

Miyatar

CHARACTER NAME: Healer/Combat Medic
 CLASS: 7/4 Medium
 RACE: Half-Elf (Drow)
 TYPE: Humanoid (elf)

DRL PLAYER: Female
 ALIGNMENT: Neutral Good
 GENDER: Female
 AGE: 30
 HEIGHT: 5'6"
 WEIGHT: 125

REGION: Zodal
 DEITY: Brown
 HAIR: White



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	10	+0		
DEX DEXTERITY	14	+2		
CON CONSTITUTION	10	+0		
INT INTELLIGENCE	12	+1		
WIS WISDOM	18	+4		
CHA CHARISMA	18	+4		

HP HIT POINTS	65	WOUNDS/CURRENT HP		NONLETHAL DAMAGE		SPEED	
AC ARMOR CLASS	21	10	+6	+0	+2	+0	+0
TOUCH ARMOR CLASS		15		FLAT-FOOTED ARMOR CLASS		19	

INITIATIVE MODIFIER	+2	+2	+0
TOTAL		+2	+0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MSC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+6	+6	+0	+0	+0		
REFLEX (DEXTERITY)	+8	+6	+2	+0	+0		
WILL (WISDOM)	+10	+6	+4	+0	+0		

BASE ATTACK BONUS	+5	TEMP. MODIFIER	
GRAPPLE MODIFIER	+5	BASE ATTACK	+0
TOTAL	+5	STR MODIFIER	+0
		SIZE MODIFIER	+0
		MSC. MODIFIER	+0

MELEE ATTACK BONUS	+5	BASE ATTACK BONUS	5	STR MODIFIER	+0	SIZE MODIFIER	+0	MSC. MODIFIER	+0	TEMP. MODIFIER	
RANGED ATTACK BONUS	+7	BASE ATTACK BONUS	5	DEX MODIFIER	+2	SIZE MODIFIER	+0	MSC. MODIFIER	+0	TEMP. MODIFIER	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Spear	+6	1d8+1	20/x3
RANGE	WEIGHT	TYPE	SIZE
20 ft	6 lb	P	Medium
SPECIAL PROPERTIES			
Shock (+1d6 Electrical)			

AMMUNITION: □□□□ □□□□ □□□□ □□□□

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Sling	+8	1d4+1	20/x2
RANGE	WEIGHT	TYPE	SIZE
50 ft	0 lb	B	Medium
SPECIAL PROPERTIES			
Two-handed			

AMMUNITION: □□□□ □□□□ □□□□ □□□□

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

AMMUNITION: □□□□ □□□□ □□□□ □□□□

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

AMMUNITION: □□□□ □□□□ □□□□ □□□□

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

AMMUNITION: □□□□ □□□□ □□□□ □□□□

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE
SPECIAL PROPERTIES			

AMMUNITION: □□□□ □□□□ □□□□ □□□□

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		14 / 7
			RANKS	MSC. MODIFIER	
<input checked="" type="checkbox"/> Appraise ¹	INT	+1	= 1	+	+
<input checked="" type="checkbox"/> Balance ¹	DEX*	+2	= 2	+	+
<input checked="" type="checkbox"/> Bluff ¹	CHA	+4	= 4	+	+
<input checked="" type="checkbox"/> Climb ¹	STR*	+0	=	+	+
<input checked="" type="checkbox"/> Concentration ¹	CON	+10	=	+	10
<input type="checkbox"/> Craft skills... ¹	INT	+1	= 1	+	+
<input type="checkbox"/> Diplomacy ¹	CHA	+8	= 4	+	4
<input type="checkbox"/> Disguise ¹	CHA	+4	= 4	+	+
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+2	= 2	+	+
<input checked="" type="checkbox"/> Forgery ¹	INT	+1	= 1	+	+
<input type="checkbox"/> Gather Information ¹	CHA	+6	= 4	+	2
<input type="checkbox"/> Heal ¹	WIS	+18	= 4	+	11
<input checked="" type="checkbox"/> Hide ¹	DEX*	+2	= 2	+	+
<input checked="" type="checkbox"/> Intimidate ¹	CHA	+4	= 4	+	+
<input checked="" type="checkbox"/> Jump ¹	STR*	+9	=	+	9
<input checked="" type="checkbox"/> Knowledge (history)	INT	+3	= 1	+	2
<input type="checkbox"/> Knowledge (nature)	INT	+11	= 1	+	10
<input checked="" type="checkbox"/> Knowledge (religion)	INT	+12	= 1	+	11
<input checked="" type="checkbox"/> Listen ¹	WIS	+5	= 4	+	1
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	+2	= 2	+	+
<input checked="" type="checkbox"/> Perform skills... ¹	CHA	+4	= 4	+	+
<input type="checkbox"/> Profession (healer)	WIS	+10	= 4	+	6
<input type="checkbox"/> Ride ¹	DEX	+7	= 2	+	5
<input checked="" type="checkbox"/> Search ¹	INT	+2	= 1	+	1
<input type="checkbox"/> Sense Motive ¹	WIS	+9	= 4	+	5
<input type="checkbox"/> Spot ¹	WIS	+5	= 4	+	1
<input type="checkbox"/> Survival ¹	WIS	+5	= 4	+	1
<input checked="" type="checkbox"/> Swim ¹	STR**	+0	=	+	+
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+2	= 2	+	+

