ABILITIES

◄RACE ABILITIES►
●HUMAN BONUS FEAT: Gain an extra feat (Core 27)
●SKILLED: Gain an additional skill rank at 1st level and one additional rank whenever they gain a level (Core 27)
●MEDIUM-SIZED: You have a natural reach of 5' and you occupy a 5' space (Core 179)
◄CLASS ABILITIES►
●CLERIC WEAPON PROFICIENCY: Gain proficiency with deity's favored weapon (longbow) (Core 39)
●AURA: You radiate a faint aura of law and good (Core 39)
●CHANNEL POSITIVE ENERGY: Release a wave of positive energy in a 30' burst, either causing damage to undead (Will save: DC 12, or take half damage), or healing living creatures, 1d6 points. Can channel energy 5 times per day (Core 40)
□□□□□
●CLERIC SPELL ABILITY: Prepare (1 hour of meditation at chosen time of day) and cast cleric divine spells. DC's for cleric spells are Wisdom based. A cleric must worship a specific deity whose alignment is within 1 step of the cleric's alignment. A cleric can't cast spells from an opposed alignment. (Core 39)
●ORISONS: Can cast at will any prepared orisons. (Core 41)
●SPONTANEOUS CASTING (CURE SPELLS): A cleric can lose any prepared spell that is not an orison or domain spell to cast any spell with the "cure" descriptor, of the same level or lower. (Core 41)
◄DOMAIN POWERS►
●ANIMAL DOMAIN POWER: Gain Knowledge (nature) as a class skill (Core 41)
●SPEAK WITH ANIMALS (Sp): As a standard action, can Speak With Animals, up to 4 rounds per day. Can ask questions of and receive answers from animals, but does not make them any friendlier. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. A friendly animal might perform a favor (Core 41)
□□□□
●CALMING TOUCH (Sp): As a standard action, can touch a target, healing non-lethal damage equal to 1d6. This also removes the fatigued, shaken, and sickened conditions. Usable 7/day (Core 42)
□□□□□□□
●ANIMAL DOMAIN SPELLS: (1st) Calm Animals, (2nd) Hold Animal, (3rd) Dominate Animal, (4th) Summon Nature'S Ally Iv [Animals Only], (5th) Beast Shape Iii [Animals Only], (6th) Antilife Shell, (7th) Animal Shapes, (8th) Summon Nature'S Ally Viii [Animals Only], (9th) Shapechange (Core 40)
●COMMUNITY DOMAIN SPELLS: (1st) Bless, (2nd) Shield Other, (3rd) Prayer, (4th) Imbue With Spell Ability, (5th) Telepathic Bond, (6th) Heroes' Feast, (7th) Refuge, (8th) Mass Cure Critical Wounds, (9th) Miracle (Core 40)
●DOMAIN SPELLS: Gain one domain spell slot for every level of cleric spell you can cast, chosen from 1 of your available domains. Domain spells can not be prepared in regular cleric spell slots, and they can not be cast spontaneously (Core 40)
◄FEATS►
●Armor proficiency [Light, Medium]: No non-proficiency penalties on attack rolls or skill checks when wearing armor of this type (Core 118)
●Combat casting: +4 bonus on Concentration checks to cast a spell or use a spell-like ability while casting on the defensive or while grappled (Core 119)
●Self-sufficient: +2 bonus on all Heal checks and Survival checks (Core 133)
●Shield proficiency: You can use any shield (except a tower shield) and take only the standard penalties (Core 133)
●Simple weapon proficiency: Make attack rolls with simple weapons normally (Core 133)
◄TRAITS►
●Focused Mind (Basic - Magic): +2 trait bonus on concentration checks.
●Sacred Touch (Basic - Faith): As a standard action, you may automatically stabilize a dying creature merely by touching it.

