <sup>20</sup> ), Assassin Vines (1 <sup>11</sup> .. 3 <sup>30</sup> )	+1 spell of each level; Imm.:entangle/vines
of Beshaba	d6	lvl1	1	6	6	✓	Doom (once per opponent), Misfire (1 <sup>7</sup> .. 5 <sup>19</sup> ), Misfortune (1 <sup>10</sup> .. 3 <sup>20</sup> )	+1 spell of each level; +1 all saves

	Hit Die	Divine Casting				Turn Undead	Special Abilities	Passive Bonuses
		starting at	Focus Access	Major Access	Minor Access			
<b>Druid</b>								
Forest	?	lv1		8	5		Spirit Wolf <sup>1..10</sup> ; <i>Shapeshift</i> : Wolf <sup>2..7</sup> , Ferret <sup>5</sup> , Black Bear <sup>9</sup>	DR: Cold/Fire/Electr./Acid 10% <sup>15</sup> ..30% <sup>21</sup>
Mountain	?	lv1		6	7		Spirit Bear <sup>1..10</sup> ; <i>Shapeshift</i> : Mountain Lion <sup>2</sup> , Rat <sup>5</sup> , Grizzly Bear <sup>9</sup>	DR: Cold/Fire/Electr./Acid 10% <sup>15</sup> ..30% <sup>21</sup>
Jungle	?	lv1	1	4	7		Spirit Snake <sup>1..10</sup> ; <i>Shapeshift</i> : Panther <sup>2</sup> , Spider <sup>5</sup> , Wyvern <sup>9</sup>	DR: Cold/Fire/Electr./Acid 10% <sup>15</sup> ..30% <sup>21</sup>
Desert	?	lv1		6	6		Spirit Lion <sup>1..10</sup> ; <i>Shapeshift</i> : Leopard <sup>2</sup> , Hare <sup>5</sup> , Basilisk <sup>9</sup>	DR: Cold/Fire/Electr./Acid 10% <sup>15</sup> ..30% <sup>21</sup>
Arctic	?	lv1		6	6		Spirit Bear <sup>1..10</sup> ; <i>Shapeshift</i> : Winter Wolf <sup>2</sup> , Hare <sup>5</sup> , Polar Bear <sup>9</sup>	DR: Cold/Fire/Electr./Acid 10% <sup>15</sup> ..30% <sup>21</sup>
<b>Mystic</b>								
Earth	?	lv1	1	3	5		+1 spell of each level; +1 caster level; DR: Crush 2% <sup>1</sup> ..40% <sup>20</sup> ; stunning melee hits	
Water	?	lv1	1	3	4			
Air	?	lv1	1	3	5			
Fire	?	lv1	1	3	4			
<b>Incarnate</b>								
Priest of Mystra	?	lv1		7	6		Arcane Weaving ( <i>special</i> )	+1 divine caster level

	Hit Die	Divine Casting			Turn Undead	Special Abilities	Passive Bonuses
		starting at	Focus Access	Major Access		Minor Access	
<b>Ranger</b>							
Forest	?	?			7	Charm Animal (1 <sup>1</sup> , 2 <sup>5</sup> , ...), Goodberry (1)	+2 thac0/dmg vs mammals/gibberlings/lycanthropes
Mountain	?	?			7		
Jungle	?	?			7	Poison Weapon (1)	+2 thac0/dmg vs kobolds/beetles/mycon./trolls/u.hulks; +3 death,pol. saves
Desert	?	?			7		+2 thac0/dmg vs snakes,yuan-ti,basilisks,rakshasa,genies; HP +1 <sup>1</sup> ..9 <sup>9</sup>
Arctic	?	?			7		+2 thac0/dmg vs w.wolves,p.bears,yetis,salam.,remorh.; +25% cold DR
Beast Master	?	?			4	Spirit Wolf <sup>1</sup> .. <sup>10</sup> ; <i>Shapeshift</i> : Wolf <sup>1</sup> , Werewolf <sup>6</sup> ; enhanced Animal Summ. <sup>8</sup> .. <sup>12</sup>	+15% Stealth
<b>Scout</b>							
Halfling Slinger	?	?			4	Called Shot (1 <sup>4</sup> , 2 <sup>8</sup> ...)	missile thac0/damage: +1 <sup>1</sup> , +2 <sup>4</sup> ...
Elven Archer	?	?			8	Called Shot (1 <sup>1</sup> , 2 <sup>4</sup> , 3 <sup>8</sup> ...)	missile thac0/damage: +1 <sup>1</sup> , +2 <sup>4</sup> ...
Archer	?	?			8	Called Shot (1 <sup>4</sup> , 2 <sup>8</sup> ...)	missile thac0/damage: +1 <sup>1</sup> , +2 <sup>4</sup> ...
Stalker	?	?			3	Haste <sup>12</sup> , Prot.f.Norm.Missiles <sup>12</sup> , Min.Spell Deflect. <sup>12</sup>	+20% Stealth; Backstab x2 <sup>1</sup> ..x4 <sup>17</sup>
Mage Hunter	?	?			5	special Vocaliz.; Min.Spell Defl., Breach (1 <sup>1</sup> , 25...)	all saves +1 <sup>1</sup> ,+2 <sup>5</sup> ...; hits +spell failure; <i>PENALTY</i> : -1 STR,CON
Barbarian Ranger	?	?			1	Rage (1 <sup>1</sup> , 2 <sup>7</sup> ...), Charm Animal (1 <sup>1</sup> , 2 <sup>6</sup> ...)	+2 move speed; physical DR +5 <sup>11</sup> ..15 <sup>19</sup>

