Newton			0	
CHARACTER'S NAME		Cleric / CLASS	Canon TITLE	
Matt Harris	Human ,Flan	Lawful / Neutral	Wee Jas (L/N)	
PLAYER'S NAME	RACE	ALIGNMENT	DEITY	
	24 / 24 Ambi 5'-10" GE EQUIV HAND HEIGHT	185 lb.BrownBrownWEIGHTEYESHAIR	Reddish Tan 30 ft. SKIN BASE SPEED	
ABILITY SCORE MODE		S TO GO TOTAL CURRENT HP	MISS HIT DIE CHANCE	
STR 17 3	12 STAMINA HP		d8+1	
DEX 17 3 DEXTERITY				
CON 12 1 CONSTITUTION	CE 14 EALTH SLASHING	18 17 TOUCH FLAT PIERCING BLUDGEONING		
INT 16 3	DGE 6 -2 INITIA		SKILL POINTS / LEVEL 6	0 MAX RANKS 7 3.5
WIS 18 4		TOTAL DEX M	AS	SKILLS
CHA CHARISMA 10 LEADERS		DAMAGE SPELL	SKILL NAME	KEY SKILL ABILITY SKILL MISC ABILITY MODFR MODFR POINTS MODF'R
			APPRAISE BALANCE	$ \begin{array}{c} \text{INT} & 5 &= 3 &+ &+ 2 \\ ^{*} \text{ DEX} & 1 &= 3 &+ &+ &-2 \end{array} $
COMELINESS IZ BEAUTY			BLUFF	CHA 1 = 1 + + 0
EORTITUDE		CONDITIONAL MODIFIERS:	CLIMB x CONCENTRATION (+4 on def)	* STR $-1 = 1 + -2$ CON $8 = 1 + 7 + 0$
(CONSTITUTION)	6 = 4 + 2 + + (x CRAFT (weaponsmithing)	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$
REFLEX (DEXTERITY)	4 = 1 + 3 + + () + 0	CRAFT (armorsmithing)	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
	8 = 4 + 4 + + ()+0	X DIPLOMACY DISABLE DEVICE	CHA $1 = 1 + + 0$ INT = + + 0
тс	DTAL BASE ATTACK BONUS	STR SIZE MISC TE		CHA 1 = 1 + + 0
MELEE 6	= 3	+ 3 + 0 + +	ESCAPE ARTIST	* DEX $1 = 3 + + -2$ COM $0.5 = 0.5 + + 0$
RANGED 4	= 3	+ 1 + 0 + +	FORGERY GATHER INFORMATION	INT $-2 = -2 + + 0$ CHA $1 = 1 + + 0$
1st 2nd	3rd 4th 1st 2nd 3rd 4		HANDLE ANIMAL	CHA = + + 0
PRIMARY WEAPON Masterwork Quarterstaff	TOTAL ATTACK BONUS +8; +8	TOTAL DAMAGECRITICALd6/d6 + 5x2	X HEAL HIDE	WIS $7 = 3 + 4$ * DEX $1 = 3 + -2$
RANGE WEIGHT TYPE	SIZE SI	PECIAL PROPERTIES		CHA $0 = 0 + \mathbf{+} 0$ * STR $1 = 3 + \mathbf{+} -2$
Nil 4 Bludgeon	ing Large		X KNOWLEDGE (ARCANA)	$INT \qquad \frac{1}{5} = \frac{3}{3} + \frac{2}{2} + 0$
SECONDARY WPN Fist / Kick	TOTAL ATTACK BONUS +7	TOTAL DAMAGECRITICALd3Sub + 3x2	KNOWLEDGE (ARCHITECTURE)	INT = + 0 (i) $INT = + 0$
RANGE WEIGHT TYPE	SIZE SI	PECIAL PROPERTIES	KNOWLEDGE (GEOGRAPHY)	INT = + + 0
Nil 0 Bludgeon	ing Unarmed		X KNOWLEDGE (HISTORY) KNOWLEDGE (LOCAL)	INT = + + 0 INT 0
TERTIARY WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE CRITICAL	KNOWLEDGE (NATURE) KNOWLEDGE (NOBILITY/ROYALT	INT = + + 0 Y INT = + + 0
RANGE WEIGHT TYPE	SIZE	PECIAL PROPERTIES	X KNOWLEDGE (RELIGION)	INT 5 = 3 + 2 + 0
			X KNOWLEDGE (THE PLANES)	$\begin{array}{c} \text{INT} & = & + & + & 0 \\ \text{WIS} & 5 & = & 3 & + & 4 & + & 0 \end{array}$
	TYPE ARMOR BONUS	CHECK PNLTY MAX DEX BNS	MOVE SILENTLY	* DEX <u>1</u> = <u>3</u> + <u>+</u> <u>-2</u> DEX = + + 0
Chain Shirt SPELL FAILURE SPEED	Light 4 WEIGHT SI	-2 4 PECIAL PROPERTIES	PERFORM	CHA 1.5 = 1.5 + + 0
20% 30	25		PERFORM PROFESSION	CHA $1.5 = 1.5 + 0$ WIS $= + 0$
SHIELD		CHECK PENALTY SPELL FAILURE		DEX $6 = 3 + 6 + 0$ INT $-2 = -2 + + 0$
none	0 0 SPECIAL PROPERTIES	0 0%	SEARCH	INT -2 = -2 + 0 WIS 6 = 3 + 6 + 0
TOTAL ARMOR CHECK PEN	ALTY -2		SLEIGHT OF HAND SPEAK LANGUAGE	* DEX = + + -2 none = + + 0
			x SPELLCRAFT	INT = + + 0
		┥╞┽┽┼┤ ╞┽┼┾	SPOT SURVIVAL	WIS 6 = 3 + 6 + 0 WIS 3 = 3 + + 0
				** STR -3 = 1 + + -4 * DEX = + + -2
			USE MAGIC DEVICE	CHA = + + 0
				$\begin{array}{cccccccccccccccccccccccccccccccccccc$
Carefully prepared to exacting specification	s for endless enjoyment by Andrew M. Trauger of As	hdown, AR. Revised: 10/2003		trained skill. *Armor penalty applies (x2 Swim).

