				_				
		PLAYER Rober	<u>t</u>	DUNGEONS				
CLASS Cleric		LEVEL 5			RAGO	VIC.		
RACE Hobgoblin  PATRON DEITY/RELIGION N	A:1	ALIGNMENT X	<u> </u>	1		N.		
ORIGIN		ESIDENCE		CHARAC	TER RECORT	SHEET		
OKIGIN								
ABILITY SCORES		HIT POINTS	SKILLS	CROSS CLASS	MAX RANKS TOTAL ABILITY RANKS			
SCORE N	TEMP TEMP MOD SCORE MOD		APPRAISE ■		0 0			
STRENGTH 13	1 25		AUTOHYPNOSIS		√2s			
DEXTERITY 12	1 MAX	<b>-</b>	BALANCE ■ BLUFF ■	$\dashv$	1 □1x* 2 □2A			
CONSTITUTION 12	1		CLIMB ■	$\neg$	1 s1k*			
INTELLIGENCE 11	O DAMAGE		CONCENTRATION ■		1 c4n			
WISDOM 15	2 REDUCTION	CURRENT	CRAFT ■ (	)	0 0	-		
CHARISMA 14	2 DIE TYPE	(s) d8	DECIPHER SCRIPT  DIPLOMACY ■	$\dashv$	0⊤ 2			
	ARMOR	AC WHEN	DISABLE DEVICE		0			
	MODIFIERS —	FLAT-FOOTED  AC VERSUS	DISGUISE ■		2 2 4			
	SHIELD DEX SIZE NATURAL MISC 1	MISC 2 TOUCH ATTACKS	ESCAPE ARTIST ■		1 p4x*			
7 = 10 + 6	<b>□</b> x	MISS CHANCE  MAX DEXTERITY	FORGERY   CATHER INFORMATION		0 0 10 2 2 A			
\ 17 /	ARMOR WORN	BONUS  ARMOR CHECK	GATHER INFORMATION  HANDLE ANIMAL	-	2 2 <sub>A</sub>			
+1 Chain Ma	ail: AC+6	PENALTY  ARCANE SPELL	HEAL ■		2 2			
CLASS		FAILURE SPELL RESISTANCE	HIDE ■		1 📭			
		SPELL RESISTANCE	INTIMIDATE ■	-	2 2 4			
SAVINO	G THROWS	INITIATIVE	JUMP ■  KNOWLEDGE ( Religion	\	1 s1** 8			
total 1	CLASS BASE MODIFIERS _ 2 3 4 ABILITY MAGIC M		KNOWLEDGE ( Planes	— <u>'</u>	8 0 8			
FORTITUDE 5 4	c <b>4</b> N	1 □1x	KNOWLEDGE (		-0-			
REFLEX 2 1	<b>□1</b> ×	BASE MODIFIED	KNOWLEDGE (	)	0	-		
will 6 4	√2≤	SPEED 20	LISTEN ■  MOVE SILENTLY ■	$\dashv$	2 ½s 5	4		
	ATTACK ROLLS		OPEN LOCK		1 🗗	<del>-        </del>		
	MULTIPLE ATTACKS CLASS	S BASE ——— MODIFIERS ———	PERFORM (	)	<b>2</b> A			
	2ND 3RD 4TH 5TH 1 2  -5 -10 -15 3	3 4 ABILITY SIZE MISC 1 MISC 2	PERFORM (	;	<u>2</u> ₄			
MELEE 4 RANGED 2	-5 -10 -15 <b>3</b> -5 -10 -15 <b>1</b>	S1R	PERFORM ( PROFESSION (	— <u>'</u> —	_2^A _√2's			
GRAPPLE 4	-5 -10 -15 <b>3</b>	s¶R	PSICRAFT	_'	-0⊤			
FLURRY OF BLOWS	3	s¶R	RIDE ■		1 olx			
TECHNI OT BEOWS	ADDITIONAL MODIFIERS	1 1 1 1 1 1 1 1	SEARCH ■		0 0			
			SENSE MOTIVE ■ SLEIGHT OF HAND	-	2 v2s □4x*			
			SPELLCRAFT	$\neg$	.0⊤			
			SPOT ■		2 2 2			
			STABILIZE SELF	$\dashv$	2 √2s			
	LUE A DONIC		SURVIVAL ■ SWIM ■	-	2 V2s 1 s1k*			
	WEAPONS		TUMBLE	$\neg$	D <b>f</b> x*			
WEAPON		TICAL RANGE TYPE SIZE	USE MAGIC DEVICE		<b>□2</b> A			
Punch Dagger	3   1d4   >	x2   0   P   T	USE PSIONIC DEVICE	$\dashv$	<u>2</u> A 1 -4×			
NOTES			USE ROPE ■	-	1 □1× □			
WEAPON		TICAL RANGE TYPE SIZE			0			
Long Bow		x2   100   P   M			0			
NOTES	ATT BONUS   DAMAGE   CRI	TICAL DANCE TYPE SIZE			0			
WEAPON	ATT BONUS DAMAGE CRI	TICAL RANGE TYPE SIZE			0	++		
NOTES					0			
WEAPON		TICAL RANGE TYPE SIZE	_		0			
WEAT OIL	DOTTOS DAWAGE CRI	WHAT HEE SIZE	■ DENOTES SKILL CAN BE USED UNTRA	INED — * ARMOR C	•	OUBLE FOR SWIM)		
NOTES			WEAPONS: V SIMPLE MARTIAL			HEAVY SHIELDS		
WEAPON		TICAL RANGE TYPE SIZE						
		1 1 1 1 1 1 1						
NOTES								

