

	Feats & Spe	ecial Abilities	
Vern is a Human from the Dalelands region of the	no penalties for 'off-hand' skill checks. no reqmt to	CLASS(1): Spontaneous Casting. Substitute cure spell	Skill Points: (((2+Int Mod) x 4) +4 for being Human. At
realms. His subrace type is Vaasan. Ref PG pgs 12,17	use 'light' weapon. No reduced STR mod.	for any spell (except domain spell).	later levels, receive 2+Int mod and +1 for being
	CLASS(1): Feature. Turn or rebuke undead (ref:PH 159)		human each level after 1st. Ref PH pages 13 & 31.
FEATS: Total = 13. +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 Ivl 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
+1 feat at 3rd level, +2 flaws	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	Feat(1): Quicken Spell (From Flaw: Autophobia)	Reboot option: Lose 4 ranks Craft(Weaponsmithing),
RACE(1): Extra Turning (+4 Turning attempts/day)	CLASS(1): Armor Prof. Heavy - Use hvy armor/PH pg 89	Feat(1): Divine Metamagic: Quicken Spell	Gain: Know(Planes) 2, Heal 1, Spellcraft 1
taken as Human bonus at creation. Ref PG pg 40.	CLASS(1): Shield Prof All shield exc Tower/PH pg 100	(From Flaw: Overlooked by Tymora)	Lose 1 ranks Know(Arcana), Gain: Concentration 1
FEAT(1): RW Bonus. Parry (Ref:RWNF pg 4)	CLASS(1): Aura of good, detectable by spell. PH pg 32	Source: Complete Divine, pg 80. 5 Turn Undead uses	
FEAT(1): Luck of Heroes (Regional Feat) Taken as level	CLASS(1): Chosen domains for spontaneous casting	to quicken (swift action) any divine spell. (1 round or	3rd level skills: Know(Religion) 1, Concentration 1
1 feat. RW Bonus level 1. +1 Luck Bonus to AC/Saves.	Sun & Renewal. Granted power/Sun = Greater	less casting time only)	Spellcraft 1, Heal 1, Handle Animal 2 (cross-class) = 6
	turning 1/day. Undead destroyed. Granted power/	Feat(3): Craft Wondrous Item, Player's Handbook	Flaw: Autophobia Ref RWNF pgs 28-29
FEAT(1): Ambidexterity. Reduced penalties fighting w/2	Renewal=HP<0 = Spontaneous heal 1d8+Cha HPs		Flaw: Overlooked by Tymora Ref RWNF pg 28
weapons. Rolled at creation. Ref RWNF pgs 10-11	Ref PH 188 (Sun) & PG pg 90 (Renewal)	-	·

Skills [Auto Fill Update CC Clea	Key		Skill		Ab				6 Misc	1 3
Skill Name	Ab	CS	Mod		Mod		Rank		Mod	ACP
Appraise	Int	✓	3	=	3	+	0	+	0	0
Balance	Dex	✓	1	=	1	+	0	+	0	0
Bluff	Cha	✓	4	=	4	+	0	+	0	0
Climb	Str	✓.	-3	=	3	+	0	+	0	-6
Concentration	Con		15	=	4	+	6	+	5	0
#Craft (weaponsmithing)	Int		3	=	3	+	0	+	0	0
Decipher Script	Int	✓.	3	=	3	+	0	+	0	0
Diplomacy	Cha		6	=	4	+	2	+	0	0
Disable Device	Int	✓.	-3	=	3	+	0	+	0	-6
Disguise	Cha	✓	4	=	4	+	0	+	0	0
Escape Artist	Dex	✓.	-5	=	1	+	0	+	0	-6
Forgery	Int	✓	3	=	3	+	0	+	0	0
Gather Information	Cha	✓	4	=	4	+	0	+	0	0
Handle Animal	Cha	✓	5	=	4	+	1	+	0	0
Heal	Wis		14	=	6	+	6	+	2	0
Hide	Dex	v	1	=	1	+	0	+	0	0
Intimidate	Cha	✓.	4	=	4	+	0	+	0	0
Jump	Str	v	3	=	3	+	0	+	0	0
#Knowledge (Arcana)	Int		4	=	3	+	1	+	0	0
#Knowledge (Religion)	Int		9	=	3	+	6	+	0	0
#Knowledge (The Planes)	Int	Π.	8	=	3	+	5	+	0	0
#Knowledge (Local Whillip)	Int	Ξ.	4	=	3	+	0	+	1	0
Listen	Wis	v	6	=	6	+	0	+	0	0
Move Silently	Dex	v	1	=	1	+	0	+	0	0
Open Lock	Dex	~	1	=	1	+	0	+	0	0
Perform ()		~	0	=	0	+	0	+	0	0
Profession ()			0	=	0	+	0	+	0	0
Ride	Dex	~	-5	=	1	+	0	+	0	-6
Search	Int		3	=	3	+	0	+	0	0
Sense Motive			6	=	6	+	0	+	0	0
Sleight of Hand	Dex	~	1	=	1	+	0	+	0	0
Spellcraft	Int		9	=	3	+	6	+	0	0
Spot	Wis	_	6	=	6	+	0	+	0	0
Survival	Wis	~	6	=	6	+	0	+	0	0
Swim	Str		-3	=	3	+	0	+	0	-6
Tumble	Dex		1	=	1	+	0	+	0	0
Use Magic Device			4	=	4	+	0	+	0	0
Use Rope	Dex		1	=	1	+	0	+	0	0
#Speak Language (Battle Signals)HB95-96			4	=	3	+	1	+	0	0
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Other Possessions

