

CAMPAIGN

0

EXPERIENCE POINTS

PROTECTIVE ITEM	AC BONUS	SPECIAL PROPERTIES	WEIGHT

PROTECTIVE ITEM	AC BONUS	SPECIAL PROPERTIES	WEIGHT

ITEM	PG.	WT.	ITEM	PG	WT.
Back Pack	126	1			
Bedroll	126	3			
Everburning torch	128				
Traveler's outfit	131	2			
Spell Component Pouch	130	1			
Alchemist's fire (5)	128	3			
Smokestick (4)	128	2			
Belt Pouch	127				
Small Steel Mirror	127				
Signal Whistle	128				
Oil (1-pint flask)	127	1			
Grappling Hook	126	2			
Silken Rope (100 ft)	127	5			
Thunderstone (5)	129	3			
Tindertwig (5)	129				
Trail Rations (10 days)	127	5			

CP —

SP —

GP —

PP —

PG.

Skill Focus (Spellcraft)

PG.

Low Light Vision

Weapon Familiarity: Hooked hammer

+2 sv Illusions

+1 DC to Illusionary spells

+1 attack vs Kolbods and Goblinoids

+4 Dodge vs Giant types

Speak with Burrowing Mammal 1/day

Dancing lights 1/day

Ghost sounds 1/day

Prestidigitation 1/day

Summon Familiar

Domains/Specialty School:

0: Mage Hand; Disrupt Undead; Detect Magic; Resistance

1st: Protect against Chaos/Evil/Good/Law;

Magic Missile

2d:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
4	14	0	5	0
2	15	1	3	1
		2		
		3		
		4		
		5		
		6		
		7		
		8		
		9		

SPELL SAVE

+0

ARCANE SPELL FAILURE

0%

TURN/REBUKE UNDEAD ATTEMPTS

Times/Day Used

Turning/Rebuking Check Modifier 4

Check Result	Most Powerful Undead Affected(Max HD)	# of HD
Up to 0		2d6 + Clr Level + Cha Mod
1-3		If your cleric level is double the HD of the undead or more, the undead are Destroyed/Commanded rather than Turned/Rebuked.
4-6		Dispelling works like Destroying/Commanding, but you must equal or exceed the check result of the cleric who Rebuked/Turned.
7-9		
10-12		
13-15		
16-18		
19-21		
22+		