CAMPAIGN	EXPERIENCE POINTS
	/ 78.000

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	ARMOR BONUS	MAX DEX BONUS
Mithral chain shirt	Light	+4	+6

ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
+0	10%	45	12,5	

SHIELD/PROTECTIVE ITEM

	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
		Magic Items Equipped by Slot	
		Ring Slot (RH)	
		(none) (0 GP)	
		Ring Slot (LH)	
		(none) (0 GP)	
		Hand Slot	
		(none) (0 GP)	0
		Arm Slot	
		(none) (0 GP)	0
		Head Slot	
		(none) (0 GP)	0
		Face Slot	
		(none) (0 GP)	0
		Shoulder Slot	
		(none) (0 GP)	0
		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	12,5

NOTES

LANGUAGES

Common

SPECIAL ABILITIES

— RACIAL ABILITIES —
× Base land speed of 30 feet.
× Darkvision 60 feet.
× Bonus Feat: 1st level bonus feat
× Favored Class: Any
— TEMPLATE ABILITIES —
× +4 Strength, No Constitution, +2 Wisdom, +2 Charisma
× Damage Reduction(Ex): 15/magic, 5/magic
× Fast Healing 2
× Immunities: Immune to cold, electricity, polymorph, all mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects
× Energy Resistance: cold 10
× Spell-Like Abilities: You can use the following spell like abilities once per day(unless otherwise specified):Detect Magic, Dispel Magic, Wall Of Ice
× Spell Resistance
× Abyssal Blast(Su): 1/day - unleash a blast of eldritch fire with a 20' radius within 600', dealing 5d6 points of damage. The blast is composed of fire and raw divine power and not subject to fire protection and similar spells. Reflex save (DC 13,5) for half damage.
× Fear Aura(Su): Any creature within 15' and of less than 5 HD are subject to a fear effect (as the spell), if they fail a Will save (DC 13,5).
× See Invisibility (Su): As the spell.
× Spells: Unless prohibited by alignment restrictions, you can cast any spells you knew in life.
× Summon Mount (Su): You can summon a mount, typically a Nightmare.
× Touch Attack(Su): Each successful touch attack deals 1d8+1 and 1 point of Constitution damage to living creatures. Reflex save (DC 13,5) halves damage and negates Constitution damage.
× Turn Immunity (Ex): You cannot be Turned.
× Undead Followers: You attract lesser undead and may have twice your level in Hit Dice of followers.
× Cause Fear(Sp): 1/day as the spell.
× Evasion(Ex): On a successful Reflex save against magical attack, you take half damage.
× Shadow Blend(Su): You can disappear into shadows gaining total concealment in any condition other than full daylight. Except the spell daylight, artifiial illumination and light and fire spells will not negate this ability.
× Skills: +6 racial bonus on Move Silently checks.
— CLASS ABILITIES —
× Proficient in light armor
× Proficient with all simple weapons, and with Hand Crossbow, Rapier, Sap, Shortbow, Composite Shortbow, Short Sword.
× Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.
× Trap Sense(Ex): +1 to Reflex saves and AC against traps.
× Damage Reduction(Ex): 15/magic
× Evasion(Ex): On a successful Reflex save against a magical attack, you take no damage.
× Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC; or you are flanking them; you inflict an extra 3d6 damage. Ranged attacks must be within 30 feet to gain this; and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage; as do creatures with concealment.
× Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.
— FEATS —
× Blind-Fight(PH 89) : Reroll miss chance for concealment
× Combat Expertise(PH 92) : Trade attack bonus for AC (max 3 points).
× Improved Feint(PH 95) : Feint in combat as move action.

CARRYING INFO

LIGHT LOAD	MED LOAD	HEAVY LOAD
116	233	350

LIFT OVER	LIFT OFF GROUND	PUSH DRAG
350	700	1.750

MONEY

PP	
GP	
SP	
CP	
Art	
Gems	
Other (GP)	

TURN/REBUKE ATTEMPTS

Times/Day ☐ Used ☐ Turning/Rebuking Check Modifier ☐

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

# of HD Turned/Rebuked

2d6

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