Other i cooccolons		
Item	Weight (lbs)	Loc
Adventurer's clothing (3.9# - not counted for weight)	_	worn
Reliquary Holy Symbol (Lathander) and Amulet of Wisdom		Throat
Leather back (2#) w/metal frame (2.5#) - Carrying capacity = 85#	4.5	on back
- Ceremonial robes (Rob;s world)	1	BP
- Currency testing liquid (vial, tests 1000 coins for purity, 1oz)	0.4	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
- Small Folding Shovel (3#), Bullseye Lantern (3#)	6	BP
- Sun rods 3x (1#e)	3	BP
- Climbing pitons(2#e)x10+Carabiner(0.2#e)x3+Folding grapnel(5# w/mcc)	25.6	BP
(Total in backpack) = 70.215 lbs.(incl backpack 74.715) (padding for sanity)	0.1	
2 X Small capacity sack (0.25#, cap 15#)	0.5	slung
- 2 X Sack containing dry rations (1.5 weeks/15 days) /party rations/	30	In sacks
Masterwork Morningstar	6	belt
Scroll Case (0.75#), contains 2 Scrolls of Lesser Vigor, 6 spells each	0.75	Worn
Sling (0.25#), 5 Silvered Bullets 0.1# ea, 12 Bullets 0.1# ea	1.95	belt
Spell component pouch	2	belt
Tunic of Steady Spellcasting (+5 concentration) with Vest of Resistance + 1	1	Torso
Large Shoulder Pouch (Rob's World, 1#, 10# capacity, 8.84# used)	1	Shoulder
- Small mirror (2h/2w)/Everburning Torch	1.5	Pouch
- Holy water (vial 4oz #0.3)x4 and Taint Absorbing stick(6 uses) wgt 0.01lb value100gp	1.2111	Pouch
- Healers kit (gives +2 to hlng roll w/lcc) x13 uses + Bandages (+1hp/0.01#) x1=80	3	Pouch
- Pearl of Power, 1st level spell, Dog Whistle (0.1#)	0.1	Pouch
- Sun rods 2x (1#e) + Tinderbox w/flint & steel w/lcc (start 12 fires/1#)	3	Pouch
- Chalk (0.001#e) x20 + Hand compass (0.1#)	0.12	Pouch
Money belt (w/drawstrings, capacity 40 coins)	1.1	waist
Canteen (5# full of water, 64oz) x2	10	slung
Leather quiver for short spears (holds 3)	2	on back
Sleeping sack (1#, above bp),50' of silk rope (8#, beneath bp)	9	on back
Heavy blanket (7'h/7'w slung over shoulder)	3	slung
Healing Belt (capacity 10# / currently carrying 9.45#)	0.3	waist
Crowbar (3.5#) and Piton hammer (2#)	5.5	Belt
Total Weight:	167.1761	

Currency

9gp; 19sp; 10cp; 9pp (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)

Spells/Powers Known

(Barc	(Bards, Sorcerers, Psions & Psi Warriors)		
0		5th	
1st		6th	
2nd		7th	
3rd		8th	
4th		9th	

Spell S	aves
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Save DC	LEVEL	Spells /Day	Bonus Spells
16	0	4	0
17	1st	2+1	2
18	2nd	1+1	2
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

