

Human Cleric Good

Male Human Cleric 7 - CR 6

Neutral Good Humanoid (Human); Deity: **Sarenrae**; Age: **31**; Height: **5' 7"**; Weight: **165lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	20/22	+5/+6	
CHA CHARISMA	18/20	+4/+5	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+5	+2	+1		
REFLEX (DEXTERITY)	+5	=	+2	+2	+1		
WILL (WISDOM)	+12	=	+5	+6	+1		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22	=	+9		+2			+1	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	20				

CM Bonus	BAB	Strength	Size	Misc
+6	=	+5	+1	-

CM Defense	BAB	Strength	Dexterity	Size
19	=	10	+5	+1

Base Attack	HP
+5	77

Initiative	Damage / Current HP
+2	

Speed
30 / 20 ft

+1 Heavy mace

Mainhand: **+7, 1d8+2** Crit: x2

Both Hands: **+7, 1d8+2** 1-Hand, B

+1 Light crossbow

Ranged: **+6, 1d8+1** Crit: 19-20/x2

Ranged, Both Hands: **+8, 1d8+1** Rng: 80'
2-Hand, P

Dagger

Mainhand: **+6, 1d4+1** Crit: 19-20/x2

Ranged: **+7, 1d4+1** Rng: 10'
Light, P/S

+3 Breastplate

+9

Max Dex: +3, Armor Check: -3
Spell Fail: 25%, Medium, Slows



Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed less than 30' : -4 jump	-1	DEX (2)	-	
Appraise	-1	INT (-1)	-	
Bluff	+5	CHA (5)	-	
Climb	-2	STR (1)	-	
Diplomacy	+9	CHA (5)	1	
Disable Device	-	DEX (2)	-	
Disguise	+5	CHA (5)	-	
Escape Artist	-1	DEX (2)	-	
Fly	-1	DEX (2)	-	
Handle Animal	-	CHA (5)	-	
Heal	+12	WIS (6)	3	
Intimidate	+5	CHA (5)	-	
Knowledge (arcana)	+3	INT (-1)	1	
Knowledge (history)	+3	INT (-1)	1	
Knowledge (planes)	+5	INT (-1)	3	
Knowledge (religion)	+5	INT (-1)	3	
Linguistics	-	INT (-1)	-	
Perception	+6	WIS (6)	-	
Ride	-1	DEX (2)	-	
Sense Motive	+10	WIS (6)	1	
Sleight of Hand	-	DEX (2)	-	
Spellcraft	+3	INT (-1)	1	
Stealth	-1	DEX (2)	-	
Survival	+6	WIS (6)	-	
Swim	-2	STR (1)	-	
Use Magic Device	-	CHA (5)	-	

Feats, Traits & Flaws

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Combat Casting

+4 to Concentration checks to cast while on the defensive.

Extra Channel

Each time you take this feat, you can use your ability to channel energy two more times per day than normal.

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Improved Channel

+2 DC for channel energy.

Selective Channeling

Exclude targets from the area of your Channel Energy.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Gear

Total Weight Carried: 43/130lbs, Light Load (Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)

+1 Heavy mace <In: Handy haversack (34 @ 29.36	8 lbs
+1 Light crossbow	4 lbs
+3 Breastplate	30 lbs
Acid x2 <In: Handy haversack (34 @ 29.36 lbs)>	1 lb
Alchemist's fire x2 <In: Handy haversack (34 @ 29.36	1 lb
Bedroll <In: Handy haversack (34 @ 29.36 lbs)>	5 lbs
Cloak of resistance +1	1 lb
Crossbow bolts x20 <In: Handy haversack (34 @	0.1 lbs
Dagger	1 lb
Explorer's Outfit (Free)	-
Handy haversack (34 @ 29.36 lbs)	5 lbs
Headband of mental prowess (Wis & Cha +2)	1 lb
Holy symbol, silver (Sarenrae)	1 lb
Money <In: Handy haversack (34 @ 29.36 lbs)>	0.36 lbs
Potion of barkskin +2 <In: Handy haversack (34 @ 29.36	-
Potion of invisibility x2 <In: Handy haversack (34 @ 29.36	-
Ring of protection +1	-
Silk rope <In: Handy haversack (34 @ 29.36 lbs)>	5 lbs
Tindertwig <In: Handy haversack (34 @ 29.36 lbs)>	-
Torch <In: Handy haversack (34 @ 29.36 lbs)>	1 lb
Waterskin <In: Handy haversack (34 @ 29.36 lbs)>	4 lbs

Special Abilities

Aura (Ex)

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

Cleric Channel Positive Energy 4d6 (12/day) (DC 20) (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of

Cleric Domain (Healing)

Granted Powers: Your touch staves off pain and death, and your healing magic is particularly vital and potent.

Cleric Domain (Sun)

Granted Powers: You see truth in the pure and burning light of the sun, and can call upon its blessing or wrath to work great deeds.

Healer's Blessing (Su)

At 6th level, all of your cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower

Rebuke Death (9/day) (Sp)

You can touch a living creature as a standard action, healing it for 1d4 points of damage plus 1 for every two cleric levels you possess. You can only use this ability on a creature that is below 0 hit points. You can use this ability a number of

Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure

Sun's Blessing (Su)

Whenever you channel positive energy to harm undead creatures, add your cleric level to the damage dealt. Undead do not add their channel resistance to their saves when you channel positive energy.

Tracked Resources

Acid	<input type="checkbox"/> <input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/>
Cleric Channel Positive Energy 4d6 (12/day) (DC 20) (Su)	<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"/> <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"/>
Crossbow bolts	<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"/> <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"/>

Experience & Wealth

Experience Points: **35000/51000**

Current Cash: **9 SP, 9 CP**

Tracked Resources

Dagger	<input type="checkbox"/>
Potion of barkskin +2	<input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/> <input type="checkbox"/>
Rebuke Death (9/day) (Sp)	<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"/>
Tindertwig	<input type="checkbox"/>
Torch	<input type="checkbox"/>

Languages

Common

Spells & Powers

Cleric Spell DC: 16 + spell level

CL: 7 (vs. SR: +7, Concentration: +13)

Melee Touch +6 Ranged Touch +7

Maximum Cleric spells per day: **4/*x0; 6x1; 5x2; 3x3; 2x4**

Cleric 0: Stabilize, Detect Magic, Mending, Guidance

Cleric 1: Shield of Faith, Remove Fear, Comprehend

Languages, Sanctuary (DC 17), Endure Elements, Bless (x2)

Cleric 2: Restoration, Lesser (x2), Bull's Strength, Heat Metal (DC 18), Silence (DC 18), Hold Person (DC 18)

Cleric 3: Protection from Energy, Searing Light, Prayer, Prayer

Cleric 4: Neutralize Poison, Restoration, Fire Shield