

Alexis Pendragon

CHARACTER'S NAME

Cleric /

CLASS

Father

TITLE

Jessica Ramsey

PLAYER'S NAME

Human

RACE

Lawful / Neutral

ALIGNMENT

St. Cuthbert (L/N)

DEITY

14 / Female

LEVEL

SEX

25 / 25

AGE

EQUIV

Right

HAND

5'-8"

HEIGHT

135 lb.

WEIGHT

Grey

EYES

Black

HAIR

Quiet & slightly shy devotee of St. Cuthbert, full of kindness & compassion, always helping those in need. Stout adherant to the Law, rarely missing the daily routine & never missing temple services. Hair is woven into one long braid down her back to the waist.

ABILITY NAME	ABILITY SCORE	ABILITY MODFR	TEMP SCORE	TEMP MODFR	TOTAL	WOUNDS / CURRENT HP			SUBDUAL DAMAGE		DAMAGE REDUCTION	HIT DIE	SPEED	
STR STRENGTH	12	1			HP HIT POINTS 98							d8+2		20 ft.
DEX DEXTERITY	14	2			AC ARMOR CLASS 21	12	19	14	23	25		35%	-4	20
CON CONSTITUTION	14	2												
INT INTELLIGENCE	16	3			INITIATIVE MODIFIER	2	2							
WIS WISDOM	25	7												
CHA CHARISMA	14	4			DAMAGE BONUS	1	1							
COMELINESS	16	0												
FORTITUDE (CONSTITUTION)	14	9	2	3	0	CONDITIONAL MODIFIERS:								
REFLEX (DEXTERITY)	9	4	2	3	0									
WILLPOWER (WISDOM)	19	9	7	3	0									

	TOTAL	BASE ATTACK BONUS				STR MODFR	SIZE MODFR	MISC MODFR	TEMP MODFR
MELEE ATTACK BONUS	11	6				1	0		
RANGED ATTACK BONUS	12	7				2	0		

WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
Mace of Cuthbert	+14; +9	d6 + 4	x2
RANGE	WEIGHT	TYPE	SIZE
Nil	6	Bludgeoning	Small
SPECIAL PROPERTIES			
Lawful: +4 to hit & +2d6 dam vs. Chaos Defending. Freezing (d6 cold & Fort DC 17 or Held)			

WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
Light Crossbow	+12; +7	d8 + 0	19-20 / x2
RANGE	WEIGHT	TYPE	SIZE
80 ft.	6	Piercing	Small
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
Death Dagger, +3	+14; +9	d4 + 4	19-20 / x2
RANGE	WEIGHT	TYPE	SIZE
10 ft.	1	Piercing	Tiny
SPECIAL PROPERTIES			
+2d6 neg energy (critical = Fort DC 18 or neg lvl)			

ARMOR	TYPE	ARMOR BONUS	MAX DEX BONUS
Breastplate of Cuthbert	Medium	5 + 2	3
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT
-3	25%	25	30
SPECIAL PROPERTIES			
Constant Magic Circle vs. Chaos			

SHIELD	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
Med. Wooden Shield, +1	1 + 1	10	-1	10%
SPECIAL PROPERTIES				

AMMUNITION																																
Bolts (38)	<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																															
Holy Bolts (10)	<table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																															

