

Newton

CHARACTER'S NAME

Matt Harris

PLAYER'S NAME

Human, Flan

RACE

Cleric /

CLASS

Lawful / Neutral

ALIGNMENT

Canon

TITLE

Wee Jas (L/N)

DEITY

4 / Male 24 / 24 Ambi 5'-10" 185 lb. Brown Brown Reddish Tan 30 ft.
 LEVEL SEX AGE EQUIV HAND HEIGHT WEIGHT EYES HAIR SKIN BASE SPEED

ABILITY	SCORE	MODFR	SCORE	MODFR
STR STRENGTH	17	3	12	1
DEX DEXTERITY	17	3	12	1
CON CONSTITUTION	12	1	14	2
INT INTELLIGENCE	16	3	6	-2
WIS WISDOM	18	4	17	3
CHA CHARISMA	10	0	12	1

3 DEATHS TO GO	TOTAL		CURRENT HP		MISS CHANCE		HIT DIE	
-10 DIE AT	HP	27	14	14	9	20	22	d8+1
	AC	18	TOUCH	FLAT-FOOTED	HELPLESS	DEFENSIVE FIGHTING	TOTAL DEFENSE	
	ARMOR CLASS	19	18	17				

COM COMELINESS	12	1	10	0
BEAUTY			MAKE-UP	

	TOTAL	BASE	ABILITY	MAGIC	RACE	MISC
FORTITUDE (CONSTITUTION)	6	4	2		0	0
REFLEX (DEXTERITY)	4	1	3		0	0
WILLPOWER (WISDOM)	8	4	4		0	0

	TOTAL	BASE	STR	SIZE	MISC	TEMP
MELEE ATTACK BONUS	6	3	3	0		
RANGED ATTACK BONUS	4	3	1	0		

PRIMARY WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
Masterwork Quarterstaff	+8; +8	d6/d6 + 5	x2
RANGE	WEIGHT	TYPE	SIZE
Nil	4	Bludgeoning	Large

SECONDARY WPN	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
Fist / Kick	+7	d3Sub + 3	x2
RANGE	WEIGHT	TYPE	SIZE
Nil	0	Bludgeoning	Unarmed

TERTIARY WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE

ARMOR	TYPE	ARMOR BONUS	CHECK PNLTY	MAX DEX BNS
Chain Shirt	Light	4	-2	4
SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
20%	30	25		

SHIELD	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
none	0	0	0	0%
SPECIAL PROPERTIES				

TOTAL ARMOR CHECK PENALTY -2

AMMUNITION			

SKILL POINTS / LEVEL 6 0 MAX RANKS 7 / 3.5

CLASS?	SKILL NAME	KEY ABILITY	SKILL MODFR	ABILITY MODFR	SKILL POINTS	MISC MODFR
	APPRAISE	INT	5	3	+	2
	BALANCE	* DEX	1	3	+	-2
	BLUFF	CHA	1	1	+	0
	CLIMB	* STR	-1	1	+	-2
	<input checked="" type="checkbox"/> CONCENTRATION (+4 on def)	CON	8	1	+	7
	<input checked="" type="checkbox"/> CRAFT (weaponsmithing)	INT	7	3	+	4
	<input checked="" type="checkbox"/> CRAFT (armorsmithing)	INT	8	3	+	5
	DECIPHER SCRIPT	INT			+	0
	<input checked="" type="checkbox"/> DIPLOMACY	CHA	1	1	+	0
	DISABLE DEVICE	INT			+	0
	DISGUISE	CHA	1	1	+	0
	ESCAPE ARTIST	* DEX	1	3	+	-2
	FIRST IMPRESSION	COM	0.5	0.5	+	0
	FORGERY	INT	-2	-2	+	0
	GATHER INFORMATION	CHA	1	1	+	0
	HANDLE ANIMAL	CHA			+	0
	<input checked="" type="checkbox"/> HEAL	WIS	7	3	+	4
	HIDE	* DEX	1	3	+	-2
	INTIMIDATE	CHA	0	0	+	0
	JUMP	* STR	1	3	+	-2
	<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)	INT	5	3	+	2
	KNOWLEDGE (ARCHITECTURE)	INT			+	0
	KNOWLEDGE (DUNGEONEERING)	INT			+	0
	KNOWLEDGE (GEOGRAPHY)	INT			+	0
	<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)	INT			+	0
	KNOWLEDGE (LOCAL)	INT			+	0
	KNOWLEDGE (NATURE)	INT			+	0
	KNOWLEDGE (NOBILITY/ROYALTY)	INT			+	0
	<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)	INT	5	3	+	2
	<input checked="" type="checkbox"/> KNOWLEDGE (THE PLANES)	INT			+	0
	LISTEN	WIS	5	3	+	4
	MOVE SILENTLY	* DEX	1	3	+	-2
	OPEN LOCK	DEX			+	0
	PERFORM _____	CHA	1.5	1.5	+	0
	PERFORM _____	CHA	1.5	1.5	+	0
	<input checked="" type="checkbox"/> PROFESSION _____	WIS			+	0
	RIDE _____	DEX	6	3	+	6
	SEARCH	INT	-2	-2	+	0
	SENSE MOTIVE	WIS	6	3	+	6
	SLEIGHT OF HAND	* DEX			+	-2
	SPEAK LANGUAGE	none			+	0
	<input checked="" type="checkbox"/> SPELLCRAFT	INT			+	0
	SPOT	WIS	6	3	+	6
	SURVIVAL	WIS	3	3	+	0
	SWIM	** STR	-3	1	+	-4
	TUMBLE	* DEX			+	-2
	USE MAGIC DEVICE	CHA			+	0
	USE ROPE	DEX	1	1	+	0
	<input checked="" type="checkbox"/>				+	0

