

Brock Tamloth Lawful Good Dwarf Cleric - 3

Initiative: -1

Move: 15' (x3)

HP: 23

Dmg:

Sub:

Combat

Armor: *Masterwork* Full Plate and *Masterwork* Large Steel Shield ACP: -6
Armor Class: 19, Flat Footed: 20, Touch: 9
Base Attack: +2
Ranged: *Masterwork* Heavy Crossbow +2, d10, 19-20, 120', piercing
Bolts: () () () () () () () () () ()
Ranged: Dagger +1, d4+3, 19-20, 10', piercing
Melee: *Masterwork* Warhammer +7, d8+3, x3, bludgeoning
Melee: Dagger +5, d4+3, 19-20, piercing

Attributes

Str: 16 (+3)
Dex: 8 (-1)
Con: 12 (+1)
Int: 10
Wis: 14 (+2)
Cha: 12 (+1)

XP

6000 for next level

Fortitude Save: +4, Reflex Save 0, Will Save +5

Skill	Ranks	Bonus	Misc.	Healer's Kit	() () () () () () () () () ()
Climb _{STR}	0	+3	-6	Holy Water	() () ()
Concentration _{CON}	4	+5		Thunderstones	() ()
Heal _{WIS}	4	+6	+2		
Hide _{DEX}	0	-1	-6	Undead Turnings	() () () ()
Intuit Depth _{WIS}		+12			
Jump _{STR}	0	+3	-6	Protection Domain - Protective Ward	()
Knowledge (Religion) _{INT}	4	+4			
Listen _{WIS}	0	+2			
Move Silently _{DEX}	0	-1	-6		
Search _{INT}	0	0			
Spot _{WIS}	0	+2			

Gear: Backpack, Bedroll, Healer's Kit, Silver Holy Symbol, Trail Rations for two days, and Waterskin

Money: 9sp

Race: Dwarf Abilities: 60' Darkvision, *Stonecunning* +2 to search and spot checks relating to unusual stonework (sliding walls, stonework traps, new construction, unsafe areas, etc.), may make *Search* checks even if he passes within 10' of any unusual stonework, may *Search* for stonework traps as a Rogue, can Intuit Depth naturally, +2 to saves vs. Poison, +2 to saves vs. spells and spell-like effects, +1 to attacks against Orcs and Goblinoids (Goblins, Hobgoblins, and Bugbears), +4 Dodge bonus to AC vs. Giants, +2 to Appraise checks to rare or exotic things, +2 to Craft rolls related to metalwork or stonework.

Cleric Abilities: Good Domain *Brock casts Good spells as a 4th level caster*, Protection Domain *Brock can create a protective ward that increases a target's next saving throw by +3*, Divine Spellcasting 4, 3+1, 2+1, Spontaneous Casting of Cure Spells, Undead Turning d20+1, 2d6+4, 4 per day

Feats: Martial Weapon (Warhammer) *Brock may use a Warhammer without incurring the -4 nonweapon proficiency penalty*, Weapon Focus (Warhammer) *Brock is +1 to hit with all warhammers.*

Languages: Common, Dwarven

Brock Tamlath Lawful Good Dwarf Cleric - 3

Brock is a strong believer in Moradin, the Soul Forger. He believes it is his purpose to provide an example of Dwarfkind to the outer world. He is faithful to his companions, always willing to protect them from the threat of monsters or evil magic. He does not forget insults, but is patient and willing to overlook good-natured jokes and the like.

Orisons (Save DC 12)

