

Marcus Greenbottle

NAME
Rog2 Clr14 133999
 CLASS EXPERIENCE
16 136000
 LEVEL NEXT LEVEL

Tim

PLAYERNAME
Sea Halfling **Small**
 RACE SIZE
26 **Male**
 AGE GENDER

Afram

DEITY
0'0" **0 lbs**
 HEIGHT WEIGHT
 EYES HAIR

Lawful Good

ALIGNMENT
Normal
 VISION
0
 POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3		
DEX Dexterity	14	+2		
CON Constitution	16	+3		
INT Intelligence	10	+0		
WIS Wisdom	23	+6		
CHA Charisma	10	+0		

HP hit points	139	WOUNDS/CURRENT HP					
AC armor class	25	SUBDUAL DAMAGE					
TOTAL	10	5	6	2	1	0	0
		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER

INITIATIVE modifier	+6	+2	+4
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+11/+6/+1		

DAMAGE REDUCTION	14	HIT DIE TYPE	
TOUCH AC		MISS CHANCE	
SPEED			
Walk 20'			
ARCANE SPELL FAILURE	35	ARMOR CHECK PENALTY	-2
		SPELL RESISTANCE	0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+14	+9	+3	+1	+1		
REFLEX (dexterity)	+11	+7	+2	+1	+1		
WILL (wisdom)	+17	+9	+6	+1	+1		

MELEE attack bonus	+15/+10/+5	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED attack bonus	+14/+9/+4	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER

WEAPON	+HIT	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
*Mace +2 (Light)	+17/+12/+7	1d6+5	20/x2	Primary	0'	B	S
Sling	+14/+9/+4	1d4	20/x2	Neither	50'	B	S

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Halfling Chain Shirt +1	Light	+5	+4	-1	20

SHIELD	TYPE	AC	CHECK	SPELL FAILURE
*Shield +4 (Large/Steel)	Shield	+6	-1	15

ITEMS	AC
*Ring +1 (Protection)	+1

AMMUNITION

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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	0	= 0	+ 0.0	+ 0
Balance	DEX	2	= 2	+ 0.0	+ 0
Bluff	CHA	0	= 0	+ 0.0	+ 0
Climb	STR	3	= 3	+ 0.0	+ 0
Concentration	CON	8	= 3	+ 5.0	+ 0
Decipher Script	INT	1	= 0	+ 1.0	+ 0
Diplomacy	CHA	0	= 0	+ 0.0	+ 0
Disable Device	INT	1	= 0	+ 1.0	+ 0
Disguise	CHA	0	= 0	+ 0.0	+ 0
Escape Artist	DEX	0	= 2	+ 0.0	+ -2
Forgery	INT	1	= 0	+ 1.0	+ 0
Gather Information	CHA	0	= 0	+ 0.0	+ 0
Heal	WIS	7	= 6	+ 1.0	+ 0
Hide	DEX	5	= 2	+ 1.0	+ 2
Intimidate	CHA	1	= 0	+ 1.0	+ 0
Intuit Direction	WIS	10	= 6	+ 4.0	+ 0
Jump	STR	5	= 3	+ 0.0	+ 2
Knowledge (Arcana)	INT	1	= 0	+ 1.0	+ 0
Knowledge (Dwarven)	INT	1	= 0	+ 1.0	+ 0
Knowledge (Itantan)	INT	2	= 0	+ 2.0	+ 0
Knowledge (Religion)	INT	13	= 0	+ 13.0	+ 0
Listen	WIS	21	= 6	+ 11.0	+ 4
Literacy		1	= -5	+ 1.0	+ 5
Move Silently	DEX	3	= 2	+ 1.0	+ 0
Open Lock	DEX	3	= 2	+ 1.0	+ 0
Perform	CHA	0	= 0	+ 0.0	+ 0
Profession (Fisher)	WIS	7	= 6	+ 1.0	+ 0
Profession (Sailor)	WIS	7	= 6	+ 1.0	+ 0
Ride	DEX	2	= 2	+ 0.0	+ 0
Search	INT	0	= 0	+ 0.0	+ 0
Sense Motive	WIS	10	= 6	+ 4.0	+ 0
Speak Language(Draconic, Giant)		2	= -5	+ 2.0	+ 5
Spellcraft	INT	1	= 0	+ 1.0	+ 0
Spot	WIS	12	= 6	+ 4.0	+ 2
Swim	STR	-4	= 3	+ 0.0	+ -7
Tumble	DEX	5	= 2	+ 5.0	+ -2
Use Magic Device	CHA	4	= 0	+ 4.0	+ 0
Use Rope	DEX	2	= 2	+ 0.0	+ 0
Wilderness Lore	WIS	6	= 6	+ 0.0	+ 0
Craft (Untrained)	INT	0	= 0	+ 0.0	+ 0
Scry	INT	0	= 0	+ 0.0	+ 0

