

Kyra

Female orc cleric of Sarenrae 14 - CR 13

Neutral Good Humanoid (Orc); Deity: **Sarenrae**; Age: **15**;

Height: **5' 10"**; Weight: **211 lb.**

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11 =	+9	+2				
REFLEX (DEXTERITY)	+4 =	+4					
WILL (WISDOM)	+13 =	+9	+2		+2		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 31 = 10	+12	+6				+3		

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	31				

CM Bonus	BAB	Strength	Size	Misc
+13 =	+10	+3	-	-

CM Defense	BAB	Strength	Dexterity	Size
26 = 10	+10	+3	+0	-

Base Attack	HP
+10	124

Initiative	Speed	Damage / Current HP
+0	30 / 20 ft	

+1 scimitar

Main hand: **+14/+9, 1d6+4** Crit: 18-20/x2
 Both hands: **+14/+9, 1d6+5** 1-hand, S
 Main w/ offhand: **+8/+3, 1d6+4**
 Main w/ light off: **+10/+5, 1d6+4**
 Offhand: **+4, 1d6+2**

Gauntlet (from armor)

Main hand: **+13/+8, 1d3+3** Crit: x2
 Main w/ offhand: **+7/+2, 1d3+3** Light, B
 Main w/ light off: **+9/+4, 1d3+3**
 Offhand: **+5, 1d3+1**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-4	DEX (0)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	+2	CHA (2)	-	
Climb	-1	STR (3)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	-4	DEX (0)	-	
Fly	-4	DEX (0)	-	
Heal	+2	WIS (2)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (religion)	+8	INT (-1)	6	
Perception	+7	WIS (2)	5	
Ride	-4	DEX (0)	-	
Sense Motive	+2	WIS (2)	-	
Spellcraft	+9	INT (-1)	7	
Stealth	-4	DEX (0)	-	
Survival	+2	WIS (2)	-	
Swim	-1	STR (3)	-	

Feats

Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Feats

Channel Smite

Channel energy can be delivered through a Smite attack.

Channeled Revival

May expend channel energy to cast *breath of life*

Combat Casting

+4 to Concentration checks to cast while on the defensive.

Diehard

You are stable and can choose how to act when at negative Hp.

Extra Channel

Each time you take this feat, you can use your ability to channel energy two more times per day than normal.

Iron Will

You get a +2 bonus on all Will saving throws.

Selective Channeling

Exclude targets from the area of your Channel Energy.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Traits

Sacred Touch

You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely

Student of Faith

+1 caster level of cure spells. +1 to DC of channeled energy.

Heavy shield bash

Main hand: **+9/+4, 1d4+3**

Crit: x2

Both hands: **+9/+4, 1d4+4**

1-hand, B

Main w/ offhand: **+3/-2, 1d4+3**

Main w/ light off: **+5/+0, 1d4+3**

Offhand: **-1, 1d4+1**

Light crossbow

Ranged: **+8, 1d8**

Crit: 19-20/x2

Ranged, both hands: **+10, 1d8**

Rng: 80'

