

Mot Torva	Brian Seim	NG			
Character Name	Player	Alignment	Current XP	Next Level XP	XP Change
Cleric/Radiant Servant	Elf			Radiant Servant of Pelor	
Class	Race	Campaign		Deity	
6/6	M	151	Male	5'6"	90lbs
Level	Size	Age	Gender	Height	Weight
					Black
					Hair

Ability	Score	Mod	Temp Score	Temp Mod	HP	TOTAL	Current HP	Nonlethal Damage	Hit Dice	Damage Reduction
STR	21	5			HP	76	76			
DEX	22	6			AC	32	= 10 + +6 + +4 + 6 + 0 + 5 + 0 + 1			
CON	14	2								
INT	14	2			Touch	17	Flat-footed	26		
WIS	24	7			INIT	6	= 6 + 0			
CHA	18	4								

Action Points

30

Speed

light

Character Portrait - Click to Link Image (125x193px)

Saving Throws
FORTITUDE
REFLEX
WILL

Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
12	10	2	0	0	0
10	4	6	0	0	0
19	10	7	0	2	0

Light Load	153
Med Load	306
Max Load	460
Over Head	460
Off Ground	920
Push/ Drag	2300

MELEE
RANGED

Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
+14/+9	9/4	5	0	0	0
+15/+10	9/4	6	0	0	0
Total Attack Bonus	Base Attack Bonus	Dex Mod	Size Mod	Misc Mod	Temp Mod

Weapon	Total Attack Bonus	Damage	Critical	Range
+2 Never Missing Composite Bow	+15+2 / +10+2	1d8+2	20x3	110
Special Properties	Ammunition	Weight	Size	Type
Sacred item on three arrows	37 Sheaf / 40 cold iron sheaf arrows	3	M	piercing
Weapon	Total Attack Bonus	Damage	Critical	Range
Mace of Undead Disruption (Sacred Item)	+14+2 / +9+2	1d8+2+2	20x2	--
Special Properties	Ammunition	Weight	Size	Type
DC14 Will or destroyed, 10' of hit save 1d10 holy	Sacred Item	8	M	bludgeoning
Weapon	Total Attack Bonus	Damage	Critical	Range
Longsword (MW)	+14+1 / +9+1	1d8+2	19-20x2	
Special Properties	Ammunition	Weight	Size	Type
Sacred Item		8	M	slashing
Weapon	Total Attack Bonus	Damage	Critical	Range
Masterwork Cold Iron Morningstar	+14+1/+9+1	1d8	20x2	—
Special Properties	Ammunition	Weight	Size	Type
Sacred Item		6	M	Bludgeoning/Piercing
Armor/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Studded Leather (Sacred Item)	light	+6	0	5
Special Properties		Weight	Spell Fail	Speed
non-encumbering, opposing spot checks at -5, sacred item		10	15%	30
Shield/Protective Item	Type	AC Bonus	Check Pen	Max Dex
necklace of shield	Necklace	+4		
Special Properties		Weight	Spell Fail	Speed
Mantle of Black Flame +1, 1x10days, +1 elemental saves, 80pts fire protection per encounter, 0.5lbs				-