Lorenvale		Drew	
CAMPAIGN		DUNGEON MASTER	
7,200	/	7,200	10,000
EXPERIENCE POINTS	(MULTI-CLASS)	TOTAL	NEXT LEVEL

SPECIAL ABILITIES / FEATS	
Combat Casting	+4 to Conc. check if casting on defensive or grappled or pinned
Scribe Scroll	Write a scroll of any spell you know
Two-weapon Fighting	1 extra atk/rnd w/2nd wpn; pnly for pri. hand dec. by 2; off-hand by 6
Turn Undead	Affect undead by channeling divine power w/holy symbol

SPELLS PREPARED	
0-LVL:	Detect Poison Detect Magic Cure Minor Read Magic OPEN
1ST:	D - Cause Fear OR Nystul's Und. Aura Cure Light Wounds Cure Light Wounds Cure Light Wounds OPEN
2ND:	D - Death Knell OR Identify Cure Moderate Wounds Cure Moderate Wounds OPEN
3RD:	
4TH:	
5TH:	
6TH:	
7TH:	
8TH:	
9TH:	

GEAR			
ITEM	WT.	ITEM	WT.
Masterwork Quarterstaff	4		
Fist / Kick	0	Wooden Holy Symbol	
Weapon Slot			
Chain Shirt	25		
none	0		
Lt. Riding Horse w/gear			
Rope, Hemp [50 ft.]			
Camp Kit		Backpack	2
Bull's Eye Lantern		Potion of Aid	0.25
		Map of Verbobonc (city)	
		Potion of Cure Light [d8+4]	0.25
		Potion of Delay Poison	0.25
		Book "Monsters of the Gnarley"	
		Scrolls (10) "History of Verbobonc City"	
		Small Chest w/fear effect	3
		Blank Scroll OOO	
SCROLLS			
		Cure Light Wounds OOO	
		Cause Fear	
		Mending	
		Read Magic	
TOTAL WEIGHT CARRIED			36
TOTAL WEIGHT			221

STANDARD FEATS
CLASS FEATS & ABILITIES

Born Ambidextrous

43 lb. LIGHT LOAD LIFT OVER HEAD	86 lb. MEDIUM LOAD LIFT OFF GROUND	130 lb. HEAVY LOAD PUSH OR DRAG
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CLERIC'S & PALADIN'S TURNING CHART	
Rebuke Undead (3 times/day)	
Rebuke Check = d20 + 0	
Turning Check	Max HD of Undead Affected
Up to 0	Max 0 HD undead creature
1 - 3	Max 1 HD undead creature
4 - 6	Max 2 HD undead creature
7 - 9	Max 3 HD undead creature
10 - 12	Max 4 HD undead creature
13 - 15	Max 5 HD undead creature
16 - 18	Max 6 HD undead creature
19 - 21	Max 7 HD undead creature
22+	Max 8 HD undead creature
Total # HD Rebuked = 2d6 + 4	
If your level is double or more the HD of undead, they are com'nded not rebuked.	

SPELL FAILURE	20%	SPELL SAVE	5	DC MOD																																	
<table border="1"> <thead> <tr> <th>SPELL SAVE DC</th> <th>BASE SPELLS</th> <th>BONUS SPELLS</th> </tr> </thead> <tbody> <tr> <td>15</td> <td>0-LVL: 5</td> <td>+ 0</td> </tr> <tr> <td>16</td> <td>1ST: 4</td> <td>+ 1</td> </tr> <tr> <td>17</td> <td>2ND: 3</td> <td>+ 1</td> </tr> <tr> <td>18</td> <td>3RD: X</td> <td>+ X</td> </tr> <tr> <td>19</td> <td>4TH: X</td> <td>+ X</td> </tr> <tr> <td>20</td> <td>5TH: X</td> <td>+ X</td> </tr> <tr> <td>21</td> <td>6TH: X</td> <td>+ X</td> </tr> <tr> <td>22</td> <td>7TH: X</td> <td>+ X</td> </tr> <tr> <td>23</td> <td>8TH: X</td> <td>+ X</td> </tr> <tr> <td>24</td> <td>9TH: X</td> <td>+ X</td> </tr> </tbody> </table>					SPELL SAVE DC	BASE SPELLS	BONUS SPELLS	15	0-LVL: 5	+ 0	16	1ST: 4	+ 1	17	2ND: 3	+ 1	18	3RD: X	+ X	19	4TH: X	+ X	20	5TH: X	+ X	21	6TH: X	+ X	22	7TH: X	+ X	23	8TH: X	+ X	24	9TH: X	+ X
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CLERICAL DOMAINS																																					
ONE Death - 1/day...touch attack; roll 4d6; if more than target's current HP, it dies																																					
TWO Magic - use scrolls, wands, etc as Wiz of 2 levels																																					

Carefully prepared to exacting specifications for endless enjoyment by Andrew M. Trauger of Ashdown, AR. Revised: 10/2003

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