

Name:	<u>Ahltliconcho</u>	Race:	<u>Human</u>	Alignment:	<u>NG</u>
Origin/Birthland: Huexotzinga		Religion: Uemac			

Class: <u>Cleric</u>	Level: <u>16</u>	Gender: <u>M</u>	Age: <u>60</u>
Class: _____	Level: _____	Height: <u>5' 10"</u>	Weight: <u>173</u>
Class: _____	Level: _____	Hair: <u>Black</u>	Eyes: <u>Brown</u>
Class: _____	Level: _____	Skin: <u>Tan</u>	Size: <u>Medium</u>

STRENGTH	14		2
DEXTERITY	10		0
CONSTITUTION	13		1
INTELLIGENCE	13		1
WISDOM	25		7
CHARISMA	21		5

HIT POINTS: 91 DR: /

HP Tally: /

XP: 123,123

HP by Level:

-13 (age),4,2,8

ARMOUR CLASS:Full AC: **19**

Flat-Footed: 19

Touch:	10
--------	----

SAVING THROWS:

Modifiers

Fortitude: 10

Reflex: 5

Will: 16

MOVEMENT: Climb:

Base: 30 Fly:

Current: 30 Swim:

BASE ATTACK BONUS:

Modifiers

Melee: 14

Ranged: 12

INITIATIVE:	0	=	$\frac{0}{\text{Dex}}$	+	$\frac{0}{\text{Feats}}$	+	$\frac{0}{\text{Magic}}$	+	$\frac{0}{\text{Other}}$	Miss Chance: $\frac{0}{\quad}$ %
--------------------	----------	---	------------------------	---	--------------------------	---	--------------------------	---	--------------------------	---

[illegible]

SKILLS

[illegible]**Languages:**

Azotchtlan, Celestial

Protective Items/AC Adjustments:

Name	Arm	AC	Tch	Dex	Check	Spell	Type	Type
+3 acidic leather armour	Lt	5	0	6	0	10%	Arm	
+2 heavy wooden shield	Sh	4	0	-	-1	15%	Sh	
				-				
				-				
				-				
				-				
				-				
				-				
Totals		9	0	6	-1	25%		

Attack Adjustments:

	C1	C2	C3	C4	Ab	Sz	Misc	Notes
Melee	12				2			
Ranged	12				0			

Save Adjustments:

	C1	C2	C3	C4	Ab	Mgc	Feat	Misc	Notes
Fortitude	9				1				
Reflex	5				0				
Will	9				7				

DC Adjustments:

	Ab	Feat	Mgc	Oth	Notes
Intelligence-based	1				
Wisdom-based	7				
Charisma-based	5				

Ability Adjustments:

	Orig	Lvl	Inh	Mgc	Age	Total
STRENGTH	16				-2	14
DEXTERITY	12				-2	10
CONSTITUTION	15				-2	13
INTELLIGENCE	12				1	13
WISDOM	16	4		4	1	25
CHARISMA	16			4	1	21

Racial Abilities:

Bonus feat at 1st level
+1 skill point per level

Class Abilities:

Turn undead (12/day, +2 synergy bonus)
Spontaneous cure spells

Special Abilities:

Shout spell-like ability (CL 12) one-time
Panacea spell-like ability (CL 9) one-time

Starting Proficiencies:

Simple weapons, light armour, medium armour, heavy armour, shields (except tower shields)

Feats:

Combat Casting
Extra Turning
Weapon Focus (spear)
Divine Vigour (+2 hp/lvl and +10 spd for 5 minutes)
Divine Shield (+5 to shield AC for 7 rounds)
Divine Might (free action +5 damage for 1 round)
Power Attack
Extend Spell
Persistent Spell

