

CHARACTER Memeth PLAYER ---
 CLASS Cleric 20/Wizard 20 LEVEL 40
 RACE Hashmalleh (Outsider) ALIGNMENT LN
 PATRON DEITY/RELIGION Divine Rank 15
 ORIGIN Chesed (Plane of Mercy) RESIDENCE Starbright



CHARACTER RECORD SHEET

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STRENGTH	27	8		
DEXTERITY	27	8		
CONSTITUTION	29	9		
INTELLIGENCE	44	17		
WISDOM	32	11		
CHARISMA	27	8		

HIT POINTS

940 MAX
 DAMAGE REDUCTION
 CURRENT
 DIE TYPE(S) [20d8+180]+[20d8+180]+[20d4+180]

SKILLS

- APPRAISE ■
- AUTOHYPNOSIS
- BALANCE ■
- BLUFF ■
- CLIMB ■
- CONCENTRATION ■
- CRAFT ■ (boneworking)
- DECIPHER SCRIPT
- DIPLOMACY ■
- DISABLE DEVICE
- DISGUISE ■
- ESCAPE ARTIST ■
- FORGERY ■
- GATHER INFORMATION ■
- HANDLE ANIMAL
- HEAL ■
- HIDE ■
- INTIMIDATE ■
- JUMP ■
- KNOWLEDGE (arcana)
- KNOWLEDGE (Midian)
- KNOWLEDGE (religion)
- KNOWLEDGE ()
- LISTEN ■
- MOVE SILENTLY ■
- OPEN LOCK
- PERFORM ()
- PERFORM ()
- PERFORM ()
- PROFESSION ()
- PSICRAFT
- RIDE ■
- SEARCH ■
- SENSE MOTIVE ■
- SLEIGHT OF HAND
- SPELLCRAFT
- SPOT ■
- STABILIZE SELF
- SURVIVAL ■
- SWIM ■
- TUMBLE
- USE MAGIC DEVICE
- USE PSIONIC DEVICE
- USE ROPE ■

CROSS CLASS TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3
 MAX RANKS = LVL+3 (/2)

CROSS CLASS	TOTAL	ABILITY RANKS	MISC 1	MISC 2	MISC 3
	17	17			
	8	8*			
	53	8A	45		
	8	8*			
	84	9N	75		
	92	17	75		
	52	17	35		
	51	8A	43		
		17			
	53	8A	45		
	8	8*			
	17	17			
	63	8A	55		
	63	8A	55		
	11	11			
	53	8*	45		
	67	8A	59		
	8	8*			
	92	17	75		
	82	17	65		
	92	17	75		
		17			
	68	11	57		
	53	8*	45		
		8*			
		8A			
		8A			
		8A			
		11			
	55	8*	47		
	62	17	45		
	56	11	45		
		8*			
	92	17	75		
	58	11	47		
		9N			
	11	11			
	8	8*			
		8*			
		8A			
		8A			
	8	8*			
Scry	92	17	75		
Innuendo	70	11	59		
Grafting	83	8	75		
	0				
	0				
	0				
	0				
	0				

ARMOR
 MODIFIERS
 ARMOR SHIELD DEX SIZE NATURAL MISC 1 MISC 2
 = 10 + 8 0 28 8 15
 CLASS **69**
 ARMOR WORN

- AC WHEN FLAT-FOOTED **61**
- AC VERSUS TOUCH ATTACKS **69**
- MISS CHANCE
- MAX DEXTERITY BONUS
- ARMOR CHECK PENALTY
- ARCANE SPELL FAILURE
- SPELL RESISTANCE

SAVING THROWS

	TOTAL	1	2	3	4	MODIFIERS	ABILITY	MAGIC	MISC
FORTITUDE	27	12	6			9N			
REFLEX	26	6	12			8			
WILL	35	12	12			11			

INITIATIVE

	TOTAL	DEX	MISC
	21	8	13
SPEED	60		

ATTACK ROLLS

	TOTAL	2ND	3RD	4TH	5TH	1	2	3	4	ABILITY	SIZE	MISC 1	MISC 2
MELEE	63	58	53	-15		15	10			8	0	30	
RANGED	63	58	53	-15		15	10			8	0	30	
GRAPPLE	63	58	53	-15		15	10			8		30	
FLURRY OF BLOWS						15	10			8	0		

[=Divine Immunities=]
 Ability damage, ability drain, acid, cold, death effects, disease, disintegration, electricity, energy drain, mind-affecting effects, paralysis, poison, sleep, stunning, transmutation, imprisonment, banishment.