"x" = Class Skill; else 2 SP / rank. White box = trained skill. *Armor penalty applies (x2 Swim).

GEAR Productor Image: Section of System	Lorenvale		Drew			SPECIAL	ABILITIES / FEA	TS	SPEL	LS PF	REPAR	ED
T.200 T.200 <tht.200< th=""> <tht.200< th=""> <tht.< td=""><td>CAMPAIGN</td><td></td><td>DUNGEON MA</td><td>STER</td><td></td><td>Combat Casting</td><td></td><td>fensive 0</td><td></td><td></td><td></td><td></td></tht.<></tht.200<></tht.200<>	CAMPAIGN		DUNGEON MA	STER		Combat Casting		fensive 0				
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					ш	Fighting			1ST: D - Caus	e Fear OF	R Nystul's Ur	nd Ai
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Field / Alock 0 Wooden: Hay Symbol 0 Wooden: Hay Symbol 0 0 Chain Shin 25 0 Chain Shin 25 0 Chain Shin 2 0 Shin 3 0 Shon Social Wooner of to Garanoon 3 </td <td>ITEM</td> <td>WT.</td> <td>ITEM</td> <td>W</td> <td>/1. ∢</td> <td></td> <td></td> <td></td> <td>· · · · · · · · · · · · · · · · · · ·</td> <td></td> <td></td> <td></td>	ITEM	WT.	ITEM	W	/1. ∢				· · · · · · · · · · · · · · · · · · ·			
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L. Riding Morea wigear I <td></td> <td></td> <td></td> <td></td> <td></td> <td>Turn Undead</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>						Turn Undead						
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43 lb. 86 lb. 130 lb. 16 15T 4 1 <td></td> <td></td> <td></td> <td></td> <td></td> <td>Born Ambidexirot</td> <td>15</td> <td></td> <td>SPELL SAVE DC</td> <td></td> <td>BASE SPELLS</td> <td>DCI</td>						Born Ambidexirot	15		SPELL SAVE DC		BASE SPELLS	DCI
Image: Construction of the second of the									15	0-LVL	5	+ sp
260 lb. 520 lb. 1300 lb. 17 2ND 3 + Image: Constraint of the second sec									16	1ST	4	[₊[
INTAL WEIGHT CARRIED 36 Rebuke Undead (3 times/day) TOTAL WEIGHT TOTAL WEIGHT TOTAL WEIGHT TOTAL WEIGHT TOTAL WEIGHT MONEY / TREASURE ITEMS WEIGHT 1.7 Ass't Gems (2) GP VALUE SP: 6P: 83.00 Total # HD Rebuked = 2d6 + 4 PP:						260 lb.	520 lb. 130	00 lb.	17	2ND	3	╠
IOTAL WEIGHT 221 Rebuke Check = d20 + 0 MONEY / TREASURE ITEMS WEIGHT Ass't Gems (2) I.7 Ass't Gems (2) I.3 Max 1 HD undead creature GP VALUE St Gems (2) I.3 Max 3 HD undead creature GP WALUE I.3 Max 4 HD undead creature I.3 Max 1 HD undead creature GP Restance I.3 Max 6 HD undead creature I.3 I.4 X I.4 GP: B3.00 III IIII X IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII			TOTAL WEIGH	HT CARRIED 3	86				18	3RD	x	+
