Name: Kaylin Eytsowntayle
Sex: Female
Race: Human
Alignment: Neutral Good
Class: Priest of Kaylias
Kit: none
Level: 7 (no max. level)
Experience: 56,599 (next level @ 110,000)

Height: 5'10"
Weight: 125 lbs.
Hair: Black
Eyes: Hazel
Age: 24 (25) - 20 Nerink, 468
Birthplace: Galencia (Crestinton)
Religion: Goddess of Luck
Gold: 50pp, 187gp, 0sp, 0cp

Family Standing: Lower Middle Class
Former Job: Stable Girl
Species Enemy: none
Kills: 4 (inc. Neron)
PSPs: 122 (base 50) (+12/level)

Hard Exertion:	0
Walk/Ride:	3/hr
Sitting/Reading:	6/hr
Rejuv/Sleep:	12/hr

Level 1 Spells: ☐☐☐☐☐
Level 2 Spells: ☐☐☐☐☐
Level 3 Spells: ☐☐☐
Level 4 Spells: ☐

Strength:	10	(carry 40 lbs., bench 115 lbs., open doors on 6, 2% acts heroic strength)
Dexterity:	15	(-1 AC)
Constitution:	16	(+2 HP/level, 95% system shock, 96% resurrection/survival)
Intelligence:	15	(4 languages)
Wisdom:	17	(magic defense +3; 2 extra 1st & 2nd level and 1 extra 3rd level spell)
Charisma:	10	(max. 4 henchmen)

Hit Points: 59 (at level 9 - D6+2 / level)
Attacks: 1/1 THAC0: 16
Armor Class: 9 w/o armor (7 w/ ring)
6 w/ leather (4 w/ ring)
4 w/ leather (2 w/ ring)

Skills: (*duplicates w/ Zoë)
Spellcraft *(13)*
Religion *(17)*
Eldorian
Soulmeliti (15)
Swimming *(10)*
Reading/Writing (Eldorian) *(16)*
Reading/Writing (Galencian) *(16)*
Riding - Land *(20)**
Animal Handling *(16)**
Gambling *(9)*
Healing *(15)*

Weapon Skills:
Whip (new)
- Style Level 1 (-1 AC)
- Style Level 2 (-2 AC)

- 1 Re-Roll of any one roll per game
- Whip randomg toss to make decisions
- Cast unluck 1/day as Wizard spell

PSPs

			10		
	20				
					30
			40		
	50				
					60
			70		
	80				
					90
			100		
	110				
					120
			130		
	140				
					150

Priest Spells:

All:
Bless (1)*
Combine (1)
Detect Evil (1)*
Purify Food/Drink (1)*
Sanctify (2)*
Focus (4)
Uplift (4)

Numbers:
Analyze Balance (1)
Personal Reading (1)
Moment (2)
Music of Spheres (2)
Telethaumaturgy (3)
Moment Read (3)
Extradim. Detect (3)
Addition (4)
Dimensional Folding (4)
Probability Control (4)

Sun:
Light (1)*
Continual Light (3)
Starshine (3)
Blessed Warmth (4)

Weather:
Faerie Fire (1)
Obscurement (2)
Call Lightning (3)
Control Temp 10' (4)
Protect from Lightning(4)

Summoning:
Call Upon Faith (1)
Draw on Holy Might (2)
Summon Insects (3)
Abjure (4)
Animal Summoning (4)
Call Woodland Beings (4)

Creation:
Create Holy Symbol (2)
Create Food/Water (3)
Addition (4)

Healing:
Cure Light Wounds (1)*
Slow Poison (2)
Cure Serious Wnds (4)*
Neutralize Poison (4)*
Fortify (4)

Special:
Unluck (once/day)

Guardian:
Sacred Guardian (1)
Silence 15 Feet (2)
Wyvern Watch (2)
Glyph of Warding (3)

Diviniation:
Analyze Balance (1)
Detect Magic (1)
Detect Poison (1)
Detect Snares/Pits (1)
Locate Animals/Plants (1)
Augury (2)
Detect Charm (2)*
Find Traps (2)
Know Alignment (2)*
Speak with Animals (2)
Extradim. Detection (3)
Locate Objects (3)
Speak with Dead (3)
Detect Lie (4)*
Divination (4)
Reflecting Pool (4)
Tongues (4)*