ABILITIES

Leather

AC Bonus: +2
Specifics: Max dex +6; Check pen +0; Max speed 30'; Spell failure 10%
Details: Medium-size; Proficient
Statistics: Hardness 2; Hit points 10; Weight 15 lb

NOTES

Buckler

AC Bonus: 1
Specifics: Check pen -1; Spell failure 5%
Details: Medium-size; Proficient
Statistics: Hardness 10; Hit points 5; Weight 5 lb

NOTES

AMMUNITION

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Quarterstaff

Attack: +0 (Melee)
Damage: 1d6 (bludgeoning)
Extra:
Critical: x2

SPECIFICS

Details: Medium-Size; Proficient; Monk
Wielded: Two-Handed Melee Attack
Statistics: Hardness 5; Hit Points 5; Weight 4 lb

FEATS APPLIED

NOTES

Attack:
Damage:
Extra:
Critical:

SPECIFICS

Details:
Wielded:
Statistics:

FEATS APPLIED

NOTES

Attack:
Damage:
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SPECIFICS

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FEATS APPLIED

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FEATS APPLIED

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FEATS APPLIED

NOTES

Attack:
Damage:
Extra:
Critical:

SPECIFICS

Details:
Wielded:
Statistics:

FEATS APPLIED

NOTES

COINS	GEMS
Platnium	
Gold	
Silver	
Copper	

WORN ITEMS (MAGIC ITEMS SLOTS)

Armor	Leather	15
Belt		
Body		
Chest		
Eyes		
Feet		
Hands		
Head		
Headband		
Neck		
Ring (left)		
Ring (right)		
Shield	Buckler	5
Shoulders		
Wrist		

POTIONS

WEAPONS

1	Quarterstaff	4

SCROLLS

RODS / STAVES / WANDS

OTHER MAGIC ITEMS

#	EQUIPMENT	lb.
1	Backpack	2
1	Bedroll	5
1	Flint and steel	0
1	Holy symbol, silver	1
1	Healer's kit	1
10	Candle	0

ANIMAL COMPANION

FAMILIAR

NOTES

CASTER CLASS	SPELL RANGES		
Cleric	25'	110'	440'
	CLOSE	MEDIUM	LONG

CL	CONC. CHECK	SPELL FAILURE
1	+5	15%

	0TH	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
SPELLS / DAY	3	2 + 1								
SPELLS KNOWN										
SPELL SAVE DC'S	14	15	16	17	18	19	20	21	22	23