TURN/REBUKE UNDEAD

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	+14
Up to 0	Turn level - 4	Turn damage	2d6+14+0
1 - 3	Turn level - 3	Turns/day	+7
4 - 6	Turn level - 2	□□□□ □□	
7 - 9	Turn level - 1		
10 - 12	Turn level		
13 - 15	Turn level + 1		
16 - 18	Turn level + 2		
19 - 21	Turn level + 3		
22 +	Turn level + 4		

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Traveler's/Small)	Equipped	0	1.25	0
Mace +2 (Light)	Equipped	1	6	8305
Halfling Chain Shirt +1	Equipped	1	12.5	1250
Sling	Carried	1	0	0
Backpack	Carried	1	2	2
<small>12.85 lbs, 1.0 Scroll (Cure Serious Wounds), 1.0 Wand (Silence/Cleric/3rd), 80.0 Coin (Gold), 1.0 Scroll (Bull's Strength/Cleric/3rd), 1.0 Wand (Cure Light Wounds/Cleric/1st), 10.0 Rations (Trail/Per Day), 1.0 Wand (Inflict Light Wounds/Cleric/1st), 2.0 Scroll (Cure Light Wounds), 1.0 Wand (Divine Favor/Cleric/1st), 1.0 Holy Water (Flask), 1.0 Scroll (Stone Shape/Druid/5th), 1.0 Wand (Cure Moderate Wounds/Cleric/3rd), 1.0 Scroll (Bless)</small>				
Pirate Hat with Big Feather <small>(Headband)</small>	Equipped	1	0	0
Familiar (Rat)		3	0	100
Itantan Dung Rat Cage <small>(Cage)</small>		5	1	0.4
Rations (Trail/Per Day)	Backpack	10	1	0.5
Lantern (Bullseye)	Carried	1	3	12
Holy Water (Flask)	Backpack	1	1.25	25
Scroll (Cure Light Wounds)	Backpack	2	0	25
Scroll (Cure Serious Wounds)	Backpack	1	0	375
Scroll (Bless)	Backpack	1	0	25
Scroll (Bull's Strength/Cleric/3rd)	Backpack	1	0	150
Scroll (Stone Shape/Druid/5th)	Backpack	1	0	375
Pearl of Power (1st Level)	Carried	1	0	1000
Periapt of Wisdom +2	Equipped	1	0	4000
Wand (Cure Moderate Wounds/Cleric/3rd)	Backpack	1	0	810
Wand (Divine Favor/Cleric/1st)	Backpack	1	0	345
Wand (Inflict Light Wounds/Cleric/1st)	Backpack	1	0	300
Wand (Inflict Moderate Wounds/Cleric/3rd)		1	0	1800
Gauntlets of Ogre Power	Equipped	1	2	4000
Bracers of Health +2	Equipped	1	1	4000
<small>grants an Enhancement to selected ability</small>				
Ring (Warmth)		1	0	2100
Wand (Cure Light Wounds/Cleric/1st)	Backpack	1	0	210
Wand (Silence/Cleric/3rd)	Backpack	1	0	3780
Necklace of Prayer Beads (Karma)	Carried	1	0	6000
Cloak of Resistance +1	Equipped	1	1	1000
Portable Hole <small>0.0 lbs</small>	Carried	1	0	14000
Ring +1 (Protection)	Equipped	1	0	2000
Shield +4 (Large/Steel)	Equipped	1	15	16170
TOTAL WEIGHT CARRIED/VALUE		55.35 lbs		72471.0 gp

