**Taylor Swift Chaotic Evil Human Female priestess of Malcanthet** **Level 5**

Last Updated: September,22 2018, Class/Level: CE cleric/5

Appearance a 5’ 8” tall, slim build 119 lbs. 28 year old with alabaster white skin, curly blond long hair, and round red full lips. Sparkly blue eyes flash as she smiles with a look of trusting innocence. This demeanor deceives all and conceals her complete depravity.

Home Region- Waterdeep Speed- 30 ft. Initiative: +0 BAB=+3

Hit Points- 29 +2 +1d8

Languages Abyssal Chondathan

Abilities Saving Throws Total Base Mod Magic Misc

STR 14 (+2) \*Fortitude +6 +4 +2 +0 +0

INT 10 (+0)

WIS 16 (+3) \*Reflex +2 +1 +0 +0 +1

DEX 10 (+0)

CHA 12 (+1) \*Will +7 +4 +3 +0 +0

CON 14 (+2) \*add +1 morale bonus if Dolora is in sight

Armor Class

Total Base Armor Shield Dex Nat Deflect Magic Misc

10 +6 +1 +0 +0 +0 +0 +1

+18

AC touch-+11 AC flat-footed-+18 Grapple +5

Protective AC Max Check Spell

Item Type bonus Dex penalty Failure Speed WT Notes

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+1 Breastplate medium +6 +3 -3 25% 20 30

Buckler light +1 NA -1 5% NA 5

\*\*\*Cloak of the Obyrith DR4/lawful

Weapon Bonus Damage Critical Range Type Notes

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\*MW Morningstar +6 1d8+2 x2 B/P