SPELL NOTES

+2 trait bonus on concentration checks

AVAILABLE SPELLS

SPELL NAME	SCHOOL	COMP	CAST TIME	RANGE	DURATION	SR	SAVE	DESCRIPTION	SOURCE
◀0th Level Spells▶									
Bleed	nec	v,s	1 std	close	instant	y	will neg	unstablize a stabilized creature below 0 hp	Core249
Create Water	con(create)[water]	v,s	1 std	close	instant	n	none	creates 2 gallons (8 liters)/level of pure water	Core262
Detect Magic	div	v,s	1 std	60'	conc. 1 min/lvl (d)	n	none	detects spells and magic items within 60	Core267
Detect Poison	div	v,s	1 std	close	instant	n	none	detects poison in one creature or object	Core268
Guidance	div	v,s	1 std	touch	1 min*	y	will neg	+1 on one attack roll, saving throw, or skill check	Core292
Light	evo[light]	v,m/d	1 std	touch	10 min/lvl	n	none	20' radius bright light, plus 20' of shadowowy illuminatior	Core304
Mending	tra	v,s	1 std	10'	instant	y*	will neg(obj)	repair 1d4 damage to objects	Core312
Purify Food and Drink	tra	v,s	1 std	10'	instant	y*	will neg(obj)	purifies 1 cu. ft./level of food or water	Core328
Read Magic	div	v,s,f	1 std	personal	10 min/lvl	--	--	read scrolls and spellbooks	Core330
Resistance	abj	v,s,m/d	1 std	touch	1 min	y	will neg	subject gains +1 on saving throws	Core334
Spark	evo[fire]	v or s	1 std	close	instant	y*	fort neg (obj)	ignites f lammable objects	APG246
Stabilize	con(heal)	v,s	1 std	close	instant	y	will neg	stabilizes creature at negative hit points	Core348
Virtue	tra	v,s,d	1 std	touch	1 min	y	fort neg	subject gains 1 temporary hp	Core365
◀1st Level Spells▶									
Ant Haul	tra	v,s,m/d	1 std	touch	2 hr/lvl	y	fort neg	triples carrying capacity of a creature	APG202
Bane	enc(comp)[fear,mind]	v,s,d	1 std	50'	1 min/lvl	y	will neg	enemies in 50' burst radius of you take -1 on attack rolls and saves vs fear	Core246
Bless	enc(comp)[mind]	v,s,d	1 std	50'	1 min/lvl	y	none	allies gain +1 morale bonus on attack rolls and saves vs fear	Core249
Bless Water	tra[good]	v,s,m25	1 min	touch	instant	*	will neg(obj)	makes holy water	Core249
Cause Fear	nec[fear,mind]	v,s	1 std	close	special*	y	will part	one creature of 5 hd or less flees for 1d4 rounds	Core252
Command	enc(comp)[lang,mind]	v	1 std	close	1 rnd	y	will neg	one subject obeys selected command for 1 round	Core256
Comprehend Languages	div	v,s,m/d	1 std	personal	10 min/lvl	--	--	you understand all spoken and written languages	Core258
Cure Light Wounds	con(heal)	v,s	1 std	touch	instant	y*	will half*	cures 1d8 damage +1/level (max +5)	Core263
Curse Water	nec[evil]	v,s,m25	1 min	touch	instant	y*	will neg(obj)	makes unholy water	Core263
Dancing Lantern	tra[fire,light]	v,s,f	1 std	touch	1 hr/lvl (d)	n	none	animates a lantern that follows you	APG214
Deathwatch	nec[evil]	v,s	1 std	30'	10 min/lvl	n	none	reveals how near death subjects within 30' are	Core265
Detect Chaos	div	v,s,d	1 std	60'	conc. 10 min/lvl (d)	n	none	reveals creatures, spells, or objects of selected alignment	Core266
Detect Evil	div	v,s,d	1 std	60'	conc. 10 min/lvl (d)	n	none	reveals creatures, spells, or objects of selected alignment	Core266
Detect Good	div	v,s,d	1 std	60'	conc. 10 min/lvl (d)	n	none	reveals creatures, spells, or objects of selected alignment	Core267
Detect Law	div	v,s,d	1 std	60'	conc. 10 min/lvl (d)	n	none	reveals creatures, spells, or objects of selected alignment	Core267
Detect Undead	div	v,s,m/d	1 std	60'	conc. 1 min/lvl (d)	n	none	reveals undead within 60'	Core269
Divine Favor	evo	v,s,d	1 std	personal	1 min	--	--	you gain +1 per three levels on attack and damage rolls	Core273
Doom	nec[fear,mind]	v,s,d	1 std	medium	1 min/lvl	y	will neg	one subject takes -2 on attack rolls, damage rolls, saves, and checks	Core274
Endure Elements	abj	v,s	1 std	touch	24 hr	y	will neg	exist comfortably in hot or cold environments	Core277
Entropic Shield	abj	v,s	1 std	personal	1 min/lvl (d)	--	--	ranged attacks against you have 20% miss chance	Core278
Hide from Undead	abj	v,s,d	1 std	touch	10 min/lvl (d)	y	will neg*	undead can't perceive one subject/level	Core296
Inflict Light Wounds	nec	v,s	1 std	touch	instant	y	will half	touch deals 1d8 damage +1/level (max +5)	Core300
Magic Stone	tra	v,s,d	1 std	touch	30 mins*	y*	will neg(obj)	three stones gain +1 on attack, deal 1d6 +1 damage	Core310
Magic Weapon	tra	v,s,d	1 std	touch	1 min/lvl	y*	will neg(obj)	weapon gains +1 bonus	Core310
Obscuring Mist	con(create)	v,s	1 std	20'	1 min/lvl	n	none	fog surrounds you	Core317
Protection from Chaos	abj[lawful]	v,s,m/d	1 std	touch	1 min/lvl (d)	n*	will neg	+2 to ac and saves, counter mind control, hedge out elementals and outsiders	Core327
Protection from Evil	abj[good]	v,s,m/d	1 std	touch	1 min/lvl (d)	n*	will neg	+2 to ac and saves, counter mind control, hedge out elementals and outsiders	Core327
Protection from Good	abj[evil]	v,s,m/d	1 std	touch	1 min/lvl (d)	n*	will neg	+2 to ac and saves, counter mind control, hedge out elementals and outsiders	Core328
Protection from Law	abj[chaotic]	v,s,m/d	1 std	touch	1 min/lvl (d)	n*	will neg	+2 to ac and saves, counter mind control, hedge out elementals and outsiders	Core328
Remove Fear	abj	v,s	1 std	close	special*	y	will neg	suppresses fear or give +4 on saves vs fear for 1 target + 1 per 4 levels	Core332
Sanctuary	abj	v,s,d	1 std	touch	1 rnd/lvl	n	will neg	opponents can't attack you, and you can't attack	Core336
Shield of Faith	abj	v,s,m	1 std	touch	1 min/lvl	y	will neg	aura grants +2 (+ caster level/6, max 5) deflection bonus to armor class	Core342
Summon Monster I	con(summon)*	v,s,f/d	1 rnd	close	1 rnd/lvl (d)	n	none	calls extraplanar creature to fight for you	Core351