Items for: Ahltliconcho

Item	#	Location	Wgt
Magic Spear	1	Hand	6.00
Magic Clasp	1	Worn	0.00
Magic Leather Arm	1	Torso	15.00
Mgc Hv Wd Shield	1	Back	10.00
Sp Comp Pouch	1	Belt	2.00
Silver Holy Symbol	1	Throat	1.00
Mwk Potion Belt	1	Waist	1.00
Magic Periapt	1	Throat	0.00
Magic Cloak	1	Shoulders	1.00
Magic Ring	1	Finger	0.00
Backpack	1	Back	2.00
Explorer's Outfit	1	Worn	0.00
Belt Pouch	1	Belt	0.50
Scroll Case	1	Belt	0.50
Bedroll	1	Backpack	5.00
Incense	1700gp	Belt Pouch	0.68
Augury Bones	1	Belt Pouch	0.00
Waterskin	1	Backpack	4.00
Magic Potions	10	Potion Belt	1.00
Magic Scrolls	7	Scroll Case	0.00
Diamonds	1150gp	Backpack	0.00
Assorted Gems	3252gp	Backpack	0.00
Magic Wands	5	Belt	0.00
Magic Belt	1	Waist	1.00
Special Holy Symbol*	1	Throat	0.00
Magic Boots	1	Feet	0.00
Holy Water	2	Belt Pouch	0.20
Magic Potions	1	Backpack	0.10
Planar Fork (a)	1	Belt Pouch	0.00
Vial of Eladrin Water	2	Sp Comp Pouch	0.20
Diamond (5000gp)	2	Sp Comp Pouch	0.00
Gem	1000gp	Belt Pouch	0.00
True Seeing Salve	3	Sp Comp Pouch	0.00
Key to Footlocker	1	Belt Pouch	0.00
Gold Dice	14	Sp Comp Pouch	0.00
Copper Pieces	0	Backpack	0.00
Silver Pieces	0	Backpack	0.00
Gold Pieces	105	Backpack	2.10
Platinum Pieces	0	Backpack	0.00
TOTAL			53.28

* = focus for *destruction* spell (a) = Sazhansiir, Celestial Laisithvir, Celestial Esha Mom, Ethereal Plane, Plane of Ida,

Encumbrance:

Light Load: 58 Medium Load: 116 Heavy Load: 175

Equipment Sheet

Items for: Ahltliconcho's Sorage

[illegible]

Encumbrance:

Light Load: n/a Medium Load: n/a Heavy Load: n/a

Equipment Sheet

POTIONS:

Spell	Lvl		Spell	Lvl
Cure Moderate Wounds	3		Bull's Strength	3
Cure Moderate Wounds	3		Eagle's Splendour	3
Eagle's Splendour	3		Eagle's Splendour*	3
Eagle's Splendour	3		Cure Serious Wounds	5
Bear's Endurance	3			
Bear's Endurance	3			
Bull's Strength	3			

* in backpack

SCROLLS:

sc	Spell	Lvl		sc	Spell	Lvl
1	Delay Poison (divine)	3				
2	Zone of Truth (divine)	3				
3	Greater Dispel Magic (divine)	17				
4	Death Ward (divine)	7				
5	Discern Location (divine)	15				
6	Plane Shift (divine)	9				
7	Break Enchantment (divine)	11				

WANDS:

Spell	Chgs	Lvl		Spell	Chgs	Lvl
Bear's Endurance	14	3				
Cure Light Wounds	42	1				
Lesser Restoration	45	3				
Remove Disease	16	5				
Shield of Faith +3 (to be sold)	27	9				

OTHER MAGIC ITEMS:*Clasp of safeguarding* (no items damaged on a save of 1 but clasp is destroyed) [DS 40]

+3 acidic leather armour

+2 heavy wooden shield

+1 keen slow burst shock spear (slow 3 rds on crit [even if immune to crits] DC 14 Will save) [MIC p43]

Periapt of wisdom +4*Cloak of charisma* +4*Ring of counterspells* (greater dispel magic)*Healing belt* (+2 to Heal checks, 3 chg/day: 1 = heal 2d8, 2 = heal 3d8, 4 = heal 4d8) [MIC p110]*Boots of sidestepping* (3/day as swift action extra 5-ft step) [MIC p78]*Ring of major acid resistance* (20 points)

