

Adventurer's Name:

Armor Class	0 [19]	Hit Points	64	Saving Throw	4
Class	Cleric	Speed	12	XP	1,160,340
Level	16	Race	Human	Alignment	Lawful
Strength	10	Dexterity	12	Constitution	11
Intelligence	16	Wisdom	17	Charisma	18
Gold	500,007	Spell Levels	7/6/6/6/6/3/1		
Bonuses	+1 Spell/ +1 Turning and Influencing				

Weapon/ Magic Item	Attack Bonuses	Charges and Features
Prayer Bead of Smiting	+0/ +4	Once/ Day
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Plate Mail +1		AC Bonus
Staff of Striking		For 2d6
Luckstone	+1/ +0	Saving Throws +1

Equipment	Equipment
Clothing	Rations (4)
Canteen	Holy Symbol
Mail Coif	Shield
Backpack	Iron Spikes (12)
Oil (2)	Lantern
Cooking Utensils	Tent (6)
Mirror	Pliers
Iron Spikes (12)	

Climb	Delicate	Hear	Hide	Move	Open Locks

Spell	Level	Spell	Level	Spell	Level
Create Water	1	Augury	2	Animate Dead	3
Cure Light	1	Bless	2	Cure Disease	3
Cure Light	1	Find Traps	2	Glyph of Warding	3
Detect Evil	1	Hold Person	2	Locate Object	3
Light	1	Resist Fire	2	Prayer	3

Spell	Level	Spell	Level	Spell	Level
Read Magic	1	Speak w Animals	2	Speak w Dead	3
Read Magic	1				
Resist Cold	1				
Cure Serious	4	Cure Critical	5	Conjure Animals	6
Cure Serious	4	Flame Strike	5	Heal	6
Detect Lie	4	Finger of Death	5	Stone Tell	6
Lower Water	4	Insect Plague	5		
Neutralize Poison	4	Raise Dead	5		
Speak w Plants	4	True Sight	5		
Holy Word	7				

Skill	Level	Skill	Level	Skill	Level

Languages		
Common Tongue	Dwarven	Elvish
Dragon		

Treasures		