

Saechs

Player: Marc Pilon

Male Half-Elf Cleric 4 - CR 3

Neutral Good; Deity: **Schelyn**; Age: **28**; Height: **5' 8"**;

Weight: **137lb.**; Eyes: **Vert**; Hair: **Blond**; Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	18	+4	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+4	+3			
REFLEX (DEXTERITY)	+2	=	+1	+1			
WILL (WISDOM)	+8	=	+4	+4			

Elven Immunities - Sleep

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	19	=	+6	+2	+1				

Touch AC **11** **Flat-Footed AC** **18**

		BAB	Strength	Size	Misc
CM Bonus	+6	=	+3	+3	-

		BAB	Strength	Dexterity	Size
CM Defense	17	=	10	+3	+3

	Total	Damage / Current HP
HP	36	

Base Attack **+3** **Initiative** **+1**

Speed **30 / 20 ft**

Gauntlet (from Armor)

Mainhand: **+6, 1d3+3** Crit: 20/x2
Light, B

Morningstar

Mainhand: **+6, 1d8+3** Crit: 20/x2
Both Hands: **+6, 1d8+4** 1-Hand, B/P

Sling

Mainhand: **+4, 1d4+3** Crit: 20/x2
Both Hands: **+4, 1d4+4** Rng: 50'
1-Hand, B

Unarmed Strike

Mainhand: **+6, 1d3+3** Crit: 20/x2
Light, B



Skill Name	Total	Ability	Ranks	Misc
Acrobatics	-6	DEX (1)	-	
Appraise	+0	INT (0)	-	
Bluff	+3	CHA (3)	-	
Climb	-4	STR (3)	-	
Diplomacy	+10	CHA (3)	4	
Escape Artist	-6	DEX (1)	-	
Fly	-6	DEX (1)	-	
Heal	+8	WIS (4)	1	
Intimidate	+3	CHA (3)	-	
Knowledge: Nobility	+4	INT (0)	1	
Knowledge: Religion	+5	INT (0)	2	
Perception	+9	WIS (4)	-	
Ride	+1	DEX (1)	-	
Sense Motive	+10	WIS (4)	3	
Spellcraft	+4	INT (0)	1	
Stealth	-6	DEX (1)	-	
Survival	+4	WIS (4)	-	
Swim	-4	STR (3)	-	

Feats, Traits & Flaws

Armor Proficiency (Light)
Armor Proficiency (Medium)
Blind-Fight
Combat Casting
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus: Perception (Adaptability)

Special Abilities

Aura (Ex)
Channel Positive Energy 2d6 (DC 15) (Su)
Cleric Domain: Air
Cleric Domain: Charm
Dazing Touch (Sp)
Elf Blood
Elven Immunities
Lightning Arc (1d6+2) (Sp)
Low-Light Vision
Spontaneous Casting

Gear

Total Weight Carried: 138.46/230lbs, Medium Load (Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)

Backpack (6 @ 18.5 lbs)	2lbs
Bedroll <In: Backpack (6 @ 18.5 lbs)>	5lbs
Blanket, winter <In: Backpack (6 @ 18.5 lbs)>	3lbs
Bullets, Sling x30	6lbs
Case, map or scroll (1 @ 0 lbs) <In: Backpack (6 @ 18.5 lbs)>	0.5lbs
Chainmail	40lbs
Cleric's vestments	6lbs
Explorer's Outfit (Free)	-
Flint and steel <In: Pouch, belt (3 @ 2 lbs)>	-
Healer's kit <In: Backpack (6 @ 18.5 lbs)>	1lb
Holy symbol, Abalone Shell	1lb
Holy symbol, wooden	-
Money	0.46lbs
Morningstar	6lbs
Parchment (sheet) x5 <In: Case, map or scroll (1 @ 0 lbs)>	-
Pouch, belt (3 @ 2 lbs)	0.5lbs
Rations, trail (per day) x5 <In: Backpack (6 @ 18.5 lbs)>	5lbs
Ring of Protection, +1	-
Rope, hempen (50 ft.)	10lbs
Scale Mail	30lbs
Scroll: Command	-
Sealing wax <In: Pouch, belt (3 @ 2 lbs)>	1lb
Shield, Heavy Wooden	10lbs
Silversheen	-
Sling	-
Tanglefoot bag x2	4lbs
Thunderstone	1lb
Vial, ink or potion <In: Pouch, belt (3 @ 2 lbs)>	1lb
Waterskin <In: Backpack (6 @ 18.5 lbs)>	4lbs

Chainmail

+6

Max Dex: +2, Armor Check: -5
Spell Fail: 30%, Medium, Slows

Scale Mail

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows

Shield, Heavy Wooden

+2

Max Dex: -, Armor Check: -2
Spell Fail: 15%, Shield

Tracked Resources

Bullets, Sling	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Channel Positive Energy 2d6 (DC 15) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lightning Arc (1d6+2) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Elven

Experience & Wealth

Experience Points: **9000/15000**

Current Cash: **19 GP, 4 SP**

Spells & Powers

Cleric Spell DC: 14 + spell level

Maximum Cleric spells per day: **4x0; 4x1; 3x2**

Cleric 0: Detect Magic, Guidance, Read Magic, Stabilize

Cleric 1: Bless, Comprehend Languages, Magic

Weapon, Obscuring Mist, Summon Monster I

Cleric 2: Calm Emotions, Hold Person, Remove Paralysis, Silence