

Sheet1

Character name		Class				Race		Alignment				
Nigma		CICI 3 / CInq 3 / OC 5				Human		LG				
Gender	Size	Level	Experience	Eyes	Hair	Height	Weight	Age	Deity			
Male	0	11	55000	brown	Black	1m80	100 kg	40	Heironeous			
Ability	Total	Mod	Max			Subdual			DR	SR		
STR	22	6	HP	105						0	0	
DEX	10	0	Total		Flat	Touch	Armor	Shield	Ability	Natural	Size	Misc
CON	18	4	AC	21	21	10	7	4	0	0	0	0
INT	12	1	Total		Ability	Misc	BAB	Land	Fly	Swim	Burrow	
WIS	20	5	Init	0	0	0	11	Speed	30'	0'	0'	0'
CHA	14	2	Total	Base	Ability	Misc	Total		BAB	Ability	Size	
Fortitude			14	8	4	2	Melee		17	11	6	0
Reflex			5	3	0	2	Ranged		11	11	0	0
Will			14	10	5	-1	Grapple		17	11	6	0

Weapon	Attack	Damage	Critical	Range	Weight	Type	Size		
Longsword (1H)	18	13	8	1d8+1d6+6	19-20	-	4 lbs	S	M
Longsword (2H)	18	13	8	1d8+1d6+9	19-20	-	4 lbs	S	M
Skill	Ability	Total	Ability	Ranks	Misc	Racial abilities			
Knowledge (arcana)	INT	15	1	14	0	1 extra feat at 1 st level			
Knowledge (local)	INT	10	1	9	0	4 extra skill points at 1 st level			
Knowledge (nobility)	INT	14	1	11	2	1 extra skill point at every level after 1 st			
Knowledge (planes)	INT	8	1	7	0	Class abilities			
Knowledge (religion)	INT	15	1	14	0	Turn Undead (3+2+4+4+4+4+2=23)			
Spellcraft	INT	9	1	8	0	Light Armor			
Decipher Script	INT	10	1	9	0	War Domain			
						Knowledge Domain (traded)			
						Good Domain (traded)			
						Inquisition Domain (+4 dispel checks)			
						Law Domain (traded)			
						Detect Evil at will			
						Immune to Charms			
						Pierce Illusion			
						Modified Spontaneous Casting			
						Smite	Channel Spell		
						Divine Bulwark	Fist of the Gods		
						Rapid Spontaneous Casting			
						Holy Warrior	War Caster		
						Feats			
						Extra turning (vs Inattentive, -4 listen/spo			
						Extra turning (vs Weak willed, -3 will)			
						Extra turning (bonus, lvl 1)			
						Extend spell (lvl 1)			
						Mart. Wea. Prof.: longsword (War)			
						Weapon Focus: longsword (War)			
						Persistent spell (lvl 3)			
						Power Attack (Domain, lvl 6)			
						Cleave (Domain, lvl 6)			
						Law Devotion (Domain, lvl 6)			
						Divine Metamagic: Persist (lvl 6)			
						Die Hard (bonus, lvl 7)			
						Spontaneous Healer (lvl 9)			
Languages	Common, Dwarvish								

Sheet1

Items:	Cost
Outfit (traveller) * 2	4
Outfit (templar)	0
Flint & steel	1
Bedroll	0.1
Blanket (winter)	0.5
Rope (50' hempen)	1
Nightstick	7500
Reliquary Holy symbol of Health +2	5000
Vest of Resistance +2	4000
Cloak of Charisma +2	4000
Rod of Lesser Metamagic (Extend) *2	6000
Mithril Breastplate +1 (+6, +5 dex, -2 armor check)	5200
Mithril Gauntlet Shield +1	2050
Longsword +1 of shocked spellstoring	18315
Boots of Speed	12000
Money	1928.4

LVL	Spell name	cast/ learned	LVL	Domain	Spell name	cast/ learned
1	Shield of Faith		1	Good	Protection from Evil	
1	Command		2	Good	Aid	
1	Cure Light Wounds		3	Good	Magic Circle Against Evil	
1	Divine Favor		4	Good	Holy Smite	
1	Resurgence		5	Good	Dispel Evil	
2	Hold Person		1	Law	Protection from Chaos	
2	Restoration, Lesser		2	Law	Calm Emotions	
2	Owl's Wisdom		3	Law	Magic Circle Against Chaos	
3	Vigor, Mass Lesser		4	Law	Order's Wrath	
3	Dispel Magic		5	Law	Dispel Chaos	
3	Aid, Mass		1	War	Magic Weapon	
3	Stone Shape		2	War	Spiritual Weapon	
3	Delay Death		3	War	Magic Vestment	
4	Magic Weapon, Greater		4	War	Divine Power	
4	Resistance, Greater		5	War	Flame Strike	
4	Restoration		1	Inquis	Detect Chaos	
4	Cure Critical Wounds		2	Inquis	Zone of Truth	
4	Celestial Brilliance		3	Inquis	Detect Thoughts	
4	Death Ward		4	Inquis	Discern Lies	
4	Divine Power	P	5	Inquis	True Seeing	
5	Dispel Evil		1	Know	Detect Secret Doors	
5	Spell Resistance		2	Know	Detect Thoughts	
5	Vigor, Greater		3	Know	Clairaudience/voyance	
5	Slay Living		4	Know	Divination	
5	Divine Agility		5	Know	True Seeing	
5	Disrupting Weapon					
5	Righteous Might					