

Kyra (1)



Female human cleric of Sarenrae 1 - CR 1/2

Neutral Good Humanoid (Human); Deity: **Sarenrae**; Age: **18**; Height: **5' 9"**; Weight: **175lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	8	-1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	17	+3	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+2	+2				
REFLEX (DEXTERITY)	-1 =		-1				
WILL (WISDOM)	+7 =	+2	+3		+2		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15 =	+4	+2	-1					+5

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
9	15				

CM Bonus	BAB	Strength	Dexterity	Size
+1 =	-	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
10 = 10	-	+1	-1	-

Base Attack	+0	HP	10
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Initiative	Damage / Current HP
-1	

Speed	30 / 20 ft
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Light crossbow

Ranged: **-3, 1d8** Crit: 19-20/x2
 Ranged, both hands: **-1, 1d8** Rng: 80'
 2-hand, P

Scimitar

Main hand: **+1, 1d6+1** Crit: 18-20/x2
 Both hands: **+1, 1d6+1** 1-hand, S

Chain shirt

+4

Max Dex: +4, Armor Check: -2
 Spell Fail: 20%, Light

Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed greater/less than 30 ft. : -4 to jump	-5	DEX (-1)	-	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	-3	STR (1)	-	
Diplomacy	+5	CHA (1)	1	
Disguise	+1	CHA (1)	-	
Escape Artist	-5	DEX (-1)	-	
Fly	-5	DEX (-1)	-	
Heal	+7	WIS (3)	1	
Intimidate	+1	CHA (1)	-	
Knowledge (religion)	+4	INT (0)	1	
Perception	+4	WIS (3)	1	
Ride	-5	DEX (-1)	-	
Sense Motive	+3	WIS (3)	-	
Stealth	-5	DEX (-1)	-	
Survival	+3	WIS (3)	-	
Swim	-3	STR (1)	-	

Feats

Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Channel Smite
 Iron Will
 Shield Proficiency
 Simple Weapon Proficiency - All

Special Abilities

Aura (Ex)
 Cleric Channel Positive Energy 1d6 (4/day, DC 11) (Su)
 Cleric Domain (Healing)
 Cleric Domain (Sun)
 Spontaneous Casting
 Sun's Blessing (Su)

Spell-Like Abilities

Rebuke Death (6/day) (Sp)

Heavy wooden shield

+2

Max Dex: -, Armor Check: -2
Spell Fail: 15%, Shield

Experience & Wealth

Experience Points: 0/2000
Current Cash: 12 gp

Gear

Total Weight Carried: 54/150 lbs, Medium Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

Artisan's outfit (Free)	-
Backpack (7 @ 6.24 lbs)	2 lbs
Chain shirt	25 lbs
Crossbow bolts x20	0.1 lbs
Heavy shield bash	-
Heavy wooden shield	10 lbs
Holy symbol, silver (Sarenrae)	1 lb
Light crossbow	4 lbs
Money <In: Backpack (7 @ 6.24 lbs)>	0.24 lbs
Scimitar	4 lbs
Trail rations x6 <In: Backpack (7 @ 6.24 lbs)>	1 lb

Tracked Resources

Cleric Channel Positive Energy 1d6 (4/day, DC 11) (Su)	<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"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Spells & Powers

Cleric spells memorized (CL 1st; concentration +4)

Melee Touch +1 **Ranged Touch -1**

1st—*command* (DC 14), *divine favor*, *endure elements*^D

0th (at will)—*create water*, *detect magic*, *light*

[D] Domain spell; **Domains** Healing, Sun

Background

Kyra was one of the few survivors of a brutal raid on her hometown, and on the smoking ruins of her village she swore her life and sword arm to Sarenrae. Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra has traveled far since her trial by fire. She lost her family and home that fateful day, yet where another might be consumed by anger and a thirst for revenge, Kyra has found peace in the Dawnflower, and in the belief that, if she can prevent even one death at evil hands, her own losses will not have been in vain.

