KYRA

PATHFINDER PLAYTEST

ANCESTRY HUMAN (KELESHITE) **BACKGROUND** ACOLYTE

CLASS CLERIC 5 **PERCEPTION** +9 (TRAINED)

ALIGNMENT NEUTRAL GOOD

LANGUAGES COMMON, KELISH

STRENGTH		DEXTERITY		CONSTITUTION	
STR	16 (+3) MODIFIER	DEX	14 (+2) MODIFIER	CON	12 (+1) MODIFIER

INTELLIGENCE		WISDOM		CHARISMA	
INT	10 (+0) MODIFIER	WIS	18 (+4) MODIFIER	CHA	16 (+3) MODIFIER

ACTIONS

SPEED: 20 feet

MELEE: *+1 scimitar* +9 (2d6+3 slashing); forceful, sweep

RANGED: sling +7 (1d6+1 bludgeoning)

RANGED: *fire ray* +7 (3d6+4 fire)

SKILLS

ACROBATICS +3	ARCANA +5 T	ATHLETICS +4 (+6)
CRAFTING +3	DECEPTION +6	DIPLOMACY +9 E
INTIMIDATION +6	LORE (SARENRAE) +5 T	LORE (OTHER) +3
MEDICINE +10 E	NATURE +9 T	OCCULTISM +3
PERFORMANCE +8 T	RELIGION +9 T	SOCIETY +3
STEALTH +3	SURVIVAL +9 T	THIEVERY +3

*Use the bonus in parentheses for Athletics checks that have the attack trait, including Break Open, Disarm, Grapple, Shove, and Trip.

FEATS AND ABILITIES

ANCESTRY FEATS: Natural Ambition, Skilled

CLASS FEATS: Expanded Domain, Healing Hands, Selective Energy

GENERAL FEATS: Toughness

SKILL FEATS: Battle Medic, Group Impression, Student of the Canon

CLASS ABILITIES: Channel energy (positive, heal 6/day), domains (fire, healing; 5 Spell Points)

*Abilities marked with an asterisk are already reflected in other statistics

DEFENSES

HIT POINTS	ARMOR CLASS	TOUCH AC
58	22	19

FORTITUDE	REFLEX	WILL
+8	+8	+11

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.

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CLASS CLERIC 5

EQUIPMENT

BULK 5, 7L

WORN backpack, *+1 chain mail**, silver religious symbol

WEAPONS *+1 scimitar*, sling with 10 bullets

STOWED antidote, bedroll, candles (10), flint and steel, healer's tools (expert), *holy water* (3), material component pouch, rations (3 days), religious text, *scroll of restoration* (2nd), *scroll of see invisibility*, sheath, *wand of heal* (1st, DC 18, 10 charges), *wand of sanctuary* (DC 18, 10 charges), waterskin

WEALTH 2 gold, 1 silver, 6 copper

RESONANCE POINTS 8 (7 remaining)

The following rules apply to Kyra's equipment.

Kyra is assumed to have invested resonance in equipment marked with an asterisk (*) above.

☐ **Antidote**: The imbiber gains a +2 item bonus (increasing your total bonus by 1) to Fortitude saving throws against poisons and venoms for 6 hours.

☐ **Comprehension Elixir**: The imbiber of this elixir can understand any words she reads as though they were written in a common language for 1 minute. This doesn't automatically translate codes or extremely esoteric passages.

☐ **Darkvision Elixir**: The imbiber of this elixir gains darkvision 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.

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 (Expert): This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat a Disease, or Treat a Poison.

☐ ☐ ☐ **Holy Water**: You can throw this vial with a range increment of 20 feet as a ranged strike (+6 to hit); this does not expend Resonance Points. The holy water deals 1d6 good damage and 1 good splash damage. It harms only creature that have a weakness to good damage as well as all fiends and undead.

☐ **Scroll of Restoration**: While holding this scroll, Kyra can cast *restoration* (2nd level) once, after which the scroll is destroyed (see Spells).

☐ **Scroll of See Invisibility**: While holding this scroll, Kyra can cast *see invisibility* once, after which the scroll is destroyed (see Spells).

Wands: By spending 1 Resonance Point while holding a wand, you can cast the stored spell as though you had it prepared.

FEATS AND ABILITIES

Kyra's feats and abilities are described below. Her Expanded Domain, Human Ambition, Skilled, and Toughness feats are already applied to her character statistics.

