

KYRA

CLERIC 5

ANCESTRY HUMAN (VERSATILE) **BACKGROUND** ACOLYTE
SPEED 25 FEET **PERCEPTION** +13 (EXPERT)
ALIGNMENT NEUTRAL GOOD
LANGUAGES COMMON, KELISH

STRENGTH **STR** 16 MODIFIER (+3) **DEXTERITY** **DEX** 14 MODIFIER (+2) **CONSTITUTION** **CON** 10 MODIFIER (+0)
INTELLIGENCE **INT** 10 MODIFIER (+0) **WISDOM** **WIS** 19 MODIFIER (+4) **CHARISMA** **CHA** 16 MODIFIER (+3)

STRIKES

MELEE +1 striking scimitar +11 (forceful, sweep), 2d6+3 slashing
RANGED fire ray +11, 6d6 fire (range 60 feet, costs 1 Focus Point)
 sling +9 (range increment 50 feet, reload 1) 1d6+1 bludgeoning

SKILLS

ACROBATICS (DEX) +2	ARCANA (INT) +0	ATHLETICS (STR) +10 •
CRAFTING (INT) +0	DECEPTION (CHA) +3	DIPLOMACY (CHA) +10 •
INTIMIDATION (CHA) +3	SCRIBING LORE (INT) +7 •	LORE (OTHER: INT) +0
MEDICINE (WIS) +13 ••	NATURE (WIS) +4	OCCULTISM (INT) +0
PERFORMANCE (CHA) +10 •	RELIGION (WIS) +13 ••	SOCIETY (INT) +0
STEALTH (DEX) +2	SURVIVAL (WIS) +4	THIEVERY (DEX) +2

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Cooperative Nature, Haughty Obstinacy
CLASS FEATS Communal Healing, Domain Initiate, Healing Hands*

GENERAL FEATS Armor Proficiency (light)*, Armor Proficiency (medium)*
SKILL FEATS Group Impression, Student of the Canon, Ward Medic
CLASS FEATURES Alertness*, divine font, divine spellcasting, doctrine (cloistered cleric), second doctrine*

*Abilities with an asterisk have already been calculated into Kyra's statistics and do not appear elsewhere.

DEFENSES

HIT POINTS 48	ARMOR CLASS 22	RESIST harm 5
FORTITUDE +9	REFLEX +9	WILL +13

SPELLS

SPELL ATTACK +11 **DC** 21

PATHFINDER

EQUIPMENT

BULK 7, 6L
WORN backpack, channel protection amulet, scale mail, wooden religious symbol
WEAPONS +1 striking scimitar, sling with 10 bullets
STOWED bedroll, two belt pouches, chalk (10 pieces), flint and steel, healer's tools, lesser elixir of life, rope (50 feet), rations (2 weeks), soap, torches (5), wand of mending (1st), waterskin
WEALTH 14 gp, 10 sp, 9 cp

SPELLS

CANTRIPS (AT WILL) daze, detect magic, disrupt undead, guidance, stabilize
1ST LEVEL bless, sanctuary, spirit link
2ND LEVEL dispel magic, restoration, spiritual weapon
3RD LEVEL heal (x4), heroism, searing light



WHAT IS A CLERIC?

You are the stalwart mortal servant of a deity. Blessed with divine magic, you can protect and heal your allies and lay waste to your foes.

KYRA

EQUIPMENT

The following rules apply to Kyra's equipment.

Channel Protection Amulet: This amulet grants you resistance 5 to *harm* spells.

□ **Elixir of Life, Lesser** (alchemical, consumable, elixir, healing) **Activate** ♦ (Interact); **Effect** Upon drinking this elixir, you regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Forceful (trait): When you attack with this weapon more than once on your turn, the second attack adds a +1 circumstance bonus to damage, and each attack after that adds a +2 circumstance bonus to damage.

Grappling Hook: To anchor a grappling hook, make a secret attack roll against a DC depending on the target (typically 20). On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway through.

Sweep (trait): When you attack with this weapon, you gain a +1 circumstance bonus on your attack roll if you already attempted an attack this turn against a different creature from your target.

Healer's Tools: This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat a Disease, Treat a Poison, or Treat Wounds.

Wand of Mending: This wand allows you to cast *mending* (1st level) once per day (see spells).

FEATS AND ABILITIES

Kyra's feats and abilities are described below. Her Natural Ambition feat is already applied in her character statistics.

Anathema: Creating undead, lying, denying a repentant creature an opportunity for redemption, or failing to strike down evil are all anathema to Sarenrae. Repeatedly or flagrantly performing these anathema may cause Kyra to lose her divine spellcasting and divine font abilities.

