

## Dugald - Cleric of Berronar Truesilver

Male Human Cleric 4 - CR 4

Lawful Good; Age: 18; Height: 5' 9"; Weight: 175lb.



3.5  
d20 OGL

| Ability                    | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| <b>STR</b><br>STRENGTH     | 12    | +1       |           |
| <b>DEX</b><br>DEXTERITY    | 12    | +1       |           |
| <b>CON</b><br>CONSTITUTION | 14    | +2       |           |
| <b>INT</b><br>INTELLIGENCE | 10    | 0        |           |
| <b>WIS</b><br>WISDOM       | 17    | +3       |           |
| <b>CHA</b><br>CHARISMA     | 14    | +2       |           |

| Saving Throw                       | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| <b>FORTITUDE</b><br>(CONSTITUTION) | +7    | =    | +4      | +2     | +1   |      |       |
| <b>REFLEX</b><br>(DEXTERITY)       | +3    | =    | +1      | +1     | +1   |      |       |
| <b>WILL</b><br>(WISDOM)            | +8    | =    | +4      | +3     | +1   |      |       |

|           | Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|-----------|-------|-------|--------|-----|------|-------|--------|-------|------|
| <b>AC</b> | 21    | =     | +8     | +2  | +1   |       |        |       |      |

|                 |    |                       |    |
|-----------------|----|-----------------------|----|
| <b>Touch AC</b> | 11 | <b>Flat-Footed AC</b> | 20 |
|-----------------|----|-----------------------|----|

|           | Total | Damage / Current HP |
|-----------|-------|---------------------|
| <b>HP</b> | 35    |                     |

|                    |    |                   |            |
|--------------------|----|-------------------|------------|
| <b>Base Attack</b> | +3 | <b>Initiative</b> | +1         |
| <b>Grapple</b>     | +4 | <b>Speed</b>      | 30 / 20 ft |

### Gauntlet (from Armor)

Mainhand: **+4, 1d3+1** Crit: 20/x2  
Light, B

### Masterwork Mace, Heavy

Mainhand: **+5, 1d8+1** Crit: 20/x2  
Both Hands: **+5, 1d8+1** 1-Hand, B

### Shield Bash

Mainhand: **+0, 1d4+1** Crit: 20/x2  
Both Hands: **+0, 1d4+1** 1-Hand, B

### Unarmed Strike

Mainhand: **+4, 1d3+1** Crit: 20/x2  
Light, B

### Masterwork Full Plate

**+8**

Max Dex: +1, Armor Check: -5  
Spell Fail: 35%, Heavy, Slows

### Shield, Heavy Steel

**+2**

Max Dex: -, Armor Check: -2  
Spell Fail: 15%, Shield



| Skill Name                 | Total      | Ability | Ranks | Misc |
|----------------------------|------------|---------|-------|------|
| <b>Appraise</b>            | <b>+0</b>  | INT (0) |       |      |
| <b>Balance</b>             | <b>-6</b>  | DEX (1) |       |      |
| <b>Bluff</b>               | <b>+2</b>  | CHA (2) |       |      |
| <b>Climb</b>               | <b>-6</b>  | STR (1) |       |      |
| <b>Concentration</b>       | <b>+7</b>  | CON (2) | 5     |      |
| <b>Diplomacy</b>           | <b>+7</b>  | CHA (2) | 5     |      |
| <b>Disguise</b>            | <b>+2</b>  | CHA (2) |       |      |
| <b>Escape Artist</b>       | <b>-6</b>  | DEX (1) |       |      |
| <b>Forgery</b>             | <b>+0</b>  | INT (0) |       |      |
| <b>Gather Information</b>  | <b>+2</b>  | CHA (2) |       |      |
| <b>Heal</b>                | <b>+8</b>  | WIS (3) | 5     |      |
| <b>Hide</b>                | <b>-6</b>  | DEX (1) |       |      |
| <b>Intimidate</b>          | <b>+2</b>  | CHA (2) |       |      |
| <b>Jump</b>                | <b>-12</b> | STR (1) |       |      |
| <b>Knowledge: Religion</b> | <b>+6</b>  | INT (0) | 6     |      |
| <b>Listen</b>              | <b>+3</b>  | WIS (3) |       |      |
| <b>Move Silently</b>       | <b>-6</b>  | DEX (1) |       |      |
| <b>Ride</b>                | <b>+1</b>  | DEX (1) |       |      |

