The Shackled City - Greyhawk/Cauldron

CAMPAIGN

0

EXPERIENCE POINTS

PROTECTIVE ITEM	AC BONUS	SPECIAL PROPERTIES	WEIGHT

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OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG	WT.
Backpack	126	2	on back		
Waterskin	127	4	in backpack		
sack	127	1/2	in backpack		
Flint & steel	126	0	in backpack		
Theive's tools, Masterwork	130	2	hangs on right die of backpack		
Hooded Lantern	126	2	hangs on left side of back pack		
3 pints of Oil	127	3	in backpack		
1 day ration	127	1	in backpack		
2 Cases of crossbow bolts	115	2	in backpack		
Grappeling hook	126	4	in backpack		
Silken rope 100 ft	127	10	in backpack		
Canvas 2 yds	128	2	in backpack		
Traveler's outfit	131	5	in backpack		
belt pouch	127	1/2	left side on belt		
belt pouch	127	1/2	right side on belt		
Leather Armor (wearing)	125	15	on body		
Dagger (wearing)	116	1	inside right arm pommel out		
Short Sword (wearing)	121	2	sheathed on left side		
Light Crossbow (wearing)	115	4	carried over shoulder on strap		
			TOTAL WEIGHT CARRIED		43.00

MONEY

CP —

SP —

GP — 25

PP —

FEATS

	PG.
Nimble Fingers	98

SPECIAL ABILITIES

	PG.
Sneak Attack +1d6	
Trap Finding	
Immunity to Sleep spells	
+2 sv enchantment spells or effects	
Low-Light Vision	
Elven Blood - considered elves for all magical purposes	

<=38	39 - 76	77 - 115
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
115	230	575
LIFT OVER HEAD MAX LOAD	LIFT OFF GROUND 2 x MAX LOAD	PUSH OR DRAG 5 x MAX LOAD

LANGUAGES

Initial Languages: Common + racial languages + one per point of INT Bonus

Common
Elven
Sylvan
Halfling

SPELLS

Domains/Specialty School:

0:

1st:

2d:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1		
		2		
		3		
		4		
		5		
		6		
		7		
		8		
		9		

SPELL SAVE	+0
ARCANE SPELL FAILURE	10%

TURN/REBUKE UNDEAD ATTEMPTS

Times/Day ____ Used ____

Turning/Rebuking Check Modifier 1

Check Result	Most Powerful Undead Affected(Max HD)
Up to 0	
1-3	
4-6	
7-9	
10-12	
13-15	
16-18	
19-21	
22+	

# of HD

2d6 + Clr Level + Cha Mod

If your cleric level is double the HD of the undead or more, the undead are DestroyedCommanded rather than Turned/Rebuked. Dispelling works like Destroying/Commanding, but you must equal or exceed the check result of the cleric who Rebuked/Turned.