

Vern of Shadowdale (FM# 6) Robert Wilhelm NG 2919\*\* 3000  
 Character Name Player Alignment Current XP Next Level XP XP Change  
 Cleric Human (Dalelands/Vaasan) Rob's World! Lathander  
 Class Race Campaign Deity  
 2 M 23 Male 5' 9" 175 Blue Auburn  
 Level Size Age Gender Height Weight Eyes Hair

Ability	Score	Mod	Temp Score	Temp Mod
STR	16	3		
DEX	12	1		
CON	18	4		
INT	16	3		
WIS	20	5		
CHA	18	4		

Action Points: 4

HP	AC	Touch	Flat-footed	INIT	Speed	Armor Type
21	19	12	18	1	20	Medium

Hit Dice: 2d8 + 8 (8, 5)  
 Damage Reduction: 76 (Light Load), 153 (Med Load), 230 (Max Load), 230 (Over Head), 460 (Off Ground), 1150 (Push/Drag)



Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	8	3	4	0	1	0
REFLEX	2	0	1	0	1	0
WILL	9	3	5	0	1	0

MELEE	GRAPPLE	RANGED	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
			+4	1	3	0	0	0
			+1	1	0	0	0	0
			+2	1	1	0	0	0

Weapon	Total Attack Bonus	Damage	Critical	Range
Masterwork Morningstar	+4 (+1 for Masterwork) = +5	1d8+3	x2	n/a
Special Properties	Ammunition	Weight	Size	Type
Parry:-2, MS:7, MD:8, Fumble:19, WSM:-2	n/a	6	M	B+P
Short Spear (one handed weapon, melee)	+4	1d6+3	x2	20 ft.
Special Properties	Ammunition	Weight	Size	Type
Parry:-2,MS:8,MD:8(9),Fumble:18,WSM:-2 3#e	3	9	M	P
Shield Bash (w/Masterwork hvy wooden shield)	Shield bash only = +4/2 wps? +4&-4=no mod.	1d4+3	x2	n/a
Special Properties	Ammunition	Weight	Size	Type
Parry:+4, MS:8, MD:5, Fumble:16, WSM:-3	n/a	10	M	B
Short Spear (thrown)//Sling (Bullet)	+2///+2	1d6+3///1d4+3, 1d4+2	X2	20 ft///50 ft
Special Properties	Ammunition	Weight	Size	Type
None///5 silvered bullets Sling WSM: -1	3///5 silvered, 3 regular	Incl. Melee, Above	M	P///B

Armor/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Masterwork Chainmail	Medium	+5	-4	+2
Special Properties		Weight	Spell Fail	Speed
Made of interlocking metal rings. Masterwork gives 1 less on ACP. 4 min (1 hastily) to don. 1 min rmv.		40	n/a	20
Shield/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Masterwork Heavy Wooden Shield	Heavy	+2	-1	-
Special Properties		Weight	Spell Fail	Speed
Lose AC bonus if shield used to bash. Masterwork gives 1 less on ACP. 1 move action to don/rmv.		10	n/a	-

