

Verminaard Dragonbane

Male Human Cleric 7, Fighter 1, Rogue 1 - CL9 - CR 9
 Lawful Evil; Deity: **None**; Age: **42**; Height: **6' 5"**; Weight: **260lb.**; Eyes: **Blue**; Hair: **Blonde**; Skin: **Tanned**



3.5
d20 OGL

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	13	+1	
WIS WISDOM	14	+2	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10	=	+7	+3			
REFLEX (DEXTERITY)	+6	=	+4	+2			
WILL (WISDOM)	+7	=	+5	+2			

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	15	=	+3		+2				
Touch AC	12								
Flat-Footed AC	13								

	Total	Damage / Current HP
HP	85	

Base Attack	+6	Initiative	+6
Grapple	+9	Speed	30 ft

Mace of Smiting

Mainhand: **+13/+8, 1d8+6** Crit: 20/x2
 Both Hands: **+13/+8, 1d8+7** 1-Hand, B
 Main w/ Offhand: **+7/+2, 1d8+6**
 Main w/ Light Off.: **+9/+4, 1d8+6**
 Offhand: **+3, 1d8+4**

Unarmed Strike

Mainhand: **+9/+4, 1d3+3** Crit: 20/x2
 Main w/ Offhand: **+3/-2, 1d3+3** Light, B
 Main w/ Light Off.: **+5/+0, 1d3+3**
 Offhand: **+1, 1d3+1**

Leather Scale

+3

Max Dex: +6, Armor Check: -2
 Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Misc
Appraise	+1	INT (1)		
Balance	+0	DEX (2)		
Bluff	+2	CHA (1)	1	
Climb	+1	STR (3)		
Concentration	+3	CON (3)		
Cooking	+2	WIS (2)		
Diplomacy	+5	CHA (1)	4	
Disguise	+1	CHA (1)		
Escape Artist	+0	DEX (2)		
Forgery	+1	INT (1)		
Gather Information	+3	CHA (1)	2	
Heal	+2	WIS (2)		

Gear

Total Weight Carried: 28/230lbs, Light Load
(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)

Artisan's Outfit (Free)

Leather Scale

Mace of Smiting

-

20lbs

8lbs

Skills

Skill Name	Total	Ability	Ranks	Misc
Hide	+0	DEX (2)		
Intimidate	+10	CHA (1)	9	
Jump	+3	STR (3)	2	
Knowledge: Arcana	+3	INT (1)	2	
Knowledge: Geography	+3	INT (1)	2	
Knowledge: History	+3	INT (1)	2	
Knowledge: Local	+3	INT (1)	2	
Knowledge: Nature	+3	INT (1)	2	
Knowledge: Religion	+13	INT (1)	12	
Listen	+2	WIS (2)		
Move Silently	+0	DEX (2)		
Ride	+5	DEX (2)	3	
Search	+1	INT (1)		
Sense Motive	+2	WIS (2)		
Spot	+3	WIS (2)	1	
Survival	+2	WIS (2)		
Swim	+0	STR (3)	1	
Use Rope	+2	DEX (2)		

Feats, Traits & Flaws

Armor Proficiency (Heavy)

Armor Proficiency (Light)

Armor Proficiency (Medium)

Blind-Fight

Cleave

Improved Initiative

Improved Toughness

Martial Weapon Proficiency - All

Power Attack -6/+6

Rogue Weapon Proficiencies

Shield Proficiency

Simple Weapon Proficiency - All

Thrall to Demon

Tower Shield Proficiency

Weapon Focus - Mace, Heavy

Special Abilities

Cleric Domain: Corruption

Cleric Domain: Darkness

Corruption Bonus

Sneak Attack +1d6

Subtype - Human

Trapfinding

Type - Humanoid

Charges

Corruption Bonus

0/1

Power Attack -6/+6

0/6

Experience & Wealth

Current Cash: **You have no money!**

Languages

Common

Solamnic

Spells & Powers

Cleric Spell DC: 12 + spell level

Maximum Cleric spells per day: