

## Edward Turner



**Player: Brooks**

**Human cleric of Groetus 5 - CR 4**

Chaotic Evil Humanoid (Human); Deity: **Groetus**; Age: **18**;  
Height: **5' 4"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> <small>STRENGTH</small>	<b>8</b>	<b>-1</b>	
<b>DEX</b> <small>DEXTERITY</small>	<b>10</b>	<b>0</b>	
<b>CON</b> <small>CONSTITUTION</small>	<b>12</b>	<b>+1</b>	
<b>INT</b> <small>INTELLIGENCE</small>	<b>10</b>	<b>0</b>	
<b>WIS</b> <small>WISDOM</small>	<b>20/22</b>	<b>+5/+6</b>	
<b>CHA</b> <small>CHARISMA</small>	<b>14</b>	<b>+2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> <small>(CONSTITUTION)</small>	<b>+5</b>	=	<b>+4</b>	<b>+1</b>			
<b>REFLEX</b> <small>(DEXTERITY)</small>	<b>+1</b>	=	<b>+1</b>				
<b>WILL</b> <small>(WISDOM)</small>	<b>+10</b>	=	<b>+4</b>	<b>+6</b>			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC 18</b>	=	<b>+6</b>				<b>+1</b>	<b>+1</b>	

<b>Touch AC</b>	<b>11</b>	<b>Flat-Footed AC</b>	<b>18</b>
		<small>BAB</small>	<small>Strength</small>
		<small>Size</small>	<small>Misc</small>

<b>CM Bonus</b>	<b>+2</b>	=	<b>+3</b>	<b>-1</b>	<b>-</b>	<b>-</b>
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CM Defense	Total	BAB	Strength	Dexterity	Size
<b>13</b>	=	<b>10</b>	<b>+3</b>	<b>-1</b>	<b>+0</b>

<b>Base Attack</b>	<b>+3</b>	<b>HP</b>	<b>37</b>
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<b>Initiative</b>	<b>+5</b>	Damage / Current HP
<b>Speed</b>	<b>30 / 20 ft</b>	

### Heavy flail

Both hands: **+2, 1d10-1**

Crit: 19-20/x2  
2-hand, B, Disarm,

### Breastplate

+6

Max Dex: +3, Armor Check: -4  
Spell Fail: 25%, Medium, Slows

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-4</b>	DEX (0)	-	
<small>Speed greater/less than 30 ft. : -4 to jump</small>				
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+3</b>	CHA (2)	1	
<b>Climb</b>	<b>-5</b>	STR (-1)	-	
<b>Diplomacy</b>	<b>+7</b>	CHA (2)	2	
<b>Disguise</b>	<b>+2</b>	CHA (2)	-	
<b>Escape Artist</b>	<b>-3</b>	DEX (0)	1	
<b>Fly</b>	<b>-4</b>	DEX (0)	-	
<b>Heal</b>	<b>+6</b>	WIS (6)	-	
<b>Intimidate</b>	<b>+2</b>	CHA (2)	-	
<b>Knowledge (arcana)</b>	<b>+5</b>	INT (0)	2	
<b>Knowledge (history)</b>	<b>+4</b>	INT (0)	1	
<b>Knowledge (local)</b>	<b>+1</b>	INT (0)	1	
<b>Knowledge (religion)</b>	<b>+8</b>	INT (0)	5	
<b>Perception</b>	<b>+7</b>	WIS (6)	1	
<b>Ride</b>	<b>-4</b>	DEX (0)	-	
<b>Sense Motive</b>	<b>+6</b>	WIS (6)	-	
<b>Spellcraft</b>	<b>+4</b>	INT (0)	1	
<b>Stealth</b>	<b>-4</b>	DEX (0)	-	
<b>Survival</b>	<b>+6</b>	WIS (6)	-	
<b>Swim</b>	<b>-5</b>	STR (-1)	-	

### Feats

Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Blind-Fight  
 Divine Protection (1/day)  
 Improved Initiative  
 Sacred Summons  
 Selective Channeling  
 Shield Proficiency  
 Simple Weapon Proficiency - All

### Special Abilities

Aura (Ex)  
 Cleric Channel Negative Energy 3d6 (5/day, DC 14)  
 Cleric Domain (Darkness)  
 Cleric Domain (Madness)  
 Spontaneous Casting

### Spell-Like Abilities

Touch of Darkness (2 rounds, 9/day) (Sp)   

Vision of Madness (9/day) (Sp)

## Gear

**Total Weight Carried: 41.7/80 lbs, Medium Load**  
**(Light: 26 lbs, Medium: 53 lbs, Heavy: 80 lbs)**

Amulet of natural armor +1	-
Artisan's outfit (Free)	-
Breastplate	30 lbs
Headband of inspired wisdom +2	1 lb
Heavy flail	10 lbs
loun stone (dusty rose prism, cracked)	-
Money	0.7 lbs
Pearl of power (1st level, 1/day)	-
Ring of protection +1	-
Wand of cure light wounds	-