SKILL POINTS / LEVEL	AVAILABLE	MAX RANKS	ARMOR CHECK PNTLY	SPELL RESIST
6	0	17	17	8.5

CLASS?	SKILL NAME	KEY ABILITY	SKILL MODFR	ABILITY MODFR	SKILL POINTS	MISC MODFR
	ALCHEMY	INT				0
N/A	ANIMAL EMPATHY	CHA	N/A			0
	APPRAISE	INT	3	3		0
	BALANCE	* DEX	-2	2		-4
	BLUFF	CHA	4	4		0
	CLIMB	* STR	-3	1		-4
x	CONCENTRATION	CON	17	2	15	0
x	CRAFT	INT	3	3		0
N/A	DECIPHER SCRIPT	INT	N/A			0
x	DIPLOMACY	CHA	16	4	12	0
	DISABLE DEVICE	INT				0
	DISGUISE	CHA	4	4		0
	ESCAPE ARTIST	* DEX	-2	2		-4
	FORGERY	INT	3	3		0
	GATHER INFORMATION	CHA	6.5	4	5	0
	HANDLE ANIMAL	CHA				0
x	HEAL	WIS	16	7	9	0
	HIDE	* DEX	-2	2		-4
	INNUENDO	WIS				0
	INTIMIDATE	CHA	6.5	4	5	0
	INTUIT DIRECTION	WIS				0
	JUMP	* STR	-3	1		-4
x	KNOWLEDGE (ARCANA)	INT	12	3	9	0
x	KNOWLEDGE (RELIGION)	INT	16	3	11	2
	KNOWLEDGE (NATURE)	INT				0
	KNOWLEDGE (HISTORY)	INT	6.5	3	7	0
	LISTEN	WIS	9	7		2
	MOVE SILENTLY	* DEX	-2	2		-4
	OPEN LOCK	DEX				0
	PERFORM	CHA	4	4		0
	PICK POCKET	* DEX				-4
x	PROFESSION	WIS	12	7	5	0
N/A	READ LIPS	INT	N/A			0
	RIDE	DEX	2	2		0
x	SCRY	INT	8	3	5	0
	SEARCH	INT	3	3		0
	SENSE MOTIVE	WIS	7	7		0
	SPEAK LANGUAGE	none			4	0
x	SPELLCRAFT	INT	10	3	7	0
	SPOT	WIS	9	7		2
	SWIM	** STR	-12	1		-13
	TUMBLE	* DEX				-4
N/A	USE MAGIC DEVICE	CHA	N/A			2
	USE ROPE	DEX	2	2		0
	WILDERNESS LORE	WIS	7	7		0
x	FIRST IMPRESSION	COM	3	3		0
x	KNOWLEDGE (THE PLANES)	INT	11	3	8	0

Gray box indicates the skill is available to any class, even with zero (0) skill ranks.
 * Armor Check Penalty, if any, applies. ** -1 to Swim per 5 lb. of gear.
 An "x" indicates a Class Skill; otherwise the skill costs 2 SP per rank.

Dreugh's Debut / **Andy Trauger**

CAMPAIGN / DUNGEON MASTER

91,500 / **EXPERIENCE POINTS (MULTI-CLASS)**

EXPERIENCE POINTS

GEAR

ITEM	WT.	ITEM	WT.
Mace of Cuthbert	6	Cleric's Vestments	
Light Crossbow	6	Tiara (Silver w/bloodstones, symbol of St. Cuthbert in center)	
Death Dagger, +3	1	Robe of Resistance, +3	2
Breastplate of Cuthbert	30	Ring of Protection, +4 (in pocket...not active)	
Med. Wooden Shield, +1	10	Holy Symbol of St. Cuthbert (platinum)	2
		Ring of Spell Resistance 20	
Lt. Riding Horse/gear		Julius Karroth's graduation ring (his gift for your atonement)	
		Periapt of Wisdom, +4	
		Horn of Rocko Summoning	1
		Ring of Earth Elemental Control (MUST use to control Rocko)	
		Ring of Coolness (keeps you cool in the jungle heat)	
		Vial Holy Water (2)	1
		Headband of Intellect, +4	
Scroll Pouch (holds 20 scrolls)	0.5		
<i>Lesser Restoration</i>		Potion Belt (holds 10)	1
<i>Protection from Acid</i>		<i>Cure Light Wounds</i> (10)	2.5
<i>Protection from Magic Weapons</i>			
<i>Protection from Shapechangers</i>			
<i>Detect Chaos</i> (2)			
<i>Slay Living</i>			
<i>Nondetection</i> (2)			
<i>Detect Undead</i>			
<i>Dispel Magic</i> [12th lvl]			
<i>Convert</i> [18th lvl] (2)			
<i>Storm of Vengeance</i> [20th lvl]		TOTAL WEIGHT CARRIED	65
<i>Restoration</i> (2)		TOTAL WEIGHT	200