Anathema: Actions fundamentally opposed to your deity's alignment or ideals are anathema to your faith. Committing acts that are anathema to your deity or their tenets take you out of their good graces. If you perform enough of these actions, you can lose the magical abilities that come from your deity, such as channel energy, domains, and spellcasting.

The following are anathema to Sarenrae: creating undead, failing to strike down evil, lying, and succumbing to darkness.

◆ **Battle Medic**: You may attempt a DC 20 Medicine check to attempt to heal yourself or an adjacent ally. On a success, the target regains 1d10+4 Hit Points, on a critical success the target regains 2d10+4 Hit Points, and on a critical failure the target takes 1d10 points of damage. Regardless of the result, the target is bolstered to your use of this ability after the attempt.

Channel Energy: You gain a pool of positive energy that lets you cast the *heal* spell 6 times per day (see the spells below).

Deity and Domains: You revere the deity Sarenrae above all others. Your devotion to her grants you numerous benefits that include gaining Survival as a signature skill, the trained proficiency rank in scimitars, and access to several spells that do not normally appear on the divine spellcasting list. You also gain a domain, granting you a special power that you can cast using your pool of Spell Points (5/day).

Group Impression: When you Make an Impression, you can compare your Diplomacy check to the Will DCs of up to four targets instead of one.

◇ **Healing Hands:** You can add a Verbal Casting action when you start to cast *heal* to heal a living creature in order to increase the number of Hit Points the target regains by 1d8.

Selective Energy: When you use the 3-action version of *harm* or *heal*, you can designate 3 creatures that are not targeted by the spell.

Spell Points: You gain a pool of 5 Spell Points that allow you to cast your domain spells—*fire ray* and *healer's blessing*. Each casting uses 1 Spell Point.

Student of the Canon: When attempting a Religion check to Read Scripture or to Recall Knowledge about the tenets of faiths, you treat a critical failure as a failure instead.

SPELLS

SPELL ROLL	DC	SPELL POINTS
+9	19	5

CANTRIPS (AT WILL): *forbidding ward, light, shield, stabilize*

1ST LEVEL: *bless, mending, ray of enfeeblement*

2ND LEVEL: *resist energy, sound burst, spiritual weapon*

3RD LEVEL: *dispel magic, fireball*

Kyra can cast the following spells.

Bless (◆ Somatic, ◆ Verbal): You grant yourself and your allies within 30 feet additional power. They gain a +1 conditional bonus to attack rolls for up to 1 minute, but you must spend 1 action per round to concentrate and maintain the spell. *Bless* can dispel *bane*.

Dispel Magic (◆ Somatic, ◆ Verbal): You attempt to dispel one spell effect or unattended magic item within 120 feet. If the effect's counteract level is less than three, this automatically succeeds and the spell is dispelled or the magic item becomes a mundane item of its type for 10 minutes; otherwise, make a counteract check (*Pathfinder Playtest* p 319) against the effect using your spell roll.

Fire Ray (1 Spell Point, ◆ Somatic, ◆ Verbal): You attempt a ranged touch Strike against one creature within 60 feet. If you hit, you deal 3d6+4 fire damage to the target.

Fireball (◆ Somatic, ◆ Verbal): At a range of 500 feet, a fireball explodes in a 20-foot burst, dealing 6d6 fire damage. Creatures in the area must attempt a Reflex save, taking half damage on a success, no damage on a critical success, or double damage on a critical failure.

Forbidding Ward (cantrip, ◆ Somatic, ◆ Verbal): You ward one ally within 30 feet against the attacks and hostile spells of one enemy within 30 feet. The ally gains a +1 conditional bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects for up to 1 minute, but you must spend one action each round to concentrate to maintain the spell.

Heal (channel energy or wand): You channel positive energy to heal the living or damage the undead. There are three ways to cast this spell depending on the number of actions you spend casting it.

◆ Somatic: The spell has a range of touch. When using channel energy, you restore 5d8+4 Hit Points to a willing living target, or deal that amount of positive damage to an undead target if you succeed at a melee touch attack. Creatures in the area must attempt a Fortitude save, taking half damage on a success, no damage on a critical success, or double damage on a critical failure. The *wand of heal* heals living creatures or harms undead for 1d8+4 Hit Points, and its saving throw is 18.