	Hit Die	Divine Casting			Turn Undead	Special Abilities	Passive Bonuses
		starting at	Focus Access	Major Access	Minor Access		
<b><i>Fighter/Cleric</i></b>							
of Clangeddin	?	lv1		6	5	Hardiness (1), Spiritual Hammer ( <i>at will</i> )	
of Torm	?	lv1	1	6	4	Command (1 <sup>1</sup> .. 5 <sup>20</sup> ), Detect Evil (1 <sup>3</sup> .. 6 <sup>19</sup> ), Prot.fr.Evil (1 <sup>4</sup> .. 5 <sup>20</sup> )	
of Tempus	?	lv1		6	6	Incite Rage (5 <sup>1</sup> .. 4 <sup>20</sup> )	melee damage +1
of Talos	?	lv1		6	6	Storm Shield (1 <sup>1</sup> .. 6 <sup>20</sup> ),	DR: electricity 50%
Fighter/Druid	?	lv1		7	6	Spirit Wolf <sup>1..10</sup> ; <i>Shapeshift</i> : Wolf <sup>2..7</sup> , Ferret <sup>5</sup> , Black Bear <sup>9</sup>	DR: cold/fire/elec./acid 10% <sup>15</sup> ..30% <sup>21</sup>
<b><i>Cleric/Ranger</i></b>							
of Mielikki	?	lv1	1	5	7		
of Shaundakul	?	lv1	1	5	6	Wind Walk (1 <sup>1</sup> , 2 <sup>6</sup> ...)	
Druid/Ranger	?	lv1		7	6	Spirit Wolf <sup>1..10</sup> ; <i>Shapeshift</i> : Wolf <sup>2..7</sup> , Ferret <sup>5</sup> , Black Bear <sup>9</sup>	DR: cold/fire/elec./acid 10% <sup>15</sup> ..30% <sup>21</sup>

	Hit Die	Divine Casting			Turn Undead	Special Abilities	Passive Bonuses
		starting at	Focus Access	Major Access			
<b>Cleric/Thief</b>							
of Baravar Cloaksh.	?	lv1		6	6	Shadowstep (1 <sup>1</sup> .. 5 <sup>20</sup> )	
of Tymora	?	lv1		6	6	AoE Tymora's Luck (1 <sup>1</sup> , 2 <sup>6?</sup> ...)	Luck
of Leira	?	lv1		6	6	Leira's Double (every 5 rounds)	
of Loviatar	?	lv1		6	6	Pain Touch (at will), Loviatar's Caress (1 <sup>3</sup> .. 6 <sup>18</sup> )	
of Cyric	?	lv1		7	3	Confusion (5 <sup>4</sup> .. 4 <sup>20</sup> ), Feeblemind (1 <sup>10</sup> .. 3 <sup>30</sup> )	+1 illusion save; Immun.: Magical fear, morale failure
of Sune	?	lv1	1	7	4	Charm Person[-2 save] (1 <sup>1</sup> .. 8 <sup>20</sup> ), Emotion: Hope (1 <sup>5</sup> .. 4 <sup>20</sup> )	+2 spell save, +1 CHA <sup>11</sup>
of Mask	?	lv1	1	6	6	Shadow Eye (1 <sup>1</sup> .. 3 <sup>18</sup> ), Shadow Door (4 <sup>1</sup> .. 3 <sup>16</sup> ), Conj.Sh. (1 <sup>8</sup> .. 3 <sup>20</sup> )	
Druid/Thief	?	lv1		7	6	Spirit Wolf <sup>1..10</sup> ; <i>Shapeshift</i> : Wolf <sup>2..7</sup> , Ferret <sup>5</sup> , Black Bear <sup>9</sup>	DR: cold/fire/elec./acid 10% <sup>15</sup> ..30% <sup>21</sup>
<b>Cleric/Mage</b>							
of Baervan Wildw.	?	lv1	1	5	5	Summon Spirit Animal <sup>1..10</sup>	
of Azuth	?	lv1		7	6	caster level +1 <sup>1</sup> , +2 <sup>6</sup> ...; casting speed +1	
of Shar	?	lv1	1	6	6	PW:Sleep (1 <sup>1</sup> .. 7 <sup>18</sup> ), Blur (1 <sup>5</sup> .. 4 <sup>20</sup> ), Phant. Blade (1 <sup>9</sup> .. 3 <sup>30</sup> ), PW:Blind. (1 <sup>13</sup> .. 2 <sup>20</sup> )	
Druid/Mage	?	lv1		7	6	Spirit Wolf <sup>1..10</sup> ; <i>Shapeshift</i> : Wolf <sup>2..7</sup> , Ferret <sup>5</sup> , Black Bear <sup>9</sup>	DR: cold/fire/elec./acid 10% <sup>15</sup> ..30% <sup>21</sup>