

Fuzzwort the Cleric

10/31/0905

9/5/2015

Class	Cleric/Fighter	Hair	Brown	Birthdate	1/8/0811
Alignment	Chaotic Neutral	Eyes	Blue	Age Category	Mature
Race	Human	Height	5'11"	Orig. Age	95 years
Sex	Male	Weight	155 lbs.	Age Modify	-61 years
Level	40/35	Handed	Right	Current Age	34 years
Experience	20,836,225	Infra-vision	No		
Bonus	+15%	Deaths	4		

	Original	Age Mod	Race Mod	Class Mod	Other Mod	Present
Strength	16	+1	0	0	+3	20
Dexterity	17	+1	0	0	+2	20
Constitution	16	+2	0	0	+1	19
Talent	14	0	0	-1	0	13
Piety	17	0	0	+1	+6	24
Education	11	+1	0	0	+1	13

Common Lang	<input type="text" value="Common"/>	Racial Lang	<input type="text"/>	Class Lang	<input type="text"/>
Common Lit	<input type="text" value="yes"/>	Racial Lit	<input type="text"/>	Class Lit	<input type="text"/>
Add. Spoken Languages		<input type="text" value="2"/>	Literacy of Add. Languages		<input type="text" value="no"/>

Description of Character

Fuzzwort is a priest of Ishap, otherwise known as Math. His origins are from the remote city of Sarth.

Equipment

<u>Equipment</u>	<u>Location</u>	<u>Encumbrance</u>
Travelling Cloak	Body	4
Librarian's Cloak**	Body	5
Staff of Ultimate Healing*	Wrists	5
Literate Hammer**	Belt (left)	5
Dagger +5, Life Stealer*	Belt (right)	1
Moon Dagger of Disruption*	Belt (right)	1
Dagger of Lightning +4*	Belt (right)	1
Brute Force Boots*	Feet	4
Backpack [50]	Back	4
Coins and Gems	Backpack	1
Holy Symbol*	Backpack	1
Candle of Invocation*	Backpack	1
Ishara Don Isharic*	Backpack	2
Chime of Opening*	Backpack	1
Everburning Candle*	Backpack	1
Acorn of Succor*	Backpack	1
Diamond of Light*	Backpack	1
Philosopher's Stone*	Backpack	1
Doom Horn*	Backpack	1
Potion of Diminuation*	Backpack	1
Potion of Flying*	Backpack	1
Potion of Mana* (7)	Backpack	7
Potion of Grievous Healing*	Backpack	1
Potion of Invisibility*	Backpack	1
Book of Obsession*	Backpack	1
Ring of the Fellowship*	Backpack	1
Skull Amulet*	Backpack	1
Portable Hole*	Backpack	1
Incense of Meditation*	Backpack	1
Epic Wand of Disintegration*	Backpack	1
Horn of Werewolves	Backpack	1
Wolfshaunt Tokens*	Backpack	1
Wave - Trident of All Merfolk*	Back	5
Long Sword +6*	Back	6
Rune Staff of Fuzzwort**	Back	5

NOTE: Armor, helmets, and shields worn must be size: Large

Equipment

Encumbrance Bonus	70	Restricted Equipment
Effective Encumbrance	6	none
Movement	15	

	diam	ruby	saph	emer	opal	amet	top	pear	garn	obs
v small										
small				4		3				
medium										
large										
v large										
copper			jewelry				treas enc		0	
electrum			100 tiger eyes - 2000 gp							
silver			100 bloodstone - 2000 gp							
gold	2									
platinum	30									

<p style="text-align: center;">Description of Lair</p> <p>Fuzzwort is currently staying at Dragonsford Castle.</p> <p>Gauntlets of Dexterity (on loan to Vince)</p>	<p style="text-align: center;">Other Items In Lair</p> <p>300 "gold piece eaters", Amulet of the Four</p>
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	diam	ruby	saph	emer	opal	amet	top	pear	garn	obs
v small							2			
small										
medium		2	6							
large										
v large										
copper			jewelry				Crystal Sphere - 1000 gp			
electrum							Serpent's Eye Emerald - 5000 gp			
silver	400						Medium Star Ruby - 15,000 gp			
gold	116,465						Medium Fire Opal - 3,500 gp			
platinum										