Sourcebooks Used

(none)

Kyra (10)



Female human cleric of Sarenrae 10 - CR 9

Neutral Good Humanoid (Human); Deity: **Sarenrae**; Age: **18**; Height: **5' 9"**; Weight: **175lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	8	-1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	19/23	+4/+6	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+7	+2	+1			
REFLEX (DEXTERITY)	+3 =	+3	-1	+1			
WILL (WISDOM)	+16 =	+7	+6	+1	+2		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 24 =	+9	+4	-1			+2		+14

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	24				

CM Bonus	BAB	Strength	Size	Misc
+8 =	+7	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
19 = 10	+7	+1	-1	-

Base Attack	+7	HP	68
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Initiative	Speed	Damage / Current HP
-1	30 / 20 ft	

+2 scimitar

Main hand: **+11/+6, 1d6+3** Crit: 18-20/x2
Both hands: **+11/+6, 1d6+3** 1-hand, S

Light crossbow

Ranged: **+4/-1, 1d8** Crit: 19-20/x2
Ranged, both hands: **+6/+1, 1d8** Rng: 80'
2-hand, P

+2 heavy wooden shield

+4

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (-1)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	-4	STR (1)	-	
Diplomacy	+14	CHA (1)	10	
Disguise	+1	CHA (1)	-	
Escape Artist	-6	DEX (-1)	-	
Fly	-6	DEX (-1)	-	
Heal	+19	WIS (6)	10	
Intimidate	+1	CHA (1)	-	
Knowledge (religion)	+13	INT (0)	10	
Perception	+16	WIS (6)	10	
Ride	-6	DEX (-1)	-	
Sense Motive	+6	WIS (6)	-	
Stealth	-6	DEX (-1)	-	
Survival	+6	WIS (6)	-	
Swim	-4	STR (1)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Channel Smite
Extra Channel (2/day)
Improved Channel
Iron Will
Selective Channeling
Shield Proficiency
Simple Weapon Proficiency - All
Weapon Focus (Scimitar)

Special Abilities

Aura (Ex)
Cleric Channel Positive Energy 5d6 (4/day, DC 18) (Su)
Cleric Domain (Healing)
Cleric Domain (Sun)
Healer's Blessing (Su)
Nimbus of Light (30 ft., 10 rounds/day) (Su)
Spontaneous Casting
Sun's Blessing (Su)

Spell-Like Abilities

Rebuke Death (9/day) (Sp)

+3 chainmail

+9

Max Dex: +2, Armor Check: -4
Spell Fail: 30%, Medium, Slows

Experience & Wealth

Experience Points: **105000**/155000
Current Cash: **150 gp**

Gear

Total Weight Carried: 75/150 lbs, Medium Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

+2 heavy wooden shield	10 lbs
+2 scimitar	4 lbs
+3 chainmail	40 lbs
Artisan's outfit (Free)	-
Backpack (7 @ 9 lbs)	2 lbs
Cloak of resistance +1	1 lb
Crossbow bolts x20	0.1 lbs
Headband of inspired wisdom +4	1 lb
Heavy shield bash	-
Holy symbol, silver (Sarenrae)	1 lb
Light crossbow	4 lbs
Money <In: Backpack (7 @ 9 lbs)>	3 lbs
Potion of cure serious wounds x2	-
Potion of restoration, lesser	-
Ring of protection +2	-
Trail rations x6 <In: Backpack (7 @ 9 lbs)>	1 lb
Wand of cure moderate wounds	-

Tracked Resources

Cleric Channel Positive Energy 5d6 (4/day, DC 18) (Su)	<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"/>
Extra Channel (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Nimbus of Light (30 ft., 10 rounds/day) (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"/>
Potion of cure serious wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of restoration, lesser	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure moderate wounds	<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"/> <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"/>

Languages

Common

Spells & Powers

Cleric spells memorized (CL 10th; concentration +16)
Melee Touch +8/+3 **Ranged Touch** +6/+1
5th—*flame strike*^D (DC 21)
4th—*cure critical wounds*, *cure critical wounds*, *divine power*, *fire shield*^D, *freedom of movement*, *freedom of movement*, *neutralize poison*
3rd—*dispel magic*, *dispel magic*, *prayer*, *searing light*^D, *searing light*
2nd—*aid*, *aid*, *bull's strength*, *bull's strength*, *heat metal*^D (DC 18), *resist energy*, *spiritual weapon*
1st—*bless*, *endure elements*^D, *endure elements*, *endure elements*, *shield of faith*, *shield of faith*, *shield of faith*
0th (at will)—*create water*, *detect magic*, *light*, *mending*
[D] Domain spell; **Domains** Healing, Sun

Background

Kyra was one of the few survivors of a brutal raid on her hometown, and on the smoking ruins of her village she swore her life and sword arm to Sarenrae. Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra has traveled far since her trial by fire. She lost her family and home that fateful day, yet where another might be consumed by anger and a thirst for revenge, Kyra has found peace in the Dawnflower, and in the belief that, if she can prevent even one death at evil hands, her own losses will not have been in vain.