MONEY / TREASURE ITEMS

CP:	WEIGHT	IN BANK
	1.5	
	GP VALUE	
SP:	76.00	
GP:	76 TITHE!	
PP:		

SPECIAL ABILITIES / FEATS

Turn Undead (11 times/day)

Turning Check = d20 + 4

Turning Check	Max HD of Undead Affected
Up to 0	Cleric's Level -4
1 - 3	Cleric's Level -3
4 - 6	Cleric's Level -2
7 - 9	Cleric's Level -1
10 - 12	Cleric's Level
13 - 15	Cleric's Level +1
16 - 18	Cleric's Level +2
19 - 21	Cleric's Level +3
22+	Cleric's Level +4

Total Number HD Turned = 2d6 + 18

If cleric's lvl is double or more the HD of undead, they are destroyed, not turned.

Law Domain (Law spells cast at +1 caster level)

Protection Domain (*Protective Ward*...target's bonus on next save = your lvl; touch; 1-hr dur.; 1/day)

PSIONIC ABILITIES

Psionic Power Pts = 28

Body Adjustment (Cure 3d6 HP OR 2 pts ability dmg OR +4 to Fort vs. poison or disease...3 PP...audible signature)

Foresight (as per spell...costs 17 PP...audible signature)

Remove Blindness/Deafness (as spell...costs 5 PP...olfactory signature (primrose))

Brew Potion

Extra Turning (4 additional turning attempts per day)

Empower Spell (all variable numeric effects are raised 1.5x normal...at two spell levels higher)

Scribe Scroll

Craft Magic Arms & Armor

Craft Staff

43 lb.	86 lb.	130 lb.
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
130 lb.	260 lb.	650 lb.
LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
EQUALS MAX LOAD	2 X MAX LOAD	5 X MAX LOAD

REGIONAL TRAITS

Initial languages = Common + racial languages + INT bonus. Each additional language (Speak Language) = 2 Skill Points.

Region of Birth: Harper Creek, Duchy of Urnst

Common (Suel); Dwarven

Celestial

Elven; Lendorian

SPELLS MEMORIZED

0-LVL:	Detect Magic	
	Mending	
	Read Magic	
	Resistance	
	Light	
	Guidance	
1ST:	**Prot. Chaos OR Sanctuary	
	Cause Fear	Prot. from Chaos
	Command	Shield of Faith
	Protection from Evil	
	Doom	
	Remove Fear	
2ND:	**Calm Emotions OR Shield Other	
	Bull's Strength	Blur
	Bull's Strength	Consecrate
	See Invisibility	
	Hold Person	
	Darkness	
3RD:	**Mgk Cir vs Chaos OR Prt. Elements	
	Mgk Cir vs Evil	Mgk Cir vs Evil
	Searing Light	
	Searing Light	
	Searing Light	
	Daylight	
4TH:	**Order's Wrath OR Spell Immunity	
	Restoration	
	Restoration	
	Neutralize Poison	
	Spell Immunity	
	Giant Vermin	
5TH:	**Dispel Chaos OR Spell Resistance	
	Flame Strike	
	Flame Strike	
	Flame Strike	
	Flame Strike	
6TH:	**Hold Monster OR Antimagic Field	
	Temporary Invincibility	
	Temporary Invincibility	
	Planar Ally	
	OPEN	
7TH:	**Dictum OR Repulsion	
	Holy Word	
	Control Weather	
	OPEN	
8TH:		

RESEARCH "GREATER INVINCIBILITY"

9TH: **RESEARCH "PLANE SHIFT ARROWS"**

RESEARCH "AURA OF DEATH"

SPELL SAVE **9**

SPELL SAVE DC	0-LVL	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
19	6	6	6	5	5	4	4	3	X	X
20										
21										
22										
23										
24										
25										
26										
27										
28										

NO. SPELLS THAT CAN BE KNOWN

0-LVL: _____ 1ST: _____ 2ND: _____

3RD: _____ 4TH: _____ 5TH: _____

6TH: _____ 7TH: _____ 8TH: _____

9TH: _____

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