

### Feats & Special Abilities

Vern is a Human from the Dalelands region of the realms. His subrace type is Vaasan. Ref PG pgs 12,17	no penalties for 'off-hand' skill checks. no reqmt to use 'light' weapon. No reduced STR mod.	CLASS(1): Spontaneous Casting. Substitute cure spell for any spell (except domain spell).	Skill Points: (((2+Int Mod) x 4) +4 for being Human. At 2nd level+, receive 2+Int mod and +1 for being
	CLASS(1): Feature. Turn or rebuke undead (ref:PH 159)		human. Ref PH pages 13 & 31.
FEATS: Total = 10. +5 from weapons & Armor profs, +1	nr times/day = 3+Cha mod. Rng = >60ft. Check	Clerics of Lathander tend to favor It of hvy mace. DM	
RW campaign bonus, +1 RW Parry, +1 Human bonus,	1d20+Cha mod = HD of most powerfl. Turn dam =	allows exception for 'morningstar' due to name of wpn.	1st IvI skills: Concentration 4, Craft(weaponsmithing) 4,
+1 Ambidexterity rolled at creation, +1 feat at 1st lvl	2d6+lvl+Cha mod = total HD trnd. See pdf for mor.	Lathander opposes: Bane, Cyric, Malar, Shar, Talos, and	Heal 4, Know(Arcana) 2, Know(Religion) 4, Know
	mod for 2 weapons = -4 on wpn in each hand.	Velsharoon.	(Planes) 2,Spellcraft 4 = 24
FEAT(1): Initiate of Lathander. Spontaneous casting of	CLASS(1): Simple Wpn Prof, Use smple wpn/PH pg 100	Elite priests (Prestige Class) of Lathander are known as	2nd Ivl skills: Diplomacy 2, Know(Religion) 1, Know.
'Light' spells. Additional spells. Taken as Ivl 1 feat.	CLASS(1): Armor Prof. Light - Use light armor/PH pg 89	Morninglords (ref PG pgs 66-68)	(Planes) 1, Speak Languages(Battle Signals) 2 = 6
Ref PG pgs 80-81 (Not a regional feat)	CLASS(1): Armor Prof. Med Use med. armr/PH pg 89		
RACE(1): Luck of heroes. Dalelands. +1 bonus to all svs	CLASS(1): Armor Prof. Heavy - Use hvy armor/PH pg 89		
+1 luck bonus to AC. Regional feat. taken as	CLASS(1): Shield Prof All shield exc Tower/PH pg 100		
Human bonus at creation. Ref PG pg 40.	CLASS(1): Aura of good, detctable by spell. PH pg 32		

FEAT(1): RW Bonus. Parry (Ref:RWNF pg 4)	CLASS(1): Chosen domains for spontaneous casting	 
FEAT(1): Combat Casting. +4 bonus on concentration	Sun & Renewal. Granted power/Sun = Greater	
when casting spells. RW bonus Ivl 1. Ref PH pg 92	turning 1/day. Undead destroyed. Granted power/	
FEAT(1): Ambidexterity. Reduced penalties fighting w/2	Renewal=HP<0 = Spontaneous heal 1d8+Cha HPs	-
weapons. Rolled at creation. Ref RWNF pgs 10-11	Ref PH 188 (Sun) & PG pg 90 (Renewal)	

