

Jiri
 CHARACTER: Garundi (Human) Medium Male
 RACE & LA: Garundi (Human) MEDIUM Male
 AGE: 20 ALIGNMENT: Lawful Neutral DEITY: Pharasma
 David
 PLAYER: David
 HEIGHT: 6'4" WEIGHT: 190 lbs HAIR: black EYES: dark brown SKIN: tawny
 HEIGHT WEIGHT HAIR EYES SKIN
 Sethis, Osirion
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: Common, Modern Osiriani, Ancient Osiriani, Celestial, Kelish

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	10			
DEX	12	1	12			
CON	16	3	16			
INT	17	3	17			
WIS	20	5	18	2		
CHA	14	2	14			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
11	11	1	Cleric	0	6	0	2	0	2	1
TOTAL HP			TOTALS							
11			0 6 0 2 0 2 1							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	14	-10+	3	0	1					
TOUCH	11	-10+			1					
FLAT-FOOT	13	-10+	3	0	0					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	2	3			
REF	1	0	1			
WILL	7	2	5			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	0	0		0		
RANGED	1	0		1		
CMB	5	0	WIS	5		
CMD	11	-10+	BOB	0	STR & DEX	1



SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	0		1		
* APPRAISE	3		3		
* BLUFF	2		2		
* CLIMB	-1		0		
* CRAFT: scrolls	7	1	3	3	
* DIPLOMACY	2		2		
* DISABLE DEVICE			1		
* DISGUISE	2		2		
* ESCAPE ARTIST	0		1		
* FLY	0		1		
* HANDLE ANIMAL			2		
* HEAL	9	1	5	3	
* INTIMIDATE	2		2		
* KN: arcana			3		
* KN: history			3		
* KN: nobility			3		
* KN: planes			3		
* KN: religion			3		
* KN: (all)	7	1	3	3	
* LINGUISTICS			3		
* PERCEPTION	5		5		
* PERFORM	2		2		
* PROF: Osirionologist	9	1	5	3	
* RIDE	0		1		
* SENSE MOTIVE	9	1	5	3	
* SLEIGHT OF HAND			1		
* SPELLCRAFT	7	1	3	3	
* STEALTH	0		1		
* SURVIVAL	5		5		
* SWIM	-1		0		
* USE MAGIC DEVICE			2		
			STR		
			STR		
			STR		
			STR		
			STR		
			STR		

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Human, +2 any ability; bonus feat & subrace feat
 Skilled: Humans Gain add'l rank at each level
 Class: Cleric HD: d8 skills 2 + Int Mod
 Prof: Weapons: All simple; Armor Lt & Med & Shields
 Aura (Ex) - Neutral Aura (Pharasma)
 Channel Energy - Positive Energy - 1d6 dam (5/day)
 Spontaneous Casting - convert spell to healing spell
 Domains: Death & Knowledge
 Bleeding Touch (Sp): - 1d6 dam touch attack (lv/2 rnds) (8/day)
 Lore Keeper (Sp): touch creature & learn its abilities and weaknesses
 Racial Trait: Effortless Aid - as move, aid an adjacent ally take 10 attack/skill rolls (1 min) (1/day)

Evasion - made Reflex save takes 0 dam instead of 1/2 dam
 Swarm Dodger - Reflex save to avoid swarm effects (OLOP)
 Turn Undead - cause undead w/in 30' to flee

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED					
BASE	FLY	SWIM	CLIMB	MISC	
30					
INIT					
1	=	1	DEX MOD	+	MISC MOD
HERO					
SR		DR			
RESISTANCES					
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather	3	5	-1	0	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
quarterstaff		1d6/1d6	20,x2		B	4.0	
daggers		1d4	19-20,x2	10	P,S	1.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0	3	3			
16	1st	4	1	2	1	
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Bleed - Cause a stabilized creature to resume dying.	Necromancy					
0			Create Water - Creates 2 gallons/level of pure water.	Conjuration					
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Detect Poison - Detects poison in one creature or object.	Divination					
0			Enhanced Diplomacy - Touched creature gains +2 on one Diplomacy or Intimidate check.	Divination					
0			Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check.	Divination					
0			Light - Object shines like a torch.	Evocation					
0			Mending - Makes minor repairs on an object.	Transmutation					
0			Purify Food and Drink - Purifies 1 cu. ft./level of food or water.	Transmutation					
0			Read Magic - Read scrolls and spellbooks.	Divination					
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.	Transmutation					
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Necromancy					
1			Comprehend Languages - You understand all spoken and written languages.	Divination					
1			Bless - Allies gain +1 on attack rolls and saves against fear.	Enchantment					
1			Bless Water - Makes holy water.	Transmutation					
1			Command - One subject obeys selected command for 1 round.	Enchantment					
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					
1			Detect Chaos/evil/Good/Law - Reveals creatures, spells, or objects of selected alignment.	Divination					
1			Doom - One subject takes -2 on attack rolls, damage rolls, saves, and checks.	Necromancy					
1			Enhance Water - Turn water into alcohol.	Transmutation					
1			Inflict Light Wounds - Touch deals 1d8 damage +1/level (max +5).	Necromancy					
1			Know the Enemy - Gain +10 on a monster Knowledge check.	Divination					
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.	Evocation					
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					
1			Touch of Truth-telling - As zone of truth, but others know the target is affected by the spell.	Enchantment					