

# Quarryman Dao

Dwarf, Fighter 2nd / Cleric 10th (Neutral Good)  
**Str 21, Dex 10, Con 22, Int 10, Wis 14, Cha 14**



— Racial Traits: Dwarf —  
 Darkvision (Ex): 60 ft.  
 Stability: +4 on checks to resist being bull rushed or tripped  
 +2 Save vs Poison  
 +2 racial bonus on saves against spells and spell-like effects  
 +1 Attack vs Orc & Goblinoid  
 +4 dodge bonus to AC against creatures of the giant type

— Class Features: Fighter 2nd —  
 2x Bonus combat-oriented Feat

— Class Features: Cleric 10th —  
 Cannot cast spells of opposed alignment  
 Spontaneous Casting  
 Turn/Rebuke Undead (Su)(PHB p159):  
 • 9x per day < OOOOOOOO >  
 • Turning Check: 1d20+2  
 • Total HD Turned per Attempt: 2d6+13  
 • Destroy Undead up to: 5 HD

— Earth Domain —  
 Supernatural ability to Turn/Rebuke or destroy/command Air creatures as a good/evil cleric turns/rebuke undead. Use this ability 5 times per day.

— Strength Domain —  
 You can perform a feat of strength as a supernatural ability. You gain a +10 enhancement bonus to Strength. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

— Conditional Skill Bonuses —  
 +2 on Appraise Stone or Metal Items (Dwarf)  
 +2 on Search to notice unusual stonework (Dwarf Stonemasonry)

— CHARACTER STATUS —  
 No errors detected

**hp** 132

<b>Initiative</b>	+4
<b>Speed</b>	20 ft.
<b>AC</b>	23
<b>Touch/Flatfooted</b>	10/23
<b>Dmg Reduction</b>	0
<b>Spellpower</b>	
<b>Resistance</b>	0
<b>Penetration</b>	14
<b>Saves</b>	
<b>Fortitude</b>	+16
<b>Reflex</b>	+5
<b>Will</b>	+9
<b>Special Attacks</b>	
<b>Grapple</b>	+14
<b>Languages</b>	
Common, Dwarf	
<b>Money</b>	
32500 gp	
<b>Equipment</b>	
Mithral Plate+2	No Shield
Amulet of Natural Armor +3	
<b>Dao</b>	
Heavy Crossbow	
Demon Quelling Sword	
Heavy Steel Shield +2	

### Attacks

**One-Handed: Dao+2**  
**+17/+12** 1d10+7+1d6 Acid /19-20 (x3)  
 Desc: +2 Keen Adamantine Acid Warhammer (Shield AC+4)

**Ranged: Heavy Crossbow**  
**+9** 1d10 /19-20 (x2)  
 Desc: Use one-handed with -4 penalty. Reloading is a full-round action. Provokes AoO

**Two-Handed: Demon Quelling Sword+3**  
**+17/+12** 3d6+10+Cold /19-20 (x2)  
 Desc: +3 mithral evil outsider bane frost mighty cleaving

### Skills

Appraise	0+2	Ride	0
Balance	-3	Search	0+2
Bluff	2	Sense Motive	2
Climb	7	Sleight of Hand	-
Concentration	6	Speak Language	2
Decipher Script	-	Spellcraft	-
Diplomacy	2	Spot	2
Disable Device	-	Survival	2
Disguise	2	Swim	-1
Escape Artist	-3	Tumble	-
Forgery	0	Use Magic Device	-
Gather Information	2	Use Rope	0
Handle Animal	-		
Heal	12		
Hide	-3		
Intimidate	2		
Jump	-4		
Listen	2		
Move Silently	-3		
Open Lock	-		

### Feats

Improved Initiative
Wpn Focus: Warhammer
Power Attack
Cleave
Lightning Reflexes
Extra Turning
Improved Bull Rush
Improved Turning

### Potions & Scrolls:

Bag of Holding, Ring of Acid Resistance +10, Charms: +2 Int, Str, Chr, Dex, Con,	DAO: Improved Bullrush feat, Alter Self (3/day),	RING OF SHOOTING STARS: Dancing Lights (1/hour), Light (2/day)
	Move Earth (3/day), Wall of Stone, Transmute Rock to Mud (each 3/day),	Ball Lightning (1/day, 4d6), Shooting Stars (36 hp, 3/week)
	Detect Magic, Misdirection, Passwall (each 3/day)	Faerie Fire, Spark Shower (2d8+2d8, 1/day)

**SPELL PLANNER for**  
**Cleric**

**EFFECTIVE LEVEL** **10** = **10** **Base** **Adj.**  
Total

<b>Spells per Day:</b>	6	5+1	5+1	3+1	3+1	2+1				
<b>SPELL LEVEL:</b>	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
<b>Spells Known:</b>										
<b>Difficulty Class:</b>	12	13	14	15	16	17				

**LEGEND** Quarryman Dao

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

**Range**

Close: 50'  
Medium: 200'  
Long: 800'

