Evil-Lyn

Character Name | Player Name | NE (Align.)

Eternian (Race) | F (Gender) | Medium (Size) | 31 (Age) | 5' 11" (Height) | 125 (Weight)

Blue (Eyes) | Black (Hair) | Deity | Skeletor (Affiliation / Guild) | / Rank | / Score

CLASS	HD Type	Level	Base Attack Bonus				Fort Save	Ref Save	Will Save	Skill Points
1. Cleric		7	5				5	2	5	
2.										
3.										
Racial Level Adjust										
ECL		7	5				5	2	5	

	Ability Score	Ability Modifier	Temp Score	Temp Modifier
STR	14	2		
DEX	10			
CON	12	1		
INT	10			
WIS	17	3		
CHA	16	3		

AC Temp | Total 18 = 10 + Armor Bonus 6 + Shield Bonus 2 + Dex Modifier + Size Modifier + Natural Armor + Deflection Modifier + Dodge Bonus + Insight Bonus + Luck Bonus + Sacred Bonus + Comp. Bonus

VS Touch: 10

Flat Footed: 18

XP (Next Level)

Initiative Total 4 = Dex Modifier + Imp. Init. 4

HP Total 44 (nonlethal damage)

Saving Throws

	Temp	Total	Base Save	Ability Modifier	Magic Modifier	Feat
Fortitude		6 =	5	+ 1	+	+
Reflex		4 =	2	+	+	+ 2
Willpower		8 =	5	+ 3	+	+

Other Modifiers

Damage Reduction

Spell Resistance

Attack Bonus

	Total Main Hand ATK 1	ATK 2	ATK 3	ATK 4	Total Offhand ATK 1	ATK 2	ATK 3	= Base Attack Bonus ATK 1	ATK 2	ATK 3	ATK 4	+ Ability Modifier	+ Size Modifier	+ Mace	+ Temp Modifier
Melee	10							= 5				+ 2	+	+ 3	+
Ranged	5							= 5				+	+	+	+

Speed

Adjusted Speed	Base Speed	Temp Speed
30 ft	= 30 ft	= ft

Grapple Total 7 = BAB 5 + Str Modifier 2 + Special Size Mod. +

Weapon

Attack	Damage	Critical
+3	1d8+5	20

Mace of Smiting +3

Range	Weight	Type	Size	Special Properties
ft	lb.	Bludgeoning	Medium	+3/+5 vs. Constructs

Weapon

Attack	Damage	Critical
	1d4	20

Sling

Range	Weight	Type	Size	Special Properties
ft	lb.	Bludgeoning	Small	

Weapon

Attack	Damage	Critical
	1d4	20

Dagger

Range	Weight	Type	Size	Special Properties
ft	lb.	Piercing	Small	

Weapon

Attack	Damage	Critical

Range	Weight	Type	Size	Special Properties
ft	lb.			

Ammunition: Sling Stones ✓✓✓✓✓ / ✓✓✓✓✓

Ammunition:

Ammunition:

Armor / Protective Item

Type	Armor Bonus	or Item Bonus	Max Dex Bonus
Medium	+6		

Banded Mail

Check Penalty	Spell Failure	Speed	Weight	Special Properties
	%	ft	lb.	

Shield / Protective Item

Type	Shield Bonus	or Item Bonus	Max Dex Bonus
Medium	+2		

Heavy Steel Shield

Check Penalty	Spell Failure	Weight	Special Properties
	%	lb.	

