

NAME		PLAYERNAME		DEITY		ALIGNMENT
Gia12 Clr5	210000	Hill Giant	Large	0' 0"	0 lbs.	Low-light
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
17/21	231000	0	Maschio		,	0
Character Level/ECL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+16	= +12	+ +4	+ +0	+ +0	+ +0		
<b>REFLEX</b> (dexterity)	+4	= +5	+ -1	+ +0	+ +0	+ +0		
<b>WILL</b> (wisdom)	+9	= +8	+ +1	+ +0	+ +0	+ +0		

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+18/+13/+8	1d4+7	20/x2	10 ft.

<b>*Slam</b>	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	L	20/x2	10 ft.
TOTAL ATTACK BONUS			DAMAGE		
+18/+18			1d4+7		
<b>Special Properties</b>					

\*: weapon is equipped

**1H-P:** One handed, in primary hand. **1H-O:** One handed, in off hand. **2H:** Two handed. **2W-P-(OH):** 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL):** 2 weapons, primary hand (off hand weapon is light). **2W-OH:** 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Hide +2 (Large)	Medium	+5	+4	-2	20
*Ring of Protection +2		+2		+0	0

SKILL NAME		SKILLS				MAX RANKS	20/10
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Climb	STR	9	= 7	+ 4.0	+ -2	
✓	Concentration	CON	9	= 4	+ 5.0	+	
✓	Jump	STR	9	= 7	+ 4.0	+ -2	
✓	Listen	WIS	4	= 1	+ 3.0	+	
✓	Spot	WIS	5	= 1	+ 4.0	+	
				=	+	+	
				=	+	+	

✓: can be used untrained, ✗: exclusive skills

REBUKE UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check
Up to 0	1	Turn level
1 - 3	2	Turn damage
4 - 6	3	You command Undead creatures with total hit dice up to 5.
7 - 9	4	
10 - 12	5	
13 - 15	6	
16 - 18	7	
19 - 21	8	
22+	9	
REBUKE/DAY		



## Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	5	4+1	2+1	1+1	0	0	0	0	0	0

### LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Cure Minor Wounds	11	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□ Detect Magic	11	None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□ Read Magic	11	None	1 standard action	50 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 5	

### LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Cure Light Wounds	12	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+5 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□ Protection from Good	12	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Evil]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
□□□□□ Shield of Faith	12	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> Aura grants +2 deflection bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	

### LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bull's Strength	13	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF Yes (harmless)		Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 5 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□ Cure Moderate Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+5 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□ Spiritual Weapon	13	None	1 standard action	5 rounds [D]	Medium (150 ft.)	V, S, DF	Yes	Evocation [Force]	RSRD: SpellsS.rtf
<i>Effect:</i> Magical weapon attacks on its own.					<i>Target:</i> Magic weapon of force			<i>Caster Level:</i> 5	

### LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Cure Serious Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 3d8+5 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□ Dispel Magic	14	None	1 standard action	Instantaneous	Medium (150 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 5	
□□□□□ Magic Vestment	14	Will negates (harmless, object)	1 standard action	5 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Armor or shield gains 1 enhancement					<i>Target:</i> Armor or shield touched			<i>Caster Level:</i> 5	

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes: