

Sulane Taevass
 CHARACTER
 Samsaran Medium Male
 RACE & LA SIZE GENDER
 72 Neutral Good Tanaqaar The Aurulent Eye (CotR-25)
 AGE ALIGNMENT DEITY
 Languages: Common, Samsaran, Aquan, Celestial, Draconic, Elven, 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	10	0	8		2	
CON	12	1	14	-2		
INT	24	7	22	2		
WIS	29	9	23	2	4	
CHA	13	1	13			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
72	72	10	Cleric	7	90		7	3	7	10
TOTAL HP			TOTALS							
			7	90	0	7	3	7	10	

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	6	1	0					
TOUCH	10	-10+			0					
FLAT-FOOT	17	-10+	6	1	0					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	8	7	1			
REF	3	3	0			
WILL	16	7	9			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	6	7		-1		
RANGED	7	7		0		
CMB	7	7	DEX	0		
CMD	16	-10+	B7B	0	STR & DEX	

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) Healing Blessing (Su) increase healing by 50% (PCR-44)

Lifebound (Ex): +2 save to remove negative levels and to stabilize (ARG) 1 extra spell per day per lvl: must be healing or travel

Samsaran Magic (Sp): 1/day comprehend languages, deathwatch & stabilize cure light wounds, cure moderate wounds, cure serious wounds

Shards of the Past (Ex): +2 (and training to 2 skills) cure critical wounds, breath of life

Lifes Blood (Su): bloodletting, lose 1d4 hp and heal 1d4 hp (ARG) Dimensional Hop (Sp) teleport 10'/lvl 1/day (PCR-48)

Cleric HD: d8 longstrider, locate object, fly, dimension door, teleport

Weapon Proficiency: Simple & Favored Golden Legion's Stayed Blade - Killing blow leaves -1 hp & stable (CoP-23)

Armor Proficiency: Medium Armor & Shield Celestial Obedience - gain deity boons (CotR-5)

Aura (Ex): good aura (PCR-40) Boon: Forest Dweller (Sp) - Eagle's Eye 2/day (CotR-25)

Channel Energy (Su): 12/day 5d6 heal or harm (PCR-40) Scribe Scroll - Commit spell to scroll (PCR-132)

Spontaneous Casting - convert spell to heal (PCR-41) Improved Initiative (PCR-127)

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

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

Agile Feet (Su): 11/day, ignore terrain effects (PCR-47)

SKILLS						RANKS TOTAL	90
	TOTAL	RANKS	ABILITY	TRAINED	MISC		
* ACROBATICS *	DEX	-6		0			
* APPRAISE	INT	11	1	7	3		
* BLUFF	CHA	1		1			
* CLIMB *	STR	-7		-1			
* CRAFT:	INT	17	7	7	3		
* DIPLOMACY	CHA	5	1	1	3		
* DISABLE DEVICE *	DEX			0			
* DISGUISE	CHA	1		1			
* ESCAPE ARTIST *	DEX	-6		0			
* FLY *	DEX	-6		0			
* HANDLE ANIMAL	CHA			1			
* HEAL	WIS	22	10	9	3		
* INTIMIDATE	CHA	1		1			
* KN: Arcana	INT	18	8	7	3		
* KN: History	INT	18	8	7	3		
* KN: Nobility	INT	18	8	7	3		
* KN: Planes	INT	23	8	7	3	5	
* KN: Religion	INT	22	10	7	3	2	
* KN:	INT			7			
* LINGUISTICS	INT	11	1	7	3		
* PERCEPTION	WIS	21	7	9	3	2	
* PERFORM:	CHA	1		1			
* PROF:	WIS	19	7	9	3		
* RIDE *	DEX	-6		0			
* SENSE MOTIVE	WIS	19	7	9	3		
* SLEIGHT OF HAND *	DEX			0			
* SPELLCRAFT	INT	17	7	7	3		
* STEALTH *	DEX	-6		0			
* SURVIVAL	WIS	9		9			
* SWIM *	STR	-7		-1			
* USE MAGIC DEVICE	CHA			1			
* STR							
* 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 105,000 / 105,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	40	30			10

INIT 4 = 0 DEX MOD + 4 MISC MOD

HERO

SR **DR**

RESISTANCES

POOL POINTS

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION						
AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT	
6	2	-5			40.0	Chain Mail
1					5.0	shield, light steel

WEAPON NAME & DESCRIPTION						
ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
+3+7	1d8-1+3	20/x2		B	8.0	redeemed mace

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	standard adventure's kit			15.0
	mace			
	holy symbol			
	chain shirt			
	shield, iron			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	ring dexterity + 2			
	redeemed mace +3, +5 knowledge planes, +3 save vs evil			
	Field Medic's Breastplate DR=10 for 1 min, 3/day			

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS			
#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
#	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
53.0	0.0	15.0		68.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
27	53	80		80	160	400
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input checked="" type="checkbox"/>

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SPELLS PER DAY

CLASS	Cleric			LEVEL	10	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
19	0	4	4			
20	1st	7	4	3		
21	2nd	6	4	2		
22	3rd	5	3	2		
23	4th	5	3	2		
24	5th	4	2	2		
25	6th			1		
	7th			1		
	8th			1		
	9th			1		

CLOSE: 25FT + 5FT / 2 LVL **50** MEDIUM: 100FT + 10FT / LVL **200** LONG: 400FT + 40FT / LVL **800**

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	1		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
1	1		Murderous Command - Target is compelled to kill its ally.	Enchantment	1 rnd	close	will	yes	UM
1			Sanctify Corpse - prevent corpse from being raised as undead	Evocation	24 hrs	touch	none	no	UM
1			Blood of the Martyr- deal 2d6 bleed dam to one creature, all who lick blood gain twice hp	Necromancy	1 rnd/lvl	medium	fort	yes	CotR-50