WEIGHT ALLOWANCE			
Light	65.0	Medium	130.0
		Heavy	195.0

MONEY

Coin (Gold): 80

MAGIC

SPECIAL ABILITIES

+1 on all saves

+2 morale bonus vs fear

+1 to hit with thrown weapons

Sneak Attack +1d6

Evasion

Spontaneous casting

Turn Undead 7/day

FEATS

Alertness

Armor Proficiency (Heavy) (1x)

Armor Proficiency (Light) (1x)

Armor Proficiency (Medium) (1x)

Augment Healing

Craft Magic Arms and Armor

Exotic Weapon Proficiency

Extra Turning (1x)

Improved Initiative

Jack of All Trades

Martial Weapon Proficiency

Shield Proficiency

Simple Weapon Proficiency

DOMAINS

Knowledge All knowledge skills are class skills. You cast divinations at +1 caster level.

Healing You cast healing spells at +1 caster level.

PROFICIENCIES

Agony Touch Con, Agony Touch Dex, Agony Touch Str, Blowgun, Club, Corrupting Touch, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dagger (Thrown), Dart, Enervating Touch, Freezing Touch, Gauntlet, Gauntlet (Spiked), Halbspear, Javelin, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Rod, Sap, Shortbow, Shortbow (Composite), Shortspear, Shriveling Touch Con, Shriveling Touch Dex, Shriveling Touch Str, Sickle, Sling, Sword (Short), Unarmed Strike, Unarmed Strike (Non-Monk)

LANGUAGES

Common, Draconic, Giant, Halfling

TEMPLATES

Charges

Wand (Cure Moderate Wounds/Cleric/3rd) 9 Charges

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Wand (Divine Favor/Cleric/1st) 23 Charges

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Wand (Inflict Light Wounds/Cleric/1st) 20 Charges

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Wand (Inflict Moderate Wounds/Cleric/3rd) 20 Charges

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Wand (Cure Light Wounds/Cleric/1st) 14 Charges

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Wand (Silence/Cleric/3rd) 42 Charges

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Cleric

Level 0 - 6 per day, Save DC16

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
□□□□□ Create Water	Conjuration	2 gallons of water/level	Close	1 action	Instantaneous	V S	None	No	WoTC - C p.189
□□□□□ Cure Minor Wounds	Conjuration	creature touched	Touch	1 action	Instantaneous	V S	Will half (Harmless)	Yes (Harmless)	WoTC - C p.190
□□□□□ Detect Magic	Universal	Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	V S	None	No	WoTC - C p.193
□□□□□ Detect Poison	Divination	one creature object or 5' cube	Close	1 action	Instantaneous/10 minutes per target HD	V S	None	No	WoTC - C p.193
□□□□□ Light	Evocation	Object touched	Touch	1 action	10 minutes/level (D)	V M DF	None	No	WoTC - C p.222
□□□□□ Read Magic	Universal	You	Personal	1 action	10 minutes/level	V S F	None	No	WoTC - C p.243