Class: _____ Cleric

DC: 17 + Spell Level

Spells Prepared and Spell Notes:

Spells Per Day:

	Base		Bonus		Total
LVL 0	<u>6</u>	+	<u>0</u>	=	<u>6</u>
LVL 1	<u>5</u>	+	<u>2</u>	=	<u>7</u>
LVL 2	<u>5</u>	+	<u>2</u>	=	<u>7</u>
LVL 3	<u>5</u>	+	<u>2</u>	=	<u>7</u>
LVL 4	<u>4</u>	+	<u>1</u>	=	<u>5</u>
LVL 5	<u>4</u>	+	<u>1</u>	=	<u>5</u>
LVL 6	<u>3</u>	+	<u>1</u>	=	<u>4</u>
LVL 7	<u>3</u>	+	<u>1</u>	=	<u>4</u>
LVL 8	<u>2</u>	+	<u>0</u>	=	<u>2</u>
LVL 9	<u> </u>	+	<u> </u>	=	<u>0</u>

Domain Name: Courage

- | | |
|----------------------------|---------------------------|
| 1. <u>Remove Fear</u> | 6. <u>Heroes' Feast</u> |
| 2. <u>Aid</u> | 7. <u>Greater Heroism</u> |
| 3. <u>Cloak of Bravery</u> | 8. <u>Lion's Roar</u> |
| 4. <u>Heroism</u> | 9. _____ |
| 5. <u>Valiant Fury</u> | |

Granted Abilities:
aura of courage +4 vs fear 10 ft

Domain Name: Strength

- | | |
|---------------------------|-------------------------|
| 1. <u>Enlarge Person</u> | 6. <u>Stoneskin</u> |
| 2. <u>Bull's Strength</u> | 7. <u>Grasping Hand</u> |
| 3. <u>Magic Vestment</u> | 8. <u>Clenched Fist</u> |
| 4. <u>Spell Immunity</u> | 9. _____ |
| 5. <u>Righteous Might</u> | |

Granted Abilities:
+13 Str for 1 rd 1/day

Domain Name: War

- | | |
|----------------------------|----------------------------|
| 1. <u>Magic Weapon</u> | 6. <u>Blade Barrier</u> |
| 2. <u>Spiritual Weapon</u> | 7. <u>Power Word Blind</u> |
| 3. <u>Magic Vestment</u> | 8. <u>Power Word Stun</u> |
| 4. <u>Divine Power</u> | 9. _____ |
| 5. <u>Flame Strike</u> | |

Granted Abilities:
Proficiency and Weapon Focus
with chosen weapon

Domain Name: Planning

- | | |
|--------------------------------------|----------------------------|
| 1. <u>Deathwatch</u> | 6. <u>Heroes' Feast</u> |
| 2. <u>Augury</u> | 7. <u>Greater Scrying</u> |
| 3. <u>Clairaudience/clairvoyance</u> | 8. <u>Discern Location</u> |
| 4. <u>Status</u> | 9. _____ |
| 5. <u>Detect Scrying</u> | |

Granted Abilities:
Extend Spell as bonus feat

Domain Name: Destruction

- | | |
|------------------------------------|------------------------|
| 1. <u>Inflct Light Wounds</u> | 6. <u>Harm</u> |
| 2. <u>Shatter</u> | 7. <u>Disintegrate</u> |
| 3. <u>Contagion</u> | 8. <u>Earthquake</u> |
| 4. <u>Inflct Critical Wounds</u> | 9. _____ |
| 5. <u>Mass Inflct Light Wounds</u> | |

Granted Abilities:
Smite 1/day to gain +4 to attack
roll and +lvl damage on single
melee attack

Domain Name: _____

- | | |
|----------|----------|
| 1. _____ | 6. _____ |
| 2. _____ | 7. _____ |
| 3. _____ | 8. _____ |
| 4. _____ | 9. _____ |
| 5. _____ | |

Granted Abilities:

Description

Birthday:

