

Sulane Taevass
 CHARACTER: Samsaran Medium Male
 RACE & LA: 72 Neutral Good Tanaqaar The Aurulent Eye (CotR-25)
 AGE ALIGNMENT DEITY
 David
 PLAYER: 6'0" 150 white white lt. blue
 HEIGHT WEIGHT HAIR EYES SKIN
 Tian Xia
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Common, Samsaran, Aquan, Celestial, Draconic, Infernal, Nagaji, Tengu, Terran



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	8	-1	8			
DEX	8	-1	8			
CON	12	1	14	-2		
INT	24	7	22	2		
WIS	25	7	23	2		
CHA	13	1	13			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
9	9	1	Cleric	0	9		2	0	2	1
TOTAL HP			TOTALS							
9			0			9 0 2 0 2 1				

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	6	1	-1					
TOUCH	9	-10+			-1					
FLAT-FOOT	16	-10+	6	1	-1					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	2	1			
REF	-1	0	-1			
WILL	9	2	7			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	-1	0		-1		
RANGED	-1	0		-1		
CMB	-1	0		STR		
CMD	8	-10+		BOB	0	STR 2

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Low light vision Turn Undead all undead w/in 30' flee, will DC 11, (PCR-136)

Lifebound (Ex): +2 save vs death effects, negative energy effects (ARG)

Lifebound (Ex): +2 save to remove negative levels and to stabilize (ARG)

Samsaran Magic (Sp): 1/day comprehend languages, deathwatch & stabilize

Shards of the Past (Ex): +2 (and training to 2 skills)

Lifes Blood (Su): bloodletting, lose 1d4 hp and heal 1d4 hp (ARG)

Cleric HD: d8

Weapon Proficiency: Simple & Favored

Armor Proficiency: Medium Armor & Shield

Aura (Ex): good aura (PCR-40)

Channel Energy (Su): 4/day 1d6 heal or harm (PCR-40)

Spontaneous Casting - convert spell to heal (PCR-41)

Domains: Healing & Travel (PCR-44 & 47)

Rebuke Death (Sp): 10/day heal 1d4+lvl/2 to dying (PCR-44)

Agile Feet (Su): 10/day, ignore terrain effects

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	DEX -7		-1		
* APPRAISE	INT 7		7		
* BLUFF	CHA 1		1		
* CLIMB	STR -7		-1		
* CRAFT	INT 11	1	7	3	
* DIPLOMACY	CHA 5	1	1	3	
* DISABLE DEVICE	DEX		-1		
* DISGUISE	CHA 1		1		
* ESCAPE ARTIST	DEX -7		-1		
* FLY	DEX -7		-1		
* HANDLE ANIMAL	CHA		1		
* HEAL	WIS 11	1	7	3	
* INTIMIDATE	CHA 1		1		
* KN: Arcana	INT		7		
* KN: History	INT 11	1	7	3	
* KN: Nobility	INT		7		
* KN: Planes	INT 11	1	7	3	
* KN: Religion	INT 13	1	7	3	2
* KN:	INT		7		
* LINGUISTICS	INT		7		
* PERCEPTION	WIS 13	1	7	3	2
* PERFORM	CHA 1		1		
* PROF:	WIS		7		
* RIDE	DEX -7		-1		
* SENSE MOTIVE	WIS 11	1	7	3	
* SLEIGHT OF HAND	DEX		-1		
* SPELLCRAFT	INT 11	1	7	3	
* STEALTH	DEX -7		-1		
* SURVIVAL	WIS 7		7		
* SWIM	STR -7		-1		
* USE MAGIC DEVICE	CHA		1		
	STR				
	STR				
	STR				
	STR				
	STR				

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

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	40	30			10
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
Chain Mail	6	2	-5			40.0
shield, light steel	1					5.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
mace	-1	1d8-1	20/x2		B	8.0	

SPELLS PER DAY

CLASS	Cleric		LEVEL	1		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0	3	3			
18	1st	4	2	2		
19	2nd			2		
20	3rd			2		
	4th			1		
	5th			1		
	6th			1		
	7th			1		
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **25** MEDIUM: 100FT + 10FT / LVL **110** LONG: 400FT + 40FT / LVL **440**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL 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 **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Karmic Blessing - allow one creature to treat a skill as class skill	Divination	1 rnd/lvl	touch	will	yes	ARG
0		1	Create Water - creates 2 gallons/lvl of pure water	Conjuration	instant	close	none	no	PCR-262
0			Detect Magic - detects magic within 60'	Divination	1 min/lvl	60'	none	no	PCR-267
0			Detect Poison - detects poison	Divination	instant	close	none	no	PCR-268
0		1	Guidance - +1 on attack roll, saving throw or skill check	Divination	1 min	touch	will	yes	PCR-292
0			Light - object shines like a torch	Evocation	10 min/lvl	touch	none	no	PCR-304
0			Purify Food and drink - purifies 1 cu ft/lvl of food or water	Transmutation	instant	10'	will	yes	PCR-328
0			Read Magic - read scrolls and spellbooks	Divination	10/lvl	personal	none	no	PCR-330
0		1	Resistance - subject gains +1 saving throws	Abjuration	1 min	touch	will	yes	PCR-334
0			Stabilize - cause a dying creature to stabilize	Conjuration	instant	close	will	yes	PCR-348
1		1	Bless - gain +1 on attack roll and saves vs fear	Enchantment	1 min/lvl	50'	none	yes	PCR-249
1			Bless Water - make holy water	Transmutation	instant	touch	will	yes	PCR-249
1			Command - one subject obeys a command for 1 rnd	Enchantment	1 rnd	close	will	yes	PCR-256
1			Comprehend Languages - you understand all spoken and written languages	Divination	10 min/lvl	personal	none	no	PCR-258
1		1	Cure Light Wounds - heals 1d8 + 1/lvl (Healing Domain)	Conjuration	instant	close	will	yes	PCR-263
1			Detect Evil - detect evil	Divination	10 min/lvl	60'	none	no	PCR-266
1			Detect Undead - detect undead	Divination	1 min/lvl	60'	none	no	PCR-269
1			Divine Favor - +1/3 lvls on to hit and damage	Evocation	1 min	personal	none	no	PCR-273
1		1	Doom -2 on attack, damage, saves and checks	Necromancy	1 min/lvl	medium	will	yes	PCR-274
1			Endure Elements - exist in hot or cold	Abjuration	24 hrs	touch	will	yes	PCR-277
1			Magic Weapon - +1 to weapon	Transmutation	1 min/lvl	touch	will	yes	PCR-310
1		1	Protection from Evil - +2 saves and AC vs evil	Abjuration	1 min/lvl	touch	will	no	PCR-327
1			Remove Fear - suppresses fear of gives +4 vs fear	Abjuration	10 min	close	will	yes	PCR-332
1			Sanctuary - enemies can't attack you and you can't attack	Abjuration	1 rnd/lvl	touch	will	no	PCR-336
1			Longstrider (Travel Domain) +10 to foot speed	Transmutation	1 hr/lvl	personal	none	no	PCR-305