

Name: Quichtaca Race: Human Alignment: LG
Origin/Birthland: Xicalanca Religion: Xbalanque

Class: <u>Cleric</u>	Level: <u>11</u>	Gender: <u>F</u>	Age: <u>29</u>
Class: _____	Level: _____	Height: <u>5' 5"</u>	Weight: <u>145</u>
Class: _____	Level: _____	Hair: <u>Black</u>	Eyes: <u>Brown</u>
Class: _____	Level: _____	Skin: <u>Tan</u>	Size: <u>Medium</u>

STRENGTH	11		0
DEXTERITY	10		0
CONSTITUTION	10		0
INTELLIGENCE	14		2
WISDOM	20		5
CHARISMA	12		1

HIT POINTS: 51 DR: /

HP Tally: /

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XP: 57,193

HP by Level:

5,4,5,4,5,4,5,4,6

ARMOUR CLASS:

Full AC: 18
Flat-Footed: 18
Touch: 10

SAVING THROWS:

Modifiers

Fortitude: 7
Reflex: 3
Will: 12

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MOVEMENT: Climb: _____
Base: 30 Fly: _____
Current: 40 Swim: _____

BASE ATTACK BONUS: Modifiers

Melee: 8
Ranged: 8

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INITIATIVE: 0 = 0 + 0 + 0 + 0 Miss Chance: 0 %
Dex Feats Magic Other

Weapon Name	Cat	Sz	Prof	Att	Damage	Critical	Rng	Typ
+1 obsidian dagger	LM	M	S	9/4	1d4+1	19 (x2)	10	P o S

SKILLS

[illegible]**Languages:**

Azotchtlan, Draconic, Slith

Protective Items/AC Adjustments:

Name	Arm	AC	Tch	Dex	Check	Spell	Type	Type
Bracers of Armour +3	-	4	0	-	0	0%	Arm	
+2 Heavy Wooden Shield	-	4	0	-	-2	15%	Sh	
				-				
				-				
				-				
				-				
				-				
				-				
<i>Totals</i>		8	0		-2	15%		

Attack Adjustments:

	C1	C2	C3	C4	Ab	Sz	Misc	Notes
Melee	8				0			
Ranged	8				0			

Save Adjustments:

	C1	C2	C3	C4	Ab	Mgc	Feat	Misc	Notes
Fortitude	7				0				
Reflex	3				0				
Will	7				5				

DC Adjustments:

	Ab	Feat	Mgc	Oth	Notes
Intelligence-based	2				
Wisdom-based	5				
Charisma-based	1				

Ability Adjustments:

	Orig	Lvl	Inh	Mgc	Total
STRENGTH	11				11
DEXTERITY	10				10
CONSTITUTION	10				10
INTELLIGENCE	14				14
WISDOM	15	3		2	20
CHARISMA	12				12

Racial Abilities:

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

Class Abilities:

Turn undead (4/day, +2 synergy bonus)

Starting Proficiencies:

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

Feats:

Scribe Scroll
Divine Vigour
Combat Casting
Craft Wondrous Item
Craft Magic Arms and Armour
Magical Artisan (craft wondrous item)

Items for: Quichtaca

Item	#	Location	Wgt	Item	#	Location	Wgt
Magic Amulet	1	Magic Pack	0.00				
Magic Pack	1	Back	5.00				
Magic Shield	1	Back	10.00				
Magic Bracers	1	Wrists	1.00				
Sp Comp Pouch	1	Belt	2.00				
Belt Pouch	1	Belt	0.50				
Bone Holy Symbol	1	Neck	0.00				
Magic Dagger	1	Belt	1.00				
Augury Focus	1	Belt Pouch	0.00				
Incense	50 gp	Belt Pouch	0.00				
Flint and Steel	1	Belt Pouch	0.00				
Mwk Potion Belt	1	Waist	1.00				
Explorer's Outfit	1	Worn	0.00				
Inside Pocket	1	Outfit	0.00				
Hollow Boot Heel	1	Outfit	0.00				
Antitoxin	3	Potion Belt	0.30				
Endurance Elixir	1	Potion Belt	0.10				
Magic Ring	1	Finger	0.00				
Magic Boots	1	Feet	1.00				
Magic Cloak	1	Shoulders	1.00				
Magic Potions	2	Potion Belt	0.20				
Magic Periapt	1	Throat	0.00				
Planar Forks (a)	2	Belt Pouch	0.00				
Spell Phylactery	1	Head	0.00				
Insignia *	1	Throat	0.00				
Magic Ring	1	Finger	0.00				
Diamond Dust	200 gp	Belt Pouch	0.00				
Swamp Tree Bark	1	Magic Pack	0.00				
Swamp Tree Wands	?	Magic Pack	0.00				
Adamant Miner's Pick	1	Magic Pack	0.00				
Magic Belt	1	Waist	0.00				
Magic Pearl	1	Belt Pouch	0.00				
Magic Orb	1	Belt Pouch	1.00				
Bedroll	2	Magic Pack	0.00				
Journal	1	Magic Pack	0.00				
Stylus	1	Magic Pack	0.00				
Ink	4	Magic Pack	0.00				
Hooded Lantern	1	Magic Pack	0.00				
Oil	4	Magic Pack	0.00				
Chalk	12	Magic Pack	0.00				
Soap	4	Magic Pack	0.00				
Healer's Kit (10 ch)	1	Magic Pack	0.00				
Waterskin	1	Magic Pack	0.00				
Auran Mask	1	Magic Pack	0.00				
Magic Scrolls	2	Magic Pack	0.00				
Scrying Font	1	Magic Pack	0.00				
				Copper Pieces	7	Magic Pack	0.00
				Silver Pieces	6	Magic Pack	0.00
				Gold Pieces	0	Magic Pack	0.00
				Platinum Pieces	0	Magic Pack	0.00
				TOTAL			24.10

