

Ming Tao

NAME
 Clr1 Mnk5 15060
 CLASS EXPERIENCE
 6 21000
 LEVEL NEXT LEVEL

Frank Edwards

PLAYERNAME
 Human Medium
 RACE SIZE
 24 Male
 AGE GENDER

Mystra

DEITY
 5'7" 127 lbs
 HEIGHT WEIGHT
 EYES HAIR

Lawful Neutral

ALIGNMENT
 Normal
 VISION
 0
 POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3		
DEX Dexterity	18	+4		
CON Constitution	16	+3		
INT Intelligence	10	+0		
WIS Wisdom	22	+6		
CHA Charisma	10	+0		

HP hit points **54**

AC armor class **29** = **10** + **0** + **0** + **4** + **0** + **2** + **13**

TOTAL

INITIATIVE modifier **+4** = **+4** + **+0**

TOTAL

BASE ATTACK bonus **+3**

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

HIT DIE TYPE

SPEED
Walk 40'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE (constitution) **+9** = **+6** + **+3** + **+0** + **+0** + **+0**

REFLEX (dexterity) **+8** = **+4** + **+4** + **+0** + **+0** + **+0**

WILL (wisdom) **+12** = **+6** + **+6** + **+0** + **+0** + **+0**

MELEE attack bonus **+6** = **+3** + **+3** + **+0** + **+0** + **+0**

RANGED attack bonus **+7** = **+3** + **+4** + **+0** + **+0** + **+0**

WEAPON	+HIT	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
Crossbow +1 (Light)	+8	1d8+1	19-20/x2	Both	80'	P	S
*Kama +2	+8	1d6+5	20/x2	Primary	0'	S	S
*Shuriken	+7		20/x2	Primary	10'	P	T
Dagger +2	+8	1d4+5	19-20/x2	Neither	0'	P	T
Dagger +2 (Thrown)	+9	1d4+5	19-20/x2	Neither	10'	P	T
Sword +1 (Long)	+3	1d8+4	19-20/x2	Neither	0'	S	M

ITEMS

	AC
*Amulet of Natural Armor +2	+2
*Bracers of Armor +6	+6

AMMUNITION

Bolts (Crossbow/10) (5.0)

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	0	= 0	+ 0.0	+ 0
Balance	DEX	6	= 4	+ 0.0	+ 2
Bluff	CHA	0	= 0	+ 0.0	+ 0
Climb	STR	3	= 3	+ 0.0	+ 0
Concentration	CON	5	= 3	+ 0.0	+ 2
Craft (Untrained)	INT	0	= 0	+ 0.0	+ 0
Diplomacy	CHA	0	= 0	+ 0.0	+ 0
Disguise	CHA	0	= 0	+ 0.0	+ 0
Escape Artist	DEX	5	= 4	+ 1.0	+ 0
Forgery	INT	0	= 0	+ 0.0	+ 0
Gather Information	CHA	0	= 0	+ 0.0	+ 0
Heal	WIS	6	= 6	+ 0.0	+ 0
Hide	DEX	12	= 4	+ 8.0	+ 0
Intimidate	CHA	0	= 0	+ 0.0	+ 0
Jump	STR	17	= 3	+ 2.0	+ 12
Listen	WIS	6	= 6	+ 0.0	+ 0
Move Silently	DEX	12	= 4	+ 8.0	+ 0
Perform	CHA	5	= 0	+ 5.0	+ 0
Ride	DEX	4	= 4	+ 0.0	+ 0
Scry	INT	0	= 0	+ 0.0	+ 0
Search	INT	0	= 0	+ 0.0	+ 0
Sense Motive	WIS	6	= 6	+ 0.0	+ 0
Spot	WIS	6	= 6	+ 0.0	+ 0
Swim	STR	-1	= 3	+ 0.0	+ -4
Tumble	DEX	11	= 4	+ 7.0	+ 0
Use Rope	DEX	4	= 4	+ 0.0	+ 0
Wilderness Lore	WIS	6	= 6	+ 0.0	+ 0

TURN/REBUKE UNDEAD

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turn level	Turn damage	Turns/day
Up to 0	Turn level - 4	+1	2d6+1+0	+3
1 - 3	Turn level - 3			
4 - 6	Turn level - 2			
7 - 9	Turn level - 1			
10 - 12	Turn level			
13 - 15	Turn level + 1			
16 - 18	Turn level + 2			
19 - 21	Turn level + 3			
22 +	Turn level + 4			