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
+5 Morningstar	68	1d8+17	x2	0	B/P	M
NOTES wounding, diseased						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
+5 Glass Scalpel	68	1d4+17	x2	0	S	T
NOTES vorpal, sticky						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						

■ DENOTES SKILL CAN BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

PROFICIENCIES
 WEAPONS: SIMPLE MARTIAL ARMOR: LIGHT MEDIUM HEAVY SHIELDS

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD						TOTAL WEIGHT CARRIED	0.0	

MOVEMENT & LIFTING

	WALK	HUSTLE	RUN
MOVEMENT	60	120	240
	= BASE SPEED	= 2 X BASE SPEED	= 4 X BASE SPEED
LIFTING	1,040	2,080	5,200
	= MAX LOAD	= 2 X MAX LOAD	= 5 X MAX LOAD

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT	to 347 lbs.	NORMAL	NORMAL	NORMAL
MEDIUM	to 693 lbs.	+3	-3	×4
HEAVY	to 1040 lbs.	+1	-6	×3

EXPERIENCE

TOTAL EXPERIENCE
XPS NEEDED FOR NEXT LEVEL

HIT POINTS BY LEVEL

MONEY & GEMS

CP —
SP —
GP —
PP —
GEMS —

SPECIAL ABILITIES & FEATS

[=Feats=]
 Alertness, Divine Might, Dodge, Empower Spell, Enlarge Spell, Eschew Materials, Expertise, Extend Spell, Extra Turning, Great Fortitude, Greater Spell Focus (Necromancy), Improved Critical (longsword), Improved Initiative, Iron Will, Persistent Spell, Power Attack, Maximize Spell, Reach Spell, Repeat Spell, Scribe Scroll, Silent Spell, Spell Focus (Necromancy), Spell Mastery, Still Spell, Weapon Focus (longsword).

[=Automatic Actions=]
 Memeth can use Alchemy, Intimidate, or Sense Motive as a free action if the DC for the task is 25 or lower. She can perform up to ten such free actions each round.

[=Senses=]
 Memeth can see, hear, touch, and smell at a distance of fifteen miles. As a standard action, she can perceive anything within fifteen miles of her worshipers, holy sites, objects, or any location where one of her titles or name was spoken in the last hour. She can extend her senses to up to ten locations at once. She can block the sensing power of deities of her rank or lower at up to two remote locations at once for 15 hours.

[=Portfolio Sense=]
 Memeth automatically senses deaths by disease, accident, or poison involving one or more people as well as events in graveyards the instant they happen and fifteen weeks in the past.

[=Salient Divine Abilities=]
 Alter Size, Alter Form, Annihilating Strike, Arcane Mastery, Automatic Metamagic (quicken wizard spells), Call Creatures (undead), Divine Fast Healing, Divine Inspiration (dread), Divine Spell Focus (Necromancy), Extra Energy Immunity (fire), Hand of Death, Life and Death, Life Drain, Rejuvenation, Shapechange, Spontaneous Wizard Spells, Undead Mastery, Undead Qualities.