(a) to rilmani and guardinal planes

* Focus for Hazuiancachtli's insignia spells

Encumbrance:

Light Load: 38 Medium Load: 76 Heavy Load: 115

Items for: Quichtaca's Bag of Holding (buried in a cache in stronghold lined with lead)

[illegible]

Encumbrance:

Light Load: 250 Medium Load: 250 Heavy Load: 250

POTIONS:

Spell	Lvl		Spell	Lvl
Shield of Faith	1			
Cure Serious Wounds	5			

SCROLLS:

sc	Spell	Lvl		sc	Spell	Lvl
1	Lesser Restoration	3				
2	Augury, Remove Paralysis (divine)	3				
2	Panacea (divine)	7				
2	Heal (divine)	11				

WANDS:

Spell	Chgs	Lvl		Spell	Chgs	Lvl

OTHER MAGIC ITEMS:

Amulet of health +2

Bag of holding (type I) (buried in a cache in stronghold lined with lead)

+2 heavy wooden shield

Bracers of armour +3

Ring of feather fall

+1 obsidian dagger

Dimension stride boots (+2 to Jump, 5ch/day use to teleport: 1 ch = 20 ft, 3 ch = 40 ft, 5 ch = 60 ft) [MIC p94]

Cloak of elemental protection (1/day resistance 10 to energy type as immed action until next turn) [MIC p87]

Spell phylactery (lesser restoration on taking ability damage)

Periapt of wisdom +2

Ring of lightning flashes (3/day 5d6 electricity to all adjacent [DC 13 Ref 1/2], no save if in contact) [MIC p125]

Soulvoid orb (thrown against surface burst in 10 ft radius with *divest essentia* effect) [MIC p186]

Class: _____ Cleric

DC: 15 + 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>4</u>	+	<u>1</u>	=	<u>5</u>
LVL 3	<u>4</u>	+	<u>1</u>	=	<u>5</u>
LVL 4	<u>3</u>	+	<u>1</u>	=	<u>4</u>
LVL 5	<u>2</u>	+	<u>1</u>	=	<u>3</u>
LVL 6	<u>1</u>	+	<u>0</u>	=	<u>1</u>
LVL 7	<u> </u>	+	<u> </u>	=	<u>0</u>
LVL 8	<u> </u>	+	<u> </u>	=	<u>0</u>
LVL 9	<u> </u>	+	<u> </u>	=	<u>0</u>

Domain Name: Rune

- | | |
|---------------------------------|------------------------------------|
| 1. <u>Erase</u> | 6. <u>Greater Glyph of Warding</u> |
| 2. <u>Secret Page</u> | 7. _____ |
| 3. <u>Glyph of Warding</u> | 8. _____ |
| 4. <u>Explosive Runes</u> | 9. _____ |
| 5. <u>Lesser Planar Binding</u> | |

Granted Abilities:
Scribe Scroll as bonus feat

Domain Name: Celerity

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|-------------------------------|---------------------|
| 1. <u>Expeditious Retreat</u> | 6. <u>Wind Walk</u> |
| 2. <u>Cat's Grace</u> | 7. _____ |
| 3. <u>Blur</u> | 8. _____ |
| 4. <u>Haste</u> | 9. _____ |
| 5. <u>Tree Stride</u> | |

Granted Abilities:
+10 ft land speed if light armour and light load

Domain Name: Divination

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|----------------------|-----------------------|
| 1. <u>Identify</u> | 6. <u>Legend Lore</u> |
| 2. <u>Augury</u> | 7. _____ |
| 3. <u>Divination</u> | 8. _____ |
| 4. <u>Scrying</u> | 9. _____ |
| 5. <u>Commune</u> | |

Granted Abilities:
Divination spells at +2 CL

Domain Name: _____

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

Granted Abilities:

Domain Name: _____

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

Granted Abilities:

Domain Name: _____

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

Granted Abilities:

Description

Birthday:

Insignia of Health
Stalwart Pact (CL 13)