



Front Sheet

**SKILLS**

Name	un	cc	Type	Total	Rnks	Ablty	Syn	Oth	Conditional Modifiers
Appraise	Y	C	Int	2		2			
Balance *	Y	cc	Dex	3		3			
Bluff	Y	cc	Cha	1		1			-2 vs polytheists
Climb *	Y	cc	Str	1		1			
Concentration	Y	C	Con	19	17	2			
Decipher Script		C	Int	3	1	2			
Diplomacy	Y	C	Cha	12	11	1			-2 vs polytheists
Disable Device		cc	Int	X		2			
Disguise	Y	cc	Cha	1		1			-2 vs polytheists
Escape Artist *	Y	cc	Dex	3		3			
Forgery	Y	cc	Int	2		2			
Gather Information	Y	C	Cha	1		1			-2 vs polytheists
Handle Animal		C	Cha	X		1			
Heal	Y	C	Wis	10		8		2	
Hide *	Y	cc	Dex	3		3			
Intimidate	Y	cc	Cha	1		1			-2 vs polytheists
Jump *	Y	cc	Str	3		1		2	
Listen	Y	cc	Wis	8		8			
Move Silently *	Y	cc	Dex	3		3			
Open Lock		cc	Dex	X		3			
Ride	Y	cc	Dex	3		3			
Search	Y	cc	Int	2		2			
Sense Motive	Y	cc	Wis	8		8			
Sleight of Hand *		cc	Dex	X		3			
Spellcraft		C	Int	19	17	2			
Spot	Y	cc	Wis	8		8			
Survival	Y	cc	Wis	8		8			+2 on other planes
Swim **	Y	cc	Str	1		1			
Tumble *		cc	Dex	X		3			
Use Magic Device		C	Cha	10	9	1			
Use Rope	Y	cc	Dex	3		3			
Knowl (religion)		C	Int	22	17	2		3	+5 identifying creatures (skill trick)
Knowl (planes)		C	Int	12	10	2			+5 identifying creatures (skill trick)
Knowl (arcana)		C	Int	3	1	2			+5 identifying creatures (skill trick)
Knowl (arch & eng)		C	Int	3	1	2			
Knowl (geography)		C	Int	3	1	2			
Knowl (history)		C	Int	3	1	2			
Knowl (local)		C	Int	3	1	2			
Knowl (nobility)		C	Int	3	1	2			
Knowl (dungeon)		C	Int	3	1	2			+5 identifying creatures (skill trick)
Knowl (nature)		C	Int	3	1	2			+5 identifying creatures (skill trick)
Knowl (psionics)		C	Int	3	1	2			+5 identifying creatures (skill trick)
Autohypnosis		cc	Wis	12	4	8			
Collector of Stories					2				Skill Trick

**Languages:**

Common, Azotlan, Celestial, Infernal

Skills Sheet

**Protective Items/AC Adjustments:**

Name	Arm	AC	Tch	Dex	Check	Spell	Type	Type
<i>Exoskeleton Armour</i>	Md	6	0	3	-3	25%	Arm	Armour Bonus
<i>Ring of Soulbound Protection</i>	-	1	1	-	0	0%	Def	+1/essentia (max 2)
<i>Bracers of Natural Armour +1</i>	-	1	0	-	0	0%	Nat	
<i>+1 Animated Hv St Shield</i>	Sh	3	0	-	-1	15%	Sh	
				-				
				-				
				-				
				-				
<b>Totals</b>		11	1	3	-4	40%		

**Attack Adjustments:**

	C1	C2	C3	C4	Ab	Sz	Misc	Notes
Melee	3	2	2		1			
Ranged	3	2	2		3			

**Save Adjustments:**

	C1	C2	C3	C4	Ab	Mgc	Feat	Misc	Notes
Fortitude	4	1	1		2	2		2	
Reflex	1	1	1		3	2		2	
Will	4	4	4		8	2			

**DC Adjustments:**

	Ab	Feat	Mgc	Oth	Notes
Intelligence-based	2				
Wisdom-based	8				
Charisma-based	1				

