

Donnor Evenhill **Steve Brown** **Cleric / Monk** **17** **Hill Dwarf**
 CHARACTER NAME PLAYER NAME CLASS LEVEL RACE
Male **See Background** **Neutral Good** **Kord (Good / Strength)**
 GENDER BACKGROUND ALIGNMENT DEITY / FAITH
118 **Medium** **4'-6"** **218 lbs.** **Leathery** **Fiery Red** **Green**
 AGE SIZE HEIGHT WEIGHT SKIN HAIR EYES



PLAYER CHARACTER RECORD

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	AC ARMOR CLASS	35 = 10 + 3 + 0 + 7 + 0 + 0 + 3 + 12	SPEED	70 ft.
STR STRENGTH	16	+3			TOUCH ARMOR CLASS	32	FLAT-FOOTED ARMOR CLASS	26
DEX DEXTERITY	18	+4	24	+7	HD HIT DICE	17d8	HP HIT POINTS	130
CON CONSTITUTION	14	+2			EXPERIENCE POINTS	153,000	LEVEL ADJUSTMENT	+0
INT INTELLIGENCE	10	+0					ECL	17
WIS WISDOM	21	+5	27	+8		147,887		5,113
CHA CHARISMA	12	+1					UNTIL NEXT LEVEL	



SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+13	10	2	1	0	0	+2 vs. spells and spell-like effects; additional +2 if enchantment
REFLEX (DEXTERITY)	+18	10	7	1	0	0	immune to all poison
WILL (WISDOM)	+19	10	8	1	0	0	

ARMOR / PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX BONUS	MAX SPEED	WEIGHT
					lbs.
CHECK PENALTY	SPELL FAILURE	SPECIAL PROPERTIES			

SHIELD / PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
		lbs.		
SPECIAL PROPERTIES				

INITIATIVE MODIFIER	+7 = 7 + 0	BASE ATTACK BONUS (BAB)	+12/+7/+2
TOTAL	DEX MODIFIER	MISC MODIFIER	

ATTACK MODE MODIFIERS				
MELEE (GRAPPLE)	+15/+10/+5	= BAB +	3 + 0 + 0 + 0	
RANGED	+19/+14/+9	= BAB +	7 + 0 + 0 + 0	
		DEX MODIFIER	SIZE MODIFIER	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	
Unarmed Strike	+21/+16/+11	2d10+2	19-20/x2	
SIZE	TYPE	RANGE	WEIGHT	SPECIAL PROPERTIES
Medium	B	-	0 lbs.	w/ Weapon Finesse and Focus

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	
Flurry of Blows	+21/+21/+21/+16/+11	2d10+2	19-20/x2	
SIZE	TYPE	RANGE	WEIGHT	SPECIAL PROPERTIES
Medium	B	-	0 lbs.	w/ Weapon Finesse and Focus

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	
Unarmed Strike (Righteous Might)	+20/+15/+10	4d8+4	19-20/x2	
SIZE	TYPE	RANGE	WEIGHT	SPECIAL PROPERTIES
Medium	B	-	0 lbs.	+2 Natural AC (-1 size); +4 Str; +2 Con

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL	
Kukri, MW	+17/+12/+7	1d4+2	18-20/x2	
SIZE	TYPE	RANGE	WEIGHT	SPECIAL PROPERTIES
Medium	S	-	2 lbs.	w/ Weapon Finesse; +1 Atk bonus for MW

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

CLASS SKILL?	SKILLS		MAX RANKS		
	SKILL NAME	SKILL POINTS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER
		80			20 / 10.0

<input type="radio"/> Appraise ♦	INT	+0	=	0 + 0 + 0
<input checked="" type="radio"/> Balance ♦	DEX*	+10	=	7 + 1 + 2
<input type="radio"/> Bluff ♦	CHA	+1	=	1 + 0 + 0
<input checked="" type="radio"/> Climb ♦	STR*	+6	=	3 + 3 + 0
<input checked="" type="radio"/> Concentration ♦	CON	+20	=	2 + 18 + 0
<input checked="" type="radio"/> Craft (General) ♦	INT	+0	=	0 + 0 + 0
<input type="radio"/> Decipher Script	INT	—	=	0 + 0 + 0
<input checked="" type="radio"/> Diplomacy ♦	CHA	+1	=	1 + 0 + 0
<input type="radio"/> Disable Device	INT	—	=	0 + 0 + 0
<input type="radio"/> Disguise ♦	CHA	+1	=	1 + 0 + 0
<input checked="" type="radio"/> Escape Artist ♦	DEX*	+8	=	7 + 1 + 0
<input type="radio"/> Forgery ♦	INT	+0	=	0 + 0 + 0
<input type="radio"/> Gather Information ♦	CHA	+1	=	1 + 0 + 0
<input type="radio"/> Handle Animal	CHA	—	=	1 + 0 + 0
<input checked="" type="radio"/> Heal ♦	WIS	+14	=	8 + 6 + 0
<input checked="" type="radio"/> Hide ♦	DEX*	+7	=	7 + 0 + 0
<input type="radio"/> Intimidate ♦	CHA	+1	=	1 + 0 + 0
<input checked="" type="radio"/> Jump ♦	STR*	+19	=	3 + 0 + 16

