

Sulane Taevass
 CHARACTER
 Samsaran Medium Male
 RACE & LA SIZE GENDER
 72 Neutral Good Tanaqaar The Aurlent Eye (CoTR-25)
 AGE ALIGNMENT DEITY
 Languages: Common, Samsaran, Aquan, Celestial, Draconic, Elven, Infernal, Nagaji, Tengu, Terran

David
 PLAYER
 6'0" 150 white white lt. blue
 HEIGHT WEIGHT HAIR EYES SKIN
 Tian Xia
 HOMELAND & BACKGROUND OCCUPATION



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	31	10	23	2	6	
CHA	13	1	13			

HITPOINTS		
CURRENT HP	HP GAINED	HD
127	82	10
	45	5
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	127	FAVORED CLASS

CLASS RECORDER										
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
Cleric	7	90		7	3	7	10			
Mystery Cultist (CoTR-48)	3	45		2	2	3	5			
TOTALS	10	135	0	9	5	10	15			

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	24	-10+	9	1	0				4	
TOUCH	10	-10+			0					
FLAT-FOOT	20	-10+	9	1	0					

SKILLS						RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC		135
<input type="checkbox"/> Acrobatics	DEX	-6	0			
<input checked="" type="checkbox"/> Appraise	INT	11	1	7	3	
<input type="checkbox"/> Bluff	CHA	1		1		
<input type="checkbox"/> Climb	STR	-7		-1		
<input checked="" type="checkbox"/> Craft: scribe scroll	INT	20	10	7	3	
<input checked="" type="checkbox"/> Diplomacy	CHA	9	5	1	3	
<input type="checkbox"/> Disable Device	DEX			0		
<input type="checkbox"/> Disguise	CHA	1		1		
<input type="checkbox"/> Escape Artist	DEX	-6		0		
<input type="checkbox"/> Fly	DEX	-6		0		
<input type="checkbox"/> Handle Animal	CHA			1		
<input checked="" type="checkbox"/> Heal	WIS	28	15	10	3	
<input type="checkbox"/> Intimidate	CHA	1		1		
<input checked="" type="checkbox"/> KN: Arcana	INT	21	11	7	3	
<input checked="" type="checkbox"/> KN: History	INT	21	11	7	3	
<input checked="" type="checkbox"/> KN: Nobility	INT	21	11	7	3	
<input checked="" type="checkbox"/> KN: Planes	INT	26	11	7	3	5
<input checked="" type="checkbox"/> KN: Religion	INT	27	15	7	3	2
<input type="checkbox"/> KN:	INT			7		
<input checked="" type="checkbox"/> Linguistics	INT	11	1	7	3	
<input checked="" type="checkbox"/> Perception	WIS	25	10	10	3	2
<input type="checkbox"/> Perform	CHA	1		1		
<input checked="" type="checkbox"/> Prof:	WIS	23	10	10	3	
<input type="checkbox"/> Ride	DEX	-6		0		
<input type="checkbox"/> Sense Motive	WIS	25	12	10	3	
<input type="checkbox"/> Sleight of Hand	DEX			0		
<input checked="" type="checkbox"/> Spellcraft	INT	22	12	7	3	
<input type="checkbox"/> Stealth	DEX	-6		0		
<input type="checkbox"/> Survival	WIS	10		10		
<input type="checkbox"/> Swim	STR	-7		-1		
<input type="checkbox"/> Use Magic Device	CHA			1		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	10	9	1			
REF	5	5	0			
WILL	20	10	10			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	9		10	-1		
RANGED	10		10	0		
CMB	10	10	DEX	0		
CMD	19	-10+	10	0		

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	Scribe Scroll - Commit spell to scroll (PCR-132)
Aura (Ex): good aura (PCR-40)	Improved Initiative (PCR-127)
Channel Energy (Su): 12/day 7d6 heal or harm (PCR-40)	Summon Good Monster (CoP-33)
Spontaneous Casting - convert spell to heal (PCR-41)	Toughness +1 hp/lvl (PCR-135)
Domains: Healing & Travel (PCR-44 & 47)	Heavy Armor Proficiency
Rebuke Death (Sp): 10/day heal 1d4+lvl/2 to dying (PCR-44)	Extend Spell - double spell duration (PCR-123)
Agile Feet (Su): 11/day, ignore terrain effects (PCR-47)	

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR full plate of the Forests of Tanaqaar	9	1	-6			10.0
SHIELD shield, light steel	1					5.0

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

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 635,000 / 635,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
40	30				10

INIT 4 = 0 DEX MOD + 4 MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

SPELLS PER DAY

CLASS	Cleric			LEVEL	10	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
20	0	4	4			
21	1st	8	4	3	1	
22	2nd	8	4	3	1	
23	3rd	7	4	2	1	
24	4th	7	4	2	1	
25	5th	6	3	2	1	
26	6th	6	3	2	1	
27	7th	4	2	1	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
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
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	PCR
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
4			Control Summoned Creature - Direct a summoned monster as if you had summoned it.	Enchantment	1 rnd/lvl	close	will	yes	UM
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	PCR
4			Terrible Remorse - Creature is compelled to harm itself.	Enchantment	1 rnd/lvl	close	will	yes	UM
4			Tongues - Speak and understand any language.	Divination	10 min/lvl	touch	will	no	PCR