**Ability Adjustments:**

	Orig	Lvl	Inh	Mgc	Total
<b>STRENGTH</b>	12				<b>12</b>
<b>DEXTERITY</b>	16				<b>16</b>
<b>CONSTITUTION</b>	15				<b>15</b>
<b>INTELLIGENCE</b>	14				<b>14</b>
<b>WISDOM</b>	18	3	1	4	<b>26</b>

**CHARISMA**

12

**12**

Calculations Sheet

**Racial Abilities:**

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

**Class Abilities:**

Turn undead (4/day, +2 synergy bonus)  
Mordant (no domain granted abilities, access to all domain spells of the gods, must succeed on a check to prepare a given domain spell)  
Scry bonus (+1 to save DC of all divination spells)  
Oracle domain (+2 CL for divination spells)  
Prescient Sense (as evasion)  
Trap Sense +1  
Divination Enhancement (roll twice for divination spell results)  
Uncanny Dodge  
Instant Mastery - Autohypnosis  
Lore +5  
Secret Knowledge of Avoidance - +2 Reflex saves  
Bonus Language  
Lore of True Stamina - +2 Fort saves

**Starting Proficiencies:**

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

**Feats:**

Skill Focus (knowledge [religion])  
Scribe Scroll  
Divine Vigour  
Extend Spell  
Quicken Spell  
Leadership (15c [17c w Twin Gods], 14 f)





**Encumbrance:**Light Load: 250 Medium Load: 250 Heavy Load: 250

## Equipment Sheet

**POTIONS:**

Spell	Lvl	Spell	Lvl
Barkskin +2	3	Repel Vermin (infusion) - not in belt	7
Bear's Endurance	3	Cure Serious Wounds	5
Shield of Faith +2	1	Darkvision	1
Shield of Faith +2	1		
Mage Armour	1		
Mage Armour	1		
Blur	3		

**SCROLLS: (31+ in backpack)**

sc	Spell	Lvl	sc	Spell	Lvl
1	Freedom of Move, Panacea (divine)	7	12	Augury (divine) x2	3
2	Venom Bolt (divine)	7	12	Dimensional Anchor (divine)	7
3	Anyspell, Fly, Dimensional Anchor (divine)	5	13	Bull's Strength (divine)	3
4	Protection from Evil (divine)	1	14	Fly, Protection from Energy, Water Breathing (divine)	5
5	Dispel Magic (divine)	5	15	Entangle x2, Faerie Fire, Make Whole, True Strike x2 (div)	1
6	Neutralize Poison, Restoration (divine)	7	16	Magic Circle against Evil (divine)	3
7	Scrying (divine)	7	16	Divine Insight, Wind Wall (divine)	3
8	Mass Resist Energy (divine)	7	17	Remove Disease, Remove Curse (divine)	5
8	Divination, Remove Blindness (divine) x2	5	18	Detect Thoughts, Invisibility (divine)	3
9	Raise Dead (divine)	9	18	Teleport (divine)	9
10	Identify (divine) x2	1	19	Remove Paralysis, Silence (divine)	3
11	Restoration (divine)	7	19	Tongues (divine)	7

**WANDS:**

Spell	Chgs	Lvl	Spell	Chgs	Lvl
Entangle	18	1			
Cure Light Wounds	1	1			
Animate Dead	15	5			
Darkbolt	34	4			
Consecrate	48	3			

