

## Character: That Guy

Player: Charlie

Male Human Cleric 2 - Neutral Good - 3 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	+4	•		+1	+3
† Disable Device	-		+2		-2
Heal	+8	•	+4	+1	+3
Knowledge (Arcana)	-	•	-1		+1
Knowledge (Dungeoneering)	-		-1		
Knowledge (Geography)	-		-1		
Knowledge (History)	+3	•	-1	+1	+3
Knowledge (Local)	-		-1		
Knowledge (Nature)	-		-1		
Knowledge (Religion)	+4	•	-1	+1	+4
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	20			
	Total	Class	Ability	Misc
Fortitude Save	+5 =	+3	+2	
Reflex Save	+2 =		+2	
Will Save	+7 =	+3	+4	
Attack Bonus	+1		Skill Ranks	6

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

### Weapons & Attacks

	Total	Improved Initiative	DEX Mod
Initiative	+6 =	+4	+2
	Total	Attack Bonus	STR Mod
Melee Attack	+2 =	+1	+1
	Total	Attack Bonus	DEX Mod
Ranged Attack	+3 =	+1	+2
<b>Weapon: Javelin</b>			
Mainhand:	-2, 1d6+1	Critical: 20/x2	
Ranged:	+3, 1d6+1	Range Incr: 30' Light, P	
<b>Weapon: Mace, Heavy</b>			
Mainhand:	+2, 1d8+1	Critical: 20/x2	
Both Hands:	+2, 1d8+1	1-Hand, B	
<b>Weapon: Unarmed Strike</b>			
Mainhand:	+2, 1d3+1	Critical: 20/x2 Light, B	

### Armor & Armor Class

	Total	Armor	Shield	DEX Mod	Misc
AC	18 = 10	+4	+2	+2	+0
Touch AC	12	Flat-Footed AC		16	

### Feats & Traits

Child of the Temple: Knowledge (Religion)  
Improved Initiative  
Mathematical Prodigy: Knowledge (Arcana)  
Toughness +3

## Equipment

Cash: 703 GP, 7 SP, 5 CP

+1 Shield, Light Steel	Mace, Heavy
Backpack (empty)	Rope
Chain Shirt	Scroll: New Life
Holy Symbol (Wood)	Wand of Cure Light Wounds
Javelin x3	

## Spells & Powers

Cleric Spell DC: 14 + spell level

Melee Touch +2 Ranged Touch +3

Maximum Cleric spells per day: 4/\*x0; 3x1

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

Cleric 1: Shield of Faith (DC 15), Bless, Doom (DC 15)

## Special Abilities

Channel Positive Energy 1d6 (3/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 (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 11)

Javelin

Rebuke Death (7/day)

Wand of Cure Light Wounds

## Character Portrait



## That Guy, Cleric 2 – 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).

### **Doom** **Cleric 1**

**Range:** 100 ft.

**Duration:** 1 minute/level

You cast this on an enemy, who gets to make a Will save to resist (DC 11 + your WIS Mod). If it doesn't resist, it becomes afraid and takes a -2 penalty on all attack rolls, saving throws, and skill checks. This is a fear attack. You can't cast this spell on mindless enemies.

### **Shield of Faith** **Cleric 1**

**Range:** Touch

**Duration:** 1 minute/level

Your touched ally gains a +2 bonus to Armor Class.