

CHARACTER Segel PLAYER Robert  
 CLASS Cleric LEVEL 5  
 RACE Hobgoblin ALIGNMENT XE  
 PATRON DEITY/RELIGION Mihr  
 ORIGIN \_\_\_\_\_ RESIDENCE \_\_\_\_\_



CHARACTER RECORD SHEET

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STRENGTH	13	1		
DEXTERITY	12	1		
CONSTITUTION	12	1		
INTELLIGENCE	11	0		
WISDOM	15	2		
CHARISMA	14	2		

HIT POINTS

MAX **25**

DAMAGE REDUCTION

CURRENT

DIE TYPE(S) **d8**

SKILLS

- APPRAISE ■
- AUTOHYPNOSIS
- BALANCE ■
- BLUFF ■
- CLIMB ■
- CONCENTRATION ■
- CRAFT ■ ( \_\_\_\_\_ )
- DECIPHER SCRIPT
- DIPLOMACY ■
- DISABLE DEVICE
- DISGUISE ■
- ESCAPE ARTIST ■
- FORGERY ■
- GATHER INFORMATION ■
- HANDLE ANIMAL
- HEAL ■
- HIDE ■
- INTIMIDATE ■
- JUMP ■
- KNOWLEDGE ( Religion )
- KNOWLEDGE ( Planes )
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- LISTEN ■
- MOVE SILENTLY ■
- OPEN LOCK
- PERFORM ( \_\_\_\_\_ )
- PERFORM ( \_\_\_\_\_ )
- PERFORM ( \_\_\_\_\_ )
- PROFESSION ( \_\_\_\_\_ )
- PSICRAFT
- RIDE ■
- SEARCH ■
- SENSE MOTIVE ■
- SLEIGHT OF HAND
- SPELLCRAFT
- SPOT ■
- STABILIZE SELF
- SURVIVAL ■
- SWIM ■
- TUMBLE
- USE MAGIC DEVICE
- USE PSIONIC DEVICE
- USE ROPE ■

CROSS CLASS TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3

MAX RANKS = LVL+3 (/2)

CROSS CLASS	TOTAL	ABILITY RANKS	MISC 1	MISC 2	MISC 3
	0	0 <sup>T</sup>			
		2 <sup>S</sup>			
	1	1 <sup>C</sup>			
	2	2 <sup>A</sup>			
	1	1 <sup>S*</sup>			
	1	1 <sup>N</sup>			
	0	0 <sup>T</sup>			
	2	2 <sup>A</sup>			
		0 <sup>T</sup>			
	2	2 <sup>A</sup>			
	1	1 <sup>C</sup>			
	2	2 <sup>A</sup>			
	1	1 <sup>C</sup>			
	2	2 <sup>A</sup>			
	1	1 <sup>S*</sup>			
	8	0 <sup>T</sup>	8		
	8	0 <sup>T</sup>	8		
		0 <sup>T</sup>			
		0 <sup>T</sup>			
	2	2 <sup>S</sup>			
	5	1 <sup>C</sup>	4		
	1	1 <sup>X</sup>			
		2 <sup>A</sup>			
		2 <sup>A</sup>			
		2 <sup>S</sup>			
		0 <sup>T</sup>			
	1	1 <sup>X</sup>			
	0	0 <sup>T</sup>			
	2	2 <sup>S</sup>			
		1 <sup>C</sup>			
	2	2 <sup>S</sup>			
	1	1 <sup>S*</sup>			
		1 <sup>C</sup>			
		2 <sup>A</sup>			
		2 <sup>A</sup>			
	1	1 <sup>X</sup>			
	0				
	0				
	0				
	0				
	0				
	0				
	0				

ARMOR MODIFIERS

ARMOR SHIELD DEX SIZE NATURAL MISC 1 MISC 2

ARMOR WORN

CLASS **17**

+1 Chain Mail: AC+6

- AC WHEN FLAT-FOOTED
- AC VERSUS TOUCH ATTACKS
- MISS CHANCE
- MAX DEXTERITY BONUS
- ARMOR CHECK PENALTY
- ARCANE SPELL FAILURE
- SPELL RESISTANCE

SAVING THROWS

	TOTAL	1	2	3	4	ABILITY	MAGIC	MISC
FORTITUDE	5	4				1 <sup>N</sup>		
REFLEX	2	1				1 <sup>X</sup>		
WILL	6	4				2 <sup>S</sup>		

INITIATIVE

TOTAL	DEX	MISC
1	1 <sup>X</sup>	
SPEED	20	

ATTACK ROLLS

	TOTAL	2ND	3RD	4TH	5TH	1	2	3	4	ABILITY	SIZE	MISC 1	MISC 2
MELEE	4	-5	-10	-15		3				1 <sup>R</sup>			
RANGED	2	-5	-10	-15		1				1 <sup>X</sup>			
GRAPPLE	4	-5	-10	-15		3				1 <sup>R</sup>			
FLURRY OF BLOWS						3				1 <sup>R</sup>			

ADDITIONAL MODIFIERS

Empty box for additional modifiers.