Communal Healing: When you cast the *heal* spell to heal a single creature other than yourself, you regain Hit Points equal to the spell level of the *heal* spell.

Cooperative Nature: You gain a +4 circumstance bonus on checks to Aid.

Deity (Sarenrae): Sarenrae the Dawnflower is a goddess of healing, honesty, redemption, and the sun. Your favored weapon is the scimitar and she grants you the fire domain.

Divine Font (Healing): You can prepare four additional 3rd level *heal* spells each day (already included in your statistics).

Divine Spellcasting: Your goddess Sarenrae grants you the ability to cast divine spells. You can cast divine spells using the Cast a Spell activity. See the Spells section for details on the spells you have prepared.

Doctrine (Cloistered Cleric): You gain the Domain Initiate feat (see below).

Domain Initiate (Fire): Your Domain Initiate feat grants you the *fire ray* domain spell, which you can cast by spending 1 Focus Point from your focus pool of 1.

□ **Fire Ray** (uncommon, attack, cleric, evocation, fire); **Cast** ♦♦ somatic, verbal; **Range** 60 feet; **Targets** 1 creature or object; **Effect** You launch a swirling band of fire. Make a spell attack roll; the ray deals 6d6 fire damage. This ray deals double damage and 3d4 persistent fire damage on a critical success.

Group Impression: When you Make an Impression, you can compare your Diplomacy check result to the Will DCs of two targets instead of one. It's possible to get a different degree of success for each target.

Haughty Obstinacy: Your powerful ego makes you hard to order around. If you roll a success on a saving throw against a mental effect that attempts to directly control your actions, you critically succeed instead. If a creature rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead (so it can't try to Coerce you again for 1 week).

Student of the Canon: If you roll a critical failure at a Religion check to Decipher Writing of a religious nature or to Recall Knowledge about the tenets of faiths, you get only a failure instead. If you roll a failure, you get a success instead, and if you roll a success, you get a critical success instead.

Ward Medic: When you use Treat Disease or Treat Wounds, you can treat up to two targets.

PATHFINDER

SPELLS

Kyra can cast the following spells.

□ **Bless** (enchantment, mental) **Cast** ♦♦ somatic, verbal; **Effect** When you cast this spell, you and all of your allies within a 5-foot emanation gain a +1 status bonus to attack rolls. Once per turn, starting the turn after you cast *bless*, you can use a single action, which has the concentrate trait, to increase the emanation's radius by 5 feet. The spell lasts 1 minute. *Bless* can counteract *bane*.

Daze (cantrip, enchantment, mental, nonlethal) **Cast** ♦♦ somatic, verbal; **Effect** You cloud the target's mind with a mental jolt. The jolt deals 1d6+4 points of mental damage, with a basic Will save. If the target critically fails the save, it is also stunned 1.

Detect Magic (cantrip, detection, divination); **Cast** ♦♦ somatic, verbal; **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. Other than the school of the magic for the highest-level effect within range, you receive no information beyond the presence or absence of magic. You can ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies. You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell, though items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) are typically detected normally.

□ **Dispel Magic** (abjuration); **Cast** ♦♦ somatic, verbal; **Range** 120 feet; **Targets** 1 spell effect or unattended magic item **Effect** You unravel the magic behind a spell or effect. Attempt a counteract check against the target. If you succeed against a spell effect, you counteract it; you can't dispel a spell effect higher than 5th level. If you succeed against a magic item, the item becomes a mundane item of its type for 10 minutes. This doesn't change the item's non-magical properties. If the target is an artifact or similar item, you automatically fail.

Disrupt Undead (necromancy, positive); **Cast** ♦♦ somatic, verbal; **Effect** You lance an undead creature within 30 feet with energy that deals 3d6+4 positive damage. The target must attempt a basic Fortitude save; if it critically fails the save, it is also enfeebled for 1 round.

Guidance (cantrip, divination); **Cast** ♦ (verbal); **Effect** You pray for divine guidance, granting yourself or one creature within 30 feet a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the start of your next turn. The target chooses which roll to use the bonus on before rolling. Once a creature has been affected by this spell, they cannot be affected again for 1 hour.

□□□ **Heal** (healing, necromancy, positive); **Cast** ♦, ♦♦, or ♦♦♦ (see spell text); **Effect** You channel positive energy to heal living creatures and harm undead. If the target is a living creature, you restore 3d10 Hit Points. If the target is undead, you deal that amount of positive damage to it (basic Fortitude save). You can spend more actions when Casting this Spell to change its targets, range, area, and other parameters.
♦ (somatic): The spell has a range of touch.
♦♦ (verbal, somatic): The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 24.
♦♦♦ (material, somatic, verbal): The positive energy is dispersed in a 30-foot emanation, targeting all living and undead creatures in the area (this does not include the additional healing from the 2-action option).