Sourcebooks Used

(none)

Kyra (13)



Female human cleric of Sarenrae 13 - CR 12

Neutral Good Humanoid (Human); Deity: **Sarenrae**; Age: **18**; Height: **5' 9"**; Weight: **175lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	8	-1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	20/26	+5/+8	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13 =	+8	+2	+3			
REFLEX (DEXTERITY)	+6 =	+4	-1	+3			
WILL (WISDOM)	+21 =	+8	+8	+3	+2		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 30 =	+11	+6	-1			+4		+20

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	30				

CM Bonus	BAB	Strength	Size	Misc
+10 =	+9	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
23 = 10	+9	+1	-1	-

Base Attack	HP
+9	88

Initiative	Damage / Current HP
-1	

Speed
30 / 20 ft

+2 light crossbow

Ranged: **+8/+3, 1d8+2** Crit: 19-20/x2
 Ranged, both hands: **+10/+5, 1d8+2** Rng: 80'
 2-hand, P

+3 scimitar

Main hand: **+14/+9, 1d6+4** Crit: 18-20/x2
 Both hands: **+14/+9, 1d6+4** 1-hand, S

+4 heavy wooden shield

+6

Max Dex: -, Armor Check: -1
 Spell Fail: 15%, Shield

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (-1)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	-4	STR (1)	-	
Diplomacy	+14	CHA (1)	10	
Disguise	+1	CHA (1)	-	
Escape Artist	-6	DEX (-1)	-	
Fly	-6	DEX (-1)	-	
Heal	+21	WIS (8)	10	
Intimidate	+1	CHA (1)	-	
Knowledge (religion)	+16	INT (0)	13	
Perception	+18	WIS (8)	10	
Ride	-6	DEX (-1)	-	
Sense Motive	+8	WIS (8)	-	
Stealth	-6	DEX (-1)	-	
Survival	+8	WIS (8)	-	
Swim	-4	STR (1)	-	

Feats

Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Channel Smite
 Extra Channel (2/day)
 Improved Channel
 Improved Iron Will (1/day)
 Iron Will
 Selective Channeling
 Shield Proficiency
 Simple Weapon Proficiency - All
 Weapon Focus (Scimitar)

Special Abilities

Aura (Ex)
 Cleric Channel Positive Energy 7d6 (4/day, DC 19) (Su)
 Cleric Domain (Healing)
 Cleric Domain (Sun)
 Healer's Blessing (Su)
 Nimbus of Light (30 ft., 13 rounds/day) (Su)
 Spontaneous Casting
 Sun's Blessing (Su)

Spell-Like Abilities

Rebuke Death (11/day) (Sp)

+5 chainmail

+11

Max Dex: +2, Armor Check: -4
Spell Fail: 30%, Medium, Slows

Experience & Wealth

Experience Points: **315000/445000**
Current Cash: **743 gp**

Gear

Total Weight Carried: 87/150 lbs, Medium Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

+2 light crossbow	4 lbs
+3 scimitar	4 lbs
+4 heavy wooden shield	10 lbs
+5 chainmail	40 lbs
Artisan's outfit (Free)	-
Backpack (7 @ 20.86 lbs)	2 lbs
Cloak of resistance +3	1 lb
Crossbow bolts x20	0.1 lbs
Headband of inspired wisdom +6	1 lb
Heavy shield bash	-
Holy symbol, silver (Sarenrae)	1 lb
Money <In: Backpack (7 @ 20.86 lbs)>	14.86 lbs
Potion of cure serious wounds x2	-
Ring of protection +4	-
Trail rations x6 <In: Backpack (7 @ 20.86 lbs)>	1 lb
Wand of cure serious wounds	-

Tracked Resources

Cleric Channel Positive Energy 7d6 (4/day, DC 19) (Su)	<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"/>
Extra Channel (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Improved Iron Will (1/day)	<input type="checkbox"/>
Nimbus of Light (30 ft., 13 rounds/day) (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"/>
Potion of cure serious wounds	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure serious wounds	<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"/> <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"/>