Skills [ Auto Fill   Update CC   Cle			Clail		۸h		Max R			1 2.5
Skill Name	Key Ab	cs	Skill Mod		Ab Mod		Rank		Misc Mod	ACF
Appraise	Int	~	3	=	3	+	0	+	0	0
Balance	Dex	~	-4	=	1	+	0	+	0	-5
Bluff	Cha	~	4	=	4	+	0	+	0	0
Climb	Str	~	-2	=	3	+	0	+	0	-5
Concentration	Con		8	=	4	+	4	+	0	0
#Craft (weaponsmithing)	Int		7	=	3	+	4	+	0	0
Decipher Script	Int	~	3	=	3	+	0	+	0	0
Diplomacy	Cha		6	=	4	+	2	+	0	0
Disable Device	Int	~	3	=	3	+	0	+	0	0
Disguise	Cha	~	4	=	4	+	0	+	0	0
Escape Artist	Dex	~	-4	=	1	+	0	+	0	-5
Forgery	Int	~	3	=	3	+	0	+	0	0
Gather Information	Cha	7	4	=	4	+	0	+	0	0
Handle Animal	Cha	7	4	=	4	+	0	+	0	0
Heal	Wis		9	=	5	+	4	+	0	0
Hide	Dex	7	-4	=	1	+	0	+	0	-5
Intimidate	Cha	7	4	=	4	+	0	+	0	0
Jump	Str	7	-2	=	3	+	0	+	0	-5
#Knowledge (Arcana)	Int		6	=	3	+	3	+	0	0
#Knowledge (Religion)	Int		7	=	3	+	4	+	0	0
#Knowledge (The Planes)	Int		6		3	-+	3	+	0	0
#Knowledge (Local Whillip)	Int	Н	4		3	+	0	+	1	0
Listen	Wis		5		5	+	0	+	0	0
Move Silently	Dex		-4		1	+	0	+	0	-5
Open Lock	Dex		1		1	+	0	+	0	0
Perform ()			0		0	- +	0	+	0	0
Profession ()			0		0	- +	0	+	0	0
Ride	Dex		1		1	+	0	+	0	0
Search	Int		3		3	- +	0	+	0	0
Sense Motive	Wis		5		5	- +	0	+	0	0
Sleight of Hand	Dex		-4		1	- +	0	+	0	-5
Spellcraft	Int	~	7		3	- · +	4	- · - +	0	0
Spot	Wis		5		5	- +	0	- · - +	0	0
Survival	Wis	~	5		5	- · +	0	+	0	0
Swim	Str	~	-7		3	- · +	0	+	0	-10
Tumble	Dex	~	-4		1	- · +	0	- · - +	0	-5
Use Magic Device	Cha	~	4		4	- ·	0	- · - +	0	0
Use Rope	Dex		1		1	- +	0	+	0	0
#Speak Language (Battle Signals)HB95-96	Int	~	4		3	- ·	1	- · -	0	0
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### **Other Possessions**

Item	Weight (lbs)	Loc
Adventurer's clothing (3.9# - not counted for weight)	_	worn
Silver holy symbol	1	worn
Leather back (2#) w/metal frame (2.5#) - Carrying capacity = 85#	4.5	on back
- Ceremonial robes (Rob;s world)	1	BP
- Sun rods 5x (1#e) + Tinderbox w/flint & steel w/lcc (start 12 fires/1#)	6	BP
- Dry rations/Iron rations/Rations pack (1 week/10 days) + party rations (10days/lbs)	20	BP
- Small bottle of ink (1oz) x4 (0.25#e) + Flask of lamp oil (16oz/1.5#) x0	1	BP
- Knife, fork and spoon (eating utensils w/mcc) + Handcuffs 1#e x3	3.025	BP
- Paper, page, low grade (not suitable for scrolls 11h/8.5w) x20 (0.001#e)	0.02	BP
- Healers kit (gives +2 to hlng roll w/lcc) x5 uses + Bandages (+1hp/0.01#) x1=90	3	BP
- Holy water (vial 4oz #0.3)x0 and Taint Absorbing stick(7 uses) wgt 0.01lb value100gp	0.01	BP
- Climbing pitons(2#e)x10+Carabiner(0.2#e)x3+Folding grapnel(5# w/mcc)	25.6	BP
- Chalk (0.001#e) x20 + Hand compass (0.1#)	0.12	BP
- Currency testing liquid (vial, tests 1000 coins for purity, 1oz)	0.4	BP
- Small mirror (2h/2w)/Everburning Torch	1.5	BP
(Total in backpack) = 64.575 lbs. (padding for sanity)	0.115	
Sling (0.25#), 5 Silvered Bullets 0.1# ea, 4 Bullets 0.1# ea	1.25	belt
Small capacity sack (cap 15#)	0.25	slung
- Sack containing dry rations (1.5 weeks/15 days) /party rations/	15	In sack
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50' of silk rope (beneath bp)	8	on back
Crowbar	3.5	belt
Bullseye lantern (beneath bp)	3	slung
Spell component pouch	2	belt
Piton hammer	2	belt
Money belt (w/drawstrings, capacity 40 coins)	1.1	waist
Canteen (5# full of water, 64oz) x2	10	slung
Leather quiver for short spears (javelins? 4***) (holds 3)	2	on back
Sleeping sack (above bp)	1	on back
Heavy blanket (7'h/7'w slung over shoulder)	3	slung
Belt (capacity 10# / currently carrying 8.75#)	0.3	waist
Small folding shovel	3	on back
Total Weight:	212.94	

# Currency

10gp; 10sp; 10cp; 5pp (in money belt/coins weigh 0.02#e/50=1lb)
10 Copper pieces (cp) = 1 sp = 2 Bronze pieces (bp) / 200cp = 1gp
20 Silver pieces (sp) = 1 gp = 2 Electrum pieces (ep)
1 Platinum piece (pp) = 5 gp
1 Mithril piece (mp) = 10 gp
1 Adamanite piece (ap) = 20 gp