## **EQUIPMENT**

20(011112111										
ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT		
Backpack		2.0								
Pitch Torch x2	Backpack	0.0								
Small Sack x6	Backpack	0.0								
Fishhook x83	Backpack	0.0								
Hammer	Backpack	0.0								
Miner's Pick	Backpack	0.0								
Shovel	Backpack	0.0								
Belt Pouch		1.0								
Deck of Cards	Backpack	0.0								
CURRENT LOAD						TOTAL WEIGHT CARRIED	3.0	•		

### **MOVEMENT & LIFTING EXPERIENCE MONEY & GEMS** HUSTLE TOTAL EXPERIENCE cp — 20 20 40 80 MOVEMENT 1700 = BASE SPEED = 2 × BASE SPEED = 4 × BASE SPEED LIFT OVER HEAD LIFT OFF GROUND PUSH OR DRAG XPS NEEDED FOR NEXT LEVEL 150 300 750 LIFTING = MAX LOAD = 2 × MAX LOAD = 5 × MAX LOAD HIT POINTS BY LEVEL LOAD CAPACITY MAX DEX ENC PEN RUN PP — LIGHT to 50 lbs. NORMAL NORMAL NORMAL MEDIUM to 100 lbs. +3 -3 $\times 4$ GEMS — HEAVY to 150 lbs. +1 $\times 3$ SPECIAL ABILITIES & FEATS Craft Wondrous Item Alertness Turn Undead Darkvision 60ft Extra Turning Move Silently +4 Cast Divine Spells

LANGUAGES

Common, Goblin

#### **SPELLS SPELLS & POWERS** BONUS # SPELLS SPELLS SPELL 0. Detect Poison **DOMAIN POWERS** LEVEL SAVE DC PER DAY **SPELLS** KNOWN 0. Guidance 0 5 0 0. Light; Mending Strength: You can perform a feat of 1st 3 1 0. Purify Food and Drink strength as a supernatural ability. You 2ND 2 1 0. Virtue gain an enhancement bonus to Strength equal to your cleric level. Activating the 3<sub>RD</sub> 1 1 1. Divine Favor power is a free action, the power lasts 1 4тн 1. Doom round, and it is usable once per day. 1. Hide from Undead 5тн 1. Summon Monster I (celestial owl) Chaos: You cast Chaos spells at +1 6тн 1. Protection from Law\*\* caster level. 7тн 2. Augury 8тн 2. Find Traps 9тн 2. Shield Other SPELL SAVE MODIFIERS -2. Calm Emotions\*\* DC MOD = 10 +3. Cure Serious Wounds 3. Magic Circle against Law\*\* TURN UNDEAD TURNING – MODIFIERS – TIMES/DAY MISC СНА CHECK 3 = **3** + **2**A 1 c**2**A TURNING MODIFIERS MISC DAMAGE LEVEL $= 2d6 + \boxed{2}$ 5 **PSIONICS** # POWERS LEVEL # POWERS LEVEL POWER POINTS KNOWN 0 5тн 1st 6тн 2ND 7тн 8тн 3RD MANIFESTATIONS 9тн 4тн PSIONIC COMBAT ABILITY MOD MIND MIND PSYCHIC NSIN THRUS CRUSH DEFENSES ABILITY DEX s**1**R **2**/ 0 **√2**s EMPTY MIND +1 -2 +3 -3 -5 -2 +1 +0 INTELLECT FORTRESS +6 +4 MENTAL BARRIER -1 +4 -3 +1 +3

# HENCHMEN/ANIMAL COMPANIONS

-4 | -1

+3

-8 -9

+8

+0

+7

THOUGHT SHIELD

NONPSIONIC

FLAT-FOOTED/POWERLESS

-2

-1

+4

+8

+4

+5

-8

+8

+2

-3

-8

+8

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

### CHARACTER DESCRIPTION

CHARACTER DESCRIPTION						
CHARACTER NAME Segel	AGE		SEX	М		
DESCRIPTION	BIRTH DATE		SIZE	Small		
A young man with thin, long, wavy hair, and slanted eyes with thick eyebrows.	HEIGHT	3'2"	WEIGHT	41lbs		
He has weather-beaten skin, and a long face that has a high forehead. His nose		Auburn	EYES	Hazel		
and the contract of the contra	SKIN	Tan	HANDEDNE:			
	3KIN		1			
PERSONALITY		CF	HARACTER SKE	TCH		
He is capricious, innocent and rude, and speaks in a neutral, a wheezy voice, and primarily interested in Collecting Porcelain, China, and Crystal. He seems of norm sanity, but suffers from Phobophobia, fear of fear itself. One other item of interest concerning this man; he has a prejudice against hill giants.						
			75			
CONTACTS/FRIENDS						
ENEMIES						
BACKGROUND & NOTES						
SACRAROUTO CITOLES						

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