

Armor Class

AC ARMOR CLASS	22	<small>SOF</small> 26
TOUCH ARMOR CLASS	13	
FLAT-FOOTED ARMOR CLASS	19	

- ADD:**
 +2 AC Fight Defensively (-4 Attack)
 +4 AC for Cover
 +4 AC Total Defense (no Attack)
 - 2 AC When Charging
 - 3 AC When Running

10 +

+9 <small>ARM</small>		+3 <small>DEX</small>			
<small>SHLD</small>	<small>NATR</small>	<small>DODGE</small>	<small>MISC</small>		

Saving Throws

FORTITUDE (CONSTITUTION)	+15	
REFLEX (DEXTERITY)	+11	
WILL (WISDOM)	+17	

- Immune to Magic Sleep Effects
 Immune to All Diseases including magical
 +2 Save vs. Enchantment Spell/Effects

- Healing Domain (Spells at +1 level)
 Sun Domain (Greater Turning Ability)
 Glory Domain (Greater Turning Ability)
 Extra Greater Turning (6/day)
 Radiance (light based spelled doubled)
 Empower Healing (healing spells 1.5x)
 Aura of Warding (all w/in 10 ft +2 Will Save)



Attack

INITIATIVE BONUS	+3	
GRAPPLE BONUS	+9	
TRIP BONUS	+1	+3
	<small>ATTACK</small>	<small>DEFEND</small>

Base Attack Bonus +8/+3

Weapons

Long Sword +2 Cold Iron		
<small>ATTACK BONUS</small>	<small>DAMAGE</small>	<small>CRITICAL</small>
+11 / +6	1d8+3	19-20/x2

Two Attacks (Full Round Action)

+1 Holy Long Comp Bow (+1 Str)		
<small>ATTACK BONUS</small>	<small>DAMAGE</small>	<small>CRITICAL</small>
+13 / +8	1d8+2 (+2d6)	20/x3

One Shot (Standard Action)

Two Shots (Full Round Action)

Holy: Evil Creatures Take 2d6 Damage

50 Arrows +1 Attack, +1 Damage

Turn Undead		
<small>RANGE</small>	<small>DAMAGE</small>	<small>USES</small>
30' Radius	13d6	13/day

Undead get Will Save DC 24 for half damage

ADD:

- +2 Attack Bonus when Charging
 +2 Attack Bonus when Flanking
 - 4 Attack Bonus when Fighting Defensively

- Celestial Armor: Fly 1/day as spell
 Bracers of Archery, Lesser: +1 Attack Bonus
 Holy Bow: +2d6 Damage vs. Evil Creatures
 Metamagic Rod, Reach: (3/day) 30' Ray 6th

Wounds

HP HIT POINTS	103
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Movement

	<small>FEET</small>	<small>SQUARES</small>
Normal	30	6
CHARGE	60	12
RUN	120	24

Can Always Take 5 ft Step

Cleric 8 / Radiant Servant of Pelor 4

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE
STR STRENGTH	12	+1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	12	+1	
WIS WISDOM	16	+3	
CHA CHARISMA	17	+3	

High Elf	Female	M
<small>RACE</small>	<small>GENDER</small>	<small>SIZE</small>
Neutral Good	Pelor	
<small>ALIGNMENT</small>	<small>DEITY</small>	
5'1"	95	128
<small>HEIGHT</small>	<small>WEIGHT</small>	<small>AGE</small>
Blonde	Blue	
<small>HAIR</small>	<small>EYE</small>	

Skills

SKILL NAME	MOD	SKILL NAME	MOD
Appraise	+1	Knowledge (arcana)	+2
Balance	+3	Knowledge (dungeon)	+1
Bluff	+3	Knowledge (nature)	+1
Climb	+1	Knowledge (religion)	+10
Concentration	+17	Knowledge (planes)	+1
Craft	+1	Listen	+5
Diplomacy	+3	Move Silently	+3
Disable Device	+1	Ride	+5
Disguise	+3	Search	+1
Escape Artist	+3	Sense Motive	+3
Forgery	+1	Spellcraft	+2
Gather Info	+3	Spot	+6
Handle Animal	+4	Survival	+3
Heal	+7	Swim	+1
Hide	+3	Tumble	+3
Intimidate	+3	Use Magic Device	+3
Jump	+1	Use Rope	+3