Ranged w/ offhand: **+2, 1d8**

2-hand, P

Ranged w/ light off: **+4, 1d8**

Ranged offhand: **+0, 1d8**

Scepter of divine providence

Main hand: **+14/+9, 1d8+4**

Crit: x2

Both hands: **+14/+9, 1d8+5**

1-hand, B

Main w/ offhand: **+8/+3, 1d8+4**

Main w/ light off: **+10/+5, 1d8+4**

Offhand: **+4, 1d8+2**

Unarmed strike

Main hand: **+13/+8, 1d3+3**

Crit: x2

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+7/+2, 1d3+3**

nonlethal

Main w/ light off: **+9/+4, 1d3+3**

nonlethal

Offhand: **+5, 1d3+1 nonlethal**

Experience & Wealth

Experience Points: **45000/635,000**

Current Cash: **75 gp**

+3 radiant mithral full plate

+12

Max Dex: +3, Armor Check: -3
Spell Fail: 25%, Medium, Slows

+4 heavy steel shield

+6

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

Gear

Total Weight Carried: 71/260 lbs, Light Load

(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

+1 scimitar	4 lbs
+3 radiant mithral full plate	25 lbs
+4 heavy steel shield	15 lbs
Artisan's outfit (Free)	-
Backpack (7 @ 7.5 lbs)	2 lbs
Crossbow bolts x20	0.1 lbs
Heavy shield bash	-
Holy symbol, silver (Sarenrae)	1 lb
Light crossbow	4 lbs
Money <In: Backpack (7 @ 7.5 lbs)>	1.5 lbs
Phylactery of positive channeling	-
Ring of feather falling	-
Ring of protection +3	-
Scepter of divine providence	8 lbs
Strand of prayer beads	0.5 lbs
Talisman of the orc mother's fury	2 lbs
Trail rations x6 <In: Backpack (7 @ 7.5 lbs)>	1 lb

Special Abilities

Aura (Ex)

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

Cleric Channel Positive Energy 9d6 (7/day, DC 20) (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of

Cleric Domain (Healing)

Granted Powers: Your touch staves off pain and death, and your healing magic is particularly vital and potent.

Cleric Domain (Sun)

Granted Powers: You see truth in the pure and burning light of the sun, and can call upon its blessing or wrath to work great deeds.

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like

Ferocity (Ex)

A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative

Healer's Blessing (Su)

At 6th level, all of your cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower

Kyra – Abilities & Gear

Armor Proficiency (Heavy) Feat

You are skilled at wearing heavy armor.

Prerequisites: Light Armor Proficiency, Medium Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Fighters and paladins automatically have Heavy Armor Proficiency as a bonus feat. They need not select it.

Channel Smite Feat

You can channel your divine energy through a melee weapon you wield.

Prerequisite: Channel energy class feature.

Benefit: Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect.

Channeled Revival Feat

You can expend a large portion of your channeling power to reverse death itself.

Prerequisite: Channel energy 6d6 (positive energy).

Benefit: As a full-round action that provokes attacks of opportunity, you can expend three uses of your channel energy class feature to restore a dead creature to life as if you had cast the *breath of life* spell (**Core Rulebook 251**).

Appears In: Ultimate Combat

Combat Casting Feat

You are adept at spellcasting when threatened or distracted.

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Diehard Feat

You are especially hard to kill. Not only do your wounds automatically stabilize when grievously injured, but you can remain conscious and continue to act even at death's door.

Prerequisite: Endurance.

Benefit: When your hit point total is below 0, but you are not dead, you automatically stabilize. You do not need to make a Constitution check each round to avoid losing additional hit points. You may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious.

When using this feat, you are staggered. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some swift actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If your negative hit points are equal to or greater than your Constitution score, you immediately die.

Normal: A character without this feat who is reduced to negative hit points is unconscious and dying.

Extra Channel Feat

You can channel divine energy more often.

Prerequisite: Channel energy class feature.

Benefit: You can channel energy two additional times per day.

Special: If a paladin with the ability to channel positive energy takes this feat, she can use lay on hands four additional times a day, but only to channel positive energy.

Iron Will Feat

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Selective Channeling Feat

You can choose whom to affect when you channel energy.

Prerequisite: Cha 13, channel energy class feature.

Benefit: When you channel energy, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your channeled energy.

Normal: All targets in a 30-foot burst are affected when you channel energy. You can only choose whether or not you are affected.

Sacred Touch Trait

You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely by touching it.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

Kyra – Abilities & Gear

Student of Faith

Trait

While you have personally dedicated your life to a single deity, you study all religions and mortal faiths. Upon hearing that the town of Sandpoint recently completed a cathedral dedicated to the six deities most popular in the area, you had to see the place for yourself, and have arrived in time for the consecration of this holy edifice. Because of your strong faith and broad range of study, you cast all cure spells at +1 caster level, and whenever you channel energy, you gain a +1 trait bonus to the save DC of your channeled energy.