NOTE: You destroy undead if you have twice as many turning levels as they have Hit Dice

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +2	Equipped	1.0	0.0	8000
Antitoxin	Pouch (Belt)	1.0	0.0625	49
Bedroll	Horse (Light)	1.0	5.0	0.1
Blanket (Winter)	Horse (Light)	1.0	3.0	0.5
Bolts (Crossbow/10)	Carried	5.0	1.0	1
Boots of Striding and Springing	Equipped	1.0	1.0	6000
Bracers of Armor +6	Equipped	2.0	1.0	36000
Bread (Loaf)	Horse (Light)	1.0	0.5	0.02
Crossbow +1 (Light)	Carried	1.0	6.0	2335.0
Disguise Kit	Horse (Light)	1.0	8.0	50
Fishhook	Pouch (Belt)	2.0	0.0	0.1
Flour (Per Lb.)	Horse (Light)	1.0	1.0	0.02
Healer's Kit	Horse (Light)	1.0	1.0	50
Kama +2	Equipped	1.0	2.0	8302.0
Musical Instrument	Horse (Light)	1.0	3.0	5
Outfit (Monk's)	Equipped	1.0	2.0	5
Pouch (Belt)	Equipped	1.0	0.5	1
<small>4.2425 lbs, 1.0 Antitoxin, 2.0 Fishhook, 1.0 Whetstone, 149.0 Coin (Gold), 10.0 Coin (Silver)</small>				
Rations (Trail/Per Day)	Horse (Light)	2.0	1.0	0.5
Shuriken	Equipped	30.0	0.1	1
Wand (Shocking Grasp)	Carried	1.0	0.0	750
Waterskin	Horse (Light)	1.0	0.0	1
<small>0.0 lbs</small>				
Whetstone	Pouch (Belt)	1.0	1.0	0.02
Horse (Light)		1.0	0.0	75
<small>23.5 lbs, 0.0 Waterskin, 0.0 Bedroll, 0.0 Disguise Kit, 0.0 Blanket (Winter), 0.0 Flour (Per Lb.), 0.0 Rations (Trail/Per Day), 0.0 Musical Instrument, 0.0 Healer's Kit, 0.0 Bread (Loaf)</small>				
Dagger +2	Carried	1.0	1.0	8302.0
Ring (Evasion)		1.0	0.0	25000
Sword +1 (Long)		1.0	4.0	2315.0
TOTAL WEIGHT CARRIED/VALUE		23.7425 lbs		133426.88 gp

Dagger (Thrown), Dart, Gauntlet, Gauntlet (Spiked), Halfspear, Handaxe, Javelin, Kama, Mace (Heavy), Mace (Light), Morningstar, Nunchaku, Quarterstaff, Shortspear, Shuriken, Siangham, Sickle, Sling, Unarmed Strike

LANGUAGES

1, Cleric, Common, Literacy, Protection from Law, SPELL

TEMPLATES

Charges

Wand (Shocking Grasp)

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WEIGHT ALLOWANCE

Light	76.0	Medium	153.0	Heavy	230.0
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MONEY

Coin (Gold): 149.0
 Coin (Silver): 10.0

MAGIC

SPECIAL ABILITIES

Spontaneous casting
 Stunning Attack 5/day
 Stunning Attack DC (18)
 Evasion
 Flurry of Blows
 Still Mind
 Slow Fall (20 ft.)
 Purity of Body

FEATS

Armor Proficiency (Heavy) (1x)
 Armor Proficiency (Light) (1x)
 Armor Proficiency (Medium) (1x)
 Blind-Fight
 Combat Reflexes
 Deflect Arrows
 Dodge
 Exotic Weapon Proficiency
 Improved Unarmed Strike
 Martial Weapon Proficiency
 Mobility
 Shield Proficiency
 Simple Weapon Proficiency
 Stunning Fist

DOMAINS

Magic Use scrolls, wands and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (stacks with wizard levels).
 Spell You get a +2 bonus to Concentration and Spellcraft checks.

