

**Josiah Morsai**  
Character Name

Human  
Race

Cleric  
Class

Lawful Good  
Alignment

Remaht  
Deity

28  
Age

Male  
Gender

300  
Weight

5' 10"  
Height

Brown  
Hair

Blue  
Eyes

Medium  
Size

30  
Movement

Normal  
Vision

**CLASS CHOICES & EXPERIENCE**

6  
Character Level

Cleric 6  
One Level Experience

21000  
Next Level

Any  
Favoured Multiclass

**ABILITY SCORES**

	Current	Mod	Original	Mod
STR	12	+1	12	+1
DEX	10	0	10	0
CON	12	+1	12	+1
INT	14	+2	14	+2
WIS	15	+2	15	+2
CHA	14	+2	14	+2

**SAVING THROWS**

	Total	=	Base	+	Ability	+	Feat	+	Misc
FORT (con)	6	=	5	+	1	+	0	+	
REF (dex)	2	=	2	+	0	+	0	+	
WILL (wis)	8	=	5	+	2	+	0	+	1

HP	Total	Current	Subdu
	36		

**INITIATIVE** = 0 = 0 (Total) = 0 (Ability) + 0 (Feat) + 0 (Misc)

**BASE ATTACK MODIFIERS**

**ARMED WEAPONS**

**ARMOUR CLASS** = 10 = 10 (Base) + 0 (Armour & Shield) + 0 (Dex) + 0 (Misc)

MELEE	+5
MISSILE	+4

ON-HAND	+5
OFF-HAND	
MISSILE	

Armed	ARMOUR & PROTECTION	Bonus	Type	Max Dex	Check Penalty	Spell Fail %	Special Properties & Notes

Armed	WEAPONS	Damage	Critical	Range	Special Properties & Notes	Attack Bonus
	Unarmed Strike	1d6 +1	20/X2		Provokes attack of Opportunity	+5
b	Flail, heavy	1d10 +1	19-20/X2	-	Two handed weapon... cannot quick draw this	+5
	Shortbow, composite	1d6 +1	20/X3	70 ft		+4

**CLASS ABILITIES**

Class One : Cleric

Proficient with all armour
Proficient with all shields
Proficient with simple weapons
Divine Spellcasting
Spontaneously turn spells to healing
Turn Undead

Class Two :


Class Three :


**RACIAL TRAITS**

No Ability Bonuses
1 extra feat at 1st level. (automatically added in)
4 extra skill points 1st level (added in)
1 extra skill point per level (added in)

**LANGUAGES**

Automatic Languages
Common
2 Bonus Languages
Kanakta
Sign Language
Tesouvi

**FEATS**

4 Base Number      0 Bonus Fighter      0 Bonus Wizard

Base

Brew Potion : Brew potions
Alertness : +2 bonus to Listen checks
Quick Draw : Draw weapon as a free action
Craft Wondrous Item : Craft wondrous item

Fighter


Wizard


Class Bonus


**SKILLS**

Total Number of Skill Points **45**

Skill can be used untrained

Skill and class availability	Total	Skill and class availability	Total
Alchemy	= 2	Know: Religion	= 8
Animal Empathy	= 2	Know: Arcana	= 8
Appraise	= 2	Listen	= 3
Balance	= 0	Move Silently	= 0
Bluff	= 2	Open Lock	= 0
Climb	= 1	Perform	= 2
Concentration	= 7	Perform	= 2
Craft	= 2	Pick Pocket	= 0
Craft	= 2	Profession	= 4
Decipher Script	= 2	Profession	= 2
Diplomacy	= 7	Read Lips	= 2
Disable Device	= 2	Ride	= 0
Disguise	= 2	Scry	= 6
Escape Artist	= 0	Search	= 2
Forgery	= 2	Sense Motive	= 2
Gather Information	= 2	Spellcraft (Arcane)	= 2
Handle Animal	= 2	Spellcraft (Divine)	= #
Heal	= 7	Spot	= 2
Hide	= 0	Swim	= 1
Innuendo	= 2	Tumble	= 0
Intimidate	= 2	Use Magic Device	= 2
Intuit Direction	= 2	Use Rope	= 0
Jump	= 1	Wilderness Lore	= 2

Custom Skills

Sign Language	= 2		=
	=		=

Custom Feats


**EQUIPMENT**

Backpack	Weight	Carried / Worn	Weight
Bedroll	0	Back Pack	0
Bullseye Lantern	0		0
2 Pints of Oil	0		0
Waterskin	0		0
Mug	0		0
	0		0
Rope 100' Silk	0		0
Cooking Pot	0		0
5 Torches	0		0
	0		0
	0		0
	0		0
	0		0
	0		0
	0	Holy Symbol	0
	0	Platinum Ring	0

Magic Items	Weight	Treasure	Weight
Wise Cloak	0		0
Soul Guard Amulet	0		0
	0		0
	0		0
	0		0

**AMMUNITION**

Type	Arm
40 Arrows	

**CARRYING LIMITS**

Light Load	0-43 lb.
Medium Load	44-86 lb.
Heavy Load	87-129 lb.
Max Load (Lift over Head)	130 lb.
Max Load (Lift off Ground)	260 lb.
Max Load (Push or Drag)	650 lb.

**ENCUMBRANCE**

28 lbs  
Total Encumbrance