**Feats & Special Abilities**

Vern is a Human from the Dalelands region of the realms. His subrace type is Vaasan. Ref PG pgs 12,17	no penalties for 'off-hand' skill checks. no reqmt to use 'light' weapon. No reduced STR mod.	CLASS(1): Spontaneous Casting. Substitute cure spell for any spell (except domain spell).	Skill Points: (((2+Int Mod) x 4) +4 for being Human. At 2nd level+, receive 2+Int mod and +1 for being human. Ref PH pages 13 & 31.
FEATS: Total = 10. +5 from weapons & Armor profs, +1 RW campaign bonus, +1 RW Parry, +1 Human bonus, +1 Ambidexterity rolled at creation, +1 feat at 1st lvl	CLASS(1): Feature. Turn or rebuke undead (ref:PH 159) nr times/day = 3+Cha mod. Rng = >60ft. Check 1d20+Cha mod = HD of most powerfl. Turn dam = 2d6+lv+Cha mod = total HD trnd. See pdf for mor. mod for 2 weapons = -4 on wpn in each hand.	Clerics of Lathander tend to favor It of hvy mace. DM allows exception for 'morningstar' due to name of wpn. Lathander opposes: Bane, Cyric, Malar, Shar, Talos, and Velsharoon.	1st lvl skills: Concentration 4, Craft(weaponsmithing) 4, Heal 4, Know(Arcana) 2, Know(Religion) 4, Know (Planes) 2,Spellcraft 4 = 24
FEAT(1): Initiate of Lathander. Spontaneous casting of 'Light' spells. Additional spells. Taken as lvl 1 feat. Ref PG pgs 80-81 (Not a regional feat)	CLASS(1): Simple Wpn Prof. Use smple wpn/PH pg 100 CLASS(1): Armor Prof. Light - Use light armor/PH pg 89 CLASS(1): Armor Prof. Med. - Use med. armr/PH pg 89	Elite priests (Prestige Class) of Lathander are known as Morninglords (ref PG pgs 66-68)	2nd lvl skills: Diplomacy 2, Know(Religion) 1, Know. (Planes) 1, Speak Languages(Battle Signals) 2 = 6
RACE(1): Luck of heroes. Dalelands. +1 bonus to all svcs +1 luck bonus to AC. Regional feat. taken as Human bonus at creation. Ref PG pg 40.	CLASS(1): Armor Prof. Heavy - Use hvy armor/PH pg 89 CLASS(1): Shield Prof. - All shield exc Tower/PH pg 100 CLASS(1): Aura of good, detectable by spell. PH pg 32		

<u>FEAT(1): RW Bonus. Parry (Ref:RWNF pg 4)</u>	<u>CLASS(1): Chosen domains for spontaneous casting</u>		
<u>FEAT(1): Combat Casting. +4 bonus on concentration</u>	<u>Sun &amp; Renewal. Granted power/Sun = Greater</u>		
<u>when casting spells. RW bonus lvl 1. Ref PH pg 92</u>	<u>turning 1/day. Undead destroyed. Granted power/</u>		
<u>FEAT(1): Ambidexterity. Reduced penalties fighting w/2</u>	<u>Renewal=HP&lt;0 = Spontaneous heal 1d8+Cha HPs</u>		
<u>weapons. Rolled at creation. Ref RWNF pgs 10-11</u>	<u>Ref PH 188 (Sun) &amp; PG pg 90 (Renewal)</u>		





**Description**

At 5'9" and 175lbs. Vern has a normal build for a Human, male from the Dalelands region of the realms. Vern has auburn hair, blue eyes and tanned skin, as if he's spent a lot of time out in the sun. - Vern's Birthday is 10 Marcav

**Character Traits**

none

**Contacts / Friends****Personality**

The people of the Dales are honest farmers and craftsmen, simple folk who believe in a day's work and a square deal. They are a tough, hardy race who has thrived despite the efforts of larger and more powerful neighbors. While they have little use for brigands or vagrants, they also recognize that skilled adventurers are their first line of defense against the threats that surround them.

**Character Flaws**

none

**Enemies**

**Statistic Block** [ NPC GEN IMPORT ] [ GENERATE STATBLOCK ]

**Condition and Effects****Additional Information****Other Notes**

Vern is from Shadowdale, a small town in the heart of the Dalelands. The Dales are a group of small farming communities scattered throughout the vast expanse of the ancient Elven Court. As the forest has receded over time, the Dales have moved as well, continually encroaching on the old forest. In most cases, the Dales were not carved from the forest by fire and axe, but rather grew in the unforested areas between the arms of the forest. The Dales were first settled more than 1,300 years ago by humans who had permission from the elves of Myth Drannor. Recognizing no superior government, the Dales remain a loose confederation of small towns and farmlands. Vern is one of the original members of the group. He met five other adventurers in Whillip one fine day. They all managed to discover an advertisement at the City Square Kiosk. The 'Adventurers Wanted' advertisement led them to "X's" Manor, and he became a founding member of a band of adventurers soon afterwards. The Human, Cleric is a enthusiastic Initiate of Lathander and seeks to further the glory of Lathander's light while collecting a little of the loot that comes along with that glory. As of 27 Aug, 2020: Vern was played by Floyd E, until he left our group in August of 2020. Since Floyd's departure, we've kept Vern on the roles of the Xterminators until we fill Floyd's vacant seat. It's always possible that a new player will opt to continue playing Vern.

Private Notes

3EProfiler™ Character Sheet, © 2003 by M. J. Eggertson.