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
5			Air Walk, Communal - As air walk, but you may divide the duration among creatures touched.	Transmutation	10 min/lvl	touch	none	yes	UC
5	1		boneshatter - target's bones or exoskeleton splinter, 1d6 dam/lvl (max 15d6) & exhausted for 1 min/lvl	Necromancy	instant	close	fort	yes	OLoP
5	1		Breath of Life - Cures 5d8 damage + 1/level and restores life to recently slain creatures.	Conjuration	instant	touch	will	yes	PCR
5			Burst of Glory - Targets in the area gain a +1 attack & saves against fear, 1 temp hp/lvl (max +20).	Enchantment	1 rnd/lvl	10'rad	will	yes	GaM
5			Cleanse - Cures 4d8 damage +1/level (max +25) and also removes several afflictions.	Evocation	instant	personal	none	no	APG
5			Command, Greater - As command, but affects one subject/level.	Enchantment	1 rnd/lvl	close	will	yes	PCR
5			Commune - Deity answers one yes-or-no question/level.	Divination	1 rnd/lvl	personal	none	no	PCR
5			Cure Light Wounds, Mass - Cures 1d8 damage + 1/level, affects 1 subject/level	Conjuration	instant	close	will	yes	PCR
5			Dispel Evil - +4 bonus against attacks.	Abjuration	1 rnd/lvl	touch	yes	no	PCR
5			Flame Strike - Smites foes with divine fire (1d6/level damage).	Evocation	instant	medium	reflex	yes	PCR
5			Hallow - Designates location as holy for 10' radius	Evocation	instant	touch	none	no	PCR
5	1		Pillar of Life - Created pillar heals 2d8 +1/level (max +20)	Conjuration	1 rnd/lvl	medium	none	no	APG
5			Plane Shift - As many as 8 subjects travel to another plane.	Conjuration	instant	touch	will	yes	PCR
5			Raise Dead - Restores life to subject who died as long as one day/level ago.	Conjuration	instant	touch	none	yes	PCR
5			Slay Living - Touch attack deals 12d6 + 1 per level.	Necromancy	instant	touch	fort	yes	PCR
5			True Seeing - Lets you see all things as they really are.	Divination	1 min/lvl	touch	will	yes	PCR
5			Teleport - Instantly transports you as far as 100 miles per level.	Conjuration	instant	touch	will	no	PCR
5			Sanctify Weapons - all weapons ignore DR of one type: devil/demon/daemon	Transmutation	1 rnd/lvl	close	will	yes	CotR-50
6	1		Elemental Assessor - 2d6 acid, cold, electric & fire, then 4d6 of one for 1d4 more rnds	Evocation	1d4+1	close	none	yes	CotR-50
6			Summon Stampede - conjure herd of aurochs that stampede 120 speed for 4d6+9 dam	Conjuration	1 rnd/lvl	medium	reflex.1/2	no	CotR-51
6			Banishment - Banishes 2 HD/level of extraplanar creatures.	Abjuration	instant	close	will	yes	PCR
6			Cure Moderate Wounds, Mass - Cures 2d8 damage + 1/level, affects 1 subject/level.	Conjuration	instant	close	will	yes	PCR
6			Dispel Magic, Greater - As dispel magic, but with multiple targets.	Abjuration	instant	medium	none	no	PCR
6			Dust Form - You become an incorporeal creature of dust for a short period of time.	Transmutation	1 rnd/lvl	personal	none	no	UC
6			Forbiddance - Blocks planar travel, damages creatures of different alignment.	Abjuration	permanent	medium	yes	yes	PCR
6			Geas/Quest - As lesser geas, but affects any creature.	Enchantment	1 day/lvl	close	will	yes	PCR
6	1		Heal - Cures 10 points/level damage, all diseases and mental conditions.	Conjuration	instant	touch	will	yes	PCR
6			Heroes' Feast - Food for one creature/level cures and grants combat bonuses.	Conjuration	1 hr	close	none	no	PCR
6			Planar Adaptation, Mass - As planar adaptation, w 1 creature/lvl	Transmutation	1 hr/lvl	close	will	yes	APG
6			Planar Ally - Summon a planar ally, up to 12 HD.	Conjuration	instant	close	none	no	PCR
6			Symbol of Fear - Triggered rune panics nearby creatures.	Necromancy	varies	0 ft	will	yes	PCR
6			Undeath to Death - Destroys 1d4 HD/level undead (max. 20d4).	Necromancy	instant	medium	will	yes	PCR
6			Find the Path - Shows most direct way to a location.	Divination	10 min/lvl	personal	none	no	PCR
7			Control Weather - Changes weather in local area.	Transmutation	4d12 hrs	2 miles	none	no	PCR
7			Cure Serious Wounds, Mass - Cures 3d8 damage + 1/level, affects 1 subject/level.	Conjuration	instant	close	will	yes	PCR
7			Ethereal Jaunt - You become ethereal for 1 round/level.	Transmutation	1 rnd/lvl	personal	none	no	PCR
7	1		Holy Word - Kills, paralyzes, blinds, or deafens nongood subjects.	Evocation	instant	40'	will	yes	PCR
7			Regenerate - Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).	Conjuration	instant	touch	fort	yes	PCR
7			Restoration, Greater - As restoration, plus restores all levels and ability scores.	Conjuration	instant	touch	will	yes	PCR
7	1		Resurrection - Fully restore dead subject.	Conjuration	instant	touch	none	yes	PCR
7			Scrying, Greater - As scrying, but faster and longer.	Divination	1 hr/lvl	any	will	yes	PCR
7			Refuge - Alters item to transport its possessor to you.	Conjuration	permanent	touch	none	no	PCR
7			Repulsion - Creatures can't approach you.	Abjuration	1 rnd/lvl	10'/lvl	will	yes	PCR
7			Greater Teleport - teleport you and touched willing allies any distance without error	Conjuration	instant	touch	none	no	PCR