

**CHARACTER NAME**

Player Name Ghaleon  
 Alignment NE EV  
 Culture/Race Half Dwarf  
 Deity Nerull  
 Symbol \_\_\_\_\_  
 Group / Guild \_\_\_\_\_  
 Title \_\_\_\_\_  
 Birthplace \_\_\_\_\_

Age \_\_\_\_\_  
 Gender \_\_\_\_\_  
 Size \_\_\_\_\_  
 Height \_\_\_\_\_  
 Weight \_\_\_\_\_  
 Eyes \_\_\_\_\_  
 Hair \_\_\_\_\_  
 Skin \_\_\_\_\_  
 Build \_\_\_\_\_

LEVEL 14  
 CLASSES cleric  
Master of the threads  
 Level 7  
 Level 7  
 Level \_\_\_\_\_  
 Experience Points \_\_\_\_\_  
 Next Level \_\_\_\_\_

**ARMOR CLASS**  
 (33) Armor Type +5 Full plate  
 Shield Type Large +0 steel shield  
 Armor: \_\_\_\_\_ Shield: \_\_\_\_\_ Dex: \_\_\_\_\_ Size: \_\_\_\_\_ Misc: \_\_\_\_\_  
 Max Dex: \_\_\_\_\_ Arcane Spell Failure: \_\_\_\_\_ %  
 \*Armor Check Penalty \_\_\_\_\_

**HIT POINTS**  
 (90) Wounds \_\_\_\_\_  
 Character Condition: \_\_\_\_\_

**SPEED**  
 Armored: \_\_\_\_\_  
 Unarmored: \_\_\_\_\_  
 Move Bonus: \_\_\_\_\_

**INITIATIVE**  
 (2) Dexterity: 2  
 Feat: \_\_\_\_\_  
 Other: \_\_\_\_\_

Skills	Skill Check	Untrained	Key Ability	Ability Mod	Misc Mods	Rank	Class Skill
Alchemy		No	Int				<input type="checkbox"/>
Animal Empathy		No	Cha				<input type="checkbox"/>
Appraise		Yes	Int				<input type="checkbox"/>
Balance		Yes	Dex*				<input type="checkbox"/>
Bluff	7	Yes	Cha	4		3	<input checked="" type="checkbox"/>
Climb		Yes	Str*				<input type="checkbox"/>
Concentration	18	Yes	Con	4		14	<input checked="" type="checkbox"/>
Craft		Yes	Int				<input type="checkbox"/>
		Yes	Int				<input type="checkbox"/>
		Yes	Int				<input type="checkbox"/>
		Yes	Int				<input type="checkbox"/>
Decipher Script		No	Int				<input type="checkbox"/>
Diplomacy		Yes	Cha				<input type="checkbox"/>
Disable Device		No	Int				<input type="checkbox"/>
Disguise		Yes	Cha				<input type="checkbox"/>
Escape Artist		Yes	Dex*				<input type="checkbox"/>
Forgery		Yes	Int				<input type="checkbox"/>
Gather Information		Yes	Cha				<input type="checkbox"/>
Handle Animal		No	Cha				<input type="checkbox"/>
Heal	10	Yes	Wis	8		2	<input checked="" type="checkbox"/>
Hide		Yes	Dex*				<input type="checkbox"/>
Innuendo		No	Wis				<input type="checkbox"/>
Intimidate		Yes	Cha				<input type="checkbox"/>
Intuit Direction		No	Wis				<input type="checkbox"/>
Jump		Yes	Str*				<input type="checkbox"/>
Know. (arcana)		No	Int				<input type="checkbox"/>
Know. (religion)	15	No	Int	8		7	<input checked="" type="checkbox"/>
Know. (nature)		No	Int				<input type="checkbox"/>
Know. (planes)	8	No	Int	1		7	<input checked="" type="checkbox"/>
		No	Int				<input type="checkbox"/>
		No	Int				<input type="checkbox"/>
Listen	10	Yes	Wis	8		2	<input checked="" type="checkbox"/>
Move Silently		Yes	Dex*				<input type="checkbox"/>
Open Lock		No	Dex				<input type="checkbox"/>
Perform		Yes	Cha				<input type="checkbox"/>
Pick Pocket		No	Dex*				<input type="checkbox"/>
Profession		No	Wis				<input type="checkbox"/>
Read Lips		No	Int				<input type="checkbox"/>
Ride		Yes	Dex				<input type="checkbox"/>
Scry		Yes	Int				<input type="checkbox"/>
Search		Yes	Int				<input type="checkbox"/>
Sense Motive		Yes	Wis				<input type="checkbox"/>
Spellcraft	11	No	Int	1		10	<input checked="" type="checkbox"/>
Spot	10	Yes	Wis	8		2	<input checked="" type="checkbox"/>
Swim		Yes	Str				<input type="checkbox"/>
Tumble		No	Dex*				<input type="checkbox"/>
Use Magic Device		No	Cha				<input type="checkbox"/>
Use Rope		Yes	Dex				<input type="checkbox"/>
Wilderness Lore		Yes	Wis				<input type="checkbox"/>

15 STR 14 DEX 15 CON 12 INT 21 WIS 15 CHR

(15+2) (14-2) (19+9) (12-1) (27+8) (19+4)