PROFICIENCIES

Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching),

Cleric

Level 0 - 3 per day, Save DC16

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
□□□□□ Create Water	Conjuration	2 gallons of water/level	Close	1 action	Instantaneous	V S	None	No	p.189
□□□□□ Cure Minor Wounds	Conjuration	creature touched	Touch	1 action	Instantaneous	V S	Will half (Harmless)	Yes (Harmless)	p.190
□□□□□ Detect Magic	Universal	Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	V S	None	No	p.193
□□□□□ Detect Poison	Divination	one creature object or 5' cube	Close	1 action	Instantaneous/10 minutes per target HD	V S	None	No	p.193
□□□□□ Guidance	Divination	Creature touched	Touch	1 action	1 minute or until discharged	V S	None	Yes	p.211
□□□□□ Inflict Minor Wounds	Necromancy	Creature touched	Touch	1 action	Instantaneous	V S	Will half	Yes	p.217
□□□□□ Light	Evocation	Object touched	Touch	1 action	10 minutes/level (D)	V M DF	None	No	p.222
□□□□□ Mending	Transmutation	One object of up to 1 pound	10 feet	1 action	Instantaneous	V S	Will negates (Harmless object)	Yes (Harmless object)	p.227
□□□□□ Purify Food and Drink	Universal	1 cu ft/level of contaminated food and water	10 feet	1 action	Instantaneous	V S	Will negates (object)	Yes (object)	p.241
□□□□□ Read Magic	Universal	You	Personal	1 action	10 minutes/level	V S F	None	No	p.243
□□□□□ Resistance	Abjuration	Creature touched	Touch	1 action	1 minute	V S M DF	Will negates (Harmless)	Yes (Harmless)	p.245
□□□□□ Virtue	Transmutation	Creature touched	Touch	1 action	1 minute	V S DF	Will (Harmless)	Yes (Harmless)	p.269

