Jiri Character David Garundi (Human) Medium Male 6'4" 190 lbs black RACE & LA

GENDER SIZE Pharasma

WEIGHT HEIGHT Sethis, Osirion

HOMELAND & BACKGROUND OCCUPATION

HAIR

EYES

tawny SKIN

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ALIGNMENT DEITY  LANGUAGES: Common, Modern Osiriani, Ancient Osiriani, Cel							D & BACKGRO	OUND OCCUP	PATION						Original	by Neceros.					om Vers	ion 1 0 20	12		
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		14		14				CONDITIONS & MISCELLANEOUS TRACKING								SKILLS RANKS TOTAL TOTAL RANKS ABILITY TRAINED							6 D MISC		
ABILITY SCORE & RACIAL NOTES													*□ ACROBATICS • DEX 0					1	I	- MISC					
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Race:	Human	, +2 a	ny abi	lity; bon		& subrac					save t	akes 0 da	am ins	stead of	1/2 dam		EALTH +	'		DEX	7	1	1	3	
Skilled	: Huma	ans G	ain ad	dd'l ranl	k at ead	ch level		Swarn	n Dodger	- Reflex	save	to avoid	swarn	n effects	(OLoP)		JRVIVAL			wis	5		5		
Class:	Cleric	HD:	d8 ski	lls 2 +	Int Mod	l		Turn Undead - cause undead w/in 30' to flee								VIM ◆ SE MAGIO	DEVICE		STR	-1		2			
Prof: V	Veapor	ns: All	l simpl	e; Armo	or Lt & N	Med & S	hields												STR						
Aura (I	Ex) - N	eutra	I Aura	(Phara	asma)														STR	H					
Chann	el Ener	gy - I	Positiv	e Ener	gy - 1d6	6 dam (5	5/day)												STR	_	_		$\sqsubseteq$		
Sponta	aneous	Cast	ting - c	onvert	spell to	healing	spell												STR	T					
Domai	ns: De	eath 8	& Knov	vledge												MARK A ☐ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED  * SKILL CAN BE USED UNTRAINED  * ARMOR CHECK PENALTY APPLIES						ED BONUS.			
Bleeding	g Touch	(Sp): -	1d6 da	ım touch	attack (lv	vl/2 rnds)	(8/day)								EXPERIENCE - SLOW□ MEDIUM☑ FAST□				0 / 2,000						
Lore Kee	eper (Sp):	touch	creature	& learn i	ts abilities	and weak	nesses									SLOV	W LI MED	DIUM <b>v</b> FA:	ST U	BAS	SE	FLY	SWIM	CLIMB	MISC
Racial Trait:	Effortless A	id - as mo	ove, aid an a	adjacent ally	take 10 attack	k/skill rolls (1 m	nin) (1/day)									S	PEED			30	ე				
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				ARMOR NA	ME & DESCRI		IOR &	WEAPONS  AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT						POOL POINTS											
ARMOR S	tudded	leathe	er							3	5	-1	0	Lt	20.0										
SHIELD																									
		WEAP	ON NAME	& DESCRIPTI	ON			ATTA	CK MODIFIER	s		DAM	MAGE		CRITICA	AL .	RANGE	TYPE	WEIGI	нт		А	MMO & N	OTES	
quarte	rstaff												/1d6		20,x										
dagge	rs							1d4 19-20						19-20	,x2	x2 10 P,S 1.0									

	FEATS & SPECIAL ABILITIES								FEATS	& SP	ECIA	L ABIL	ITIES			
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	urch of Pharasma. He is favored by the high priest			┨╟												
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	Holy Symbol of Pharasma - Spiral		,												, ,	
	The Bones Land in a Spiral (Holy Book of Pharasma	)				1 🗆										
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	HEAD:	(	GOLD			<u> </u>			Щ							<u> </u>
НЕ	ADBAND:	S	ILVER													
	NECK:	C	OPPER									10	ADS &	LIFT		
	RING:								LIGH	т ме	DIUM	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
	RING:				CARRII	ED WE	IGHT		33		67	100	N	100	200	500
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			SPELLS PER DAY BLOODLINES & PATRONS	RI OODI INES & PATRONS						SPELLS PER DAY							
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SAVE		LEVEL	ABILITY SPELLS BLOODLINE/PATRON TOTAL CLASS BONUS MISC KNOWN		SAVE DO	LEVEL	TOTAL	CLASS ABILITY BONUS	міѕс	SPELLS KNOWN							
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CDE		TOTAL	CLASS ABILITY OTHER CURRENT POINTS PROHIBITED		CDEL	тота	L CLASS	ABILITY OTH	IER C	URRENT POINTS							
SPE	TS	0	PROHIBITED		SPELI POINTS	- 0			<b>∐</b> L								
			SPELLS														
O LEVEL	PREP	USED	Bleed - Cause a stabilized creature to resume dying.	Necromar Necromar		URATION	RANGE	SAVE	SR	REFERENCE							
0			Create Water - Creates 2 gallons/level of pure water.	Conjuration	-				+								
0			Detect Magic - Detects spells and magic items within 60 ft.	Divinatio					+								
0			Detect Poison - Detects poison in one creature or object.	Divinatio					+								
0			Enhanced Diplomacy - Touched creature gains +2 on one Diplomacy or Intimidate check.	Divinatio													
0			Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check.	Divinatio					+								
0			Light - Object shines like a torch.	Evocatio					+								
0			Mending - Makes minor repairs on an object.	Transmutat					+								
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.	Transmutat					+								
0			Read Magic - Read scrolls and spellbooks.	Divinatio													
0			Resistance - Touched creature gains +1 on saving throws.	Abjuration													
0			Stabilize - Cause a dying creature to stabilize.	Conjuration													
0			Virtue - Touched creature gains 1 temporary hp.	Transmutat					+								
			J						+								
									+								
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Necromar	псу				+								
1			Comprehend Languages - You understand all spoken and written languages.	Divinatio	-				+								
1			Bless - Allies gain +1 on attack rolls and saves against fear.	Enchantm					+								
1			Bless Water - Makes holy water.	Transmutat					+								
1			Command - One subject obeys selected command for 1 round.	Enchantm	ent				+								
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration	on				+								
1			Detect Chaos/Evil/Good/Law - Reveals creatures, spells, or objects of selected alignment.	Divinatio													
1			Doom - One subject takes –2 on attack rolls, damage rolls, saves, and checks.	Necromar					+								
1			Enhance Water - Turn water into alcohol.	Transmutat	-				+								
1			Inflict Light Wounds - Touch deals 1d8 damage +1/level (max +5).	Necromar	псу				+								
1			Know the Enemy - Gain +10 on a monster Knowledge check.	Divinatio	-				+								
1			Protection from Chaos/Evil/Good/Law - +2 to AC & saves + more vs selected alignment.	Abjuration					+								
1			Remove Fear - Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.	Abjuration					+								
1			Sanctify Corpse - Prevent a corpse from becoming an undead creature.	Evocatio					+								
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					+								
1			Touch of Truthtelling - As zone of truth, but others know the target is affected by the spell.	Enchantm													
									+								
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