Feats & Special Abilities

Extra Turning (+4 turnings a day)	Turning: 11xDay check: 1d20+4, dmg: 2d6+12+4, 60' rg	Aura of Warding +2 morale bonus to Will Save 10'area	"In the light of Pelor..."
Point Blank Shot (+1 ht/dmg 30')	HD		
Precise Shot (no -4 ht shoot in melee)	0: lvl -4	Divine Health => immune to all diseases	
Rapid Shot (1 extra ranged attach each round) @-2	1-3:lvl-3	Maximize Healing => maximize all dice rolled.	Red Dragon Skin +1AC/2lvl, max 5, 20hp heat energy re cast level 18
Dodge (+1AC pick opponent)	4-6:lvl-2		
Scribe Scroll (sp lvl * cast lvl * 25gp) cost /1000 = days	7-9:lvl-1		
Combat Casting (+4 concentration)	10-12:lvl	Sun Domain	Stalwart Pact
Empower Spell	13-15:lvl+1	power: Radiance illum 2x radius, +1 level	
Parry (free)	16-18:lvl+2	power: Extra Greater Turning 3+CHA/day	
Spell Penetration +2 against spell resistance	19-21:lvl+3		
	22:lvl+4	Healing Domain	
		Heal at +1 lvl	
	Elf		Left Handed
	5' secret door/search check	Strength Domain. Strength: 33 mod: +11	
FLAWS	+2 saves vs. enchantment spells	+1 str/lvl 1x per day for 1 round	
Phobia Fey	immune to magic sleep		
	speed 30		Heroic Luck +8
Spontaneous Undead Visits	Low light vision		Whillip Renoun 60

Description
Close wounds lvl 2 Stewart pact line 332 Neutralize poison lvl 4 line 271
Contacts / Friends
Enemies

Personality
Character Traits
Character Flaws
Phobia Fey Spontaneous Undead Visitation

Statistic Block [NPC GEN IMPORT] [GENERATE STATBLOCK]

Condition and Effects

Additional Information

Junta- used 2 xrta greater turning

Other Notes

Marching order: Lauralei - Imago - Arco - Mot - Enola - Azura - Farro March order 2x: Lauralei/Azura - Imago/Farro - Arco - Mot/Enola Watch order: Arco/Azura - Mott/Imago - Ebola/Lauralei - Enola/Farro Travel 8 hours Wake at 6 am Set camp at 6 Death Coils - AC 15 Huge magical beast, dropped from ceiling on Azura. Knowledge Arcana: snake dark green form nearly invisible against the green wall. Yellow serpentine eyes, has two heads one on each end. Had about half or a bit more life force than we had. Constrict, improved grab, poisonous breath (sleep), good at climbing, tough. Aggressive relentless hunters, drown pray if water is nearby, Intelligent, EVIL, 5+30+33 not moving + 16 points of electricity + 8 + 11 + 15 + 23 + 14 + 8 + 15 "Kitty Snake" (Azura critical fail) - Flying out of the water below us. Long thin serpentine dragon, deep green color, scales gleaming, multicolored mane around its neck and dark whiskers growing from it's snout. No wings but it flies. Clearly has good maneuverability, huge size, scales seem wet or oily, not colored nor metallic, Realm of Celedra.

Private Notes

Bravic - administrator at the Beacon - Hellgate Keep remains of a destroyed town once known as Ascalhorn. Destroyed because it was infested with devils tanari. A group of harpers destroyed the town trapping the devils inside. Illustrial the queen and hope of lullar need help destroying the evil in the keep. They have Mythanther's Orb - activated it will seal an area in an impenetrable ward will keep the devils in it forever. Harpers ward will expire in 5 years (24 Jularva 1007). They are willing to pay 100K gp plus a week of training at the bellman's guild (reduces training time by 3 weeks)/person. Buildings: cloud up 50' OK, few buildings touch the flow 71- N side - residence 80- N side - 450'x100' atrium building behind almost destroyed previously attached close to the cliffs by debris falling from cliffs or lava flow 4 sets of double doors door 1 grocery 10' shelves with 13' ceiling No# Triangular with atrium, old campfire, scratching on the walls to sharpen claws 34- 2 stories deep. Upper level is Restaurant/bar, lower level is a hotel. Occupied. Hallway 10 ft wide. Rooms on either side. Single door every 15ft on right and 30ft on the left 32 - ceramic moulder's shop 2 stories top living quarters. Haste - +1 Att, +1 Hit, +1 AC, +1 Ref, +30' movement Spell DC: 10+spell level+ Wis Mod + d20 Spell Resistance: caster level + d20 Scribe Scroll: xp: spell level x cast level; \$\$: spell level x cast level x 25 x 1.5 (pay XP and big component use up front)

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