Skills

Total Ranks: 30

Max Ranks: Class 10 | Cross 5

Class Skills 1	2	3	Skill	Total	=	Synergy Bonus	+	Skill Ranks	+	Ability Modifier	+	Misc. Modifier
			Appraise ■ Craft		=		+		+		+	
			Balance ■ ♥ Tumble		=		+		+		+	
✓			Bluff ■	13	=		+	10	+	3	+	
			Climb ■ ♥ Use Rope	2	=		+		+	2	+	
✓			Concentration ■	11	=		+	10	+	1	+	
			Craft ( )		=		+		+		+	
			Craft ( )		=		+		+		+	
			Craft ( )		=		+		+		+	
			Decipher Script		=		+		+		+	
			Diplomacy ■ Bluff / Sense Motive	5	=	2	+		+	3	+	
			Disable Device		=		+		+		+	
			Disguise ■ Bluff	5	=	2	+		+	3	+	
			Escape Artist ■ ♥ Use Rope		=		+		+		+	
			Forgery ■		=		+		+		+	
			Gather Information ■	3	=		+		+	3	+	
			Handle Animal	3	=		+		+	3	+	
			Heal ■	3	=		+		+	3	+	
			Hide ■ ♥		=		+		+		+	
			Intimidate ■ Bluff	5	=	2	+		+	3	+	
			Jump ■ ♥ Tumble	2	=		+		+	2	+	
			Knowledge ( )		=		+		+		+	
			Knowledge ( )		=		+		+		+	
			Knowledge ( )		=		+		+		+	
			Knowledge ( )		=		+		+		+	
			Listen ■	3	=		+		+	3	+	
			Move Silently ■ ♥		=		+		+		+	
			Open Lock		=		+		+		+	
			Perform ( )	3	=		+		+	3	+	
			Perform ( )	3	=		+		+	3	+	
			Profession ( )	3	=		+		+	3	+	
			Ride ■ Handle Animal		=		+		+		+	
			Search ■		=		+		+		+	
			Sense Motive ■	3	=		+		+	3	+	
			Sleight of Hand ♥ Bluff	2	=	2	+		+		+	
✓			Spellcraft Knowledge/Use Magic Device	10	=		+	10	+		+	
			Spot ■	3	=		+		+	3	+	
			Survival ■ Search	3	=		+		+	3	+	
			Swim ■ ♥	2	=		+		+	2	+	
			Tumble ♥ Jump		=		+		+		+	
			Use Magic Device Spellcraft / Decipher Script	5	=	2	+		+	3	+	
			Use Rope ■ Escape Artist		=		+		+		+	

✓ "Class skills", skills not checked cost double

■ "EVERYONE" skill which may be used untrained

♥ armor penalty applies

Synergy bonus: "SYNERGY" bonus

created by: Oryan

oryan1977@yahoo.com

Equipped Items

		Weight
Arms		lb.
Body	Banded Mail	lb.
Face		lb.
Feet	Boots	lb.
Hands	Mace of Smiting +3, Shield	lb.
Head	Helmet	lb.
Ring (right hand)	Ring of Free Action	lb.
Ring (left hand)	Signet Ring (Skeletor)	lb.
Shoulders	Cloak	lb.
Throat	Holy Symbol (evil)	lb.
Torso		lb.
Waist		lb.
		lb.
		lb.

Scroll Case

Scroll of CLW		
Scroll of CMW		
Scroll of Bless		
List: "People to Extort"		

Potion Bag

Weight: lb.

Backpack

	Weight		Weight
Candles (3)	lb.		lb.
Flint and Tinder	lb.		lb.
Signet Ring	lb.		lb.
Torches (2)	lb.		lb.
Hand mirror	lb.		lb.
Wineskin (Vodka)	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
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	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.

Pouches / Bags

	Weight		Weight
Spell material pouch	lb.		lb.
Tuft of Beastman Hair	lb.		lb.
Bolt from Trapjaw's leg	lb.		lb.
Scale from Whiplash's Tail	lb.		lb.
Spittle of Kobra Kahn	lb.		lb.
Shell shard from Clawful	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
Gems / Art Objects			lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.
	lb.		lb.

Total Weight: lb.

Lift Over Head Equals Max Load	Lift Off Ground 2x Max Load	Push or Drag 5x Max Load	Light Load	Medium Load	Heavy Load
lb.	lb.	lb.	lb.	lb.	lb.

Money Pouch

Copper:		Gold:		Total Coins:
Silver:		Platinum:		

Feats / Abilities	Abilities: Racial / Class / Misc.
Extra Turning	Rebuke Undead 10x/day
Improved Initiative	Evil Spells +1 Caster Level
Combat Casting	Inflict Wounds Channeling
Lightning Reflexes	Evil Domain
	Trickery Domain
Spells level 0:	
Cure Minor Wounds	
Detect Magic	
Detect Poison	
Light	
Mending	
Read Magic	
Resistance	
Spells level 1:	
Disguise Self	
Bane (+1)	
Cure Light Wounds	
Detect Undead	
Divine Favor	
Command	
Spells level 2:	
Invisibility	
Augury	
Cure Moderate Wounds	
Remove Paralysis	
Lesser Restoration	
Spells level 3:	
Magic Circle vs. Good (+1)	
Cure Serious Wounds	
Dispel Magic	
Animate Dead (+1)	
Spells level 4:	
Confusion	
Restoration	

Rations

Water

Languages