

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Cleric9	36000	Human	Medium / 5.0 ft.	6' 2"	200 lbs.	Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	21		Blue	Blonde, Swept over the right eye	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	URNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	14	+2	16	+3			HP Hit Points	90		Walk 20'
DEX Dexterity	12	+1	12	+1			AC Armour Class	23	= 22 : 12 : 10 + 7 + 4 + 1 + 0 + 0 + 1	
CON Constitution	14	+2	14	+2			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	12	+1	12	+1			INITIATIVE Modifier	1	= 1 + 0	ARMOR BONUS
WIS Wisdom	18	+4	18	+4			TOTAL	DEX MODIFIER	MISC MODIFIER	SHIELD BONUS
CHA Charisma	14	+2	14	+2			BASE ATTACK Bonus	+6/+1		STAT BONUS
										SIZE BONUS
										NATURAL ARMOR
										MISC BONUS
										MISS CHANCE
										ARCANE FAILURE
										ARMOR CHECK
										MAX DEX
										SPELL RESIST.
										MAX RANKS
										12/6

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
Fortitude Constitution	+9	= +6	+ +2	+ +1	+ +0	+ +0		
Reflex Dexterity	+5	= +3	+ +1	+ +1	+ +0	+ +0		
Willpower Wisdom	+11	= +6	+ +4	+ +1	+ +0	+ +0		
TOTAL	BASE ATTACK	STAT	SIZE	EPIC	MISC	TEMPORARY		
Melee ATTACK BONUS	+9/+4	= +6/+1	+ 3	+ 0	+ 0	+ 0		
Ranged ATTACK BONUS	+7/+2	= +6/+1	+ 1	+ 0	+ 0	+ 0		
Grapple ATTACK BONUS	+9/+4	= +6/+1	+ 3	+ 0	+ 0	+ 0		

UNARMED

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+9/+4	1d3+3	20/x2

WEAPON

+ATTACK BONUS

*Flaming Heavy Mace +2	+11/+6	1d8+5	20/x2	P	0'	B	M
(Mace (Heavy/Flaming/+2 (Weapon)/Masterwork)), Masterwork, Steel, Flaming							

Masterwork Light Crossbow	+8/+3	1d8	19-20/x2	C	80'	P	M
Masterwork, Wood							

ARMOR

*Breastplate +2	Medium	+7	+3	-3	25
(Breastplate (Masterwork/+2 (Armor))), Masterwork, Steel					

SHIELD

*Heavy Darkwood Shield +2	Heavy	+4	+0	15
Darkwood, Wood				

ITEMS

*Ring of Protection +1	+1
Grants +1 deflection bonus to AC	

AMMUNITION

Crossbow Bolts (10) (4)

SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	1	= 1	+ 0	+ 0
Balance	DEX	-2	= 1	+ 0	+ -3
Bluff	CHA	2	= 2	+ 0	+ 0
Climb	STR	0	= 3	+ 0	+ -3
Concentration	CON	6	= 2	+ 4	+ 0
Diplomacy	CHA	7	= 2	+ 5	+ 0
Disguise	CHA	2	= 2	+ 0	+ 0
Escape Artist	DEX	-2	= 1	+ 0	+ -3
Forgery	INT	1	= 1	+ 0	+ 0
Gather Information	CHA	2	= 2	+ 0	+ 0
Heal	WIS	8	= 4	+ 4	+ 0
Hide	DEX	-2	= 1	+ 0	+ -3
Intimidate	CHA	2	= 2	+ 0	+ 0
Jump	STR	-6	= 3	+ 0	+ -9
Knowledge (Arcana)	INT	2	= 1	+ 1	+ 0
Knowledge (Dungeoneering)	INT	2	= 1	+ 1	+ 0
Knowledge (History)	INT	2	= 1	+ 1	+ 0
Knowledge (Religion)	INT	13	= 1	+ 12	+ 0
Knowledge (The Planes)	INT	2	= 1	+ 1	+ 0
Listen	WIS	6	= 4	+ 2	+ 0
Move Silently	DEX	-2	= 1	+ 0	+ -3
Ride	DEX	-4	= 1	+ 0	+ -5
Search	INT	3	= 1	+ 2	+ 0
Sense Motive	WIS	4	= 4	+ 0	+ 0
Spellcraft	INT	2	= 1	+ 1	+ 0
Spot	WIS	6	= 4	+ 2	+ 0
Survival	WIS	4	= 4	+ 0	+ 0
Swim	STR	-3	= 3	+ 0	+ -6
Tumble	DEX	-1	= 1	+ 1	+ -3
Use Rope	DEX	1	= 1	+ 0	+ 0
= Useable Untrained					

EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Alchemist's Fire (Flask)	Belt Pouch	1	1	20	Holy Symbol (Silver)	Equipped	1	1	25
Spell Component Pouch	Equipped	1	3	5	Holy Water (Flask)	Belt Pouch	1	1	25
Backpack	Equipped	1	2	2	Masterwork Light Crossbow	Carried	1	4	335
Crossbow Bolts (10) (Steel, Wood)	Backpack	3	1	1	(Masterwork, Wood)				
Crossbow Bolts (10) (Steel, Wood)	Carried	1	1	1	Explorer's Outfit	Equipped	1	8	0
Breastplate +2 ((Breastplate (Masterwork/+2 (Armor))), Masterwork, Steel)	Equipped	1	30	4350	Belt Pouch	Equipped	1	0.5	1
Cloak of Resistance +1 (Offer magic protection in the form of a +1 resistance bonus on all saving throws)	Equipped	1	1	1000	Ring of Protection +1 (Grants +1 deflection bonus to AC)	Equipped	1	0.01	2000
Flaming Heavy Mace +2 ((Mace (Heavy)/Flaming/+2 (Weapon)/Masterwork)), Masterwork, Steel, Flaming)	Equipped	1	8	18312	Silk Rope (50')	Backpack	1	5	10
Flint and Steel	Belt Pouch	1	0	1	Sunrod	Backpack	2	1	2
Gauntlets of Ogre Power (Grant the wearer great strength, adding a +2 enhancement bonus to his Strength score)	Equipped	1	4	4000	Sunrod	Belt Pouch	1	1	2
Heavy Darkwood Shield +2 (Darkwood, Wood)	Equipped	1	5	4257	Wand of Cure Light Wounds (Spell Effect (50 Charges/Spell Trigger))	Belt Pouch	1	0.1	330
TOTAL WEIGHT CARRIED/VALUE						72.61 lbs.		36003 gp	

WEIGHT ALLOWANCE

Light	76	Medium	153	Heavy	230
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MONEY

SPECIAL ABILITIES

Aura (Ex) ~ Good, Spontaneous Casting ~ May channel stored spell energy into healing spells not prepared in advance, Turn Undead (Su) ~ 9/day (Turn Level 10 ~ Turn Damage 2d6+11)

PROFICIENCIES

Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Ranged Spell, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Touch Spell, Unarmed Strike

LANGUAGES

Celestial, Common, Literacy

Cleric of Pelor

Domain	Granted Power
Healing	You cast healing spells at +1 caster level.
Sun	Once per day, you can perform a greater turning against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead.

FEATS

NAME	DESCRIPTION
Armor Proficiency (Heavy)	You are proficient with heavy armor
Armor Proficiency (Light)	You are proficient with light armor
Armor Proficiency (Medium)	You are proficient with medium armor
Cleave	You can follow through with powerful blows
Extra Turning	You can turn or rebuke creatures more often than normal
Improved Turning	Your turning or rebuking attempts are more powerful than normal
Power Attack	You can make exceptionally powerful melee attacks
Shield Proficiency	You are proficient with bucklers, small shields, and large shields
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat
Weapon Focus (Mace (Heavy))	You are especially good at using the chosen weapon