Knowledge Skills:

<input type="radio"/> - Arcana	INT	—	=	0 + 0 + 0
<input checked="" type="radio"/> - History	INT	+4	=	0 + 4 + 0
<input type="radio"/> - Religion	INT	+14	=	0 + 14 + 0
<input checked="" type="radio"/> - The Planes	INT	—	=	0 + 0 + 0
<input checked="" type="radio"/> Listen ♦	WIS	+13	=	8 + 5 + 0
<input checked="" type="radio"/> Move Silently ♦	DEX*	+7	=	7 + 0 + 0
<input type="radio"/> Open Lock	DEX	—	=	7 + 0 + 0
<input checked="" type="radio"/> Perform (General) ♦	CHA	+1	=	1 + 0 + 0
<input checked="" type="radio"/> Profession (None)	WIS	—	=	8 + 0 + 0
<input type="radio"/> Ride ♦	DEX	+7	=	7 + 0 + 0
<input type="radio"/> Search ♦	INT	+0	=	0 + 0 + 0
<input checked="" type="radio"/> Sense Motive ♦	WIS	+8	=	8 + 0 + 0
<input type="radio"/> Sleight of Hand	DEX*	—	=	7 + 0 + 0
<input checked="" type="radio"/> Spellcraft	INT	+10	=	0 + 10 + 0
<input checked="" type="radio"/> Spot ♦	WIS	+15	=	8 + 7 + 0
<input type="radio"/> Survival ♦	WIS	+8	=	8 + 0 + 0
<input checked="" type="radio"/> Swim ♦	STR**	+3	=	3 + 0 + 0
<input checked="" type="radio"/> Tumble	DEX*	+18	=	7 + 11 + 0
<input type="radio"/> Use Magic Device	CHA	—	=	1 + 0 + 0
<input type="radio"/> Use Rope ♦	DEX	+7	=	7 + 0 + 0

Skills marked with ♦ can be used untrained (no Ranks in skill required).
 * Armor check penalty, if any, applies. ** -1 per 5 lbs. of gear.

SPECIAL ABILITIES

DWARF RACIAL ABILITIES

- ◆ Darkvision 60' and Stonecunning
- ◆ Stability: Gains a +4 bonus on ability checks made to resist being bull-rushed or tripped when standing on the ground.
- ◆ +2 racial bonus on ST vs. poison
- ◆ +2 racial bonus on ST vs. spells and spell-like effects
- ◆ +1 attack roll against orcs and goblinoids
- ◆ +4 dodge bonus to AC against monsters of the giant type
- ◆ +2 racial bonus on Appraise and Craft checks related to stone or metal items

CLERIC CLASS ABILITIES

- ◆ Domains: Good and Strength
 - Good Granted Power: Cast good spells as +1 caster level
 - Strength Granted Power: Feat of Strength - 1x / day supernatural ability; enhancement bonus to Strength = 17 (cleric level) Activating is a free action and lasts one (1) round
- ◆ Casts Cleric Spells
 - Spontaneous Casting: Cure Spells
- ◆ Turn Undead - 4x / day
 - 1d20+3 (+1; +2) turn check; 2d6+18 HD +2 synergy bonus on turn checks from Knowledge (Religion) skill

MONK CLASS ABILITIES

- ◆ Flurry of Blows: +12/+12/+12/+7/+2
- ◆ Evasion and Improved Evasion
- ◆ Still Mind (+2 ST vs enchantment spells)
- ◆ Ki Strike (Bypass DR - Magic, Lawful, and Adamantine)
- ◆ Monk AC bonus (+3)
- ◆ Purity of Body (immune to all diseases except for supernatural and magical)
- ◆ Slow fall (80 ft)
- ◆ Wholeness of Body (heal self 34 hp / day)
- ◆ Diamond Body (immunity to all poisons)
- ◆ Abundant Step (as *Dimension Door* spell) - 1x / day; Caster Level = 8 (one-half monk level, rounded down)
- ◆ Diamond Soul (SR 27; monk level + 10)
- ◆ Quivering Palm
- ◆ Timeless Body (doesn't age)
- ◆ Tongue of the Sun and Moon (can speak with any living creature)

