KYRA

PATHFINDER PLAYTEST

ANCESTRY HUMAN (KELESHITE) **BACKGROUND** ACOLYTE

CLASS CLERIC 1 **PERCEPTION** +5 (TRAINED)

ALIGNMENT NEUTRAL GOOD

LANGUAGES COMMON, KELISH

STRENGTH		DEXTERITY		CONSTITUTION	
STR	14 (+2) MODIFIER	DEX	12 (+1) MODIFIER	CON	10 (+0) MODIFIER

INTELLIGENCE		WISDOM		CHARISMA	
INT	10 (+0) MODIFIER	WIS	18 (+4) MODIFIER	CHA	14 (+2) MODIFIER

ACTIONS

SPEED: 20 feet

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

RANGED: sling +2 (1d6+1 bludgeoning)

RANGED: *fire ray* +2 touch (1d6+4 fire)

SKILLS

ACROBATICS −3	ARCANA −1	ATHLETICS −2 (+1) T
CRAFTING -1	DECEPTION +1	DIPLOMACY +3 T
INTIMIDATION +1	LORE (SARENRAE) +1 T	LORE (OTHER) −1
MEDICINE +5 T	NATURE +3	OCCULTISM −1
PERFORMANCE +3 T	RELIGION +5 T	SOCIETY −1
STEALTH −3	SURVIVAL +5 T	THIEVERY −3

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

FEATS AND ABILITIES

ANCESTRY FEATS: Natural Ambition

CLASS FEATS: Expanded Domain (healing)

SKILL FEATS: Student of the Canon

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

DEFENSES

HIT POINTS	ARMOR CLASS	TOUCH AC
16	16	14

FORTITUDE	REFLEX	WILL
+2	+2	+6

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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EQUIPMENT

BULK 5

WORN backpack, chain mail, ordinary clothing, wooden religious symbol

WEAPONS scimitar, sling with 10 bullets

STOWED bedroll, candles (10), flint and steel, healer's tools, material component pouch, rations (3 days), religious text, sheath, waterskin

WEALTH 8 silver, 1 copper

RESONANCE POINTS 3

The following rules apply to Kyra's equipment.

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

FEATS AND ABILITIES

Kyra's feats and abilities are described below. Her Natural Ambition feat grants her Expanded Domain as an additional class feat, which grants her an additional domain of her deity which she does not already have.

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.

Channel Energy: You gain a pool of positive energy that lets you cast the *heal* spell 5 times per day (see the spells section).

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).

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

Student of the Canon (General, Skill): 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 +5 DC 15 SPELL POINTS 5

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

1ST LEVEL: *bless, magic weapon*

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*.

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

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.

Heal: 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. You restore 1d8+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.

◆ 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 4.

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 2.

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.

Magic Weapon (◆ Somatic, ◆ Verbal): One weapon you touch glimmers with magic and energy. It becomes a *+1 magic weapon* for 1 minute, gaining a +1 item bonus on attack rolls and dealing another die of damage on a hit.

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 4. 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.

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