Languages

Common

Spells & Powers

Cleric spells memorized (CL 13th; concentration +21)
Melee Touch +10/+5 **Ranged Touch** +8/+3
7th—*holy word* (DC 25), *sunbeam*^D (DC 25)
6th—*banishment* (DC 24), *heal*^D, *heal*, *heroes' feast*
5th—*flame strike*^D (DC 23)
4th—*divine power*, *divine power*, *divine power*, *fire shield*^D, *freedom of movement*, *freedom of movement*
3rd—*dispel magic*, *dispel magic*, *dispel magic*, *prayer*, *searing light*^D, *searing light*, *searing light*
2nd—*aid*, *aid*, *bull's strength*, *bull's strength*, *heat metal*^D (DC 20), *resist energy*, *spiritual weapon*
1st—*bless*, *endure elements*^D, *endure elements*, *endure elements*, *shield of faith*, *shield of faith*, *shield of faith*
0th (at will)—*create water*, *detect magic*, *light*, *mending*
[D] Domain spell; **Domains** Healing, Sun

Background

Kyra was one of the few survivors of a brutal raid on her hometown, and on the smoking ruins of her village she swore her life and sword arm to Sarenrae. Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra has traveled far since her trial by fire. She lost her family and home that fateful day, yet where another might be consumed by anger and a thirst for revenge, Kyra has found peace in the Dawnflower, and in the belief that, if she can prevent even one death at evil hands, her own losses will not have been in vain.

Sourcebooks Used

(none)

Kyra (15)



Female human cleric of Sarenrae 15 - CR 14

Neutral Good Humanoid (Human); Deity: **Sarenrae**; Age: **18**; Height: **5' 9"**; Weight: **175lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	8	-1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	20/26	+5/+8	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+16 =	<input type="text" value="+9"/>	<input type="text" value="+2"/>	<input type="text" value="+5"/>	<input type="text"/>	<input type="text"/>	
REFLEX (DEXTERITY)	+9 =	<input type="text" value="+5"/>	<input type="text" value="-1"/>	<input type="text" value="+5"/>	<input type="text"/>	<input type="text"/>	
WILL (WISDOM)	+24 =	<input type="text" value="+9"/>	<input type="text" value="+8"/>	<input type="text" value="+5"/>	<input type="text" value="+2"/>	<input type="text"/>	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 31 =	<input type="text" value="+11"/>	<input type="text" value="+6"/>	<input type="text" value="-1"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="+5"/>	<input type="text"/>	<input type="text" value="+21"/>

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	31	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CM Bonus	BAB	Strength	Dexterity	Size
+12 =	<input type="text" value="+11"/>	<input type="text" value="+1"/>	<input type="text" value="-"/>	<input type="text" value="-"/>

CM Defense	BAB	Strength	Dexterity	Size
26 = 10	<input type="text" value="+11"/>	<input type="text" value="+1"/>	<input type="text" value="-1"/>	<input type="text" value="-"/>

Base Attack	<input type="text" value="+11"/>	HP	<input type="text" value="104"/>
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Initiative	Damage / Current HP
<input type="text" value="-1"/>	

Speed	<input type="text" value="30 / 20 ft"/>
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+3 light crossbow

Ranged: **+11/+6/+1, 1d8+3** Crit: 19-20/x2
 Ranged, both hands: **+13/+8/+3, 1d8+3** Rng: 80'
 2-hand, P

+4 scimitar

Main hand: **+17/+12/+7, 1d6+5** Crit: 18-20/x2
 Both hands: **+17/+12/+7, 1d6+5** 1-hand, S

+4 heavy wooden shield

+6

Max Dex: -, Armor Check: -1
 Spell Fail: 15%, Shield

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (-1)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	-4	STR (1)	-	
Diplomacy	+19	CHA (1)	15	
Disguise	+1	CHA (1)	-	
Escape Artist	-6	DEX (-1)	-	
Fly	-6	DEX (-1)	-	
Heal	+26	WIS (8)	15	
Intimidate	+1	CHA (1)	-	
Knowledge (religion)	+18	INT (0)	15	
Perception	+23	WIS (8)	15	
Ride	-6	DEX (-1)	-	
Sense Motive	+8	WIS (8)	-	
Stealth	-6	DEX (-1)	-	
Survival	+8	WIS (8)	-	
Swim	-3	STR (1)	1	

