

Open Rocknocker

Mike



CHARACTER NAME

Cleric 8

PLAYER

Dwarf

Lawful Good

Dol Arrah

CLASS AND LEVEL

MD 125

Male

4'8"

RACE

185

Gray

Black/Gray

Light

SIZE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	HP	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	15	2	17	3	73	73			20 Ft.
DEX DEXTERITY	12	1			AC	19	10 + 8 + 3		
CON CONSTITUTION	16	3			ARMOR CLASS				
INT INTELLIGENCE	14	2			TOTAL				
WIS WISDOM	16	3			TOUCH				
CHA CHARISMA	14	2			ARMOR CLASS				

INITIATIVE: 4 = 0 + 4

FLAT-FOOTED: 0

SKILLS: 1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	8	6	2				+2 vs Poison
REFLEX (DEXTERITY)	3	2	1				+2 vs Spells
WILL (WISDOM)	9	6	3				

BASE ATTACK BONUS	SPELL RESISTANCE
6/1	

GRAPPLE	MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER
6		6	4	2	0	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Halberd	+11/+6 (+5)	1D8+4	x3
RANGE	TYPE	NOTES	
P/S	2 Handed	+1 Orcs/Goblinoids	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Light Mace	+8/+2	1D6+4	x2
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Cal trip stick thing			
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
APPRAISE	INT				
BALANCE	DEX*				
BLUFF	CHA				
CLIMB	STR*				
CONCENTRATION	CON	13	2	11	
CRAFT	INT				
DECIPHER SCRIPT	INT				
DIPLOMACY	CHA	7	2	5	
DISABLE DEVICE	INT				
DISGUISE	CHA				
ESCAPE ARTIST	DEX*				
FORGERY	INT				
GATHER INFORMATION	CHA				
HANDLE ANIMAL	CHA				
HEAL	WIS				
HIDE	DEX*				
INTIMIDATE	CHA				
JUMP	STR*				
KNOWLEDGE (Arcana)	INT				
KNOWLEDGE (Hist)	INT	9	2	7	
KNOWLEDGE (Rel)	INT				
KNOWLEDGE (Planes)	INT				
KNOWLEDGE	INT				
LISTEN	WIS				
MOVE SILENTLY	DEX*				
OPEN LOCK	DEX				
PERFORM	CHA				
PROFESSION	WIS				
RIDE	DEX				
SEARCH	INT				
SENSE MOTIVE	WIS				
SLEIGHT OF HAND	DEX*	13	2	11	
SPELLCRAFT	INT	8	3	5	
SPOT	WIS				
SURVIVAL	WIS				
SWIM	STR*				
TUMBLE	DEX*				
USE MAGIC DEVICE	CHA				
USE ROPE	DEX				

Denotes a skill that can be used untrained.
Mark this box with an X if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

26,000

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
Half Plate +1		Heavy	+8	
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
-6		+0		







SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
Light steel shield	+3		
SPELL FAILURE	SPECIAL PROPERTIES		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
Guantlet +1			Agre Strength(+2)

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.		ITEM	PG.	WT.
Cure Light Woods Wand						
Minor Horn						
Staff of Life x7						
			TOTAL WEIGHT CARRIED			

					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX. LOAD	LIFT OFF GROUND 2 x MAX. LOAD	PUSH OR DRAG 5 x MAX. LOAD

MONEY

CP —
SP —
GP — 2019
PP —

FEATS

PG.
Weapon Focus - Halberd
Improved Int - +4
Extra Turning + 4
Improved Turning + 2

SPECIAL ABILITIES

Turn Undead
Spontaneous Cure
Dark Vision
Stone Cunning
+2 Searching Stone
Stability +4
Greater Turning

SPELLS

DOMAINS/SPECIALTY SCHOOL:
War x Sun

0: _____

 1ST: _____

 2ND: _____

 3RD: _____

 4TH: _____

 5TH: _____

 6TH: _____

 7TH: _____

 8TH: _____

 9TH: _____

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

E %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
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<input type="text"/>	<input type="text"/>	1ST	<input type="text" value="6"/>	<input type="text" value="1"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text" value="3"/>	<input type="text" value="1"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text" value="3"/>	<input type="text" value="1"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text" value="2"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

LANGUAGES

Initial languages = Common + racial
languages + one per point of Int bonus

Common, Dwarf

Goblinoid, Gnome