Level 1 - 3+1 per day, Save DC17

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
□□□□□ Bane	Enchantment	50' radius	50 feet	1 action	1 minute/level	V S DF	Will negates	Yes	p.177
□□□□□ Bless Water	Transmutation	Flask of water	Touch	1 minute	Instantaneous	V S M	Will negates (object)	Yes (object)	p.180
□□□□□ Bless	Enchantment	Allies within 50'	50 feet	1 action	1 minute/level	V S DF	None	Yes (Harmless)	p.180
□□□□□ Cause Fear	Necromancy	one living creature	Close	1 action	1d4 rounds	V S	Will negates	Yes	p.182
□□□□□ Command	Enchantment	one living creature	Close	1 action	1 round	V	Will negates	Yes	p.185
□□□□□ Comprehend Languages	Divination	You	Personal	1 action	10 minutes/level	V S M DF	None	No	p.186
□□□□□ Cure Light Wounds	Conjuration	creature touched	Touch	1 action	Instantaneous	V S	Will half (Harmless)	Yes (Harmless)	p.190
□□□□□ Curse Water	Transmutation	Flask of water	Touch	1 minute	Instantaneous	V S M	Will negates (object)	Yes (object)	p.190
□□□□□ Deathwatch	Necromancy	Quarter Circle	Close	1 action	10 minutes/level	V S	None	No	p.191
□□□□□ Detect Chaos	Divination	Quarter Circle	60 feet	1 action	Concentration up to 10 minutes/level (D)	V S DF	None	No	p.192
□□□□□ Detect Evil	Divination	Quarter Circle	60 feet	1 action	Concentration up to 10 minutes/level (D)	V S DF	None	No	p.192
□□□□□ Detect Good	Divination	Quarter Circle	60 feet	1 action	Concentration up to 10 minutes/level (D)	V S DF	None	No	p.193
□□□□□ Detect Law	Divination	Quarter Circle	60 feet	1 action	Concentration up to 10 minutes/level (D)	V S DF	None	No	p.193
□□□□□ Detect Undead	Divination	Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	V S M DF	None	No	p.194
□□□□□ Divine Favor	Evocation	You	Personal	1 action	1 minute	V S DF	None	No	p.197
□□□□□ Doom	Enchantment	One living creature	Medium	1 action	1 minute/level	V S DF	Will negates	Yes	p.198
□□□□□ Endure Elements	Abjuration	Creature touched	Touch	1 action	24 hours	V S	None	Yes	p.199
□□□□□ Entropic Shield	Abjuration	You	Personal	1 action	1 minute/level	V S	None	No	p.200
□□□□□ Faith Healing	Conjuration	Creature touched	Touch	1 action	Instantaneous	V S	Will half (harmless)	Yes (harmless)	p.93
□□□□□ Handfire	Evocation	Creature touched	Touch	1 action	Instantaneous	V S	None	Yes	p.98
□□□□□ Inflict Light Wounds	Necromancy	Creature touched	Touch	1 action	Instantaneous	V S	Will half	Yes	p.217
□□□□□ Invisibility to Undead	Abjuration	One touched creature/level	Touch	1 action	10 minutes/level (D)	V S DF	Will negates	Yes	p.218
□□□□□ Mage Armor	Conjuration*	Creature touched	Touch	1 action	1 hour/level (D)	V S F	Will negates (Harmless)	Yes (Harmless)	p.223
□□□□□ Magic Stone	Transmutation	Up to 3 pebbles touched	Touch	1 action	30 minutes or until discharged	V S DF	Will negates (Harmless)	Yes (Harmless)	p.225
□□□□□ Magic Weapon	Transmutation	Weapon touched	Touch	1 action	1 minute/level	V S DF	Will negates (Harmless)	Yes (Harmless)	p.225
□□□□□ Nystul's Undetectable Aura	Illusion*	Object touched weighing up to 5 lbs/level	Touch	1 action	1 day/level	V S F	None	No	p.232
□□□□□ Obscuring Mist	Conjuration	Cloud centered on you spreads 30 ft and is 20 ft high	30 feet	1 action	1 minute/level	V S	None	No	p.233
□□□□□ Protection from Chaos	Abjuration	Creature touched	Touch	1 action	1 minute/level (D)	V S M DF	Will negates (Harmless)	Yes (Harmless)	p.240
□□□□□ Protection from Evil	Abjuration	Creature touched	Touch	1 action	1 minute/level (D)	V S M DF	Will negates (Harmless)	Yes (Harmless)	p.240
□□□□□ Protection from Good	Abjuration	Creature touched	Touch	1 action	1 minute/level (D)	V S M DF	Will negates (Harmless)	Yes (Harmless)	p.240
□□□□□ Protection from Law	Abjuration	Creature touched	Touch	1 action	1 minute/level (D)	V S M DF	Will negates (Harmless)	Yes (Harmless)	p.240
□□□□□ Random Action	Enchantment	One living creature	Close	1 action	1 round	V S DF	Will negates	Yes	p.242
□□□□□ Remove Fear	Abjuration	One creature plus one additional creature/four levels within 30'	Close	1 action	10 minutes	V S	Will negates (Harmless)	Yes (Harmless)	p.245
□□□□□ Rosemantle	Abjuration	Creature touched	Touch	1 action	1 round/level	V S	Will negates (harmless)	Yes (harmless)	p.114
□□□□□ Sanctuary	Abjuration	Creature touched	Touch	1 action	1 round/level	V S DF	Will negates	No	p.247
□□□□□ Shield of Faith	Abjuration	Creature touched	Touch	1 action	1 minute/level	V S M	Will negates (Harmless)	Yes (Harmless)	p.251
□□□□□ Summon Monster I	Conjuration	One summoned creature	Close	1 full round	1 round/level	V S F DF	None	No	p.258
□□□□□ Vision of Glory	Divination	Creature touched	Touch	1 action	One minute or until discharged	V S DF	None	Yes	p.131
□□□□□ Wieldskill	Divination	Creature touched	Touch	1 action	1 minute/level or until discharged	V S	None	Yes	p.134

Prepared Spells

Spellbook: Common

Cleric (DC 16 + level)

Level 0

- Detect Magic
- Purify Food and Drink

Level 1

- Bless
- Cure Light Wounds
- Doom
- *Mage Armor

Ming Tao

Human

RACE

24

AGE

Male

GENDER

Normal

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 7"

HEIGHT

127 lbs

WEIGHT

EYE COLOR

SKIN COLOR

HAIR COLOR

HAIR LENGTH

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description

To calculate jump distance when wearing Boots of Striding and Springing:

$((d20 + \text{JumpSkill}) - 10 + \text{minJumpDistance}) * \text{Speed}/30$

Ming Tao's JumpSkill is currently 17, his minJumpDistance is 8, and his Speed is 40. So the formula becomes:

$((d20 + 17 - 10 + 8) * 40/30$

$(d20 + 15) * 4/3$

Biography

2/3, 428xp; 10428

2/17, 1100xp; 11528

3/2, 625xp; 12153

5/27, 1250xp; 13403

6/4, 955/2xp; 13880

6/25, 1180xp; 15060