Feats

Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Channel Smite
 Combat Casting
 Extra Channel (2/day)
 Improved Channel
 Improved Iron Will (1/day)
 Iron Will
 Selective Channeling
 Shield Proficiency
 Simple Weapon Proficiency - All
 Turn Undead (DC 20)
 Weapon Focus (Scimitar)

Special Abilities

Aura (Ex)
 Cleric Channel Positive Energy 8d6 (4/day, DC 20) (Su)
 Cleric Domain (Healing)
 Cleric Domain (Sun)
 Fortification 50%
 Healer's Blessing (Su)
 Nimbus of Light (30 ft., 15 rounds/day) (Su)
 Spontaneous Casting
 Sun's Blessing (Su)

Spell-Like Abilities

Rebuke Death (11/day) (Sp)

+5 moderate fortification chainmail

+11

Max Dex: +2, Armor Check: -4
Spell Fail: 30%, Medium, Slows

Gear

**Total Weight Carried: 79/150 lbs, Medium Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)**

+3 light crossbow	4 lbs
+4 heavy wooden shield	10 lbs
+4 scimitar	4 lbs
+5 moderate fortification chainmail	40 lbs
Artisan's outfit (Free)	-
Backpack (7 @ 12.86 lbs)	2 lbs
Cloak of resistance +5	1 lb
Crossbow bolts x20	0.1 lbs
Headband of inspired wisdom +6	1 lb
Heavy shield bash	-
Holy symbol, silver (Sarenrae)	1 lb
Money <In: Backpack (7 @ 12.86 lbs)>	6.86 lbs
Potion of cure serious wounds x2	-
Ring of protection +5	-
Scroll of break enchantment (CL 10th)	-
Scroll of resurrection	-
Trail rations x6 <In: Backpack (7 @ 12.86 lbs)>	1 lb
Wand of cure serious wounds	-

Tracked Resources

Cleric Channel Positive Energy 8d6 (4/day, DC 20) (Su)	<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"/>
Extra Channel (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Improved Iron Will (1/day)	<input type="checkbox"/>
Nimbus of Light (30 ft., 15 rounds/day) (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"/>
Potion of cure serious wounds	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure serious wounds	<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"/> <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"/>

Languages

Common

Experience & Wealth

Experience Points: **635000**/890000
Current Cash: **343 gp**

Spells & Powers

Cleric spells memorized (CL 15th; concentration +23)
Melee Touch +12/+7/+2 **Ranged Touch** +10/+5/+0
8th—*earthquake*, *holy aura*, *sunburst*^D (DC 26)
7th—*resurrection*, *resurrection*, *sunbeam*^D (DC 25)
6th—*banishment* (DC 24), *heal*^D, *heal*, *heal*, *heroes' feast*
5th—*flame strike*^D (DC 23)
4th—*cure critical wounds*, *cure critical wounds*, *dismissal* (DC 22), *dismissal* (DC 22), *divine power*, *divine power*, *divine power*, *fire shield*^D, *neutralize poison*, *neutralize poison*
3rd—*dispel magic*, *dispel magic*, *dispel magic*, *prayer*, *searing light*^D, *searing light*, *searing light*
2nd—*aid*, *aid*, *aid*, *aid*, *bull's strength*, *bull's strength*, *heat metal*^D (DC 20)
1st—*bles*, *endure elements*^D, *endure elements*, *endure elements*, *shield of faith*, *shield of faith*, *shield of faith*, *shield of faith*
0th (at will)—*create water*, *detect magic*, *light*, *mending*
[D] Domain spell; **Domains** Healing, Sun

Background

Kyra was one of the few survivors of a brutal raid on her hometown, and on the smoking ruins of her village she swore her life and sword arm to Sarenrae. Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra has traveled far since her trial by fire. She lost her family and home that fateful day, yet where another might be consumed by anger and a thirst for revenge, Kyra has found peace in the Dawnflower, and in the belief that, if she can prevent even one death at evil hands, her own losses will not have been in vain.