FEATS

- Close-Quarters Fighting (See Notes)
- Combat Reflexes *
- Dodge
- Improved Critical (Unarmed Strike)
- Improved Disarm *
- Improved Grapple *
- Improved Unarmed Strike *
- Power Attack
- Weapon Finesse
- Weapon Focus (Unarmed Strike)

* Monk Bonus Feat

LANGUAGES

Initial languages = Common + racial languages + Int bonus
Each additional language (Speak Language) = 1 skill point

Common and Dwarven

GEAR AND EQUIPMENT

ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT
Alchemist's Fire (flask)	!(1)*	0.0	War Pony	-	0.0
Bedroll	!(5)*	0.0			
Flask of Holy Water (x4)	!(4)*	0.0			
Iron Rations (3 Days)	!(3)*	0.0			
Kukri (Masterwork)	!(2)*	0.0			
Sack	!(0.5)*	0.0			
Silk Rope - 50 ft.	!(5)*	0.0			
Smokesticks (x3)	!*	0.0			
Waterskin	!(4)*	0.0	* Heward's Handy Haversack	&	5.0
Holy Symbol of Kord - Wooden	&	0.0			
			Weapons		0.0
SoS Rock	!	0.5	Armor		0.0
			Magic Items		0.0
			Coin / Valuables		0.0
			TOTAL WEIGHT CARRIED:		5.5 lbs.

WEALTH / VALUABLES

COIN		
0 pp		7,004 gp
0 sp		0 cp
GEMS		
ITEM	LOCATION	VALUE (gp)
JEWELRY		
ITEM	LOCATION	VALUE (gp)
ART OBJECTS / OTHER		
ITEM	LOCATION	VALUE (gp)

Up to 66 lbs.

LIGHT LOAD

67 - 133 lbs.

MEDIUM LOAD

134 - 200 lbs.

HEAVY LOAD

200 lbs.

LIFT OVER HEAD
EQUALS MAX LOAD

400 lbs.

LIFT OFF GROUND
2 x MAX LOAD

1,000 lbs.

PUSH OR DRAG
5 x MAX LOAD

LOCATION KEY

BACKPACK	!	HORSE	*
BELT	@	PACK	+
POUCH	#	CHEST/TRUNK	=
POCKET	\$	HOME	?
BOOT	%	WAGON	[]
WORN	&	QUIVER	~

BACKGROUND

Donnor was born into a large family, being the sixth child of six. Donnor was raised by a hard working father and a loving mother.

His father, Lendreth, was a reputable tailor in the area he grew up in. Lendreth only became a tailor after retiring and settling down with his wife from a life of adventure. Lendreth's father was a tailor before him but he never saw that as a suitable life until he met his wife and realized that a life of danger was one that would be his past. Following in his father's footsteps, he applied his family's trade. After a time, he served all as a tailor, to include the local Duke Ehyeh Leftwich III, the Duke of Tehn. Business was good for many years.

Donnor, with his father always away working long hours, became very attached to his mother. At the age of 110, a young adult for a dwarf, Donnor lost his mother. Her death was made to look like an accident, but Donnor never believed that to be the case. He searched for clues for long years, never finding an answer. He became more and more reclusive and started to shut out his family. He would wander the outskirts of the Keep, wandering the small outlying villages, sometimes for days.

One day he came across a traveler who was dressed in very modest clothing and sandals. The traveler asked if there was church of Kord in the Keep ahead. Donnor, who was still taking in the odd appearance of the traveler, ignored the question. The young man repeated his question, Donnor then answered that, yes, there were many churches in the area and one of them was Kord. After exchanging long looks, the traveler, Bartheus, asked Donnor if he would like to show him where the church was and maybe share an afternoon meal. Donnor quickly agreed, being so curious about the traveler. That meal was the first of many for these fast friends.

Studying under the human, Bartheus, Donnor was an adept pupil. He quickly learned the art of hand-to-hand combat. The void that was left by his mother was quickly filled with a reverence for this new deity, Kord. A little over eighteen months later, Bartheus said it was time for him to move on. There was a great deal more of the world to see, and it was his duty to find and bring more followers to their God. Donnor understood this and knew he too would soon be ready to venture out into the world and do the same.

NOTES

Close-Quarters Fighting -

You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack.

If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

Fate Points: 5

Fate Point can be spent at any time to immediately reroll the result of a d20 roll, but the character must accept the new result, even if it is lower than the previous one (unless the character spends another Fate Point to reroll this new result). Once spent, they are gone forever.