LANGUAGES

Common, Undercommon, Drow, Elven, Draconic, Goblin, Infernal, Celestial

SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	6/4	0	<input type="text"/>
<input type="text"/>	1ST	9/9	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	9/8	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	9/8	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	8/8	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	8/8	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	7/7	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	7/7	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	6/7	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	6/7	<input type="text"/>	<input type="text"/>

SPELL SAVE DC MOD = 10 + (ABILITY) (MISC)

TURN UNDEAD

TIMES/DAY = 3 + (CHA) (MISC) TURNING CHECK (CHA)

TURNING DAMAGE = 2d6 + (CHA) (LEVEL) (MISC)

PSIONICS

# POWERS KNOWN	LEVEL	# POWERS KNOWN	LEVEL	POWER POINTS
<input type="text"/>	0	<input type="text"/>	5TH	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	6TH	
<input type="text"/>	2ND	<input type="text"/>	7TH	
<input type="text"/>	3RD	<input type="text"/>	8TH	FREE MANIFESTATIONS
<input type="text"/>	4TH	<input type="text"/>	9TH	<input type="text"/>

PSIONIC COMBAT

1d20 + DC MOD + ABILITY MOD	ATTACKS	EGO WHIP	ID INSIN	MIND BLAST	MIND THRUST	PSYCHIC CRUSH
	ABILITY	8	8	8	17	11
<input type="checkbox"/>	EMPTY MIND	+1	-2	+3	-3	-5
<input type="checkbox"/>	INTELLECT FORTRESS	-2	+1	+0	+6	+4
<input type="checkbox"/>	MENTAL BARRIER	-1	+4	-3	+1	+3
<input type="checkbox"/>	THOUGHT SHIELD	-4	-1	-2	+4	+2
<input type="checkbox"/>	TOWER OF IRON WILL	+3	+0	-1	+5	-3
	NONPSIONIC	-8	-9	+4	-8	-8
	FLAT-FOOTED/POWERLESS	+8	+7	+8	+8	+8

SPELLS & POWERS

Cleric Spells/Day: 6/9/9/9/8/8/7/7/6/6;
base DC = 21 + spell level, 36 + spell level for Necromancy.

Wizard Spells/Day: 4/9/8/8/8/8/7/7/7/7;
base DC = 27 + spell level, 42 + spell level for Necromancy.

[=Create Magic Items=]
Memeth can create items that cause damage, summon undead, or impose a transmutation on one or more targets, as long as the item's market price does not exceed 200,000 gp.

[=Domain Powers=]
15/day death touch (roll 20d6; if subject touched does not have at least that many hp, it dies);
Cast divinations at +1 caster level.
Cast healing spells at +1 caster level.

[=Spell-Like Abilities=]
Memeth uses these abilities as a 25th-level caster, except for evil spells, which she uses as a 26th-level caster. The save DCs are 33 + spell level.
Animate dead, cause fear, contagion, create greater undead, create undead, death knell, death ward, destruction, slay living, unholy blight, cure light wounds, cure moderate wounds, cure serious wounds, cure critical wounds, healing circle, heal, regenerate, mass heal, true resurrection, detect secret doors, detect thoughts, clairaudience/clairvoyance, divination, true seeing, find the path, legend lore, discern location, foresight

HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NOTES													
NOTES													
NOTES													

CHARACTER DESCRIPTION

CHARACTER NAME Memeth	AGE	SEX	F	
DESCRIPTION Memeth is tall, for a Drow female. While technically she's not a Drow, her preferred form reflects her preferred people, including the ice blue eyes so common to their ancestors, but rare in the modern physiology.	BIRTH DATE	SIZE	M	
	HEIGHT	5'5"	WEIGHT	125
	HAIR	Silver	EYES	Ice Blue
	SKIN	Black	HANDEDNESS	L

PERSONALITY

Memeth is foremost a researcher, and secondarily a necromancer. Her work revolves around creating the most peculiar, but viable, creatures possible.

[=Madness=]

Memeth creates unsettling patchwork creatures, the more improbable, the more pleasing to her. Driders are among the more pleasant examples of her work.

CHARACTER SKETCH



QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

BACKGROUND & NOTES

Portfolio: Death, underworld, undead, drow, multiplicity

Worshippers: Primarily Drow, some surface dwellers interested in Necromancy & Reincarnation, Blue Tower Mages.

Cleric Alignments: LN, LE, N

Domains: Death, Knowledge, Healing

Favored Weapon: Morningstar