Sourcebooks Used

(none)

Kyra (4)



Female human cleric of Sarenrae 4 - CR 3

Neutral Good Humanoid (Human); Deity: **Sarenrae**; Age: **18**; Height: **5' 9"**; Weight: **175lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	8	-1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	18	+4	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7 =	+4	+2	+1			
REFLEX (DEXTERITY)	+1 =	+1	-1	+1			
WILL (WISDOM)	+11 =	+4	+4	+1	+2		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 =	+7	+2	-1					+8

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
9	18				

CM Bonus	BAB	Strength	Size	Misc
+4 =	+3	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
13 = 10	+3	+1	-1	-

Base Attack	+3	HP	29
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Initiative	Damage / Current HP
-1	

Speed	30 / 20 ft
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+1 scimitar

Main hand: **+5, 1d6+2** Crit: 18-20/x2
Both hands: **+5, 1d6+2** 1-hand, S

Light crossbow

Ranged: **+0, 1d8** Crit: 19-20/x2
Ranged, both hands: **+2, 1d8** Rng: 80'
2-hand, P

+1 chainmail

+7

Max Dex: +2, Armor Check: -4
Spell Fail: 30%, Medium, Slows

Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed greater/less than 30 ft. : -4 to jump	-7	DEX (-1)	-	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	-5	STR (1)	-	
Diplomacy	+8	CHA (1)	4	
Disguise	+1	CHA (1)	-	
Escape Artist	-7	DEX (-1)	-	
Fly	-7	DEX (-1)	-	
Heal	+11	WIS (4)	4	
Intimidate	+1	CHA (1)	-	
Knowledge (religion)	+7	INT (0)	4	
Perception	+8	WIS (4)	4	
Ride	-7	DEX (-1)	-	
Sense Motive	+4	WIS (4)	-	
Stealth	-7	DEX (-1)	-	
Survival	+4	WIS (4)	-	
Swim	-5	STR (1)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Channel Smite
Iron Will
Selective Channeling
Shield Proficiency
Simple Weapon Proficiency - All

Special Abilities

Aura (Ex)
Cleric Channel Positive Energy 2d6 (4/day, DC 13) (Su)
Cleric Domain (Healing)
Cleric Domain (Sun)
Spontaneous Casting
Sun's Blessing (Su)

Spell-Like Abilities

Rebuke Death (7/day) (Sp) □□□□□ □□

Heavy wooden shield

+2

Max Dex: -, Armor Check: -2
Spell Fail: 15%, Shield

Experience & Wealth

Experience Points: 9000/15000
Current Cash: 75 gp

Gear

Total Weight Carried: 73/150 lbs, Medium Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

+1 chainmail	40 lbs
+1 scimitar	4 lbs
Artisan's outfit (Free)	-
Backpack (7 @ 7.5 lbs)	2 lbs
Cloak of resistance +1	1 lb
Crossbow bolts x20	0.1 lbs
Heavy shield bash	-
Heavy wooden shield	10 lbs
Holy symbol, silver (Sarenrae)	1 lb
Light crossbow	4 lbs
Money <In: Backpack (7 @ 7.5 lbs)>	1.5 lbs
Potion of restoration, lesser	-
Trail rations x6 <In: Backpack (7 @ 7.5 lbs)>	1 lb
Wand of cure light wounds	-

Tracked Resources

Cleric Channel Positive Energy 2d6 (4/day, DC 13) (Su)	<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"/>
Potion of restoration, lesser	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure light wounds	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Spells & Powers

Cleric spells memorized (CL 4th; concentration +8)

Melee Touch +4 Ranged Touch +2

2nd—*aid*, *bull's strength*, *heat metal*^D (DC 16), *spiritual weapon*

1st—*bles*, *command* (DC 15), *divine favor*, *endure elements*^D, *shield of faith*

0th (at will)—*create water*, *detect magic*, *light*, *mending*

[D] Domain spell; **Domains** Healing, Sun

Background

Kyra was one of the few survivors of a brutal raid on her hometown, and on the smoking ruins of her village she swore her life and sword arm to Sarenrae. Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra has traveled far since her trial by fire. She lost her family and home that fateful day, yet where another might be consumed by anger and a thirst for revenge, Kyra has found peace in the Dawnflower, and in the belief that, if she can prevent even one death at evil hands, her own losses will not have been in vain.