□ **Heroism** (enchantment, mental); **Cast** ♦♦ somatic, verbal; **Effect** You tap into the inner heroism of a humanoid creature you touch, granting it a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks for 10 minutes.

Mending (transmutation) **Cast** 10 minutes; **Effect** You restore 5 Hit Points to a nonmagical object of 2 Bulk or less, potentially removing the broken condition if this repairs it past the item's Broken Threshold. You can't replace lost pieces or repair an object that's been completely destroyed.

- ☐ **Restoration** (healing, necromancy); **Cast** 1 minute; **Effect** Restorative magic counters the effects of toxins or conditions that prevent a creature from functioning at its best. When you cast *restoration*, choose to either reduce a condition or lessen the effect of a toxin. A creature can benefit from only one *restoration* spell each day, and it can't benefit from *restoration* more than once to reduce the stage of the same exposure to a given toxin.
 - **Reduce a Condition** Reduce the value of the target's clumsy, enfeebled, or stupefied condition by 2. You can instead reduce two of the listed conditions by 1 each.
 - **Lessen a Toxin** Reduce the stage of one toxin the target suffers from by one stage. This can't reduce the stage below stage 1 or cure the affliction.
- ☐ **Sanctuary** (abjuration); **Cast** ◆◆ somatic, verbal; **Effect** You ward 1 creature you touch against enemy attacks for 1 minute. Creatures attempting to attack the target of this spell must succeed at a Will save each time. If the target of this spell uses a hostile action, the spell ends.

Critical Success: *Sanctuary* ends.

Success: The creature can attempt its attack and any other attacks against the target.

Failure: The creature can't attack the target and wastes the action. It cannot attempt to attack the target again this turn.

Critical Failure: The creature wastes the action and can't attempt to attack the target again for the rest of *sanctuary's* duration.
- ☐ **Searing Light** (attack, evocation, fire, good, Light); **Cast** ◆◆ somatic, verbal; **Effect** You shoot a blazing ray of light tinged with holy energy. Make a ranged spell attack against a single creature within 120 feet. The ray deals 5d6 fire damage. If the target is a fiend or undead, you deal an extra 5d6 good damage. If the light passes through an area of magical darkness or targets a creature affected by magical darkness, *searing light* attempts to counteract the darkness. If you need to determine whether the light passes through an area of darkness, draw a line between you and the spell's target.

Critical Success The target takes double fire damage, as well as double good damage if a fiend or undead.

Success The target takes full damage.

- ☐ **Spirit Link** (healing, necromancy); **Cast** ◆◆ somatic, verbal; **Effect** You form a spiritual link with another willing creature within 30 feet, allowing you to take in its pain. When you Cast this Spell and at the start of each of your turns for the next 10 minutes, if the target is below maximum Hit Points, it regains 2 Hit Points (or the difference between its current and maximum Hit Points, if that's lower). You lose as many Hit Points as the target regained. This is a spiritual transfer, so no effects apply that would increase the Hit Points the target regains or decrease the Hit Points you lose. This transfer also ignores any temporary Hit Points you or the target have. While the duration persists, you gain no benefit from regeneration or fast healing. You can Dismiss this spell, and if you are ever at 0 Hit Points, spirit link ends automatically.
- ☐ **Spiritual Weapon** (attack, evocation, force); **Cast** ◆◆ somatic, verbal; **Effect** A ghostly scimitar made of pure magical force materializes and attacks foes you designate within 120 feet. When you cast the spell, the weapon appears next to a foe you choose within range and makes a Strike against it. The spell lasts until the end of your next turn unless you Sustain is as an action to extend its duration by 1 round (maximum 1 minute).

Each time you Sustain the Spell, you can move the weapon to a new target within range (if needed) and Strike with it. The spiritual weapon uses and contributes to your multiple attack penalty. The weapon's Strikes are melee spell attacks. The scimitar deals 1d8+4 force damage or slashing damage (you choose each time the scimitar attacks). No other statistics or traits of a scimitar apply. Despite making a spell attack, the *spiritual weapon* is a weapon for purposes of triggers, resistances, and so forth. The weapon doesn't take up space, grant flanking, or have any other attributes a creature would. The weapon can't make any attack other than its Strike, and feats or spells that affect weapons do not apply to it.
- Stabilize** (cantrip, healing, necromancy, positive); **Cast** ◆◆ somatic, verbal; **Effect** You use positive energy to shut death's door, removing the dying condition from 1 dying creature within 30 feet (though it remains unconscious at 0 Hit Points).