Level 1 - 7+1 per day, Save DC17

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
□□□□□ Bless Water	Transmutation	Flask of water	Touch	1 minute	Instantaneous	V S M	Will negates (object)	Yes (object)	WoTC - C p.180
□□□□□ Bless	Enchantment	Allies within 50'	50 feet	1 action	1 minute/level	V S DF	None	Yes (Harmless)	WoTC - C p.180
□□□□□ Comprehend Languages	Divination	You	Personal	1 action	10 minutes/level	V S M DF	None	No	WoTC - C p.186
□□□□□ Cure Light Wounds	Conjuration*	creature touched	Touch	1 action	Instantaneous	V S	Will half (Harmless)	Yes (Harmless)	WoTC - C p.190
□□□□□ Detect Evil	Divination	Quarter Circle	60 feet	1 action	Concentration up to 10 minutes/level (D)	V S DF	None	No	WoTC - C p.192
□□□□□ Detect Secret Doors	Divination*	Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	V S	None	No	WoTC - C p.193
□□□□□ Endure Elements	Abjuration	Creature touched	Touch	1 action	24 hours	V S	None	Yes	WoTC - C p.199
□□□□□ Obscuring Mist	Conjuration	Cloud centered on you spreads 30 ft and is 20 ft high	30 feet	1 action	1 minute/level	V S	None	No	WoTC - C p.233
□□□□□ Remove Fear	Abjuration	One creature plus one additional creature/four levels within 30'	Close	1 action	10 minutes	V S	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.245

Level 2 - 7+1 per day, Save DC18

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
□□□□□ Augury	Divination	You	Personal	1 action	Instantaneous	V S F	None	No	WoTC - C p.177
□□□□□ Cure Moderate Wounds	Conjuration*	creature touched	Touch	1 action	Instantaneous	V S	Will half (Harmless)	Yes (Harmless)	WoTC - C p.190
□□□□□ Detect Thoughts	Divination*	Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	V S F DF	None	No	WoTC - C p.194
□□□□□ Endurance	Transmutation	Creature touched	Touch	1 action	1 hour/level	V S DF	Will negates (Harmless)	Yes	WoTC - C p.199
□□□□□ Lesser Restoration	Conjuration	Creature touched	Touch	3 rounds	Instantaneous	V S	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.222
□□□□□ Remove Paralysis	Conjuration	Up to 4 creatures within 30'	Close	1 action	Instantaneous	V S	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.245
□□□□□ Resist Elements	Abjuration	Creature touched	Touch	1 action	1 minute/level	V S DF	None	Yes	WoTC - C p.246
□□□□□ Speak with Animals	Divination	You	Personal	1 action	1 minute/level	V S	None	No	WoTC - C p.254
□□□□□ Zone of Truth	Enchantment	5' radius/level	Close	1 action	1 minute/level	V S DF	Will negates	Yes	WoTC - C p.274

Level 3 - 5+1 per day, Save DC19

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
□□□□□ Clairaudience/Clairvoyance	Divination*	Magical Sensor	Special	1 action	1 minute/level (D)	V S F DF	None	No	WoTC - C p.184
□□□□□ Cure Serious Wounds	Conjuration*	creature touched	Touch	1 action	Instantaneous	V S	Will half (Harmless)	Yes (Harmless)	WoTC - C p.190
□□□□□ Dispel Magic	Abjuration	One spellcaster, creature or object or 30' radius	Medium	1 action	Instantaneous	V S	None	No	WoTC - C p.196
□□□□□ Remove Disease	Conjuration	Creature touched	Touch	1 action	Instantaneous	V S	Fortitude negates (Harmless)	Yes (Harmless)	WoTC - C p.244
□□□□□ Speak with Plants	Divination	You	Personal	1 action	1 minute/level	V S	None	No	WoTC - C p.254
□□□□□ Stone Shape	Transmutation	Stone or stone object touched up to 10 cu ft + 1 cu ft/level	Touch	1 action	Instantaneous	V S M DF	None	No	WoTC - C p.257
□□□□□ Water Breathing	Transmutation	Living creature touched	Touch	1 action	2 hours/level	V S M DF	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.271