◆ Somatic, ◆ Verbal: The spell has a range of 30 feet and doesn't require a touch attack when targeting an undead creature. An undead target must attempt a Fortitude save, taking half damage on a success, no damage on a critical success, or double damage on a critical failure.

◆ Material, ◆ Somatic, ◆ Verbal: You disperse positive energy in a 30-foot aura. This functions as the 2-action version of the spell, but targets all living and undead creatures in the burst and reduces the amount of healing or damage to 2d8+4 (or 4 when using the wand).

Healer's Blessing (1 Spell Point, ◇ Somatic): When you cast *heal* to heal a living creature, you can also cast this spell to increase the amount of healing by 10 (or 4 if you are both healing the living and harming undead).

Light (cantrip, ◆ Somatic, ◆ Verbal): An object (Bulk 1 or less) you touch begins to glow with pure light, casting bright light in a 20-foot radius like a torch for 1 day. If you cast this spell again, the light on the last object you cast it on is dismissed.

Protection (◆ Somatic, ◆ Verbal): Choose chaotic, evil, or lawful. A touched ally gains protection against creatures of the chosen alignment, gaining a +1 conditional bonus to their Armor Class against their attacks and a +1 conditional bonus to saving throws against effects they create. This bonus increases to +3 against effects that would directly control the target and against attacks made by summoned creatures.

Ray of Enfeeblement (◆ Somatic, ◆ Verbal): Fire a ray as a ranged touch attack at a target within 30 feet to enfeeble it. If the ray hits, the creature attempts a Fortitude save. If your attack roll critically succeeds, treat the target's roll as if the result of its Fortitude save were one category worse. *Critical Failure*: enfeebled 3, *Failure*: enfeebled 2, *Success*: enfeebled 1, *Critical Success*: unaffected.

Resist Energy (◆ Somatic, ◆ Verbal): Choose acid, bold, electricity, fire, or sonic damage. The target and its gear gain resistance 5 against the type of damage you choose.

Restoration (◆ Somatic, ◆ Verbal): You touch a creature to treat its ailments. You can reduce the stage of one toxin the target suffers by one stage (this cannot cure a toxin or reduce its stage below 1). Alternatively, you can reduce the value of the target's enfeebled, sluggish, or stupefied condition by 2, or reduce the value of two of these conditions by 1.

Sanctuary (wand, ◆ Somatic, ◆ Verbal): You protect a touched target from harm for one minute. On a failed DC 18 Will save, creatures who try to attack the target waste their attack action and cannot attack the target further for the rest of the turn (or for the duration of the spell on a critical failure). A creature who succeeds can attack normally, and a creature who critically succeeds also ends the *sanctuary*.

See Invisibility (scroll, ◆ Somatic, ◆ Verbal) You can see the translucent shapes of invisible creatures and objects for 10 minutes. Treat them as if they were concealed.

Shield (cantrip, ◆ Verbal): You raise a magical shield of force to protect yourself. This counts as using the Raise a Shield action to gain a +1 circumstance bonus to AC until the start of your next turn, though it doesn't require a hand to use. While the spell is in effect, you can use the Shield Block reaction to reduce one attack's damage to you. The shield has Hardness 10. After you use Shield Block, the spell is dismissed and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can also use the spell's reaction against the *magic missile* spell.

Sound Burst (◆ Somatic, ◆ Verbal): At a range of 30 feet, you deal 2d8 sonic damage to all creatures in a 10-foot area who fail a Fortitude save. Affected creatures take half damage on a success or no damage on a critical success. Creatures who fail take full damage and are deafened for 1 round, or double damage and deafened for 1 minute on a critical failure. If you prepare *sound burst* in a 3rd-level spell slot, it deals 3d8 sonic damage.

Spiritual Weapon (◆ Somatic, ◆ Verbal): A scimitar made of force appears next to a foe within 120 feet and makes a Strike against it (+9 to hit for 1d8+4 damage). This weapon can deal slashing damage instead of force, but has no other attributes of a scimitar. For the next minute, you can spend at least 1 Concentrate action each round to maintain the spell. Whenever you spend a concentrate action, you can move the weapon and make another Strike with it. The spiritual weapon uses and contributes to your multiple attack penalty.

Stabilize (cantrip, ◆ Somatic, ◆ Verbal): You cause one dying creature within 30 feet to go from 0 Hit Points to 1 Hit Point.