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Melee Combat

Total number of weapon proficiencies 15 Proficiencies used 12

Weapons of Proficiency Special Slots Attacks Per Round

War Hammer	double	3	7 attacks per 2 rounds
Dagger	double	3	7 attacks per 2 rounds
Spear	double	3	7 attacks per 2 rounds
Staff	double	3	7 attacks per 2 rounds

To Hit Chart

10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
-24	-23	-22	-21	-20	-19	-18	-17	-16	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4
T	VS	S	M	L	VL	H	Med	Long	10%	25%	50%	75%	90%							
-6	-3	0	0	0	+3	+6	-2	-5	-2	-4	-6	-8	-10							
Modifications							Modifications													
+5 to hit with hand-held for strength							+8 to hit with Literary Hammer													
+5 to hit with missile for dexterity							+5 to hit with Dagger +5													
-2 to hit with any weapon left-handed							+5 to hit with Moon Dagger													
+0 to hit with two weapons							+4 to hit with Dagger of Lightning													
+0 to hit when backstabbing							+6 to hit with Long Sword +6													
-2 to hit with non-proficient weapon																				
+0 to hit due to race																				
+0 to hit due to class																				
+3 to hit with war hammer (spec)																				
+3 to hit with dagger (spec)																				
+3 to hit with spear (spec)																				
+3 to hit with staff (spec)																				

Melee Combat

Char Size	Medium	Helm Absorption	25 %	Healing	1 pt / 2 hrs
Base AC	-7	Armor Absorption	0 %	Base HP	275
Dex Bonus	-4	Shield Absorption	0 %	Con Bonus	120
Other Bonus	-5	Other Absorption	0 %	Other Bonus	0
Effective AC	-16	Total Absorption	25 %	Total HP	395

Damage Chart

Weapon	T	VS	S	M	L	VL	H	S	M	L
War Hammer	1d8	1d8	1d8	1d8	1d8	1d6	1d6			
Dagger	1d4	1d4	1d4	1d4	1d4	1d4	1d4			
Spear	1d8	1d8	1d8	1d8	1d8	1d6	1d6			
Staff	1d6	1d6	1d6	1d6	1d6	1d6	1d6			
Modifications					Modifications					
+10 damage with hand-held for strength					+8 damage with Literary Hammer					
+5 damage with missile for dexterity					+5 damage with Dagger +5					
-2 damage with any weapon left-handed					+5 damage with Moon Dagger					
+0 damage with two weapons					+4 damage with Dagger of Lightning					
+0 damage when backstabbing					+6 damage with Long Sword +6					
-2 damage with non-proficient weapon										
+0 damage due to race										
+0 damage due to class										
+3 damage with war hammer (spec)										
+3 damage with dagger (spec)										
+3 damage with spear (spec)										
+3 damage with staff (spec)										

Spellcasting

Spell Points (Level)	222		Repertoire
Bonus (Attribute)	200	1st	24
Spell Points Secondary (Level)	0	2nd	24
Bonus Secondary (Attribute)	0	3rd	24
Other Bonuses	0	4th	24
Total Spell Points	422	5th	24
		6th	24
Rate of Recovery	1 pt / 1 hr	7th	13
Highest Spell Level	9th	8th	12
Chance of Failure	0%	9th	11

First Level Spells	Second Level Spells	Third Level Spells
Breath of the North	Augury	Chant
Candle	Barkskin	Cloak of Gray
Cloak of Protection	Bless	Continual Light
Command	Blindness	Create Food and Drink
Cure Light Wounds	Blur	Cure Disease
Detect Evil	Commune with the Dead	Cure Heavy Wounds
Detect Magic	Cure Blindness	Cure Paralysis
Detect Poison	Cure Deafness	Death's Door
Feather Fall	Cure Moderate Wounds	Detect Curse
Hold Portal	Darkness	Detect Disguise
Jump	Detect Charm	Feign Death
Light	Detect Traps	Fly
Praise	Friends	Hold Animal
Purify Food and Drink	Grip of Winter	Infravision
Push	Knock	Locate Object
Scare	Magic Lock	Paralyzation
Silence	Magic Missile	Resist Cold
Spiritual Hammer	Obscurement	Snowburst
Suggestion	Sanctuary	Speak with Plants
Tongues	Sanctuary from Undead	Speak With The Dead
Turn Undead	Slow Poison	Ultravision
Unseen Servant	Speak With Animals	Wall of Fog
Whisper	Trip	Wall of Lights

