I6: Ravenloft	15,000 / 21,000
CAMPAIGN	EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	ARMOR BONUS	MAX DEX BONUS
+2 Breastplate	Medium	+7	+3

ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
–3	25%	20	30	

SHIELD/PROTECTIVE ITEM

	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
Masterwork Buckler	+1	5	+0	5%

SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
Quiver of Ehlonna	2	Longspear +1	9
-10 javelins		Traveler's outfit	
		Wand of CLW (50 Charges)	
Waterskin	4	Wooden Holy Symbol	
Handy Haversack	5		
-Cleric vestments			
-Cold weather outfit			
-Blanket, winter			
-Everburning torch			
-Wooden Holy Symbol			
		Magic Items Equipped by Slot	
		Ring Slot (RH)	
		(none) (0 GP)	
		Ring Slot (LH)	
		(none) (0 GP)	
		Hand Slot	
		Gauntlets of ogre power (4000 GP)	2
		Arm Slot	
		(none) (0 GP)	0
		Head Slot	
		(none) (0 GP)	0
		Face Slot	
		(none) (0 GP)	0
		Shoulder Slot	
		Cloak of resistance (+1) (1000 GP)	1
		Neck Slot	
		(none) (0 GP)	0
		Body Slot	
		(none) (0 GP)	0
		Torso Slot	
		(none) (0 GP)	0
		Waist Slot	
		(none) (0 GP)	0
		Feet Slot	
		(none) (0 GP)	0
		TOTAL WEIGHT CARRIED	58

NOTES

LANGUAGES

Common
Aquan
Auran

SPECIAL ABILITIES

— RACE ABILITIES —
• Base land speed of 30 feet.
• Bonus Feat: 1st level bonus feat
• Favored Class: Any
— CLASS ABILITIES —
• Proficient in all armor, and all shields(except tower shields)
• Proficient with all simple weapons.
• Spontaneous Casting: Can spontaneously cast Cure spells, by sacrificing a pre-prepared spell of equal or higher level.
• Restricted Spells: cannot cast Lawful or Evil spells.
• Turn Undead(Su): Can turn undead 3 times per day. A turning check is made on 1d20+2; turning damage is equal to 2d6+5 on a successful check.
• Domains:
¤ Water: You can: turn or destroy fire creatures; rebuke, command, or bolster water creatures 3 times per day as a Supernatural Ability.
¤ Weather: Your vision is unobstructed by nonmagical weather conditions. Add Survival to your list of cleric class skills. You gain a +2 bonus on all weather related Survival checks.
• Enhanced Javelins: Any javelin thrown by you counts as a +1 magic weapon.
• Electricity Resistance(Ex): You gain Electricity Resistance 5.
— FEATS —
• Endurance (PH 93) : +4 bonus on checks or saves to resist nonlethal damage.
• Great Fortitude (PH 94) : +2 bonus on Fortitude saves.
• Weapon Focus (PH 102) (Longspear) : +1 bonus on attack rolls with selected weapon.
• Improved Buckler Defense (CW 100) : Apply buckler's shield bonus to AC while using off-hand weapon.

CARRYING INFO

LIGHT LOAD	MED LOAD	HEAVY LOAD
76	153	230

LIFT OVER HEAD	LIFT OFF GROUND	PUSH DRAG
230	460	1,150

MONEY

PP	
GP	
SP	
CP	5
Art	
Gems	
Other (GP)	

TURN ATTEMPTS

Times/Day 3 Used Turning Check Modifier +2

Turning Check	Most Powerful Undead Affected(Max HD)
Up to 0	1
1-3	2
4-6	3
7-9	4
10-12	5
13-15	6
16-18	7
19-21	8
22+	9

# of HD Turned

2d6+5

If your cleric level is double the HD of the undead or more, the undead are destroyed rather than turned. Dispelling rebuking works like turning, but you must equal or exceed the check result of the cleric who rebuked.