## Languages

Common	Celestial
Elven	Infernal
Battle Signals (HB pages 95-96/see skills)	Chondathan (Regional)

Sp	ells/Pov	vers Knov	wn
(Bards, Sorce	rers, Psions &	Psi Warriors)	
0		5th	
1st		6th	
2nd		7th	
3rd		8th	
4th		9th	
	Spell	Saves	
Save DC	LEVEL	Spells /Day	Bonus Spells
15	0	4	0
16	1st	2+1	2

2nd 3rd 4th 5th 6th

	701					
	8th					
	9th					
Psionics						
Manifester			Key			

Bonus

Max

Current

Base

## Spells & Powers

Spell/Power Name	# Cast /Mem	Spell/Power Name	# Cast /Mem
Domains = Sun/Renewal / Save DC = 10+spell level+wis n	/i iciii	Spontaneous Casting Options (Cure Wounds, "Light"	/i iciii
		Evocation(Light), Sanctified Spells)	
0-Detect magic (Divination/VS)	2/2	0-Light (Heatless torch, 20 minutes)	
0-Create water (Conjuration(creation)[water]/VS)	1/1	0-Cure Minor Wounds (Touch, heal 1 hp)	
0-Purify food & drink (Transmutation/VS)	1/1		
·		1-Cure Light Wounds (Touch, heal 1d8+2 hp)	
Dispels magical ability penalty or repairs 1d4 ability damage		1-Guiding Light (SC) +2 ranged to hit targets	
		1-Light of Lunia (SC) 20 min strong light, or 2X1d6 damage	
1-Endure elements (Sun *domain*-Abjuration/VS)		1-Nimbus of Light (SC) 2 min strong light, use as 1d8+2 da	
1-Divine favor (Evocation/VSDf)		Latter two are ranged touch attacks (SC) = Spell Compendium	
1-Command (Enchantment(compulsion)/V)	1/1	(00) = open compendium	
1-Shield of faith (Abjuration/VSM)			
1-Charm person (Renewal *domain*-harm)/VS)	1/1		
1-Detect Evil	1/1	2-Cure Moderate Wounds	
1-Magic Weapon	1/1	2-Light of Mercuria (SC)	
1-Magic Stone		2-Luminous Armor (BoED)	
1-Snowshoes		2-Ayailla's Radiant Burst (BoED)	
1-Lesser Vigor	1/1		
-			
2-Lesser restoration (Renewal domain-Healing/VS)			
2-Close Wounds			
·			
Turn Undead	7/7		
·			
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Description

At 59" and 175lbs. Vern has a normal build for a Human, male from the Dalelands region of the realms. Vern has auburn hair, blue eyes and tanned skin, as if he's spent a lot of time out in the sun. - Vern's Birthday is 10 Marcav

Character Traits none Contacts / Friends Personality

The people of the Dales are honest farmers and craftsmen, simple folk who believe in a day's work and a square deal. They are a tough, hardy race who has thrived despite the efforts of larger and more powerful neighbors. While they have little use for brigands or vagrants, they also recognize that skilled adventurers are their first line of defense against the threats that surround them. Character Flaws

none Enemies

Statistic Block [ NPC GEN IMPORT] [ GENERATE STATBLOCK ]

#### **Condition and Effects**

#### **Additional Information**

#### **Other Notes**

Vern is from Shadowdale, a small town in the heart of the Dalelands. The Dales are a group of small farming communities scattered throughout the vast expanse of the ancient Elven Court. As the forest has receded over time, the Dales have moved as well, continually encroaching on the old forest. In most cases, the Dales were not carved from the forest by fire and axe, but rather grew in the unforested areas between the arms of the forest. The Dales were first settled more than 1,300 years ago by humans who had permission from the elves of Myth Drannor. Recognizing no superior government, the Dales remain a loose confederation of small towns and farmlands. Vern is one of the original members of the group. He met five other adventurers in Whillip one fine day. They all managed to discover an advertisement at the City Square Kiosk. The 'Adventurers Wanted' advertisement led them to "X's" Manor, and he became a founding member of a band of adventurers soon afterwards. The Human, Cleric is a enthusiastic Initiate of Lathander and seeks to further the glory of Lathander's light while collecting a little of the loot that comes along with that glory. As of 27 Aug, 2020: Vern was played by Floyd E, until he left our group in August of 2020. Since Floyd's departure, we've kept Vern on the roles of the Xterminators until we fill Floyd's vacant seat. It's always possible that a new player will opt to continue playing Vern.

Private Notes

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