\*light Xbow +6 1d8 19-20/x2 80’ P

\*add +1 morale bonus to hit if Dolora is in sight

**SKILL POINTS**-Total 24 1st/12 2nd/3 3rd/3 4th/3 5th/3

**SKILLS**: Total Ability Mod Ranks Misc

+0 appraise INT +0 0

-6 balance DEX +0 0 -4ACP -2flaw

+2 bluff CHA +1 0 +1

-2 climb STR +2 0 -4ACP

\*+7 concentration CON +2 5

+2 craft INT +0 0

no decipher script INT +0 0

\*+0 diplomacy CHA +1 0 -2feat +1trait

no disable device INT +0 0

+1 disguise CHA +1 0

-2 escape artist DEX +0 0 -2flaw

+0 forgery INT +0 0

+1 gather information CHA +1 0

no handle animal CHA +1 0

\*+4 heal WIS +3 1

-6 hide DEX +0 0 -4ACP -2flaw

\*+1 intimidate CHA +1 0 +2feat -2trait

+10 jump STR +2 0 +12feat -4ACP

\*+1 knowledge, arcana INT +0 1

no knowledge, architect/engineer INT +0 0

no knowledge, dungeoneering INT +0 0

no knowledge, geography INT +0 0

\*no knowledge, history INT +0 0

no knowledge, local INT +0 0

no knowledge, nature INT +0 0

no knowledge, nobility/royalty INT +0 0

\*+10 knowledge, religion INT +0 10

\*+3 knowledge, the planes INT +0 3

+3 listen WIS +3 0

-6 move silently DEX +0 0 -4ACP -2flaw

no open lock DEX +1 0

+1 perform CHA +1 0

\*+3 profession WIS +3 0

+1 ride DEX +0 0 -2flaw

+4 search INT +0 0 +4feat

+3 sense motive WIS +3 0

-6 sleight of hand DEX +0 0 -4ACP -2flaw

\*+4 spellcraft INT +0 4

+7 spot WIS +3 0 +4feat

+1 survival WIS +3 0 -2feat

-4 swim STR +2 0 -2feat-4ACP

no tumble DEX +0 0 -4ACP -2flaw

no use magic device CHA +1 0

+0 use rope DEX +0 0

speak languages n/a 0

\*Cleric class skills for Taylor

**GEAR** Total WT= 58

load: light = 58 medium = 116 heavy = 175

WT Item

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0 traveler's outfit

0 HEAD: OPEN SLOT

0 FACE: OPEN SLOT

0 THROAT: OPEN SLOT

0 SHOULDER: OPEN SLOT

0 BODY: OPEN SLOT

0 TORSO: OPEN SLOT

0 WAIST: OPEN SLOT

0 FEET: OPEN SLOT

0 ARMS: OPEN SLOT

4 HANDS: gauntlets of ogre strength +1 (2000gp) bought by Dolora

0 RING1: OPEN SLOT

0 RING2: OPEN SLOT

ON PERSON

0 insignia of Malcanthet (10gp)-small pin of red heart entwined by a tiny

Black viper-used for insignia spells

6 MW morning star (308gp)

4 light Xbow (25gp)

1 Xbow bolts x10

30 +1 breastplate (1150gp) paid by Dolora

5 buckler (15gp)

5 bedroll/blanket (0.1gp)

2 backpack (2gp)

1 waterskin empty (1gp)

0 wand CLW x15- (225gp) paid by Dolora

0 wand faith healing CL3 x5 (75gp) paid by Dolora

IN BACKPACK

0 vials powder water x6 (3gp)

0 rations dehydrated food days x10 (5gp)

**CLASS/LEVEL Abilities**

**CLERIC:**

**Level 1-**

**Spontaneous Domain Casting-**replace spontaneous casting of inflict spells with domain spells of same level or lower. May also fill domain slot with an inflict spell of same or lower level.

**Rebuke Undead**- 3 + Cha mod. = 3 + 1 = 4x/day range 60’ duration 10rds need line of effect

Turning Check-max. HD rebuked 1d20 + Cha. mod(+1) + synergy(+2)

1d20 +3 (see chart)

Turning Damage total HD rebuked 2d6 +cleric level(+4) + Cha. mod (+1)

2d6 + 5

If cleric level twice as **many** levels (or more) as the [undead](https://www.dandwiki.com/wiki/SRD:Undead_Type) have [Hit Dice](https://www.dandwiki.com/wiki/SRD:Hit_Dice), any that you would normally rebuke are commanded instead.

Dispell Turning

 Make a turning check as if attempting to rebuke the [undead](https://www.dandwiki.com/wiki/SRD:Undead_Type). If the turning check result is equal to or greater than the turning check result that the good [cleric](https://www.dandwiki.com/wiki/SRD:Cleric) scored when turning the [undead](https://www.dandwiki.com/wiki/SRD:Undead_Type), then the [undead](https://www.dandwiki.com/wiki/SRD:Undead_Type) are no longer [turned](https://www.dandwiki.com/wiki/SRD:Turned). The evil [cleric](https://www.dandwiki.com/wiki/SRD:Cleric) rolls turning damage of 2d6 + [cleric](https://www.dandwiki.com/wiki/SRD:Cleric) level + [Charisma](https://www.dandwiki.com/wiki/SRD:Charisma) modifier to see how many [Hit Dice](https://www.dandwiki.com/wiki/SRD:Hit_Dice) worth of [undead](https://www.dandwiki.com/wiki/SRD:Undead_Type) he can affect in this way (as if he were rebuking them). (see chart)

Bolster Undead

An evil [cleric](https://www.dandwiki.com/wiki/SRD:Cleric) may also bolster [undead](https://www.dandwiki.com/wiki/SRD:Undead_Type) creatures against turning in advance. He makes a turning check as if attempting to rebuke the [undead](https://www.dandwiki.com/wiki/SRD:Undead_Type), but the [Hit Dice](https://www.dandwiki.com/wiki/SRD:Hit_Dice) result on Table: Turning [Undead](https://www.dandwiki.com/wiki/SRD:Undead_Type) becomes the [undead](https://www.dandwiki.com/wiki/SRD:Undead_Type) creatures’ effective [Hit Dice](https://www.dandwiki.com/wiki/SRD:Hit_Dice) as far as turning is concerned (provided the result is higher than the creatures’ actual [Hit Dice](https://www.dandwiki.com/wiki/SRD:Hit_Dice)). The bolstering lasts 10 rounds. An evil [undead](https://www.dandwiki.com/wiki/SRD:Undead_Type) [cleric](https://www.dandwiki.com/wiki/SRD:Cleric) can bolster himself in this manner