- () () Create Water: 1 Action, 30', creates up to six gallons of pure water.
- () () Cure Minor Wounds: 1 Action, Touch, Heals one hit point, can be used to harm the undead.
- () () Detect Magic: 1 Action, 60' quarter circle, reveals magic auras, lasts for up to three minutes with concentration (page 193).
- () () Guidance: 1 action, Touch, subject gains +1 on next attack, save or skill roll, effect lasts until discharged or for one minute.
- () () Light: 1 action, Touch, lights an object that then shines a 20' radius for 30 minutes.
- () () Read Magic: 1 action, Personal, allows one to read magical inscriptions and the like for 30 minutes. Can detect harmful spells on a proper Spellcraft check. (page 243)
- () () Resistance: 1 action, Touch, target gets a +1 resistance bonus to all saves for one minute.
1st level Spells (Save DC 13)
- () () Bless: 1 Action, 30' burst, all allies gain a +1 morale bonus to attack and saves against fear for three minutes.
- () () Command: 1 Action, 30', one target must make a Will save or obey a one word command from you for one round.
- () () Comprehend Languages: 1 action, personal, grants the ability to understand any spoken language and read any writing. The speaker or words must be touched. The ability lasts for 30 minutes.
- () () Cure Light Wounds: 1 action, touch, heals d8+3 hit points of damage, can be used to harm the undead.
- () () Detect Evil: 1 Action, 60' quarter circle, reveals the presence of evil, lasts for up to 30 minutes with concentration (page 192).
- () () Detect Undead: 1 Action, 60' quarter circle, reveals the presence of the undead, lasts for up to three minutes with concentration (page 194).
- () () Divine Favor: 1 action, personal, adds +1 luck bonus to attack and damage for one minute.
- () () Endure Elements: 1 action, touch, subject touched gains Energy Resistance/5 for 24 hours.
- () () Entropic Shield: 1 action, touch, provides 20% miss chance against ranged attacks due to concealment for three minutes
- () () Magic Stone: 1 action, touch, three stones are enchanted and are +1 weapons that do d6+1 damage and double damage to the undead. The effect lasts for 30 minutes.
- () () Magic Weapon: 1 action, touch, touched weapon gains a +1 enhancement bonus for three minutes and is considered *blessed*.
- () () Obscuring Mist: 1 action, personal, creates a 30' round, 20' high cloud of fog. It grants concealments for three minutes and can be blown away. (page 233)
- () () (D) Protection from Evil: 1 action, touch, the target is warded against possession, and protected from contact from any summoned or conjured creature (save good ones), and gains a +2 deflection bonus to AC and a +2 resistance bonus to all saves for four minutes.
- () () Remove Fear: 1 action, 30', one target creature gets a +4 to saves against fear. If they are already under a fear effect, this spell gives them a new save at a +4. The effect lasts for 10 minutes.
- () () (D) Sanctuary: 1 action, personal, any creature attempting to attack Brock directly must make a Will save or lose that part of their action and be unable to attack Brock for three rounds. Sanctuary does not stop the effects of area spells. If Brock attacks, the spell is broken.
- () () Shield of Faith: 1 action, touch, touched creature gains a +2 deflection bonus to AC for three minutes.
2nd Level Spells (Save DC 15)
- () () (D) Aid: 1 action, touch, subject gain d8+1 temporary hit points and +1 morale bonus to attack and saves vs. fear for three minutes
- () () Bull's Strength: 1 action, touch, grants target d4+1 enhancement bonus to Strength for three hours.
- () () Consecrate: 1 action, 30', 20' emanation, the target area is infused with positive energy. Turning checks receive a +3 sacred bonus to Charisma. Undead suffer a -1 sacred penalty to attack rolls, damage and saving throws. The effect lasts for six hours.
- () () Cure Moderate Wounds: 1 action, touch, heals 2d8+3 hit points of damage. Can be used to harm the undead.
- () () Endurance: 1 action, touch, grants target d4+1 enhancement bonus to Constitution for three hours.
- () () Find Traps: 1 action, personal, Brock can use his Search skill to find traps just like a Rogue for three minutes.
- () () Hold Person: 1 action, 130', 1 humanoid of medium size or smaller must make a Will save or be frozen in place for three rounds.
- () () Lesser Restoration: 1 action, touch, removes any single effect reducing an attribute, or restores d4 points of ability damage from a non-magical source. It is not effective against permanent ability drain.
- () () Resist Elements: 1 action, touch, target gains (Elemental) resistance 12 for three minutes.
- () () Silence: 1 action, 520', one target and a 15' burst around them are blanketed in magical silence. No sound may emanate or penetrate the area. No spells with verbal components may be cast. The spell lasts for three minutes.
- () () Sound Burst: 1 action, 30', 10' burst, all subjects take d8 sound damage and must make a Will save or be stunned for one round.
- () () Zone of Truth: 1 action, 40', 25' emanation, all subjects must make a Will save or be unable to lie. Anyone in the area becomes aware of the spell's effect. This lasts for three minutes.