Armor Class

AC ARMOR CLASS	15	
TOUCH ARMOR CLASS	11	
FLAT-FOOTED ARMOR CLASS	13	

ADD:
 +2 AC Fight Defensively (-4 Attack)
 +4 AC for Cover
 +4 AC Total Defense (no Attack)
 - 2 AC When Charging
 - 3 AC When Running

10 +

ARM	-1	+4	+2	DODGE	MISC
	SIZE	NATR	DEX		

Saving Throws

FORTITUDE (CONSTITUTION)	+8	
REFLEX (DEXTERITY)	+5	
WILL (WISDOM)	+2	

Resistance 5 to Acid,Cold,Electricity
 Spell Resistance 8



Attack

INITIATIVE BONUS	+2	
GRAPPLE BONUS	+11	
TRIP BONUS	+3	+3
	ATTACK	DEFEND

Weapons

Bite		
ATTACK BONUS	DAMAGE	CRITICAL
+3	1d8+4	20/x2
Smite Evil +3 Damage 1/day Reach 10 ft		
Claws (2)		
ATTACK BONUS	DAMAGE	CRITICAL
+8	1d4+6	20/x2
Smite Evil +3 Damage 1/day Reach 10 ft		
Smite Evil		
ATTACK BONUS	DAMAGE	CRITICAL
	+3	
Add +3 Damage on first bite or claw hit (1/day)		

ADD:
 +2 Attack Bonus when Charging
 +2 Attack Bonus when Flanking
 - 4 Attack Bonus when Fighting Defensively

Wounds

HP HIT POINTS	31	

Movement

	FEET	SQUARES
Normal	50	10
CHARGE	100	20
RUN	200	40
FLY	100	20

Can Always Take 5 ft Step

HD: 3d10+9

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE
STR STRENGTH	20	+4	+6
DEX DEXTERITY	15	+2	
CON CONSTITUTION	20	+2	+4
INT INTELLIGENCE	2	-4	
WIS WISDOM	13	+1	
CHA CHARISMA	8	-1	

Magical Beast **Female** **L**
RACE GENDER SIZE
Neutral
ALIGNMENT DEITY
9' Long **20' Wingspan** **1000 lbs**
HEIGHT WEIGHT AGE HAIR EYE

Skills

SKILL NAME	MOD
Listen	+4
Spot	+8

Darkvision 60 ft
 Scent

Items Ashley Carries

Equipment

Celestial Armor + 4 (AC+9) fly 1/day	19,550
Bracers of Archery, Lesser	5,000
+1 Holy Long Comp Bow (+1 Str)	18,500
+2 Long Sword	8,315
Amulet of Health +4	16,000
Cloak of Resistance +2	4,000
Quiver of Ehlonna	1,800
50 Arrows +1	2,000
Metamagic Rod, Reach (3/day)	11,000
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	86,165

Expendable Group Items

Wand: Cure Serious Wounds (23 ch) 10th	5,175
Wand: Cure Moderate Wounds (5 ch) 5th	375
White Ash Staff of Healing (8 ch)	3,885

Potions:

Cure Light Potion (5) 1d8+3
Cure Serious Potion (2) 3d8+7
Permanent Torch - Ring (20' bright, 40' shadowy)
Cats Grace Potion

Scrolls:

Speak With Dead
Bear's Endurance
Heal (2)
Blindness/Deafness
Summon Monster IV
Meld Into Stone

Other:

Diary
25 Mastercraft Cold Iron Arrows
10 Silver Arrows

Notes

Use Shield of Faith Spell +4 (AC 26) 1st level (12min)
Use Stalwart Pact!