Quarryman Dao

Hit Points (hp)

123

Initiative

Dwarf, Fighter 3rd / Cleric 8th (Neutral Good) Str 20, Dex 10, Con 22, Int 10, Wis 14, Cha 14

Damage Reduction

+14

Grapple

Spell Pentration	13	Speed (Foot)	20 ft.	Spell Fail	10%	Spell Resistance 0
Attacks		Weapon	Attacks	Damage	Critical	Description
One-Handed		Dao+2	+17/+12	1d10+7+1d6 Acid	19-20 (x3)	Desc: +2 Keen Adamantine Acid Warhammer (Shield AC
Ranged		Heavy Crossbow	+9	1d10	19-20 (x2)	Desc: Use one-handed with -4 penalty. Reloading is a full-round action. Provoke
Two-Handed		Demon Quelling Sword+3	+17/+12	3d6+10+Cold	19-20 (x2)	Desc: +3 mithral evil outsider bane frost mighty clear

Defense	AC	Touch / Flat-footed Armor / Shield		Saves	Fortitude	Reflex	Will	
	23	10 / 23	Mithral Plate+2 / None		+15	+5	+9	

Skills		Abilities
=FRONT!AI28	0+2	Racial Traits: Dwarf
Balance	-3	Darkvision (Ex): 60 ft. Stability: +4 on checks to resist being bull rushed or tripped
Bluff	2	+2 Save vs Poison
Climb	8	+2 racial bonus on saves against spells and spell-like effects
Concentration	6	+1 Attack vs Orc & Goblinoid +4 dodge bonus to AC against creatures of the giant type
Decipher Script	-	
Diplomacy	2	Class Features: Fighter 3rd ====================================
Disable Device	-	2X Bonus combat-oriented i eat
Disguise	2	Class Features: Cleric 8th
Escape Artist	-3	Cannot cast spells of opposed alignment Spontaneous Casting
Forgery	0	Turn/Rebuke Undead (Su)(PHB p159):
Gather Information	2	• 9x per day < 00000000 >
Handle Animal	-	Turning Check: 1d20+2 Total HD Turned per Attempt: 2d6+10
Heal	10	Destroy Undead up to: 4 HD
Hide	-3	Earth Domain
Intimidate	2	Supernatural ability to Turn/Rebuke or destroy/command Air
Jump	-4	creatures as a good/evil cleric turns/rebuke undead.
Listen	2	Use this ability 5 times per day.
Move Silently	-3	Strength Domain
Open Lock	-	You can perform a feat of strength as a supernatural ability. You gain a +8 enhancement bonus to Strength.
Ride	0	Activating the power is a free action, the power lasts 1 round,
Search	0+2	and it is usable once per day.
Sense Motive	2	Conditional Skill Bonuses
Sleight of Hand	-	+2 on Appraise Stone or Metal Items (Dwarf)
Speak Language	2	+2 on Search to notice unusual stonework (Dwarf Stonecunning)
Spellcraft	-	── CHARACTER STATUS ├──
Spot	2	No errors detected
Survival	2	
Swim	-1	
Tumble	-	
Use Magic Device	-	
Use Rope	0	
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Common, Dwarf
Money

32500 gp

Feats

Improved Initiative +4 bonus on Initiative checks

Wpn Focus: Warhammer +1 bonus on attack rolls with: Warhammer

Power Attack Trade attack bonus for damage (up to +9) (x2 damage if two-handed) Cleave Extra melee attack after dropping target

Lightning Reflexes +2 bonus on Reflex saves

Extra Turning Can turn or rebuke 4 more times per day

Improved Bull Rush +4 bonus on bull rush attempts; no attack of opportunity

Equipment

Dao, Heavy Crossbow, Demon Quelling Sword, , , ,

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Magic Items

Amulet of Natural Armor +3

Extra large Bag of Holding

Charms: +2 Int, Str, Chr, Dex, Con, Ring of Acid Resistence +10, Ring of Shooting Stars (Outside): Dancing Lights (1/hour), Light (2/day) Ring of Shooting Stars (Outside): Ball Lightning (1/day, 4d6) Shooting Stars (36 hp, 3/week) Ring of Shooting Stars (Inside): Faerie Fire, Spark Shower (2d8+2d8, 1/day)

Dao (AL N, Int 16, Wis 16, Chr 16, Lvl 19)

- Improved Bullrush feat
- Alter Self (3/day)
- Wall of Stone, Transmute Rock to Mud (each 3/day)
- Detect Magic, Misdirection, Passwall (each 3/day)

SPELL PLANNER for Cleric

Close: 45'
Medium: 180'
Long: 720'



Spells per Day:	6	5+1	4+1	3+1	2+1					
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	12	13	14	15	16					

SCHOOLS: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

LEGEND

Quarryman Dao

*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief, (D)ismissible, HD: Hit Die, HP: Hit Points, hr: Hour, max: Maximum, min: Minute, neg: Negate, obj: Object, part: Partial, rad: Radius, rd: Round, (S)hapeable, temp: Temporary, vs: Versus, wpn: Weapon

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Prepared	LvI	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		LEVEL 4:			,							,,
	4	Restoration	С	VSM	3 rd	Touch	Creature touched	Instant	Will neg [DC16]	Yes	Restores level and ability score drains	p.272
	4	Freedom of Movement	Α	VSMDF	1 action	Touch	You or target creature	80 min	Will neg [DC16]	Yes	Subject moves normally despite impediments	p.233
	4	Neutralize Poison	С	VSM/DF	1 action	Touch	Crt or obj. max 8'3	80 min	Will neg [DC16]	Yes	Detoxifies venom in or on subject	p.257
		LEVEL 3:										
0000	3	Meld into Stone	Т	VSDF	1 action	Personal	You	80 min			You and your gear merge with stone	p.252
0000	3	Stone Shape	Т	VSM/DF	1 action	Touch	Stone up to 18 ¹³	Instant	None	No	Sculpts stone into any form	p.284
	3	Remove Curse	Α	VS	1 action	Touch	Creature or object	Instant	Will neg [DC15]	Yes	Frees object or person from curse	p.270
0000	3	Remove Disease	С	VS	1 action	Touch	Creature touched	Instant	Fort neg [DC15]	Yes	Cures all diseases affecting subject	p.271
		LEVEL 2:										
	2	Bear's Endurance	Т	VSDF	1 action	Touch	Creature touched	8 min	Will neg [DC14]	Yes	Grants a +4 enhancement bonus to Constitution	p.203
	2	Bull's Strength	Т	VSM/DF	1 action	Touch	Creature touched	8 min	Will neg [DC14]	Yes	Grants a +4 enhancement bonus to Strength	p.207
00000	2	Eagle's Splendor	Т	VSM/DF	1 action	Touch	Creature touched	8 min	Will neg (harmless) [DC14]	Yes	Grants a +4 enhancement bonus to Charisma	p.225
00000	2	Cure Moderate Wounds	С	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 2d8+8 damage	p.216
	2	Remove Paralysis	С	VS	1 action	Close	4 creatures inside 30'	Instant	Will neg [DC14]	Yes	Frees subjects from paralysis, hold, or slow	p.271
		LEVEL 1:										
	1	Cure Light Wounds	С	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1d8+5 damage	p.215
	1	Endure Elements	Α	VS	1 action	Touch	Creature touched	24 hr	Will neg [DC13]	Yes	Ignores adverse climactic conditions from -50 to 140 degrees	p.226
000000	1	Entropic Shield	Α	VS	1 action	Personal	You	8 min (D)			Ranged attacks against you suffer 20% miss chance	p.227
	1	Bless	EN	VSDF	1 action	50 ft.	You & all allies within 50'	8 min	None	Yes	+1 morale to attack and +1 to saves vs. fear in a 50 ft. burst	p.205
	1	Shield of Faith	Α	VSM	1 action	Touch	Creature touched	8 min	Will neg [DC13]	Yes	Aura grants +3 deflection bonus	p.278
000000	1	Remove Fear	Α	VS	1 action	Close	3 creatures inside 30'	10 min	Will neg [DC13]	Yes	Subjects get +4 morale bonus on saves against fear	p.271
		CLERIC - ORISONS:										
	0	Cure Minor Wounds	С	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1 point of damage	p.216
	0	Purify Food and Drink	Т	VS	1 action	10 ft.	8'3 of food & water.	Instant	Will neg [DC12]	Yes	Purifies food and water	p.267
	0	Create Water	С	VS	1 action	Close		Instant	None	No	Creates up to 16 gallons of pure water	p.215
	0	Read Magic	D	VSF	1 action	Personal	You	80 min			Read scrolls and spellbooks	p.269
	0	Guidance	D	VS	1 action	Touch	Creature touched	see text	Will neg [DC12]	Yes	+1 bonus on one attack roll, saving throw, or skill check	p.238
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