CLERIC AVAILABLE SPELLS

	SPELL NAME	SCHOOL	COMP	CAST TIME	RANGE	DURATION	SR	SAVE	DESCRIPTION	SOURCE
	◀1st Level Domain Spells▶									
	Calm Animals	enc(comp)[mind]	v,s	1 std	close	1 min/lvl	y	will neg*	calms (2d4 + level) hd of animals	Core252
	Bless	enc(comp)[mind]	v,s,d	1 std	50'	1 min/lvl	y	none	allies gain +1 morale bonus on attack rolls and saves vs fear	Core249

	SPELL NAME	SCHOOL	COMP	CAST TIME	RANGE	DURATION	SR	SAVE	DESCRIPTION	SOURCE

	SPELL NAME	SCHOOL	COMP	CAST TIME	RANGE	DURATION	SR	SAVE	DESCRIPTION	SOURCE

	SPELL NAME	SCHOOL	COMP	CAST TIME	RANGE	DURATION	SR	SAVE	DESCRIPTION	SOURCE

	SPELL NAME	SCHOOL	COMP	CAST TIME	RANGE	DURATION	SR	SAVE	DESCRIPTION	SOURCE

	SPELL NAME	SCHOOL	COMP	CAST TIME	RANGE	DURATION	SR	SAVE	DESCRIPTION	SOURCE

	SPELL NAME	SCHOOL	COMP	CAST TIME	RANGE	DURATION	SR	SAVE	DESCRIPTION	SOURCE

"SAMARITANO"
Human Male
Medium-sized Humanoid (Human)
Cleric 1

STATISTICS
Str 11 (+0); Dex 10 (+0); Con 12 (+1); Int 12 (+1); Wis 18 (+4); Cha 14 (+2)
Alignment: Neutral Good
Deity: Erastil
Homeland: Brevoy
Movement: Ground 30'; Run x4
Languages: Celestial, Taldane
Initiative :+0

SKILLS
Acrobatics -1, Appraise +1, Bluff +2, Climb -1, Craft (untrained) +1, Diplomacy +2, Disguise +2, Escape Artist -1, Fly -1, Heal +10, Intimidate +2, Knowledge (history) +5, Knowledge (religion) +5, Perception +4, Perform (untrained) +2, Profession (innkeeper) +8, Ride -1, Sense Motive +8, Stealth -1, Survival +6, Swim -1

FEATS
Armor proficiency [Light, Medium], Combat casting, Self-sufficient, Shield proficiency, Simple weapon proficiency

DEFENSE
HP: 17
AC: 13, touch 10, flat-footed 13 (base +10; armor +2; shield +1)
CMD: 10 (base +10)
Saves: Fort +3, Ref +0, Will +6

OFFENSE
Base Attack: +0; CMB +0
Melee: quarterstaff +0 (1d6 / x2)

SPECIAL ABILITIES
Channel positive energy 1d6 5/day (DC 12); Domain: Animal, Community [Animal domain power, Speak with Animals, Calming Touch]; Spontaneous casting (cure spells)

SPELLS
Cleric Spells Prepared (CL 1, concentration +5):
1st [DC 15] -- Bless (d)

GEAR
Arms: buckler; quarterstaff
General Gear: backpack; bedroll; flint and steel; holy symbol, silver; healer’s kit; candle x10
Spellbook:

●1st Level Spells: Alarm; Alter Winds

NOTES