Appears In: Rise of the Runelords Anniversary Edition

Cleric Channel Positive Energy 9d6 (7/day, C) Class Ability (Cleric)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Darkvision (60 feet)

Racial Ability, Senses (Orc)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Ferocity (Ex)

Racial Ability

A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Light Sensitivity (Ex)

Racial Ability

Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Orc Ferocity (1/day)

Racial Ability

Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to 1 or more hit points, he immediately falls unconscious and begins dying.

Aura (Ex)

Class Ability (Cleric)

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

Healer's Blessing (Su)

Class Ability (Ancient Guardian)

At 6th level, all of your cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt with a cure spell. This does not stack with the Empower Spell metamagic feat.

Nimbus of Light (30 ft., 14 rounds/day) (S) Class Ability (Cleric, Lion Sham)

At 8th level, you can emit a 30-foot nimbus of light for a number of rounds per day equal to your cleric level. This acts as a *daylight* spell. In addition, undead within this radius take an amount of damage equal to your cleric level each round that they remain inside the nimbus. Spells and spell-like abilities with the darkness descriptor are automatically dispelled if brought inside this nimbus. These rounds do not need to be consecutive.

Rebuke Death (5/day) (Sp)

Class Ability (Ancient Guardian)

You can touch a living creature as a standard action, healing it for 1d4 points of damage plus 1 for every two cleric levels you possess. You can only use this ability on a creature that is below 0 hit points. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Spontaneous Casting

Class Ability (Cleric)

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see channel energy).

Sun's Blessing (Su)

Class Ability (Cleric, Lion Sham)

Whenever you channel positive energy to harm undead creatures, add your cleric level to the damage dealt. Undead do not add their channel resistance to their saves when you channel positive energy.

Scepter of divine providence

Weapon

This iron rod is crowned with a metallic sphere and functions as a +1 *heavy mace*. In the hands of a divine spellcaster, the rod also counts as a holy or unholy symbol and divine focus. If the wielder of a *scepter of divine providence* has the channel energy class feature, she can increase the radius of her channeled energy burst by 10 feet, at the cost of one additional use of her channel energy ability. The wielder can expend additional uses of her channel energy ability to further expand the burst radius, to a maximum of 30 additional feet.

Construction

Requirements: Craft Rod, Widen Spell, creator must have the channel energy class feature; **Cost** 8,812 gp

Appears In: Giantslayer

Kyra – Abilities & Gear

Radiant (1/day) (+3 radiant mithral full plate) **Armor Power**

Armor and shields with the *radiant* special ability shine as brightly as a torch when worn. This radiance can be suppressed or resumed on command. Designs usually feature bright colors and a brilliant sheen even when not illuminated. Once per day, the wearer can command the armor or shield to brighten to the strength of a *daylight* spell for 1 hour or until commanded to dim.

Construction

Requirements Craft Magic Arms and Armor, *daylight*; **Cost** +3,750 gp

Appears In: Ultimate Equipment

Ring of feather falling **Ring**

This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

Construction

Requirements: Forge Ring, *feather fall*; **Cost** 1,100 gp

Ring of protection +3 **Ring**

This ring offers continual magical protection in the form of a deflection bonus of +3 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 9,000 gp

Phylactery of positive channeling **Wondrous Item** (Headband)

This item allows channelers of positive energy to increase the amount of damage dealt to undead creatures by +2d6. This also increases the amount of damage healed by living creatures.

Construction

Requirements: Craft Wondrous Item, creator must be a 10th-level cleric; **Cost** 5,500 gp

Strand of prayer beads **Wondrous Item**

This item appears to be a normal string of prayer beads until the owner casts a divine spell while the beads are carried. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them. Each strand includes two or more special beads, each with a different magic power.