**OTHER MAGIC ITEMS:**

*Anchor feather token* (render watercraft immobile for up to 1 day)  
*Cloak of the salamander* (3/day striking foes with non-reach weapons take 1d6+7 fire dmg until start of next turn) [MIC p88]  
*Periapt of wisdom* +4  
*Tongues amulet* (tongues 1/day, CL 5th)  
*Exoskeleton armour* (+1 breastplate, DR 5/bludgeoning) [MIC p18]  
*Healing belt* (+2 to Heal checks, 3 chg/day: 1 = heal 2d8, 2 = heal 3d8, 4 = heal 4d8) [MIC p110]  
*Ring of soulbound protection* (+1 deflection bonus, +1/essentia invested up to 2) [MIC p127]  
*Rod of negation* (3/day dispel magic item)  
*Circlet of seven serpents* (charm monster and true strike 1/day, mage hand and open/close at will 25 ft range) [SK p153]  
*Vestment of fortune prevailing* (as amulet of fortune prevailing, reroll save 1/day) [MIC p69]  
*Spell phylactery* (lesser restoration upon taking ability damage)  
*Ring of counterspells* (greater dispel magic)  
*Essentia jewel* (+1 essentia for 1 round when crushed) [MIC p159]  
*Feather pack* (weighs 5 lbs., holds up to 100 lbs. at no weight)  
*Pearl of power* (level 1)  
+1 spell storing resounding spear (with successful strike allies in 30 ft gain +1 morale to attack and save vs fear)

[MIC p42]

+1 animated heavy steel shield

Bracers of natural armour +1

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

### Magic Items Sheet

#### POTIONS:

Spell	Lvl	Spell	Lvl

#### SCROLLS:

sc	Spell	Lvl	sc	Spell	Lvl
20	Augury, Gaze Screen, Gentle Repose (divine)	3	28	Heal (divine)	11
20	Living Undeath (divine)	3	29	Lesser Restoration (divine)	3
20	Invisibility, Shroud of Undeath (divine)	3	30	Beastmask, Lore of Gods, Less Spell Imm (divine)	3
20	Body Ward, Soul Ward (divine)	3	31	Augury (2) (divine)	3
21	Knock (divine)	5	31	Dimensional Anchor (divine)	7
22	Locate Object, Unseen Servant (divine)	3	32	Panacea, Rem Paralysis, Augury (divine)	3
22	Darkvision, Detect Secret Doors, Faerie Fire (divine)	1	33	Invisibility (arcane) x2	3
23	Amanuensis, Create Water, Light, Read Magic (divine)	1	34	True Strike (arcane)	1
24	Det Evil, Det Undead, Magic Weapon (divine)	1	35	Fabricate (divine)	9
25	Obs Mist, Omen Peril, Scholar Touch, Wieldskill (divine)	1	35	Rusting Grasp (divine)	7
26	Remove Disease, Remove Curse (divine)	5	36	See Invisibility (arcane)	3
27	Divination (divine)	7			

#### WANDS:

Spell	Chgs	Lvl	Spell	Chgs	Lvl

#### OTHER MAGIC ITEMS:

Ring of sustenance (in pack)

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

Magic Items Sheet

Class:                      Cleric

DC:   18   + Spell Level

  19   + Spell Level for scrying

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




Spellbook Sheet

**Description**

**Birthday:** 9 Wind

Named "Alanilwi" and mark on forehead from killoren

**VERY FAMILIAR LOCATIONS:**

- Hanahpu Temple in Xicalanca (Haasfiir)
- Temple of the Sapphire Eidolon
- Thela-lu
- Goliath Winter Camp
- Ilywtrimbretel
- Twin Gods Temple in Xonochouco (Mestil-rez)
- PC Stronghold (Irmondriil ruins)
- Incarnum gate (Irin Forest)

**STUDIED CAREFULLY (Free):**

- Yuan-ti Grafter Jungle Ruins
- Firenewt Caves in Mallar's Peaks
- House in Village of Anachtlat in Xonochouco (Mestil-rez)
- Ambacras Lair
- Tamoachan Shrine Entrance
- Incarnum Temple (Hurlotzin Lands)
- Necrocarnum Bog Demon Gate

**STUDIED CAREFULLY (14):**

- Multiple places between Haasfiir and Thella-lu (how many?)
- Outside Firenewt Lair
- Frontier Twin Gods Temple on Hissing River
- Outpost Hunaphu temple on southern hills of Chichimenca
- Banjiiri Saurial Village

Insignia of Health  
 Stalwart Pact (CL 13)

1 Essentia

Wormtail Belt Soulmeld

Friends with Ava'Astra (astral deva)

Notes Sheet