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CP: 1.7 Ass't Gems (2) 4 - 6 Max 2 HD undead creature GP: 83.00 Max 3 HD undead creature 10 - 12 Max 3 HD undead creature 13 - 15 Max 5 HD undead creature 13 - 15 Max 6 HD undead creature 13 - 15 Max 7 HD undead creature 13 - 15 Max 7 HD undead creature 13 - 21 Max 7 HD undead creature 23 8TH X QP: 83 Total # HD Rebuked = 2d6 + 4 ONE CLERICAL DOMAINS ONE Death - 1/daytouch attack; roll 4dd If your level is double or more the HD of undead, if more than target's current HP, it dies	MONEY /	TRE	ASURE ITEM	IS					20	5TH	X]+[
GP VALUE 7 - 9 Max 3 HD undead creature 22 7TH X + SP: 83.00 10 - 12 Max 4 HD undead creature 13 - 15 Max 5 HD undead creature 23 8TH X + GP: 83 22+ Max 8 HD undead creature 19 - 21 Max 7 HD undead creature 24 9TH X + PP: 10	CP: Apple Of	Gems (2)				4 - 6	Max 2 HD undead creatur	e	21	6TH	x	┢
B33.00 16 - 18 Max 6 HD undead creature 23 81H X H GP: 83 16 - 18 Max 6 HD undead creature 19 - 21 Max 7 HD undead creature 24 9TH X H PP: Image: Solution of the sol	GP VALUE					10 - 12	Max 4 HD undead creatur	e	22	7TH	x	╢
GP: 83 PP: Image: Constraint of the second	SP: 83.00					16 - 18	Max 6 HD undead creatur	e	23	8TH	x	╢
PP: If your level is double or more the HD of undead, If more than target's current HP, it dies	GP: 83					22+	Max 8 HD undead creatur	e				+
								C	ONE Death - 1	/daytou	ch attack; rol	ll 4d6;

SPELLS PREPARED -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: TH: 8TH: 9TH: SPELL SPELL 20% 5 FAILURE SAVE DC MOD SPELL SAVE DC BASE SPELLS BONUS SPELLS 15 0-LVL 5 + 16 1ST 4 1 17 2ND 3 1 18 3RD Х Χ 19 4TH Х Х 20 5TH Х Х 21 6TH Х Х 22 7TH х Х

of 2 levels

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

	DEATH		1			
TYPE OR NAME	NOTES	FACED	KILLS	FALLS	NTCH	CRITS
Human Ruffian	NOTES	1	1	FALLS	NICH	CKIIS
Evil Cleric		3	1			
Goblin		1	1		1	
Ogre		1	1			
- 3						
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	1					
L	1					
<u> </u>	and Totals	6		•		•
Gr	and rotais	6	4	0	1	0
Total Eff	ectiveness	83%	67%	0%	17%	0%
						•70
MY LIF	E'S STOR					• / •
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PARTY MEMBERS / CONTACTS

PLAYED BY:
Cliff
Joel
James Pate
John
NPC
TITLE / POSITION
mayor of Lorenvale
Mayor Cantrell's beautiful daughter
barkeep at The Roundhouse
captain of the guard at Lorenvale
Merchant in Verbobonc / apparent mastermind of abductions