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
Punch Dagger	3	1d4	x2	0	P	T
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
Long Bow	1	1d6	x2	100	P	M
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						

■ DENOTES SKILL CAN BE USED UNTRAINED — \* ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

PROFICIENCIES

WEAPONS:  SIMPLE  MARTIAL ARMOR:  LIGHT  MEDIUM  HEAVY  SHIELDS



## SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text" value="5"/>	<input type="text" value="0"/>	<input type="text"/>
<input type="text"/>	1ST	<input type="text" value="3"/>	<input type="text" value="1"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text" value="2"/>	<input type="text" value="1"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL SAVE DC MOD = 10 +  +  (ABILITY) +  (MISC)

## TURN UNDEAD

TIMES/DAY = 3 +  (CHA) +  (MISC) +  (TURNING CHECK)

TURNING DAMAGE = 2d6 +  (CHA) +  (LEVEL) +  (MISC)

## PSIONICS

# POWERS KNOWN	LEVEL	# POWERS KNOWN	LEVEL	POWER POINTS
<input type="text"/>	0	<input type="text"/>	5TH	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	6TH	
<input type="text"/>	2ND	<input type="text"/>	7TH	
<input type="text"/>	3RD	<input type="text"/>	8TH	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	9TH	<input type="text"/>

FREE MANIFESTATIONS

## PSIONIC COMBAT

1d20 + DC MOD + ABILITY MOD	ATTACKS	EGO WHIP	ID INSIN	MIND BLAST	MIND THRUST	PSYCHIC CRUSH
	ABILITY	<input type="text" value="1"/> X	<input type="text" value="1"/> R	<input type="text" value="2"/> A	<input type="text" value="0"/>	<input type="text" value="2"/> C
<input type="checkbox"/>	EMPTY MIND	+1	-2	+3	-3	-5
<input type="checkbox"/>	INTELLECT FORTRESS	-2	+1	+0	+6	+4
<input type="checkbox"/>	MENTAL BARRIER	-1	+4	-3	+1	+3
<input type="checkbox"/>	THOUGHT SHIELD	-4	-1	-2	+4	+2
<input type="checkbox"/>	TOWER OF IRON WILL	+3	+0	-1	+5	-3
	NONPSIONIC	-8	-9	+4	-8	-8
	FLAT-FOOTED/POWERLESS	+8	+7	+8	+8	+8

## SPELLS & POWERS

- 0. Detect Poison
- 0. Guidance
- 0. Light; Mending
- 0. Purify Food and Drink
- 0. Virtue
  
- 1. Divine Favor
- 1. Doom
- 1. Hide from Undead
- 1. Summon Monster I (celestial owl)
- 1. Protection from Law\*\*
  
- 2. Augury
- 2. Find Traps
- 2. Shield Other
- 2. Calm Emotions\*\*
  
- 3. Cure Serious Wounds
- 3. Magic Circle against Law\*\*

## DOMAIN POWERS

**Strength:** You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

**Chaos:** You cast Chaos spells at +1 caster level.

## HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NOTES													
NOTES													
NOTES													

## CHARACTER DESCRIPTION

CHARACTER NAME <b>Segel</b>	AGE	SEX	M	
DESCRIPTION A young man with thin, long, wavy hair, and slanted eyes with thick eyebrows. He has weather-beaten skin, and a long face that has a high forehead. His nose is flat and his mouth is large with thick lips. His teeth are white and his breath is	BIRTH DATE	SIZE	Small	
	HEIGHT	3'2"	WEIGHT	41lbs
	HAIR	Auburn	EYES	Hazel
	SKIN	Tan	HANDEDNESS	

**PERSONALITY**

He is capricious, innocent and rude, and speaks in a neutral, a wheezy voice, and is primarily interested in Collecting Porcelain, China, and Crystal. He seems of normal sanity, but suffers from Phobophobia, fear of fear itself. One other item of interest concerning this man; he has a prejudice against hill giants.

**CHARACTER SKETCH**



**QUOTE(S)**

**CONTACTS/FRIENDS**

**ENEMIES**

## BACKGROUND & NOTES