Skills marked with ¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with ² are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY

Greyhawk: Dark Birthright

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CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	ARMOR BONUS	MAX DEX BONUS
+2 Mithral chain shirt	Light	+6	+6
ACP	SPELL FAILURE	SPEED	WEIGHT
+0	10%	40	12.5
SPECIAL PROPERTIES			

SHIELD/PROTECTIVE ITEM

	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES				

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
Wand of Cure Moderate (48) (2d8+3)		Pair of Diamond Earrings (400gp ea)	
Wand of Cure Light (46) (1d8+1)		Ring of Jet (280 gp)	
Wand of Cure Moderate (14) (2d8+3)		Fire Opal Pendant (800gp)	
Stone Horse, Courser			
Magic Items Equipped by Slot			
Ring Slot (RH)			
Ring of protection (+3) (18000 GP)			
Ring Slot (LH)			
(none) (0 GP)			
Hand Slot			
(none) (0 GP)			0
Arm Slot			
(none) (0 GP)			0
Head Slot			
(none) (0 GP)			0
Face Slot			
(none) (0 GP)			0
Shoulder Slot			
Cloak of charisma (+2) (4000 GP)			2
Neck Slot			
Periap of wisdom (+2) (4000 GP)			0
Body Slot			
+2 Mithral chain shirt			0
Torso Slot			
(none) (0 GP)			0
Waist Slot			
(none) (0 GP)			0
Feet Slot			
Boots of striding and springing (5500 GP)			1
TOTAL WEIGHT CARRIED			15.5

NOTES

LANGUAGES

- Common
- Elven
- Sylvan
- Undercommon

SPECIAL ABILITIES

— RACE ABILITIES —

- Base land speed of 30 feet.
- Darkvision 120 feet.
- Low-Light Vision
- Immunity to sleep effects
- +2 racial bonus on saving throws against Enchantment spells or effects.
- +1 racial bonus on Listen, Search, and Spot checks
- +2 racial bonus on Diplomacy and Gather Information checks.
- Drow Blood: can use items keyed towards drow
- Favored Class: Any

— CLASS ABILITIES —

- Proficient in light armor
- Proficient with all simple weapons, and with Short Sword.
- Evasion(Ex): On a successful Reflex save against a magical attack, you take no damage.
- Healing Kicker (Su): 8 times per day, when you cast a conjuration (healing) spell on an ally, you can choose to imbue the spell with one of the following secondary effects. Only one secondary effect can be imbued into any single spell. You can't apply this secondary benefit to yourself.
 - Sanctuary: You can imbue a healing spell with a sanctuary effect (as the spell). Will saving throw (DC 23).
 - Reflex Save: You can grant the target of your healing spell a +4 competence bonus on reflex saves for 1 round.
- Defensive Casting (Ex): You gain a +4 competence bonus on your Concentration checks made to cast defensively.
- Field Healer (Ex): You can make a Heal check to provide first aid as a move action and can take 10 on such checks even when stress or distraction would normally prevent you from doing so.
- Healing Hands(Ex): Whenever you cast a spell that cures hit point damage, you add +4 to the amount of damage healed. This bonus applies only to spells of the healing subschool that you cast as a healer.
- Cleanse Paralysis(Su): Once per day you have the ability to cleanse paralysis, as if casting a remove paralysis spell.
- Cleanse Disease(Su): Once per day you have the ability to cleanse disease, as if casting a remove disease spell.
- Cleanse Fear(Su): Once per day you have the ability to cleanse fear, as if casting a remove fear spell.
- Cleanse Poison(Su): Once per day you have the ability to cleanse poison, as if casting a neutralize poison spell.
- Effortless Healing(Ex): You may cast spells of the healing subschool without provoking attacks of opportunity. This applies only to spells of the healing subschool that you cast as a healer.

— FEATS —

- Combat Casting (PH 92) : +4 bonus on Concentration checks for defensive casting.
- Dodge (PH 93) : +1 dodge bonus to AC against selected target.
- Mobility (PH 98): +4 dodge bonus to AC against some attacks of opportunity.
- Skill Focus (PH 100) (Heal!): +3 bonus on checks with selected skill.
- Augment Healing (CD 79) : Healing spells do +2 per spell level.
- Improved Toughness (MM4 203) : Gain hp equal to your current HD.

CARRYING INFO

1-33	34-66	67-100
LIGHT LOAD	MED LOAD	HEAVY LOAD

100	200	500
LIFT OVER HEAD	LIFT OFF GROUND	PUSH DRAG

MONEY

PP	
GP	
SP	
CP	
Art	
Gems	
Other (GP)	

TURN/REBUKE ATTEMPTS

Times/Day Used Turning/Rebuking Check Modifier

Turning/Rebuking	Most Powerful Undead Affected(Max HD)
Up to 0	
1-3	
4-6	
7-9	
10-12	
13-15	
16-18	
19-21	
22+	

of HD Turned/Rebuked

2d6

If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.