BACKGROUND	LIFE EVENTS:
BAGROROORD	Childhood:
OMELAND:	Youth:
Climate:	Pivotal Events:
Ferrain:	Other:
Community:	RELATIONSHIPS:
AMILY:	Parents:
Economic Status:	Siblings:
Social Standing:	Grandparents:
Defense Readiness:	Extended Family:
Private Ethics:	Friends:
Public Ethics:	Enemies:
Religious Commitment:	Instructors:
Reputation:	EDUCATION:
Political Views:	Childhood Instruction:
Power Structure:	Formal Education:
Ancestors of Note:	Trade(s) Learned:
	UALITIES & PHYSICAL DESCRIPTION
	UALITIES & PHYSICAL DESCRIPTION
PERSONALITY O	S RACIAL TRAITS
PERSONALITY Q REGIONAL TRAIT	BACIAL TRAITS 1 extra feat at first level
PERSONALITY Q REGIONAL TRAIT Born: 2 Ready'reat 569 CY, in the North Reaches region, in the Shield Lands	S RACIAL TRAITS ern 1 extra feat at first level 4 extra SP at 1st Iv!; 1 extra SP/Iv! thereafter
PERSONALITY Q REGIONAL TRAIT Born: 2 Ready'reat 569 CY, in the North Reaches region, in the Shield Lands Feat: Twin Sword Style (If fighting w/2 s	S RACIAL TRAITS ern 1 extra feat at first level 4 extra SP at 1st Iv!; 1 extra SP/Iv! thereafter
PERSONALITY Q REGIONAL TRAIT Born: 2 Ready'reat 569 CY, in the North Reaches region, in the Shield Lands Feat: Twin Sword Style (If fighting w/2 st o AC vs. one opponent)	S RACIAL TRAITS ern 1 extra feat at first level 4 extra SP at 1st Iv!; 1 extra SP/Iv! thereafter
PERSONALITY Q REGIONAL TRAIT Born: 2 Ready'reat 569 CY, in the North- Reaches region, in the Shield Lands Feat: Twin Sword Style (If fighting w/2 sto to AC vs. one opponent) Equipment: Lt. Riding Horse w/gear	S RACIAL TRAITS ern 1 extra feat at first level 4 extra SP at 1st Iv!; 1 extra SP/Iv! thereafter
PERSONALITY Q REGIONAL TRAIT Born: 2 Ready'reat 569 CY, in the North- Reaches region, in the Shield Lands Feat: Twin Sword Style (If fighting w/2 st to AC vs. one opponent) Equipment: Lt. Riding Horse w/gear Skill: Heal (+4 bonus)	S RACIAL TRAITS ern 1 extra feat at first level 4 extra SP at 1st IvI; 1 extra SP/IvI thereafter swords, +2
PERSONALITY Q REGIONAL TRAIT Born: 2 Ready'reat 569 CY, in the North Reaches region, in the Shield Lands Feat: Twin Sword Style (If fighting w/2 s to AC vs. one opponent) Equipment: Lt. Riding Horse w/gear Skill: Heal (+4 bonus) Initial languages = Common + racial languages + IN	S RACIAL TRAITS I extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter words, +2 T bonus. Each
PERSONALITY Q REGIONAL TRAIT Born: 2 Ready'reat 569 CY, in the North Reaches region, in the Shield Lands Feat: Twin Sword Style (If fighting w/2 s to AC vs. one opponent) Equipment: Lt. Riding Horse w/gear Skill: Heal (+4 bonus) Initial languages = Common + racial languages + IN' additional language (Speak Language) = 2 Ski	S RACIAL TRAITS I extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter words, +2 T bonus. Each
PERSONALITY Q REGIONAL TRAIT Born: 2 Ready'reat 569 CY, in the North- Reaches region, in the Shield Lands Feat: Twin Sword Style (If fighting w/2 st o AC vs. one opponent) Equipment: Lt. Riding Horse w/gear Skill: Heal (+4 bonus) Initial languages = Common + racial languages + IN' additional language (Speak Language) = 2 Ski Regional Language: Flan	S RACIAL TRAITS I extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter words, +2 T bonus. Each
PERSONALITY Q REGIONAL TRAIT Born: 2 Ready'reat 569 CY, in the North Reaches region, in the Shield Lands Feat: Twin Sword Style (If fighting w/2 s o AC vs. one opponent) Equipment: Lt. Riding Horse w/gear Skill: Heal (+4 bonus) Initial languages = Common + racial languages + IN' additional language (Speak Language) = 2 Ski Regional Language: Flan Racial Language: none	S RACIAL TRAITS ern 1 extra feat at first level 4 extra SP at 1st Ivl; 1 extra SP/Ivl thereafter swords, +2 T bonus. Each II Points.
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