**SCHOOLS:** Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		<b>LEVEL 5:</b>										
	5	Righteous Might	T	V/SDF	1 action	Personal	You	10 rd (D)			Height x2, Weight x8, +4 STR, +2 CON, +2 AC, DR 3/good or evil	p.273
	5	Summon Monster V	C	V/SF/DF	1 round	Close		10 rd (D)	None	No	Calls outsider to fight for you	p.286
	5	Raise Dead	C	V/SMDF	1 min	Touch	Dead creature touched	Instant	None	Yes	Restores life to subject who died up to 10 days ago	p.268
		<b>LEVEL 4:</b>										
	4	Air Walk	T	V/SDF	1 action	Touch	Creature touched	100 min	None	Yes	Subject treads on solid air (climb at 45° angle)	p.196
	4	Restoration	C	V/S	3 rd	Touch	Creature touched	Instant	Will neg [DC16]	Yes	Restores level and ability score drains	p.272
	4	Freedom of Movement	A	V/SMDF	1 action	Touch	You or target creature	100 min	Will neg [DC16]	Yes	Subject moves normally despite impediments	p.233
	4	Neutralize Poison	C	V/S/DF	1 action	Touch	Crt or obj. max 10 <sup>3</sup>	100 min	Will neg [DC16]	Yes	Detoxifies venom in or on subject	p.257
		<b>LEVEL 3:</b>										
	3	Meld into Stone	T	V/SDF	1 action	Personal	You	100 min			You and your gear merge with stone	p.252
	3	Stone Shape	T	V/S/DF	1 action	Touch	Stone up to 20 <sup>3</sup>	Instant	None	No	Sculpts stone into any form	p.284
	3	Remove Curse	A	V/S	1 action	Touch	Creature or object	Instant	Will neg [DC15]	Yes	Frees object or person from curse	p.270
	3	Remove Disease	C	V/S	1 action	Touch	Creature touched	Instant	Fort neg [DC15]	Yes	Cures all diseases affecting subject	p.271
		<b>LEVEL 2:</b>										
	2	Bear's Endurance	T	V/SDF	1 action	Touch	Creature touched	10 min	Will neg [DC14]	Yes	Grants a +4 enhancement bonus to Constitution	p.203
	2	Bull's Strength	T	V/S/DF	1 action	Touch	Creature touched	10 min	Will neg [DC14]	Yes	Grants a +4 enhancement bonus to Strength	p.207
	2	Eagle's Splendor	T	V/S/DF	1 action	Touch	Creature touched	10 min	Will neg (harmless) [DC14]	Yes	Grants a +4 enhancement bonus to Charisma	p.225
	2	Cure Moderate Wounds	C	V/S	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 2d8+10 damage	p.216
	2	Remove Paralysis	C	V/S	1 action	Close	4 creatures inside 30'	Instant	Will neg [DC14]	Yes	Frees subjects from paralysis, hold, or slow	p.271
	2	Restoration, Lesser	C	V/S	3 rd	Touch	Creature touched	Instant	Will neg [DC14]	Yes	Dispels magic ability penalty or repairs 1d4 ability damage	p.272
		<b>LEVEL 1:</b>										
	1	Cure Light Wounds	C	V/S	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1d8+5 damage	p.215
	1	Endure Elements	A	V/S	1 action	Touch	Creature touched	24 hr	Will neg [DC13]	Yes	Ignores adverse climactic conditions from -50 to 140 degrees	p.226
	1	Entropic Shield	A	V/S	1 action	Personal	You	10 min (D)			Ranged attacks against you suffer 20% miss chance	p.227
	1	Bless	EN	V/SDF	1 action	50 ft.	You & all allies within 50'	10 min	None	Yes	+1 morale to attack and +1 to saves vs. fear in a 50 ft. burst	p.205
	1	Shield of Faith	A	V/S	1 action	Touch	Creature touched	10 min	Will neg [DC13]	Yes	Aura grants +3 deflection bonus	p.278
	1	Remove Fear	A	V/S	1 action	Close	3 creatures inside 30'	10 min	Will neg [DC13]	Yes	Subjects get +4 morale bonus on saves against fear	p.271
		<b>CLERIC - ORISONS:</b>										
	0	Cure Minor Wounds	C	V/S	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1 point of damage	p.216
	0	Purify Food and Drink	T	V/S	1 action	10 ft.	10 <sup>3</sup> of food & water.	Instant	Will neg [DC12]	Yes	Purifies food and water	p.267
	0	Create Water	C	V/S	1 action	Close		Instant	None	No	Creates up to 20 gallons of pure water	p.215
	0	Read Magic	D	V/SF	1 action	Personal	You	100 min			Read scrolls and spellbooks	p.269
	0	Guidance	D	V/S	1 action	Touch	Creature touched	see text	Will neg [DC12]	Yes	+1 bonus on one attack roll, saving throw, or skill check	p.238