SPELLS

Cleric	0	1	2	3	4	5	6	7	8	9
Per Day	6	5+1	5+1	4+1	3+1	1+1	0	0	0	0
0: Create Water (DC:14)	Cure Minor Wounds (DC:14)		Detect Magic (DC:14)		Detect Poison (DC:14)					
Guidance (DC:14)	Inflict Minor Wounds (DC:14)		Light (DC:14)		Mending (DC:14)					
Purify Food and Drink (DC:14)	Read Magic (DC:14)		Resistance (DC:14)		Virtue (DC:14)					
1: Bane (DC:15)	Bless (DC:15)		Bless Water (DC:15)		Cause Fear (DC:15)					
Command (DC:15)	Comprehend Languages (DC:15)		**Cure Light Wounds (DC:15)		Cure Light Wounds (DC:15)					
Detect Chaos (DC:15)	Detect Evil (DC:15)		Detect Good (DC:15)		Detect Law (DC:15)					
Detect Undead (DC:15)	Divine Favor (DC:15)		Doom (DC:15)		**Endure Elements (DC:15)					
Endure Elements (DC:15)	Entropic Shield (DC:15)		Hide from Undead (DC:15)		Inflict Light Wounds (DC:15)					
Magic Stone (DC:15)	Magic Weapon (DC:15)		Obscuring Mist (DC:15)		Protection from Chaos (DC:15)					
Protection from Evil (DC:15)	Protection from Law (DC:15)		Remove Fear (DC:15)		Sanctuary (DC:15)					
Shield of Faith (DC:15)	Summon Monster I (DC:15)									
2: Aid (DC:16)	Align Weapon (DC:16)		Augury (DC:16)		Bear's Endurance (DC:16)					
Bull's Strength (DC:16)	Calm Emotions (DC:16)		Consecrate (DC:16)		**Cure Moderate Wounds (DC:16)					
Cure Moderate Wounds (DC:16)	Darkness (DC:16)		Delay Poison (DC:16)		Eagle's Splendor (DC:16)					
Enthrall (DC:16)	Find Traps (DC:16)		Gentle Repose (DC:16)		*Heat Metal (DC:16)					
Hold Person (DC:16)	Inflict Moderate Wounds (DC:16)		Make Whole (DC:16)		Owl's Wisdom (DC:16)					
Remove Paralysis (DC:16)	Resist Energy (DC:16)		Lesser Restoration (DC:16)		Shatter (DC:16)					
Shield Other (DC:16)	Silence (DC:16)		Sound Burst (DC:16)		Spiritual Weapon (DC:16)					
Status (DC:16)	Summon Monster II (DC:16)		Undetectable Alignment (DC:16)		Zone of Truth (DC:16)					
3: Bestow Curse (DC:17)	Blindness/Deafness (DC:17)		Continual Flame (DC:17)		Create Food and Water (DC:17)					
**Cure Serious Wounds (DC:17)	Cure Serious Wounds (DC:17)		Daylight (DC:17)		Deeper Darkness (DC:17)					
Dispel Magic (DC:17)	Glyph of Warding (DC:17)		Helping Hand (DC:17)		Inflict Serious Wounds (DC:17)					
Invisibility Purge (DC:17)	Locate Object (DC:17)		Magic Circle Against Chaos (DC:17)		Magic Circle Against Evil (DC:17)					
Magic Circle Against Law (DC:17)	Magic Vestment (DC:17)		Meld into Stone (DC:17)		Obscure Object (DC:17)					
Prayer (DC:17)	Protection from Energy (DC:17)		Remove Blindness/Deafness (DC:17)		Remove Curse (DC:17)					
Remove Disease (DC:17)	**Searing Light (DC:17)		Searing Light (DC:17)		Speak with Dead (DC:17)					
Stone Shape (DC:17)	Summon Monster III (DC:17)		Water Breathing (DC:17)		Water Walk (DC:17)					
Wind Wall (DC:17)										
4: Air Walk (DC:18)	Control Water (DC:18)		**Cure Critical Wounds (DC:18)		Cure Critical Wounds (DC:18)					
Death Ward (DC:18)	Dimensional Anchor (DC:18)		Discern Lies (DC:18)		Dismissal (DC:18)					
Divination (DC:18)	Divine Power (DC:18)		*Fire Shield (DC:18)		Freedom of Movement (DC:18)					
Giant Vermin (DC:18)	Imbue with Spell Ability (DC:18)		Inflict Critical Wounds (DC:18)		Greater Magic Weapon (DC:18)					
Neutralize Poison (DC:18)	Lesser Planar Ally (DC:18)		Poison (DC:18)		Repel Vermin (DC:18)					
Restoration (DC:18)	Sending (DC:18)		Spell Immunity (DC:18)		Summon Monster IV (DC:18)					
Tongues (DC:18)										
5: Atonement (DC:19)	Break Enchantment (DC:19)		Greater Command (DC:19)		Commune (DC:19)					
**Mass Cure Light Wounds (DC:19)	Mass Cure Light Wounds (DC:19)		Dispel Chaos (DC:19)		Dispel Evil (DC:19)					
Dispel Law (DC:19)	Disrupting Weapon (DC:19)		**Flame Strike (DC:19)		Flame Strike (DC:19)					
Hallow (DC:19)	Mass Inflict Light Wounds (DC:19)		Insect Plague (DC:19)		Mark of Justice (DC:19)					
Plane Shift (DC:19)	Raise Dead (DC:19)		Righteous Might (DC:19)		Scrying (DC:19)					
Slay Living (DC:19)	Spell Resistance (DC:19)		Summon Monster V (DC:19)		Symbol of Sleep (DC:19)					
True Seeing (DC:19)	Wall of Stone (DC:19)									

* = Domain/Specialty Spell