Level 4 - 5+1 per day, Save DC20

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
□□□□□ Control Water	Transmutation	water volume 10'/level x 10'/level x 2'/level (S)	Long	1 action	10 minutes/level (D)	V S M DF	None	No	WoTC - C p.188
□□□□□ Cure Critical Wounds	Conjuration*	creature touched	Touch	1 action	Instantaneous	V S	Will half (Harmless)	Yes (Harmless)	WoTC - C p.190
□□□□□ Divination	Divination*	You	Personal	10 minutes	Instantaneous	V S M	None	No	WoTC - C p.197
□□□□□ Imbue with Spell Ability	Evocation	Creature touched	Touch	10 minutes	Until discharged	V S DF	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.216
□□□□□ Neutralize Poison	Conjuration	Creature or object of up to 1 cu ft/level touched	Touch	1 action	Instantaneous	V S M DF	Will negates (Harmless object)	Yes (Harmless object)	WoTC - C p.232
□□□□□ Restoration	Conjuration	Creature touched	Touch	3 rounds	Instantaneous	V S M	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.246
□□□□□ Spell Immunity	Abjuration	Creature touched	Touch	1 action	10 minutes/level	V S DF	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.255

Level 5 - 4+1 per day, Save DC21

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
□□□□□ Break Enchantment	Abjuration	one creature/level within 30'	Close	1 minute	Instantaneous	V S	Special	No	WoTC - C p.181
□□□□□ Commune	Divination	You	Personal	10 minutes	1 round/level	V S M DF XP	None	No	WoTC - C p.186
□□□□□ Healing Circle	Conjuration*	all living allies and undead creatures within 20'	20 feet	1 action	Instantaneous	V S	Fortitude half (Harmless)	Yes (Harmless)	WoTC - C p.213
□□□□□ Raise Dead	Conjuration	Dead creature touched	Touch	1 minute	Instantaneous	V S M DF	None	Yes (Harmless)	WoTC - C p.242
□□□□□ True Seeing	Divination*	Creature touched	Touch	1 action	1 minute/level	V S M	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.267
□□□□□ Wall of Stone	Conjuration	Stone wall whose area is up to 1 5' sq/level (S)	Medium	1 action	Instantaneous	V S M DF	Special	No	WoTC - C p.270

Level 6 - 4+1 per day, Save DC22

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
□□□□□ Find the Path	Divination*	You or creature touched	Personal or Touch	3 rounds	10 minutes/level	V S F	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.203
□□□□□ Greater Dispelling	Abjuration	One spellcaster, creature or object or 30' radius	Medium	1 action	Instantaneous	V S	None	No	WoTC - C p.210
□□□□□ Heal	Conjuration*	Creature touched	Touch	1 action	Instantaneous	V S	None	Yes (Harmless)	WoTC - C p.213
□□□□□ Heroes' Feast	Evocation	Feast for one creature/level	Close	10 minutes	1 hour + 12 hours	V S DF	None	Yes (Harmless)	WoTC - C p.213
□□□□□ Vigorous Circle	Conjuration	Fast healing 3 per round	20 feet	1 action	10 rounds + 1 round/level	V S DF	Will negates	Yes	WoTC - C p.274
□□□□□ Wind Walk	Transmutation	You and one touched creature/3 levels	Touch	1 action	1 hour/level (D)	V S DF	No and Will negates (Harmless)	No and Yes (Harmless)	WoTC - C p.272

Level 7 - 2+1 per day, Save DC23

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
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□□□□ Greater Restoration	Necromancy	Creature touched	Touch	10 minutes	Instantaneous	V S XP	Will negates (Harmless)	Yes (Harmless object)	WoTC - C p.211
□□□□ Legend Lore	Divination*	You	Personal	Special	Special	V S M F	None	No	WoTC - C p.219
□□□□ Regenerate	Conjuration*	Living creature touched	Touch	3 full rounds	Instantaneous	V S DF	Fortitude negates (Harmless)	Yes (Harmless)	WoTC - C p.244
□□□□ Resurrection	Conjuration	Dead creature touched	Touch	10 minutes	Instantaneous	V S M DF	None	Yes (Harmless)	WoTC - C p.246