Psionics

Manifester Level			Key Ability
Base	Bonus	Max	Current

Spells & Powers

Spell/Power Name	# Cast /Mem	Spell/Power Name	# Cast /Mem
Domains = Sun/Renewal / Save DC = 10+spell level+wis mo	<u> </u>	Spontaneous Casting Options (Cure Wounds, "Light"	
		Evocation(Light), Sanctified Spells)	
0-Detect magic (Divination/VS)	0/1	0-Light (Heatless torch, 20 minutes)	
0-Create water (Conjuration(creation)[water]/VS)	0/2	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)	
		1-Guiding Light (SC) +2 ranged to hit targets	
		1-Light of Lunia (SC) 20 min strong light, or 2X1d6 damage	
		1-Nimbus of Light (SC) 2 min strong light, use as 1d8+2 dam	
1-Endure elements (Sun *domain*-Abjuration/VS)	0/1	Latter two are ranged touch attacks	
1-Divine favor (Evocation/VSDf)		(SC) = Spell Compendium	
1-Command (Enchantment(compulsion)/V)			
1-Shield of faith (Abjuration/VSM)			
1-Charm person (Renewal *domain*-harm)/VS)			
1-Detect Evil		2-Cure Moderate Wounds	
1-Magic Weapon		2-Light of Mercuria (SC)	
1-Magic Stone	1/1	2-Luminous Armor (BoED) +5 Mage Armor, -4 to hit from	
1-Snowshoes	1/1	melee attackers. 1 hr/level. 1d2 Str damage when	
1-Lesser Vigor	0/2	spell ends. Acts as Daylight Spell.	
1-Bless Water	0/2	2-Ayailla's Radiant Burst (BoED)	
Note: 1 Pearl of Power, 1st level spell. 1/day.	0/1	2-Ayama 3 Hadiant Burst (BOLD)	
Note. I Feat of Fower, 1st level spell. 17day.	0/1		
2 Heat Matel (Sup Doi)			-
2-Heat Metal (Sun Domain)	0/2	Discolar accident billion in the control of the con	
2-Lesser restoration (Renewal domain-Healing/VS)	2/2	Dispels magical ability penalty or repairs 1d4 ability damage.	
2-Close Wounds	1/1		
2-Bull's Strength			
2-Healing Lorecall			
2-Make Whole	1/1		
2-Spiritual Weapon			
2-Silence			
Turn Undead	3/13		
3 (Cleric class)	3		
4 (Charisma Bonus)	7		
4 (Extra Turning feat)	11		
2 (Reliquary Holy Symbol)	13		
Healing Belt (3 charges, 2d8/3d8/4d8 heal by touch)	/3		
Greater Turning, 1/day. Turned undead are destroyed	1/1		
dreater running, mady. Turned undead are destroyed			
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Description	Personality
At 5'9" 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	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
skin, as if he's spent a lot of time out in the sun Vern's Birthday is 10 Marcav	has thrived despite the efforts of larger and more powerful neighbors. While
•	
F3	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.
LJ	them.
Character Traits	Character Flaws
none	Autophobia, Overlooked by Tymora.
LJ	::
Contacts / Friends	Enemies
	LJ
Statistic Block [NPC GEN	IMPORT] [GENERATE STATBLOCK]
Condition and Effects	Additional Information
	Hit point progression: Level 1 (Max at 1st = 8, + 4 For CON = 12), Level 2 (Roll at 2nd
	= 5, +4 for CON = 9), Level 3 (Roll at 3rd = 7, + 4 for CON = 11)
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Other	Notes
Vern is from Shadowdale, a small town in the heart of the Dalelands. The Dales are a g Elven Court. As the forest has receded over time, the Dales have moved as well, continuous forest by fire and axe, but rather grew in the unforested areas between the arms of the permission from the elves of Myth Drannor. Recognizing no superior government, the D	
Vern is one of the original members of the group. He met five other adventurers in Whil Kiosk, The 'Adventurers Wanted' advertisement led them to "X's" Manor, and he becam enthusiastic Initiate of Lathander and seeks to further the glory of Lathander's light whil	ne a founding member of a band of adventurers soon afterwards. The Human, Cleric is a
As of 27 Aug 2020: Versius spend by Flouri E. until be left our group in August of 20	20. Robert Wilhelm has been playing him since late 2020
As of 27 Aug, 2020: Vern was played by Floyd E, until he left our group in August of 20	zo. Nobert wilhelm has been playing nim since late 2020.
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