

Character: That Guy

Player: Charlie

Male Human Cleric 1 - Neutral Good - 0 XP

Ability Scores

Strength	12	+1	STR modifier
Dexterity	14	+2	DEX modifier
Constitution	14	+2	CON modifier
Intelligence	8	-1	INT modifier
Wisdom	18	+4	WIS modifier
Charisma	10	0	CHA modifier

Racial Traits

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

Skills

	Total	Class Skill?	Ability	Ranks	Misc
Acrobatics	+2		+2		
Bluff	+0				
Climb	+1		+1		
Diplomacy	+0	•			
† Disable Device	-		+2		-2
Heal	+8	•	+4	+1	+3
Knowledge (Arcana)	-	•	-1		+1
Knowledge (Dungeoneering)	-		-1		
Knowledge (Geography)	-		-1		
Knowledge (History)	-	•	-1		
Knowledge (Local)	-		-1		
Knowledge (Nature)	-		-1		
Knowledge (Religion)	-	•	-1		+1
Perception	+5		+4	+1	
Ride	+2		+2		
Sense Motive	+4	•	+4		
Spellcraft	+3	•	-1	+1	+3
Stealth	+2		+2		
Swim	+1		+1		

Armor & Weapon Proficiencies

Light Armor, Medium Armor, Shields, Simple Weapons

Character Number: 0 - 1



Class Features

Starting	Damage / Current HP			
Hit Points	13			
	Total	Class	Ability	Misc
Fortitude Save	+4 =	+2	+2	
Reflex Save	+2 =		+2	
Will Save	+6 =	+2	+4	
Attack Bonus	+0	Skill Ranks 3		

Deity: Sarenrae; Rebuke Death (7/day); Spontaneous Casting; Sun's Blessing

Weapons & Attacks

Initiative	Total +6 =	Improved Initiative +4	DEX Mod +2
Melee Attack	Total +1 =	Attack Bonus +0	STR Mod +1
Ranged Attack	Total +2 =	Attack Bonus +0	DEX Mod +2

Weapon: Javelin

Mainhand: -3, 1d6+1

Ranged: +2, 1d6+1

Critical: 20/x2
Range Incr: 30'
Light, P

Weapon: Mace, Heavy

Mainhand: +1, 1d8+1

Both Hands: +1, 1d8+1

Critical: 20/x2
1-Hand, B

Weapon: Unarmed Strike

Mainhand: +1, 1d3+1

Critical: 20/x2
Light, B

Armor & Armor Class

	Total	Armor	Shield	DEX Mod	Misc
AC	17 = 10	+4	+1	+2	+0
Touch AC	12	Flat-Footed AC 15			

Feats & Traits

Child of the Temple: Knowledge (Religion)

Improved Initiative

Mathematical Prodigy: Knowledge (Arcana)

Toughness +3

Equipment

Cash: 24 GP

Backpack (empty)	Mace, Heavy
Chain Shirt	Rope
Holy Symbol (Wood)	Shield, Light Steel
Javelin x3	

Spells & Powers

Cleric Spell DC: 14 + spell level

Melee Touch +1 Ranged Touch +2

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

Cleric 0: Light, Stabilize, Detect Magic, Read Magic (DC 14)

Cleric 1: Cure Light Wounds (DC 15), Bless

Special Abilities

Channel Positive Energy 1d6 (3/day) (DC 10)

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 (7/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

Channel Positive Energy 1d6 (3/day) (DC 10)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Javelin	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Rebuke Death (7/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Character Portrait



That Guy, 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).

Cure Light Wounds **Cleric 1**

Range: Touch

Duration: Instantaneous

You touch a living creature and heal it for hit points equal to 1d8 + your cleric level (this can't heal it above its maximum hit points). Alternatively, make a melee touch attack against an undead to deal it damage equal to 1d8 + your cleric level. The undead gets a Will save for half damage (DC 11 + your WIS).