

Name: Talasar Ecbashur (lieutenant commander, executive officier)

player: **Pippo**

Human Male (Medium-size humanoid)

age: 57

Cleric of Razud 12th level

hair: head shaved

Xp 70.000

eyes: green

AL Lawful Good

feat.: white, thin, long mustache

hp 92 (8 +11d8 + 24 costitution bonus) –

Init +0

Spd 20 ft. (30 base)

AC 23 (touch 14, flat-footed 22) ((10 base, + 10 *half-plate* +3, +3 *large steel shield* +1))

Atk +14/+9 melee (warhammer +3 of flame extinguising) ((+9/+4 base, +2 strenght, +3 enhancment from magical weapon))

Dam 1d8 +5 melee crt. 20/x3 (warhammer +3 of flame extinguishing) ((+3 enhancment from magical weapon, +2 strenght))

SV Fort +15 ((+8 base, +2 constitution, +2 greater fortitude, +3 cloak of resistance)) Refl +9 ((+4 base, +2 lightning reflexes, +3 cloak of resistance)) Will +15 ((+8 base, +4 wisdom, +3 cloak of resistance))

Abil Str 15 ((15 base,)) Dex 10 ((10 base)) Con 14 ((14 base,)) Int 14 ((13 base, +1 level)) Wis 19 ((17 base, +2 level)) Cha 16 ((16 base))

Skills ((total skill bonus (ranks, characteristic, sinergy, special)) Concentration +17 (11,2,0,4), Diplomacy +10 (7,3,0,0), Heal +11 (7,4,0,0), Knowledge (arcana) +7 (5,2,0,0), Knowledge (religion) +13 (11,2,0,0), Knowledge (geography) +14 (2,2,0,10), Profession (sailor) +17 (3,4,0,10), Scry +5 (3,2,0,0), Spellcraft +11 (9,2,0,0)

Feats [human] greater fortitude [level adv.] lightning reflexes, combat casting, extra turning, divine vengeance [DOTF], divine cleansing [DOTF]

Languages: Alphatian (Common), Thyatian and Minean.

Special Qualities: [cleric] turn undead 10/day, spells [6 / 12+1 / 5+1 / 5+1 / 4+1 / 3+1 / 2+1] DC= 14+spell's level

Magic and Mundane Item: holy symbol (an oak tree made of stone), warhammer +3 of flame extinguishing* [18.312 gp + 15.000 gp], half-plate +3 [9.750 gp], large steel shield +1 [1.170 gp], earring of seamanship** [6.000 gp], ring of mind shielding [8.000 gp], cloak of resistance +3 [9.000 gp], oil of ethereality*** [900 gp], ring of holiness I**** [20.000 gp]

* functions like the rod of flame extinguishing. 10 charges/day

** grant the wearer an insight bonus on skill profession (seamanship) and skill knowledge (geography) of +10

*** last for 1 hour. One dose.

**** see ring of wizardy I but double divine spells of first level

Immortal Patron: **Razud**, Hierarch of Energy (31st level), Neutral, Interests: Alphatia, helping the self-sufficient, Worshipped in Alphatia, Clerics' Alignments: Any Alignment, Clerics' Domains: **Fire**, Knowledge, **Protection**, Strength, Symbol: an oak tree made of stone

Granted Powers: **Fire:** turn or destroy water creature as a good cleric turn undead. Use this ability 3+Charisma modifier times at day. **Protection:** you can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Last 1 hour and can be performed one time at day.