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Spellcasting

Fourth Level Spells	Fifth Level Spells	Sixth Level Spells
Acidball	Atonement	Armor of Power
Area of Silence	Charm Person	Bridge of Fog
Aura of Night	Circle of Obscurement	Charm Monster
Charm Animal	Cone of Cold	Commune
Clear Sight	Cure Severe Wounds	Courage
Comprehend Languages	Detect Illusion	Cure Critical Wounds
Conjure Faithful Hound	Detect Invisibility	Find The Path
Cure Serious Wounds	Diminish	Freezing Sphere
Detect Lie	Fortune	Heal
Dig	Fresh Air	Ice Javelin
Dispel Magic	Globe of Invulnerability	Ironskin
Ears of the Owl	Hold Monster	Protection from Cold
Eyes of the Eagle	Hypnotism	Protection From Fire
Fear	Multimissile	Protection frm Lightning
Hammer of the Holy	Precognition	Restoration
Hold Person	Protection from Acid	Return from Stone
Neutralize Poison	Protection From Poison	Seal of Wax
Prayer	Remove Fear	Shield
Sand Storm	Speak with Monsters	Spectral Force
Slippery Floor	Telekinesis	Staff of Ice
Staff of Frost	Wall of Ice	Word of Recall
Sticky Floor	Warding	
Strength		

Seventh Level Spells	Eighth Level Spells	Ninth Level Spells
Aura of Fear	Bolt of Winter	Cure Deadly Wounds
Circle of Protection	Breath of Life	Earthquake
Hammer of the Gods	Cure Grave Wounds	Favor of the Gods
Hypnotic Pattern	High Mass	Holy Word
Ice Storm	Mass Charm	Legends and Lore
Mind Blank	Phantasmal Guard	Major Globe of Invulern.
Raise Dead	Phantasmal Killer	Protection of the Gods
Regeneration	Sanctuary of the Holy	Quest
Stone Tell	Thunderous Clap	Resurrection
True Seeing	Vision	Telepathy
Veil	White Avenger	Wish
Wind Walking		

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Adventuring Percentages

Resurrection Survival & System Shock Percentage	94%
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Saving Throws

01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
-10	-9	-9	-8	-8	-7	-7	-6	-6	-5	-5	-4	-4	-3	-3	-2	-2	-1	-1	0
0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

Modifications	Modifications
+11 against divine spells for piety	+5 for Librarian's Cloak +5
+0 against secular spells for talent	25% save on unsavable spells
+6 against poisons, etc. for const	+5 on fire spells for Literary Hammer
+0 for race	+5 to cold spells for Moon Dagger
+8 against spells within religion	+1 to all for Ungent

Adventuring Percentages

Hearing	%	10 %	Concealed Movement	%	10 %
Sight	%	10 %	Silent Movement	%	5 %
Smell	%	5 %	Tracking Outdoors	%	45 %
Taste	%	5 %	Evasion Outdoors	%	45 %
Force of Strength	%	80 %	Identify Natural Elements	%	40 %
Endurance	%	76 %	Swimming	%	45 %
Climbing	%	40 %	Riding Mounts	%	80 %
Jumping	%	40 %	Trap Lore	%	5 %
Dodging	%	40 %	Basic Woodland Skills	%	5 %
Tumbling	%	40 %	Simple Wood Crafts	%	25 %
Balance	%	40 %	Determine Underground Loc	%	5 %
Throwing	%	40 %	Tracking Indoors	%	10 %
Fumbling	%	80 %	Evasion Indoors	%	10 %
Surprise	%	10 %	Identify Underground Works	%	5 %
Hiding	%	10 %	Simple Metal Crafts	%	25 %
Sleight of Hand	80 %	85 %	Simple Stone Crafts	%	25 %

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