Special Bead Type - Special Bead Ability

Bead of healing - Wearer can cast his choice of *cure serious wounds*, *remove blindness/deafness*, or *remove disease*.

Bead of karma - Wearer casts his spells at +4 caster level. Effect lasts 10 minutes.

Bead of smiting - Wearer can cast *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (Will DC 17 partial).

A strand of prayer beads has a bead of healing, a bead of karma, and a bead of smiting.

Each special bead can be used once per day. The beads of blessing, smiting, and wind walking function as spell trigger items; the beads of karma and summons can be activated by any character capable of casting divine spells. The owner need not hold or wear the strand of prayer beads in any specific location, as long as he carries it somewhere on his person.

The power of a special bead is lost if it is removed from the strand. Reduce the price of a strand of prayer beads that is missing one or more beads by the following amounts: bead of healing -9,000 gp, bead of karma -20,000 gp, bead of smiting -16,800 gp.

Construction

Requirements: Craft Wondrous Item and one of the following spells per bead, as appropriate: *bless* (blessing); *cure serious wounds*, *remove blindness/deafness*, or *remove disease* (healing); *righteous might* (karma); *gate* (summons); *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (smiting); *wind walk* (wind walking); **Cost** 22,900 gp

Talisman of the orc mother's fury **Wondrous Item** (Neck)

This small statuette—carved from the tusk of a dire boar, chunks of twisted metal, or some manner of dark stone—is a simplistic depiction of a pregnant deity, fiend, or orc. Dark stains mark the face of the crude icon, typically smears of a fallen orc's blood. A simple strand of leather affixes the amulet around the neck.

The figurine allows the wearer to act normally for a single round after being reduced to less than 0 hit points, as though he had the orc ferocity half-orc racial ability. A wearer with orc blood is instead treated as though he had the Diehard feat. If the wearer is of orc blood and already has the Diehard feat, he may act normally for an additional round after being reduced to below 0 hit points.

Whenever the wearer of the talisman is reduced to less than 0 hit points, the amulet weeps tears of blood. Should the wearer be slain, the talisman screams and shatters.

Construction

Requirements creator must be female and possess orc blood, Craft Wondrous Item, *cure moderate wounds*; **Cost** 6,000 gp

Appears In: Council of Thieves

Special Abilities

Light Sensitivity (Ex)

Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Nimbus of Light (30 ft., 14 rounds/day) (Su)

At 8th level, you can emit a 30-foot nimbus of light for a number of rounds per day equal to your cleric level. This acts as a *daylight* spell. In addition, undead within this radius take an amount of damage equal to your cleric level each round that

Orc Ferocity (1/day)

Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to 1 or more hit points, he immediately falls unconscious and begins dying.

Radiant (1/day)

Armor and shields with the *radiant* special ability shine as brightly as a torch when worn. This radiance can be suppressed or resumed on command. Designs usually feature bright colors and a brilliant sheen even when not illuminated. Once per day,

Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of

Sun's Blessing (Su)

Whenever you channel positive energy to harm undead creatures, add your cleric level to the damage dealt. Undead do not add their channel resistance to their saves when you channel positive energy.

Spell-Like Abilities

Rebuke Death (5/day) (Sp)

□□□□□

Tracked Resources

Bead of Healing

□

Bead of Karma

□

Bead of Smiting

□

Cleric Channel Positive Energy 9d6 (7/day, DC 20) (Su)

□□□□□ □□

Crossbow bolts

□□□□□ □□□□□

□□□□□ □□□□□

Nimbus of Light (30 ft., 14 rounds/day) (Su)

□□□□□ □□□□□

□□□□

Orc Ferocity (1/day)

□

Radiant (1/day)

□

Trail rations

□□□□□ □

Languages

Common

Orc

Spells & Powers

Cleric spells memorized (CL 14th; concentration +16)

Melee Touch +13 **Ranged Touch** +10

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

Title - Kyra (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2010/09/08

XP Reward: 441000 XP; **Net Cash:**

- no notes -