

KYRA

CLERIC

1

ANCESTRY HUMAN (VERSATILE) **BACKGROUND** ACOLYTE
SPEED 25 FEET **PERCEPTION** +7 (TRAINED)
ALIGNMENT NEUTRAL GOOD
LANGUAGES COMMON, KELISH

STRENGTH **STR** 14 MODIFIER (+2) **DEXTERITY** **DEX** 12 MODIFIER (+1) **CONSTITUTION** **CON** 10 MODIFIER (+0)
INTELLIGENCE **INT** 10 MODIFIER (+0) **WISDOM** **WIS** 18 MODIFIER (+4) **CHARISMA** **CHA** 14 MODIFIER (+2)

STRIKES

MELEE ✦ scimitar +5 (forceful, sweep), 1d6+2 slashing
RANGED ✦✦ fire ray +7, 2d6 fire (range 60 feet, costs 1 Focus Point)
 ✦ sling +4 (range increment 50 feet, reload 1) 1d6+1 bludgeoning

SKILLS

ACROBATICS (DEX) +1	ARCANA (INT) +0	ATHLETICS (STR) +5 •
CRAFTING (INT) +0	DECEPTION (CHA) +2	DIPLOMACY (CHA) +5 •
INTIMIDATION (CHA) +2	SCRIBING LORE (INT) +3 •	LORE (OTHER: INT) +0
MEDICINE (WIS) +7 •	NATURE (WIS) +4	OCCULTISM (INT) +0
PERFORMANCE (CHA) +5 •	RELIGION (WIS) +7 •	SOCIETY (INT) +0
STEALTH (DEX) +0	SURVIVAL (WIS) +4	THIEVERY (DEX) +1

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Haughty Obstinacy
CLASS FEATS Domain Initiate
GENERAL FEATS Armor Proficiency (light)*
SKILL FEATS Student of the Canon
CLASS FEATURES divine font, divine spellcasting, doctrine (cloistered cleric)

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

DEFENSES

HIT POINTS 16 **ARMOR CLASS** 16
FORTITUDE +3 **REFLEX** +4 **WILL** +9

SPELLS

SPELL ATTACK +7 **DC** 17

PATHFINDER

EQUIPMENT

BULK Worn: 3, 4 L; Stowed: 1
WORN backpack, chain shirt, healer's tools, wooden religious symbol, minor elixir of life, scimitar, sling (10 bullets)
STOWED bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH 2 gp, 10 sp, 9 cp

SPELLS

CANTRIPS (AT WILL): daze, disrupt undead, guidance, light, stabilize
1ST LEVEL: bless, heal (x3), sanctuary



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.

EQUIPMENT

The following rules apply to Kyra's equipment.

Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing) **Activate** ◆ (Interact); **Effect** Upon drinking this elixir, you regain 1d6 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.

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.

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.

FEATS AND ABILITIES

Kyra's feats and abilities are described below.

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.

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 three additional 1st 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. Sarenrae also grants you the ability to prepare *burning hands* as a divine spell.

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 2d6 fire damage. This ray deals double damage and 1d4 persistent fire damage on a critical success.

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.

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 for 1 minute. 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. *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 4 points of mental damage, with a basic Will save. If the target critically fails the save, it is also stunned 1.

Disrupt Undead (cantrip, necromancy, positive); **Cast** ◆◆ somatic, verbal; **Effect** You lance an undead creature within 30 feet with energy that deals 1d6 +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 1d8 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 8.

◆◆◆ (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).

Light (cantrip, evocation, light); **Cast** ◆◆ somatic, verbal; **Range** touch; **Target** 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally; **Effect** The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. If you cast this spell again on a second object, the *light* spell on the first object ends.

☐ **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.

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).