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| **Table: Turning Undead** | |
| **Turning Check Result** | **Most Powerful**[**Undead**](https://www.dandwiki.com/wiki/SRD:Undead_Type)**Affected (Maximum**[**Hit Dice**](https://www.dandwiki.com/wiki/SRD:Hit_Dice)**)** |
| 0 or lower | Cleric’s level – 4 |
| 1–3 | Cleric’s level – 3 |
| 4–6 | Cleric’s level – 2 |
| 7–9 | Cleric’s level – 1 |
| 10–12 | Cleric’s level |
| 13–15 | Cleric’s level + 1 |
| 16–18 | Cleric’s level + 2 |
| 19–21 | Cleric’s level + 3 |
| 22 or higher | Cleric’s level + 4 |

**LEVEL 4** +1 ability score to Wisdom

**DOMAINS**

**THE ABYSS**: POWER- 1/day add +4 to Strength, -2 to AC duration 5 rds supernatural ability. Add Intimidate to class skills. Each level has choice of 2 domain spells. Summon CE monsters only

DOMAIN SPELLS: 1) align weapon/cause fear (2) bull strength/death knell

3) babau slime/summon monster 3 (4) balor nimbus/poison

5) slay living/summon monster 5 (6) bull str. Mass/harm

7) destruction/summon monster 7 (8) finger of death/bodak glare

9) implosion/summon monster 9

**WEALTH**

pp = 0

gp = 0

sp = 0

cp = 0

**CLERIC SPELLS**: 0th 5 1st 4+1 2nd 3+1 3rd 2+1

0th DC 13 detect magic, guidance, mending, read magic, resistance

1st DC 14 divine favor, float, magic weapon, shield of faith, align weapon (D)

2nd DC 15 elation, silence, spiritual weapon, bull strength (D)

3rd DC 16 mass conviction, insignia of healing, summon CE monster 3 (D)

**Flaws/Traits/Feats**

**FLAW 1 CLUMSiness**: once/session DM activates flaw to fail checks, attacks or the like. Constant -2 penalty to all DEX based skill checks

**FLAW 2 COWARDLY:** automatically fail all saves vs, fear. If ever gain immunity to fear, instead make saving throw at -4.

**TRAIT 1: QUICK:** +10’ to land speed; -1hp/level

**TRAIT 2 INATTENTIVE:** +1 to skill (bluff) when simple check, -4 to check when complex check

**FEAT (FLAW BONUS)-**Abyssal feat-Eyes of the Abyss: -2 to diplomacy skill check, +1/Abyssal feat to Search and spot checks, gain darkvision 30’

**FEAT (FLAW BONUS)-**Abyssal feat-Vestigial Wings: -2 to swim checks, +3/abyssal feat to jump checks, fall any height with no falling damage, cannot change direction of fall.

**FEAT (HUMAN BONUS)-**Abyssal feat-Cloak of the Obyrith: -2 to survival checks,

DR +1 for every Abyssal feat/lawful

**FEAT (LEVEL 1)-**Abyssal feat-Precognitive Vision: -2 to spot checks, +1 insight bonus /half-number Abyssal feats applied to either AC, to hit, initiative, one chosen skill, one chosen saving throw. Duration 1 day. Must be chosen at start of day. Do not stack, so choose one choice per bonus.

Until further notice, +1 insight to AC, +1 insight to Reflex save

**FEAT (LEVEL 3)-**Zen Archery: For ranged attacks, replace Dex. Modifier with Wisdom modifier