
EXP

NEXT LEVEL	Green EYES	Red HAIR
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Tan

SKIN

SAVING THROWS	TOTAL	BASE	ABILITY	MAGIC	MISC	CONDITIONAL	IMMUNITY	RESISTS			
FORTITUDE	4	1	+3			+2 vs Enchant	Sleep	ACID		ELECTRICITY	
REFLEX	2	1	+0		+1	+2 vs Death		COLD		FIRE	
WILL	7	3	+4					SPELL		POISON	

[illegible]

X/DAY	ABILITY / SPELL	NOTES
□□□□ □□	Spirit Channel (Cha)	2d6 +1 hp
□□□□ □□□	Rebuke Death (Su)	1d4+2 (Target is below 0 HP)

Don White
PLAYER

AC		ITEM
Amulet:		
Ring:		
Ring:		
Wrists:		
Other:	+1	Buckler
Other:		

FEATS	HEXES	SPECIAL ABILITIES	
Skill Focus (Half Elf): Spellcraft	Shell of Succor	Orisons	FC opt: Skill (2)
Fey Foundling (1st)		Restoration Life Spirit	FC opt: Cleric spells (1)
(+2hp/die when healed -self)		Spirit Animal - Hare(Fast Heal 1)	Spontaneous Casting
(+2 vs Death effects)		Spirit Magic	+4 Initiative
(+1 dmg from cold iron)		Spirit Ability - Channel	Cleric Aura
Selective Channel (Flaw)			Cleric Domain: Healing
Combat Advice (Flaw)			
Endurance (BR: Slave)			
Extra Channel (BR Bonus)			
Toughness (BR Bonus)			
Extra Hex (PRP)			
		BR Slave: Endurance Feat	Simple Weapon Proficiency
		BR: +1 Con	Light Armor Proficiency
		BR: +1 Reflex	Medium Armor Proficiency
		BR: Bonus Feat (2)	
		BR: +4 HP	Trait: Envoy of Healing
		BR: +1 Cha	(reroll first 1s on channels)
		Flaw: Merciless	Trait: Blessed Touch
		Flaw: Foul Mouthed	(+1hp on any healing)

	SKILL	TOTAL	RANKS	MISC	MOD	ABILITY
☐	Knowledge (Nobility)	+0			+0	INT
◆	Knowledge (Planes)	+3	+3		+0	INT
◆	Knowledge (Religion)	+1	+1		+0	INT
☐	Linguistics	+0			+0	INT
☐	Perception	+7	+1	+2	+4	WIS
☐	Perform	+3			3	CHA
◆	Profession	+4			+4	WIS
◆	Ride	-1	+1	-2	+0	DEX
☐	Sense Motive	+4			+4	WIS
☐	Sleight of Hand	-2		-2	+0	DEX
◆	Spellcraft	+6	+3	+3	+0	INT
☐	Stealth	-2		-2	+0	DEX
◆	Survival	+5	+1		+4	WIS
☐	Swim	-4		-3	+1	STR
☐	Use Magic Device	+3			3	CHA
◆	Profession:	+4			+4	WIS
☐						
☐						
☐						
☐						

Mercy
CHARACTER NAME

Shaman (Witch Doctor) 3rd, Cleric Multiclass Variant
CLASS / LEVEL

Don
PLAYER

Spell Save Modifier	
Arcane Spell Fail %	0

Spells						Wandering Spirit: Heaven
Level	Save DC	Per Day	Bonus	Domain	Spirit	Spirit Spells
0	13	4	0	0	0	
1	14	2	1	1	1	☐ 1 Remove Sickness WS
2	15	1	1	1	1	☐ 2 Lesser Restoration WS
3	16					☐ 3
4	17					☐ 4
5	18					☐ 5
6	19					☐ 6
7	20					☐ 7
8	21					☐ 8
9	22					☐ 9

Orisons

Arcane Mark	Daze	Guidance	Purify Food/Drink
Create Water	Detect Magic	Know Direction	Read Magic
Dancing Lights	Detect Poison	Light	Resistance

1st Level

D Cure Light (1d8+5)^	Bless	Protection from Evil	Shield of Faith*
Comprehend Lang	Burning Hands	Obscuring Mist	*
Charm Person	Doom	Shadow Trap	Stone Shield (I)
	Entangle		Wave Shield (I)

2nd Level

D Cure Mod (2d8+5)^	Bear's Endurance	Barkskin	*
Spiritual Weapon	Bull's Strength	Hold Person	*
Resist Energy	Eagle's Splendor	Enshroud Thoughts	Sickening Entangle
	Owl's Wisdom	Alter Self	Fog Cloud

3rd Level

4th Level

5th Level

6th Level

7thLevel

8th Level

9th Level