Sourcebooks Used

(none)

Kyra (7)



Female human cleric of Sarenrae 7 - CR 6

Neutral Good Humanoid (Human); Deity: **Sarenrae**; Age: **18**; Height: **5' 9"**; Weight: **175lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	8	-1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	18/20	+4/+5	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+5	+2	+1			
REFLEX (DEXTERITY)	+2 =	+2	-1	+1			
WILL (WISDOM)	+13 =	+5	+5	+1	+2		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 21 =	+8	+3	-1			+1		+11

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
10	21				

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

CM Defense	BAB	Strength	Dexterity	Size
16 = 10	+5	+1	-1	-

Base Attack	+5	HP	49
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Initiative	Damage / Current HP
-1	

Speed	30 / 20 ft
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+1 scimitar

Main hand: **+8, 1d6+2** Crit: 18-20/x2
Both hands: **+8, 1d6+2** 1-hand, S

Light crossbow

Ranged: **+2, 1d8** Crit: 19-20/x2
Ranged, both hands: **+4, 1d8** Rng: 80'
2-hand, P

+1 heavy wooden shield

+3

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (-1)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	-4	STR (1)	-	
Diplomacy	+11	CHA (1)	7	
Disguise	+1	CHA (1)	-	
Escape Artist	-6	DEX (-1)	-	
Fly	-6	DEX (-1)	-	
Heal	+15	WIS (5)	7	
Intimidate	+1	CHA (1)	-	
Knowledge (religion)	+10	INT (0)	7	
Perception	+12	WIS (5)	7	
Ride	-6	DEX (-1)	-	
Sense Motive	+5	WIS (5)	-	
Stealth	-6	DEX (-1)	-	
Survival	+5	WIS (5)	-	
Swim	-4	STR (1)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Channel Smite
Improved Channel
Iron Will
Selective Channeling
Shield Proficiency
Simple Weapon Proficiency - All
Weapon Focus (Scimitar)

Special Abilities

Aura (Ex)
Cleric Channel Positive Energy 4d6 (4/day, DC 16) (Su)
Cleric Domain (Healing)
Cleric Domain (Sun)
Healer's Blessing (Su)
Spontaneous Casting
Sun's Blessing (Su)

Spell-Like Abilities

Rebuke Death (8/day) (Sp)

+2 chainmail

+8

Max Dex: +2, Armor Check: -4
Spell Fail: 30%, Medium, Slows

Experience & Wealth

Experience Points: 35000/51000
Current Cash: 75 gp

Gear

Total Weight Carried: 74/150 lbs, Medium Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

+1 heavy wooden shield	10 lbs
+1 scimitar	4 lbs
+2 chainmail	40 lbs
Artisan's outfit (Free)	-
Backpack (7 @ 7.5 lbs)	2 lbs
Cloak of resistance +1	1 lb
Crossbow bolts x20	0.1 lbs
Headband of inspired wisdom +2	1 lb
Heavy shield bash	-
Holy symbol, silver (Sarenrae)	1 lb
Light crossbow	4 lbs
Money <In: Backpack (7 @ 7.5 lbs)>	1.5 lbs
Potion of restoration, lesser	-
Ring of protection +1	-
Trail rations x6 <In: Backpack (7 @ 7.5 lbs)>	1 lb
Wand of cure moderate wounds	-

Tracked Resources

Cleric Channel Positive Energy 4d6 (4/day, DC 16) (Su)	<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"/>
Potion of restoration, lesser	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure moderate wounds	<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"/> <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"/>

Languages

Common

Spells & Powers

Cleric spells memorized (CL 7th; concentration +12)

Melee Touch +6 Ranged Touch +4

4th—*divine power*, *fire shield*^D, *restoration*

3rd—*dispel magic*, *dispel magic*, *prayer*, *searing light*^D

2nd—*aid*, *bull's strength*, *heat metal*^D (DC 17), *resist energy*, *spiritual weapon*

1st—*bless*, *command* (DC 16), *divine favor*, *divine favor*, *endure elements*^D, *shield of faith*, *shield of faith*

0th (at will)—*create water*, *detect magic*, *light*, *mending*

[D] Domain spell; **Domains** Healing, Sun

Background

Kyra was one of the few survivors of a brutal raid on her hometown, and on the smoking ruins of her village she swore her life and sword arm to Sarenrae. Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra has traveled far since her trial by fire. She lost her family and home that fateful day, yet where another might be consumed by anger and a thirst for revenge, Kyra has found peace in the Dawnflower, and in the belief that, if she can prevent even one death at evil hands, her own losses will not have been in vain.

Sourcebooks Used

(none)