

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Cleric9	36000	Elf	Medium / 5.0 ft.	4' 11"	103 lbs.	Low-Light, Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	136		Blue	Golden Blonde, Bob	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	14	+2			HP Hit Points	72					Walk 20'																		
DEX Dexterity	14	+2	14	+2			AC Armour Class	25	=	23	:	13	:	10	+	8	+	4	+	2	+	0	+	0	+	1		40	-3	3	0
CON Constitution	10	+0	10	+0			TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	ARCANE FAILURE	ARMOR CHECK	MAX DEX	SPELL RESIST.										
INT Intelligence	14	+2	14	+2			INITIATIVE Modifier	2	=	2	+	0																			
WIS Wisdom	18	+4	18	+4			TOTAL	DEX MODIFIER	MISC MODIFIER																						
CHA Charisma	14	+2	14	+2			BASE ATTACK Bonus		+6/+1																						
SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS																							
Fortitude Constitution	+6	=	+6	+	+0	+	+0	+	+0	+	+0	+																			
Reflex Dexterity	+7	=	+3	+	+2	+	+0	+	+0	+	+2	+																			
Willpower Wisdom	+10	=	+6	+	+4	+	+0	+	+0	+	+0	+																			
TOTAL	BASE ATTACK	STAT	SIZE	EPIC	MISC	TEMPORARY																									
Melee ATTACK BONUS	+8/+3	=	+6/+1	+	2	+	0	+	0	+	0	+																			
Ranged ATTACK BONUS	+8/+3	=	+6/+1	+	2	+	0	+	0	+	0	+																			
Grapple ATTACK BONUS	+8/+3	=	+6/+1	+	2	+	0	+	0	+	0	+																			
UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL																												
WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE																								
*Flaming Longsword +2	+11/+6	1d8+4	19-20/x2	P	0'	S	M																								
		Masterwork, Steel, Flaming																													
Masterwork Composite +2 Longbow	+9/+4	1d8+2	20/x3	C	110'	P	M																								
		Masterwork, Wood, Mighty Bow																													
ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE																									
*Breastplate +3		Medium	+8	+3	-3	25																									
		Masterwork, Steel																													
SHIELD		TYPE	AC	CHECK	SPELL FAILURE																										
*Heavy Darkwood Shield +2		Heavy	+4	+0	15																										
		Darkwood, Wood																													
ITEMS		AC																													
*Ring of Protection +1		+1																													
		Grants +1 deflection bonus to AC																													
AMMUNITION																															
Arrows (20) (1)																															

SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	2	=	2	+ 0
Balance	DEX	-1	=	2	+ 0
Bluff	CHA	4	=	2	+ 2
Climb	STR	-1	=	2	+ 0
Concentration	CON	5	=	0	+ 5
Diplomacy	CHA	6	=	2	+ 4
Disguise	CHA	2	=	2	+ 0
Escape Artist	DEX	-1	=	2	+ 0
Forgery	INT	2	=	2	+ 0
Gather Information	CHA	2	=	2	+ 0
Heal	WIS	5	=	4	+ 1
Hide	DEX	-1	=	2	+ 0
Intimidate	CHA	2	=	2	+ 0
Jump	STR	-7	=	2	+ 0
Knowledge (Arcana)	INT	4	=	2	+ 2
Knowledge (Dungeoneering)	INT	4	=	2	+ 2
Knowledge (History)	INT	4	=	2	+ 2
Knowledge (Religion)	INT	14	=	2	+ 12
Knowledge (The Planes)	INT	4	=	2	+ 2
Listen	WIS	6	=	4	+ 0
Move Silently	DEX	-1	=	2	+ 0
Ride	DEX	-3	=	2	+ 0
Search	INT	5	=	2	+ 1
Sense Motive	WIS	4	=	4	+ 0
Spellcraft	INT	10	=	2	+ 8
Spot	WIS	6	=	4	+ 0
Survival	WIS	4	=	4	+ 0
Swim	STR	-4	=	2	+ 0
Tumble	DEX	0	=	2	+ 1
Use Rope	DEX	2	=	2	+ 0
= Useable Untrained					

EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Arrows (20) (Steel, Wood)	Carried	1	3	1	Holy Water (Flask)	Belt Pouch	1	1	25
Spell Component Pouch	Equipped	1	3	5	Masterwork Composite +2 Longbow (Masterwork, Wood, Mighty Bow)	Carried	1	3	600
Backpack	Equipped	1	2	2	Explorer's Outfit	Equipped	1	8	0
Breastplate +3 (Masterwork, Steel)	Equipped	1	30	9350	Belt Pouch	Equipped	1	0.5	1
Flaming Longsword +2 (Masterwork, Steel, Flaming)	Equipped	1	4	18315	Ring of Protection +1 (Grants +1 deflection bonus to AC)	Equipped	1	0.01	2000
Flint and Steel	Belt Pouch	1	0	1	Silk Rope (50')	Backpack	1	5	10
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	285
Holy Symbol (Silver)	Equipped	1	1	25	TOTAL WEIGHT CARRIED/VALUE			57.61 lbs.	36017 gp

WEIGHT ALLOWANCE

Light	58	Medium	116	Heavy	175
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MONEY

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects, An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it, Aura (Ex) ~ Good, Immunity to magic sleep effects, Restricted Casting ~ May not cast Lawful spells, 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, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Ranged Spell, Rapier, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Touch Spell, Unarmed Strike

LANGUAGES

Common, Draconic, Elven, Literacy, Sylvan

Cleric of Corellon Larethian

Domain	Granted Power
Protection	You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your cleric level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.
War	Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

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
Dodge	You are adept at dodging 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
Lightning Reflexes	You have faster than normal reflexes
Martial Weapon Proficiency	You understand how to use the chosen martial weapon in combat
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 (Longsword)	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)			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)			Entropic Shield (DC:15)				
Hide from Undead (DC:15)	Inflict Light Wounds (DC:15)		Magic Stone (DC:15)			**Magic Weapon (DC:15)				
Magic Weapon (DC:15)	Obscuring Mist (DC:15)		Protection from Evil (DC:15)			Protection from Law (DC:15)				
Remove Fear (DC:15)	**Sanctuary (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)				
Darkness (DC:16)	Delay Poison (DC:16)		Eagle's Splendor (DC:16)			Enthrall (DC:16)				
Find Traps (DC:16)	Gentle Repose (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)			Shield Other (DC:16)				
Silence (DC:16)	Sound Burst (DC:16)		**Spiritual Weapon (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)	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 Evil (DC:17)		Magic Circle Against Law (DC:17)			**Magic Vestment (DC:17)				
Magic Vestment (DC:17)	Meld into Stone (DC:17)		Obscure Object (DC:17)			Prayer (DC:17)				
**Protection from Energy (DC:17)	Protection from Energy (DC:17)		Remove Blindness/Deafness (DC:17)			Remove Curse (DC:17)				
Remove Disease (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)			Death Ward (DC:18)				
Dimensional Anchor (DC:18)	Discern Lies (DC:18)		Dismissal (DC:18)			Divination (DC:18)				
**Divine Power (DC:18)	Divine Power (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)		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)	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)				
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