## Gear

**Total Weight Carried: 84.5/130lbs, Medium Load**  
**(Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)**

|                             |        |
|-----------------------------|--------|
| Artisan's Outfit (Free)     | -      |
| Backpack (empty)            | 2lbs   |
| Masterwork Full Plate       | 50lbs  |
| Masterwork Mace, Heavy      | 8lbs   |
| Pearl of Power, 1st Level   | -      |
| Potion (healing?) Room 6    | -      |
| Pouch, belt (empty)         | 0.5lbs |
| Rations, trail (per day) x5 | 1lb    |
| Reliquary Holy Symbol       | -      |
| Shield Bash                 | -      |
| Shield, Heavy Steel         | 15lbs  |
| Sunrod x2                   | 1lb    |
| Vest of Resistance +1       | 1lb    |

## Skills

| Skill Name          | Total      | Ability | Ranks | Misc |
|---------------------|------------|---------|-------|------|
| <b>Search</b>       | <b>+0</b>  | INT (0) |       |      |
| <b>Sense Motive</b> | <b>+3</b>  | WIS (3) |       |      |
| <b>Spot</b>         | <b>+3</b>  | WIS (3) |       |      |
| <b>Survival</b>     | <b>+3</b>  | WIS (3) |       |      |
| <b>Swim</b>         | <b>-13</b> | STR (1) |       |      |
| <b>Use Rope</b>     | <b>+1</b>  | DEX (1) |       |      |

## Feats, Traits & Flaws

Armor Proficiency (Heavy)  
 Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Divine Ward  
 Improved Toughness  
 Sacred Healing  
 Shield Proficiency  
 Simple Weapon Proficiency - All

## Special Abilities

Aura (Ex)  
 Cleric Domain: Family  
 Cleric Domain: Protection  
 Protective Ward (1 hours/day) (Su)  
 Spontaneous Casting  
 Subtype - Human  
 Turn Undead (7/day) (Su)  
 Type - Humanoid

## Charges

|                                    |     |
|------------------------------------|-----|
| Divine Ward                        | 0/1 |
| Family (1/day)                     | 0/1 |
| Pearl of Power, 1st Level          | 0/1 |
| Protective Ward (1 hours/day) (Su) | 0/1 |
| Turn Undead (7/day) (Su)           | 0/7 |

## Languages

Common

## Experience & Wealth

Experience Points: **8,010**/10,000  
 Current Cash: **408 GP, 6 SP**

## Spells & Powers

**Cleric Spell DC: 13 + spell level**

Maximum Cleric spells per day: **5x0; 4x1; 3x2**

Cleric 0: Light, Detect Magic, Detect Magic, Create

Water, Read Magic

Cleric 1: Magic Weapon, Bless, Divine Favor, Protection from Evil, Shield of Faith

Cleric 2: Divine Protection, Shield Other, Silence, Spiritual Weapon

## Background

### **Divine Ward:**

You create a channel of divine energy between yourself and a willing ally. This link allows you to cast your spells upon him from greater than normal range.

**Prerequisite:** Ability to turn or rebuke undead.

**Benefit:** Once every 24 hours, you can spend 10 minutes creating a magical ward between you and one willing target. For the rest of the 24-hour period, you can increase the range of a touch spell to short range (25 feet + 5 feet per two caster levels) if you target the warded creature, and only the warded creature. When you cast a spell in this manner, you must expend a turn or rebuke undead attempt.

You can create a ward between you and more than one target, so long as you expend the necessary time and turning attempts. You must expend a turn or rebuke undead attempt to create each ward beyond the first.

### **Sacred Healing**

You can channel divine energy to aid in your efforts to tend to a comrade's injuries, sickness, or other conditions.

**Prerequisite:** Ability to turn undead.

**Benefit:** As a swift action, you can expend a turn undead attempt to augment your ability to tend to the wounds of others. You gain a +5 bonus on Heal checks and a +2 bonus per die on the damage healed by any conjuration (healing) spells you cast. This benefit lasts until the end of your current turn.

## **DOMAIN**

### **Family (Spell Compendium)**

**Granted Power (Su)** : Once per day as a free action, you can protect a number of creatures equal to your Charisma modifier (minimum one creature) with a +4 dodge bonus to AC. This ability lasts 1 round per level. An affected creature loses this protection if it moves more than 10 feet from you. You can affect yourself with this ability.

## **SPELLS AND ABILITIES**

### **Spiritual Weapon Stats**

To hit: +6

Damage: 1d8+1

### **Turn Undead**

5 times/day (+2 additional times - Reliquary Holy Symbol)

Roll 1d20+CHA mod for Max HD affected

2d6+CL+CHA mod for number of HD affected