Elemental:
Create Water (1)*
Log of Everburning (1)
Heat Metal (2)*
Produce Flame (2)
Dust Devil (2)
Fire Trap (2)
Flame Blade (2)
Flame Walk (3)
Meld into Stone (3)
Protect from Fire (3)
Water Breath (3)*
Water Walk (3)
Pyrotechnics (3)
Stone Shape (3)
Lower Water (4)*
Produce Fire (4)*

Charm:
Command (1)
Cause Fear (1)*
Enthrall (2)
Hold Person (2)
Music of Spheres (2)
Mystic Transfer (2)
Emotion Control (3)
Cloak of Bravery (4)*
Free Action (4)
Imbue with Spell (4)

Plant:
Entangle (1)
Locate Animals/Plants (1)
Log of Everburning (1)
Pass without Trace (1)
Shillelagh (1)
Barkskin (2)*
Goodberry (2)*
Warp Wood (2)
Trip (2)
Plant Growth (3)
Slow Rot (3)
Snare (3)
Spike Growth (3)
Tree (3)
Halluc. Forest (4)*
Hold Plant (4)
Plant Door (4)
Speak with Plants (4)
Sticks to Snakes (4)*

Animal:
Animal Friendship (1)
Invisibility to Animals (1)
Locate Animals/Plants (1)
Speak with Animals (2)
Messenger (2)
Snake Charm (2)
Charm Prsn/Mammal (2)
Summon Insects (3)
Hold Animal (3)
Animal Summoning (4)
Giant Insect (4)*
Repel Insects (4)

Protection:
Endure Cold/Heat (1)
Protect from Evil (1)*
Ring of Hands (1)
Sanctuary (1)
Resist Fire/Cold (2)
Withdraw (2)
Barkskin (2)
Protect from Fire (3)
Remove Curse (3)*
Dispel Magic (3)
Line of Protection (3)
Magical Vestment (3)
Negative Plane Prot (3)
Remove Paralysis (3)
Protect from Evil 10' (4)*
Protect from Lightning (4)
Repel Insects (4)
Spell Immunity (4)

Equipment:

Leather Armor *7lbs.* *(+3), (AC -3)*
walking boots
leather pants
Ring of Regeneration (1 hp/turn)
Ring of Protection (+2)
Belt
- whip
Backpack
- flint & steel
- 50' silk rope, 8 lbs.
- whetstone
- winter blanket
- 4 days dry rations
- ashes of Yoshi
- map of Torgar
- Neron's medallion
- hooded lantern
- 3 flasks oil
- over clothes

- *cat eating tail tattoo*
- *Justicar brands on back*

Bag of Devouring
Black Steel Locked Box (keyed)
- crosabiro - 100gp gem
- diamond - 1,000gp gem
- ornamental skull cap

Black Steel Locked Box (tap)
- lavendar pearl - 700gp, exceptional
- munteer - 50gp gem
- 3 garnets - 50gp gem

Black Steel Locked Box (tap)
- spinel - 500gp gem
- orbrase - 50gp gem

Silver Dagger of Invocation (+1)

Invisibility:
100 yds., vision only
Power score = Sup. Invis.
Can hide others
Must contact all targets individually with sep. costs

Mindlink:
Power score = 1 Probe
Any Int 5 or up creature
Cannot probe
See below for distance mods.

Contact Initial PSP Cost:

1-5 hit dice	3 PSPs
6-10 hit dice	8 PSPs
11-15 hit dice	13 PSPs
16-20 hit dice	18 PSPs

Range Modifiers:

1 mile	-1
10 miles	-3
100 miles	-5
1,000 miles	-7
10,000 miles	-9

Wild Talents:
Mindlink *(science)*
(12), contact (8)
Power score = 1 probe
Contact
(17), chart (1)
Invisibility
(10), contact (2/person)

Saving Throws (Ring of Regeneration saving throw in parentheses)

Paralyze / Poison / Death Magic	Rods / Staff / Wands	Petrification / Polymorph	Breath	Magic Spell
6 (4)	10 (8)	9 (7)	12 (10)	7 (5)