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
2			Aid +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).	Enchantment	1 min/lvl	touch	none	yes	PCR
2			Align Weapon - Weapon becomes good, evil, lawful, or chaotic.	Transmutation	1 min/lvl	touch	will	yes	PCR
2			Augury - Learns whether an action will be good or bad.	Divination	instant	personal	none	no	PCR
2			Consecrate - Fills area with positive energy, weakening undead.	Evocation	2 hr/lvl	close	none	no	PCR
2	1		Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).	Conjuration	instant	close	will	yes	PCR
2			Protection from Evil, Communal - divide duration by touch	Abjuration	1 min/lvl	touch	will	no	UC-240
2			Remove Paralysis - Frees up to 4 creatures from paralysis or slow effect.	Conjuration	instant	close	will	yes	PCR
2	1		Hold Person - Paralyzes one humanoid for 1 round/level.	Enchantment	1 rnd/lvl	medium	will	yes	PCR
2			Owl's Wisdom - Subject gains +4 to Wis for 1 min./level.	Transmutation	1 min/lvl	touch	will	yes	PCR
2			Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage.	Conjuration	instant	touch	will	yes	PCR
2			Surmount Affliction - Temporarily suppress one condition.	Abjuration	1 rnd/lvl	personal	none	no	UM-241
2	1		Sound Burst - Deals 1d8 sonic damage to subjects; may stun them	Evocation	instant	close	fort	yes	PCR
2			Spiritual Weapon - Magic weapon attacks on its own, does 1d8 + 1/3 lvl	Evocation	1 rnd/lvl	medium	none	no	PCR
2			Locate Object - Senses direction toward object (specific or type).	Divination	1 min/lvl	long	none	no	PCR
3			Blindness/Deafness - Makes subject blinded or deafened.	Necromancy	permanent	medium	fort	yes	PCR
3			Create Food and Water - Feeds three humans (or one horse)/level.	Conjuration	24 hr	close	none	no	PCR
3	1		Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).	Conjuration	instant	close	will	yes	PCR
3			Deadly Juggernaut - Your might increases with every kill you make.	Necromancy	1 min/lvl	personal	none	no	UC
3			Dispel Magic - Cancels one magical spell or effect.	Abjuration	instant	medium	none	no	PCR
3			Elemental Speech - You can speak with elementals and some creatures.	Divination	1 min/lvl	personal	none	no	APG
3			Enter Image - Transfers your consciousness to an object bearing your likeness.	Transmutation	conc	50'/lvl	none	no	APG
3			Magic Circle against Evil - As protection spells, but 10-ft. radius	Abjuration	10 min/lvl	touch	will	no	PCR
3	1		Prayer - Allies get +1 bonus on most rolls, enemies -1 penalty	Enchantment	1 rnd/lvl	40'	none	yes	PCR
3			Remove Blindness/Deafness - Cures normal or magical blindness or deafness.	Conjuration	instant	touch	fort	yes	PCR
3	1		Remove Curse - Frees object or person from curse.	Abjuration	instant	touch	will	yes	PCR
3			Remove Disease - Cures all diseases affecting subject.	Conjuration	instant	touch	fort	yes	PCR
3			Speak with Dead - Corpse answers one question/two levels.	Necromancy	1 min/lvl	10'	will	no	PCR
3			Symbol of Healing - Triggered rune heals living creatures w/in 60' 2d8+1/lvl hp	Conjuration	instant	60'	will	yes	UM-241
3			Water Breathing - Subjects can breathe underwater.	Transmutation	2 hr/lvl	touch	will	yes	PCR
3	1		Fly - Subject flies at speed of 60 ft.	Transmutation	1 min/lvl	touch	will	yes	PCR
4			Dimension Door - Teleports you & willing allies a short distance.	Conjuration	instant	long	will	no	PCR
4	1		Blessing of Fervor - Gives allies a choice of benefits.	Transmutation	1 rnd/lvl	close	fort	yes	APG-205
4			Control Summoned Creature - Direct a summoned monster as if you had summoned it.	Enchantment	1 rnd/lvl	close	will	yes	UM-212
4	1		Cure Critical Wounds - Cures 4d8 damage + 1/level (max +20).	Conjuration	instant	touch	will	yes	PCR
4			Dimensional Anchor - Bars extradimensional movement.	Abjuration	1 min/lvl	medium	none	yes	PCR
4			Discern Lies - Reveals deliberate falsehoods.	Divination	1 rnd/lvl	close	will	no	PCR
4			Dismissal - Forces a creature to return to native plane.	Abjuration	instant	close	will	yes	PCR
4			Divination - Provides useful advice for specific proposed actions.	Divination	instant	personal	none	no	PCR
4			Divine Power - You gain attack bonuses and 1 hp/level.	Evocation	1 min	personal	none	no	PCR
4	1		Holy Smite - Harms and possibly blinds evil creatures (1d8 damage/2 levels).	Evocation	instant	medium	will	yes	PCR
4	1		Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	Conjuration	instant	touch	will	yes	PCR
4			Restoration - Restores level and ability score drains.	Conjuration	instant	touch	will	yes	PCR
4			Spiritual Ally - Creates a divine ally to aid you.	Evocation	1 rnd/lvl	medium	none	yes	APG-246
4			Terrible Remorse - Creature is compelled to harm itself.	Enchantment	1 rnd/lvl	close	will	yes	UM-243
4			Tongues - Speak and understand any language.	Divination	10 min/lvl	touch	will	no	PCR

