

Vern of Shadowdale (FM# 6) Robert Wilhelm NG 7440 12000
 Character Name Player Alignment Current XP Next Level XP XP Change
 Cleric Human (Dalelands/Vaasan) Rob's World! Lathander
 Class Campaign Deity
 3 M 23 Male 5' 9" 175 Blue Auburn
 Level Size Age Gender Height Weight Eyes Hair

Ability	Score	Mod	Temp Score	Temp Mod	HP	TOTAL	Current HP	Nonlethal Damage	Hit Dice	Damage Reduction	
STR	16	3			HP	32			3d8		
DEX	12	1			AC	22	10	+8	0	0	
CON	18	4			TOTAL		Armor	Shield	Size	Natural	
INT	16	3			Touch	12	Flat-footed	21		Deflect	Misc
WIS	20	5	22	6	INIT	1	Dex	Misc			
CHA	18	4									
Action Points					3	30	Light				
					Speed	Armor Type					



Light Load	76
Med Load	153
Max Load	230
Over Head	230
Off Ground	460
Push/ Drag	1150

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	9	3	4	1	1	0
REFLEX	4	1	1	1	1	0
WILL	11	3	6	1	1	0

MELEE	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
GRAPPLE	+5	2	3	0	0	0
RANGED	+5	2	3	0	0	0
	+3	2	1	0	0	0

Weapon	Total Attack Bonus	Damage	Critical	Range
+1 Crowbar (Most stats as Club)	+6 (+5, +1 for magic)	1d6+4	x2	n/a
Special Properties	Ammunition	Weight	Size	Type
Parry: -3, MS: 6, MD: 5, Fumble:16, WSM:-1	n/a	3.5	M	B
Weapon	Total Attack Bonus	Damage	Critical	Range
Short Spear (one handed weapon, melee)	+5	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
Weapon	Total Attack Bonus	Damage	Critical	Range
Shield Bash (w/Duskwood hvy wooden shield)	Shield bash only = +5/2 wpns? +5&-4=+1	1d4+3	x2	n/a
Special Properties	Ammunition	Weight	Size	Type
Parry:+4, MS:8, MD:5, Fumble:16, WSM:-3	n/a	-	M	B
Weapon	Total Attack Bonus	Damage	Critical	Range
Short Spear (thrown)//Sling (Bullet)	+3///+3	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, 12 regular	Incl. Melee, Above	M	P///B
Armor/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Skin of Ectoplasmic Armor	Light	+8	-6	+2
Special Properties		Weight	Spell Fail	Speed
Standard Action (mental) to don or remove.		2	n/a	30
Shield/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Masterwork Duskwood Heavy Wooden Shield	Heavy	+2	0	-
Special Properties		Weight	Spell Fail	Speed
Lose AC bonus if shield used to bash.Duskwood gives 2 less on ACP. 1 move action to don/rmv.		5	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 later levels, receive 2-Int mod and +1 for being human each level after 1st. Ref PH pages 13 & 31.
FEATS: Total = 13. +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 +1 feat at 3rd level, +2 flaws	CLASS(1): Feature. Turn or rebuke undead (ref:PH 159)	Clerics of Lathander tend to favor it of hvy mace. DM allows exception for 'morningstar' due to name of wpn.	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	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): Extra Turning (+4 Turning attempts/day) taken as Human bonus at creation. Ref PG pg 40.	CLASS(1): Armor Prof. Light - Use light armor/PH pg 89	Feat(1): Quicken Spell (From Flaw: Autophobia)	Reboot option: Lose 4 ranks Craft(Weaponsmithing).
FEAT(1): RW Bonus. Parry (Ref:RWNF pg 4)	CLASS(1): Armor Prof. Med. - Use med. armr/PH pg 89	Feat(1): Divine Metamagic: Quicken Spell (From Flaw: Overlooked by Tymora)	Gain: Know(Planes) 2, Heal 1, Spellcraft 1
FEAT(1): Luck of Heroes (Regional Feat) Taken as level 1 feat. RW Bonus level 1. +1 Luck Bonus to AC/Saves.	CLASS(1): Armor Prof. Heavy - Use hvy armor/PH pg 89	Source: Complete Divine, pg 80. 5 Turn Undead uses to quicken (swift action) any divine spell. (1 round or less casting time only)	Lose 1 ranks Know(Arcana), Gain: Concentration 1
FEAT(1): Ambidexterity. Reduced penalties fighting w/2 weapons. Rolled at creation. Ref RWNF pgs 10-11	CLASS(1): Shield Prof. - All shield exc Tower/PH pg 100	Feat(3): Craft Wondrous Item, Player's Handbook	3rd level skills: Know(Religion) 1, Concentration 1, Spellcraft 1, Heal 1, Handle Animal 2 (cross-class) = 6
	CLASS(1): Aura of good, detectable by spell. PH pg 32		Flaw: Autophobia Ref RWNF pgs 28-29
	CLASS(1): Chosen domains for spontaneous casting Sun & Renewal. Granted power/Sun = Greater turning 1/day. Undead destroyed. Granted power/ Renewal=HP<0 = Spontaneous heal 1d8+Cha HPs Ref PH 188 (Sun) & PG pg 90 (Renewal)		Flaw: Overlooked by Tymora Ref RWNF pg 28

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 Marcarv -

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

Autophobia, Overlooked by Tymora.

Enemies

Statistic Block [NPC GEN IMPORT] [GENERATE STATBLOCK]

Condition and Effects

Additional Information

Hit point progression: Level 1 (Max at 1st = 8, + 4 For CON = 12), Level 2 (Roll at 2nd = 5, +4 for CON = 9), Level 3 (Roll at 3rd = 7, + 4 for CON = 11)

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 an 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. Robert Wilhelm has been playing him since late 2020.

Private Notes