

CAMPAIGN		/ 15.000				ıs Feat: 1st	TIES — d of 30 feet. level bonus		
GEAR						ored Class: ASS ABILIT			
					× Profi	cient with a	Il simple we	apons. niliar as a magical companion	
ARMOR/PROTECTIVE ITEM	TYPE	ARMOR BONUS	MAX DEX E	BONUS	— FEA	ATS —	•		
ACP SPELL FAILURE SPEE	D WEIGHT	SPEC	CIAL PROPERTIES					oss-class skills cost less per i crease save DC against breat	
ASI SI EEE I AIESILE SI EEI	J WEIGHT	GI EC	MAET HOP ENTIES		× Shap	e Breath(D	r 73) : Expe	el breath weapon as line or con	ne .
					× Awai	ken Frightfu	ıı Presence(Dr 67) : Gain frightful presend	e ability
SHIELD/PROTECTIVE ITEM	ARMOR BONU	S WEIGHT	CHECK PENALTY SP	ELL FAILURE					
	SPECIAL F	PROPERTIES							
		SSESSIONS							
Pot cure light wounds	Wgt 3		ITEM	Wgt					
Dust of tracelessness									
Blur									
Cure moderate wounds	2								
Alchemists fire	5								
Acid	5								
Needle and thread from Orange carnival doll	i dog girl								
Potion against rider's m	agic (irridece	nt purple flow	er called eye of	rapture)					
		Magic Items Equ	ipped by Slot						
		Ring Slot (RH)							
		(none) (0 GP)							
		(none) (0 GP)							
		Hand Slot							
		(none) (0 GP)		0					
		Arm Slot							
		Bracers of armor (+	2) (4000 GP)	1					
		Head Slot							
		(none) (0 GP)		0					
		Face Slot							
		(none) (0 GP)		0					
		Shoulder Slot	- 2) (4000 CP)	2					
		Cloak of charisma (Neck Slot	+2) (4000 GP)	2					
		(none) (0 GP)		0					
		Body Slot							
		(none) (0 GP)		0					
		Torso Slot							
		Vest of resistance (+2) (4000 GP)	1					
		Waist Slot							
		(none) (0 GP)		0					
		Feet Slot		0					
		(none) (0 GP) TOTAL WEIGHT C	ARRIED	9					
	NOTES		LANGUAGE						
3/day greater invisibility 3/day grease	- #		Common Draconic						
Immune to sleep/paralysis	_ +		Sylvan		<u> </u>				
Flight 60ft perfect					(CARRYING IN	NFO	TURN/REBUKE	EATTEMPTS
Breath weapon DC 13 Fort	(5ft cone eupho	oria 1d6 rounds)	.						Turnina/Debut/
Telepathy 100ft			.		26	53	80	Times/Day Used	Turning/Rebuking Check Modifier
Darkvision 60ft					LIGHT LOAD	MED LOAD	HEAVY LOAD	Turning/Re Most Powerful Undead buking Affected(Max HD)	# of HD Turned/Rebuked
								buking Affected(Max HD) Up to 0	2d6
					80	160	400	1-3	If your cleric level is double the HD of the undead or
					LIFT OVER	LIFT OFF GROUND	PUSH DRAG	4-6	more, the undead are
	_					MONEY		7-9	destroyed/commanded rather than turned/rebuked.
			.		PP			10-12	Dispelling rebuking/turning works like turning/rebuking,
	_		.		GP			13-15	but you must equal or exceed the check result of
			·		SP CP			16-18	the cleric who rebuked/turned.
			-		Art			19-21	
					Gems			227	
					Other (GP)				
-			-			_	_	•	