

Character: Kyra

Female Human Cleric 1 - Neutral Good - 0 XP



Ability Scores

Strength	13	+1	STR modifier
Dexterity	8	-1	DEX modifier
Constitution	14	+2	CON modifier
Intelligence	10	0	INT modifier
Wisdom	17	+3	WIS modifier
Charisma	12	+1	CHA modifier

Racial Traits

Speed: 30/20 ft. (6/4 sq.); +2 to One Ability Score: Wisdom; Bonus Feat; Bonus Skill Ranks

Skills

	Total	Class Skill?	Ability	Ranks	Misc
Acrobatics	-1		-1		
Bluff	+1		+1		
Climb	+1		+1		
Diplomacy	+5	•	+1	+1	+3
Disable Device	-		-1		-2
Heal	+7	•	+3	+1	+3
Knowledge (Arcana)	-	•			
Knowledge (Dungeoneering)	-				
Knowledge (Geography)	-				
Knowledge (History)	-	•			
Knowledge (Local)	-				
Knowledge (Nature)	-				
Knowledge (Religion)	+4	•		+1	+3
Perception	+3		+3		
Ride	-1		-1		
Sense Motive	+3	•	+3		
Spellcraft	-	•			
Stealth	-1		-1		
Swim	+1		+1		

Armor & Weapon Proficiencies

Light Armor, Medium Armor, Shields, Simple Weapons

Class Features

Starting	Damage / Current HP				
Hit Points	10				
	Total	Class	Ability	Misc	
Fortitude Save	+4	=	+2	+2	
Reflex Save	-1	=		-1	
Will Save	+5	=	+2	+3	
Attack Bonus	+0	Skill Ranks		3	

Deity: Sarenrae; Rebuke Death (6/day); Spontaneous Casting; Sun's Blessing

Weapons & Attacks

	Total	Improved Initiative	DEX Mod	
Initiative	+3	=	+4	-1
	Total	Attack Bonus	STR Mod	
Melee Attack	+1	=	+0	+1
	Total	Attack Bonus	DEX Mod	
Ranged Attack	-1	=	+0	-1

Weapon: Scimitar

Mainhand: **+1, 1d6+1**

Critical: 18-20/x2
1-Hand, S

Both Hands: **+1, 1d6+1**

Weapon: Sling

Ranged: **-1, 1d4+1**

Critical: 20/x2
Range Incr: 50'
1-Hand, B

Ranged, Both Hands: **-1, 1d4+1**

Weapon: Unarmed Strike

Mainhand: **+1, 1d3+1**

Critical: 20/x2
Light, B

Armor & Armor Class

	Total	Armor	Shield	DEX Mod	Misc	
AC	14	=	10	+5	-1	+0
Touch AC	9	Flat-Footed AC		14		

Feats

Extra Channel
Improved Initiative

Equipment

Cash: 67 GP

Backpack	Scale Mail
Bedroll <Backpack>	Scimitar
Belt Pouch	Set of Clothes
Bullets, Sling x10	Sling
Candle x10 <Belt Pouch>	Torch x10 <Backpack>
Holy Symbol (Wood)	Trail Rations x5 <Sack>
Sack <Backpack>	Waterskin <Sack>

Spells & Powers

Cleric Spell DC: 13 + spell level

Melee Touch +1 Ranged Touch -1

Maximum Cleric spells per day: 4/*x0; 2x1

Cleric 0: Light, Stabilize, Detect Magic, Read Magic (DC 13)

Cleric 1: Protection from Evil (DC 14), Bless

Special Abilities

Channel Positive Energy 1d6 (6/day) (DC 11)

When you use this, you release a blast of divine power through your holy symbol. You can do this a number of times per day equal to 3 + your CHA Mod. This blast is centered on you and reaches 30 feet in every direction. Each time you use this ability, you can either **heal the living** or **damage undead**:

HEAL THE LIVING: All living creatures (including you) within 30 feet heal 1d6 hit points. This blast does not hurt or heal undead.

DAMAGE UNDEAD: Undead creatures within 30 feet take 1d6 hit points of damage. If they make a Will saving throw to resist, they take only half damage. The DC of this save is 10 + 1/2 your cleric level (minimum 0) + CHA. This blast does not hurt or heal living creatures.

Rebuke Death (6/day)

You can use rebuke death a number of times per day equal to 3 + WIS. When you use rebuke death, touch a dying ally (at -1 hit points or lower). You heal the ally 1d4 hit points plus 1/2 your cleric level (minimum +1). Activating rebuke death is a standard action.

Spontaneous Casting

You can always swap a prepared 1st-level spell for a *cure light wounds* spell - just cross off the prepared spell from your list that day and cast *cure light wounds*!

Sun's Blessing

Whenever you use your channel energy class feature to damage undead, add your cleric level to the damage rolled.

Tracked Resources

Bullets, Sling	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Channel Positive Energy 1d6 (6/day) (DC 11)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rebuke Death (6/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail Rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Character Portrait



Background

Age: 21; Height: 5' 6"; Weight: 160lb.

Kyra is a priestess of Sarenrae, the healer sun goddess who destroys evil. Kyra grew up admiring the beautiful stained glass of Sarenrae's temple and the graceful priestesses who practiced with their scimitars each dawn. When bandits attacked Kyra's village, those priestesses fought to the death to protect the villagers, but the bandits were too many and the village burned. Kyra was one of the few survivors, and on the smoking ruins of the beautiful temple she swore her life and sword arm to Sarenrae, promising to protect those who could not protect themselves and to use her power to slay those who would harm the innocent.

Kyra has a fierce will, and is proud of her faith in Sarenrae and skill with the scimitar. She has traveled far since becoming a priestess. Rather than being consumed by anger and a thirst for revenge, she has found peace in her faith and in the belief that she can protect others from death at the hands of evil folk.

Kyra, Cleric 1 – Spells Memorized

Detect Magic **Cleric 0**

Range: 60 ft.

Duration: 1 minute/level

You detect magic items and spells, or identify a magic item. On the round you cast it, you sense if any are in range. On round 2, you know how many there are. On round 3, you know exactly which things are magic. If cast on a magic item, you learn its powers.

Light **Cleric 0**

Range: Touch

Duration: 10 minutes/level

You make any object (like a sword or coin) shine like a torch, but with no heat. It gives off light to a range of 20 feet. You can only have one *light* spell active at a time - if you cast a second one, the first one goes out.

Read Magic **Cleric 0**

Range: Personal

Duration: 10 minutes/level

You can read magic scrolls and other magic writing. If you use this on a magic scroll, and the scroll has a cleric spell on it, you can cast the spell from the scroll just like it was one of your prepared spells. The Game Master has more information on magic scrolls.

Stabilize **Cleric 0**

Range: 30 ft.

Duration: Instantaneous

You make a dying creature (one at -1 hit points or lower) stop dying and become stable. If someone hits the creature again, it starts dying again.

Bless **Cleric 1**

Range: 50 ft.

Duration: 1 minute/level

You and all of your allies within range get a +1 bonus on attack rolls. You and they also get a +1 bonus on saving throws to resist fear attacks (like a *cause fear* spell).

Protection from Evil **Cleric 1**

Range: Touch

Duration: 1 minute/level

Your touched ally gains a +2 bonus to Armor Class and a +2 bonus on all saving throws. The ally only gets this bonus against attacks and abilities of evil creatures (the spell doesn't give a bonus against good or neutral creatures).