## Experience & Wealth

Experience Points: **15000/23,000**  
Current Cash: **35 gp**

## Tracked Resources

Cleric Channel Negative Energy 3d6 (5/day, DC 14) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Divine Protection (1/day)	<input type="checkbox"/>
Pearl of power (1st level, 1/day)	<input type="checkbox"/>
Wand of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common

## Spells & Powers

**Cleric spells memorized** (CL 5th; concentration +11)

**Melee Touch +2 Ranged Touch +3**

**3rd**—*stone shape* (2), *touch of idiocy*<sup>D</sup>

**2nd**—*blindness/deafness (blindness only)*<sup>D</sup> (DC 18), *sound burst* (2, DC 18), *summon monster II* (2)

**1st**—*cause fear* (DC 17), *command* (DC 17), *murderous command*<sup>JM</sup> (DC 17), *obscuring mist*<sup>D</sup>, *summon monster I* (2)

**0th (at will)**—*detect magic*, *enhanced diplomacy*, *guidance*, *resistance*

**[D]** Domain spell; **Domains** Darkness, Madness

## Sourcebooks Used

- **Advanced Class Guide** - Divine Protection (feat)
- **Seekers of Secrets** - loun stone (dusty rose prism, cracked) (equipment)
- **Taldor, Echoes of Glory** - Enhanced Diplomacy (spell)
- **Ultimate Magic** - Murderous Command (spell); Sacred Summons (feat)

## Edward Turner – Abilities & Gear

### Blind-Fight

#### Feat

You are skilled at attacking opponents that you cannot clearly perceive.

**Benefit:** In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.

You do not need to make Acrobatics skill checks to move at full speed while blinded.

**Normal:** Regular attack roll modifiers invisible attackers trying to hit you apply, and you lose your Dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

**Special:** The Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

### Divine Protection (1/day)

#### Feat

Your deity protects you against deadly attacks.

**Prerequisites:** Cha 13, Knowledge (religion) 5 ranks.

**Benefit:** Once per day as an immediate action before rolling a saving throw, you can add your Charisma modifier on that saving throw. As usual, this does not stack if you already apply your Charisma modifier to that saving throw. If you possess the charmed life class feature, you can instead apply Divine Protection's bonus after rolling the saving throw but before the result is revealed.

**Appears In :** Advanced Class Guide

### Improved Initiative

#### Feat

Your quick reflexes allow you to react rapidly to danger.

**Benefit:** You get a +4 bonus on initiative checks.

### Sacred Summons

#### Feat

The minions of your divine patrons stand ready to answer your call.

**Prerequisites:** Aura class feature, ability to cast *summon monster*.

**Benefit:** When using *summon monster* to summon creatures whose alignment subtype or subtypes exactly match your aura, you may cast the spell as a standard action instead of with a casting time of 1 round.

**Appears In :** Ultimate Magic

### Selective Channeling

#### Feat

You can choose whom to affect when you channel energy.

**Prerequisite:** Cha 13, channel energy class feature.

**Benefit:** When you channel energy, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your channeled energy.

**Normal:** All targets in a 30-foot burst are affected when you channel energy. You can only choose whether or not you are affected.

### Cleric Channel Negative Energy 3d6 (5/day), Class Ability (Cleric)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

### Aura (Ex)

#### Class Ability (Cleric)

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

### Spontaneous Casting

#### Class Ability (Cleric)

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see channel energy).

### Touch of Darkness (2 rounds, 9/day) (Sp) Class Ability (Bat Shaman, Blig)

As a melee touch attack, you can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Vision of Madness (9/day) (Sp) Class Ability (Cleric, Siabrae)**

You can give a creature a vision of madness as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to 1/2 your cleric level (minimum +1) and a penalty to the other two types of rolls equal to 1/2 your cleric level (minimum -1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Ring of protection +1 Ring**

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

**Construction**

**Requirements:** Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

**Amulet of natural armor +1 Wondrous Item (Neck)**

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +1.

**Construction**

**Requirements:** Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 1,000 gp

**Headband of inspired wisdom +2 Wondrous Item (Headband)**

This simple bronze headband is decorated with an intricate pattern of fine green etchings. The headband grants the wearer an enhancement bonus to Wisdom of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

**Construction**

**Requirements:** Craft Wondrous Item, *owl's wisdom*; **Cost** 2,000 gp

**Ioun stone (dusty rose prism, cracked) Wondrous Item**

This stone bears an obvious crack, whether as a result of crafting, because the raw stone began cracked, or due to damage. It grants a +1 competence bonus on initiative checks.

A Prism is usually faceted, with a long shape where top and bottom have the same number of sides. Normally the width and angle of all sides are uniform. Ioun stones orbit the head within d3 feet and have AC 24, hardness 5, and 10 Hp.

**Construction**

**Requirements** Craft Wondrous Item, creator must be 12th level; **Cost** 250 gp

**Appears In :** Seekers of Secrets

**Pearl of power (1st level, 1/day) Wondrous Item**

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

**Construction**

**Requirements:** Craft Wondrous Item, creator must be able to cast 1st level spells; **Cost** 500 gp

**Title - Edward Turner (Adventure Journal)**

**Date (game world)** : 0000/00/00; **Date (real world)** : 2018/10/23

**XP Reward** : 0 XP; **Net Cash** : 10500 gp

- no notes -