Light Load: \_\_\_\_\_ Medium Load: \_\_\_\_\_ Heavy Load: \_\_\_\_\_

Lift Over Head Max Load \_\_\_\_\_ Lift Off Ground 2 x Max Load \_\_\_\_\_ Push/Drag 5 x Max Load \_\_\_\_\_

Arcane Spell Bonus 1 2 3 4 5 6 7 8 9 \_\_\_\_\_

Divine Spell Bonus 1 2 2 3 2 4 2 5 1 6 17 1 8 1 9 \_\_\_\_\_

Saving Throws	Total	Class	Ability	Misc	Saving Throw Bonuses
Reflex	12	9	2	0	_____
Fortitude	15	7	4	4	_____
Willpower	22	10	8	4	_____
Race: _____					
Spell Resistance _____					

**Combat** Base Attack Bonus 12 7 2

Weaponry	Attacks	Damage	Critical	Range
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Combat Notes: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Ammunition	Magical Combat	Spell/Effect	Damage	DC	Spell/Effect	Damage	DC
		_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

**Feat** Extra Turning Description 1/x Turn per day  
 spell focus necromancy  
 Greater spell focus necro +4 DC  
 Temporal turning max 2d6 more HD, -1 check  
 Lightning reflex  
 Holy symbol turning up to level of feat

MAX RANKS  
 Class (level+3): \_\_\_\_\_  
 Cross (level+3/2): \_\_\_\_\_

SKILL GAIN  
 Class: \_\_\_\_\_  
 Gain ( ) + Int ( ) + Mod ( ) = \_\_\_\_\_  
 Class: \_\_\_\_\_  
 Gain ( ) + Int ( ) + Mod ( ) = \_\_\_\_\_  
 Class: \_\_\_\_\_  
 Gain ( ) + Int ( ) + Mod ( ) = \_\_\_\_\_  
 Class: \_\_\_\_\_  
 Gain ( ) + Int ( ) + Mod ( ) = \_\_\_\_\_  
 Class: \_\_\_\_\_  
 Gain ( ) + Int ( ) + Mod ( ) = \_\_\_\_\_  
 Class: \_\_\_\_\_  
 Gain ( ) + Int ( ) + Mod ( ) = \_\_\_\_\_

\*Armor Check Penalty \_\_\_\_\_

Languages \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

15, 15, 15, 18, 14, 17

RACIAL FEATURES

Racial Features  
 Favored Class: \_\_\_\_\_  
 Darkvision 60ft  
 +1 Wis, Scorch, Spot  
 Elven Blood, immune to sleep,  
 +2 to enchantment spells

Racial Resistances  
 Type \_\_\_\_\_ Mod. \_\_\_\_\_

EQUIPMENT

Item	Location	Wgt.
wand cure mod (5)		
cure light potions 2		
neutralize poison potions 2		
scroll neutralize poison		
wand neutralize (30)		
wand of cure light (22)		
potiom of invisibility 2		
wand of bull strength 39		
scroll of dispel magic		
2 scroll of restoration		

CLASS FEATURES

Weapon and Armor Proficiency  
 Weapon / Types  
 All Simple  All Martial   
 Exotic \_\_\_\_\_  
 Exotic \_\_\_\_\_  
 Exotic \_\_\_\_\_  
 Specific Weapons  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Armor Types Proficient  
 Light   
 Medium   
 Heavy   
 Shield   
 Exotic \_\_\_\_\_  
 Exotic \_\_\_\_\_  
 Exotic \_\_\_\_\_  
 Exotic \_\_\_\_\_  
 Exotic \_\_\_\_\_

Class Features  
 Domains: Death, Trickery; Instant Inflict  
 Conversion; 7dc Death touch;  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Cleric Turning Roll: \_\_\_\_\_ Cleric Turning Damage: \_\_\_\_\_ Turn Per Day: \_\_\_\_\_

MONETARY TREASURE

	carried	available	wgt.	Gems	value	carried	total\$
Copper							
Silver							
Gold	1180						
Platinum							
other							
Total Coin Wgt:							

MAGICAL TREASURE

26k  
18k

peripart of wis +6  
 3x5 ft. rug carpet 300lbs  
 210 feet per round, w=5lbs  
 +5 Full plate  
 +4 boots of resistance  
 +4 steel shield AC:6 1crystal  
 +4 cloak of charisma  
 +4 bracers of health  
 +1 headband of rat armor  
 +1 ring of prot

POTIONS/SCROLLS


Load Max Dex Check Pen. 30' 20' Run  
 Med. +3 -3 20' 15' x4  
 Hvy. +1 -6 20' 15' x3

SUPPLIES  
 Water  days  
 Food  days

Total Load

Saddlepack Supplies

Light Load   
 Med. Load   
 Heavy Load

Spell Casting Notes

Spell Level	Spells/Day	DC
0	6	0
1	5+1	2
2	5+1	2
3	4+1	2
4	4+1	2
5	3+1	1
6	3+1	1
7	2+1	1
8		
9		

Divine Spells

Spell Level	Spells/Day	DC
0		
1		
2		
3		
4		
5		
6		
7		
8		
9		

Notes: \_\_\_\_\_