

Durgham Tess

Player: George W

Male elf warpriest of Cayden Cailean 1 - CR 1/2

Chaotic Good Humanoid (Elf); Deity: **Cayden Cailean**; Age: 124; Height: 6' 2"; Weight: 130 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	13	+1	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+2	+2				
	Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+1 =		+1				
	Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+3 =	+2	+1				
	Elven Immunities: +2 vs. enchantments						

Elven Immunities

Noble Born - Medvyed

Elven Immunities - Sleep

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 =	+5	+2	+1					
Touch AC 11	Flat-Footed AC 17							
	BAB	Strength	Size	Misc				
CM Bonus +2 =	-	+2	-	-				
	BAB	Strength	Dexterity	Size				
CM Defense 13 = 10	-	+2	+1	-				

Base Attack	+0	HP	10
Initiative	+1	Damage / Current HP	
Speed	30 / 20 ft		

Warhammer

Main hand: +3, 1d8+2

Crit: x3

Both hands: +3, 1d8+3

1-hand, B

Heavy steel shield

+2

Max Dex: -, Armor Check: -2
Spell Fail: 15%, Shield



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

Activated Abilities & Adjustments

Sacred Weapon (Su): Sacred Weapons get Higher Dam Dice

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Casting
Elven Weapon Proficiencies
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Weapon Focus (Warhammer)

Traits

Noble Born - Medvyed

Special Abilities

Agile Feet (Su)
Aura (Ex)
Blessings (3/day) (Su)
Elven Magic
Low-Light Vision
Sacred Weapon (Su)
Spontaneous Casting
Strength Surge +1 (Su)

Scale mail

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows

Experience & Wealth

Experience Points: 0/2,000
Current Cash: 27 gp, 8 sp, 1 cp

Gear

Total Weight Carried: 90.2/175 lbs, Medium Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Flint and steel	-
Heavy shield bash	-
Heavy steel shield	15 lbs
Holy symbol, wooden (????)	-
Holy text (????)	-
Mess kit	1 lb
Money	0.72 lbs
Potion of cure light wounds	-
Rope	10 lbs
Scale mail	30 lbs
Spell component pouch	2 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Warhammer	5 lbs
Waterskin	4 lbs

Tracked Resources

Blessings (3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common Goblin
Elven

Spells & Powers

Warpriest spells memorized (CL 1st; concentration +2)

Melee Touch +2 Ranged Touch +1

1st—*bless, shield of faith*

0th (at will)—*create alcohol (ale or wine), detect magic, light*

Sourcebooks Used

- **Advanced Class Guide** - Warpriest (class)
- **Kingmaker** - Noble Born - Medvyed (trait)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)

Durgham Tess – Abilities & Gear

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.

Weapon Focus (Warhammer) **Feat**

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Noble Born - Medvyed **Trait**

You claim a tangential but legitimate connection to one of Brevoy's noble families. If you aren't human, you were likely adopted by one of Brevoy's nobles or were instead a favored servant or even a childhood friend of a noble scion. Whatever the cause, you've had a comfortable life, but one far from the dignity and decadence your distant cousins know. Although you are associated with an esteemed name, your immediate family is hardly well to do, and you've found your name to be more of a burden to you than a boon in many social situations. You've recently decided to test yourself, to see if you can face the world without the aegis of a name you have little real claim or care for. An expedition into the storied Stolen Lands seems like just the test to see if you really are worth the title "noble." Choose one of the following noble families and associated benefits.

Medvyed: Your family has long a deep respect for the wilderness and is superstitious about the creatures that dwell therein. You gain a +2 trait bonus on all Diplomacy checks made to deal with fey creatures and a +1 trait bonus on Will saves made against their spells and supernatural abilities. Your family motto is "Endurance Overcomes All."

Appears In: Kingmaker

Elven Immunities **Racial Ability (Elf)**

+2 racial bonus on saving throws against enchantment spells and effects.

Elven Immunities - Sleep **Unknown**

You are immune to magic sleep effects.

Elven Magic **Racial Ability (Elf)**

Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft checks made to identify the properties of magic items.

Low-Light Vision **Racial Ability, Senses**

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Agile Feet (Su) **Class Ability (Warpriest)**

At 1st level, as a swift action you gain increased mobility. For 1 round, you ignore all difficult terrain (including magical terrain) and take no penalties for moving through it.

Aura (Ex) **Class Ability (Warpriest)**

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).

Blessings (3/day) (Su) **Class Ability (Warpriest)**

A warpriest's deity influences his alignment, what magic he can perform, his values, and how others see him. Each warpriest can select two blessings from among those granted by his deity (each deity grants the blessings tied to its domains). A warpriest can select an alignment blessing (Chaos, Evil, Good, or Law) only if his alignment matches that domain. If a warpriest isn't devoted to a particular deity, he still selects two blessings to represent his spiritual inclinations and abilities, subject to GM approval. The restriction on alignment domains still applies.

Each blessing grants a minor power at 1st level and a major power at 10th level. A warpriest can call upon the power of his blessings a number of times per day (in any combination) equal to $3 + \frac{1}{2}$ his warpriest level (to a maximum of 13 times per day at 20th level). Each time he calls upon any one of his blessings, it counts against his daily limit. The save DC for these blessings is equal to $10 + \frac{1}{2}$ the warpriest's level + the warpriest's Wisdom modifier.

If a warpriest also has levels in a class that grants cleric domains, the blessings chosen must match the domains selected by that class. Subject to GM discretion, the warpriest can change his former blessings or domains to make them conform.

Durgham Tess – Abilities & Gear

Sacred Weapon (Su)

Class Ability (Warpriest)

At 1st level, weapons wielded by a warpriest are charged with the power of his faith. In addition to the favored weapon of his deity, the warpriest can designate a weapon as a sacred weapon by selecting that weapon with the Weapon Focus feat; if he has multiple Weapon Focus feats, this ability applies to all of them. Whenever the warpriest hits with his sacred weapon, the weapon damage is based on his level and not the weapon type. The damage for Medium warpriests is listed on Table 1–14; see the table below for Small and Large warpriests. The warpriest can decide to use the weapon's base damage instead of the sacred weapon damage—this must be declared before the attack roll is made. (If the weapon's base damage exceeds the sacred weapon damage, its damage is unchanged.) This increase in damage does not affect any other aspect of the weapon, and doesn't apply to alchemical items, bombs, or other weapons that only deal energy damage.

Level — Small — Medium — Large

1st–4th — 1d4 — 1d6 — 1d8

5th–9th — 1d6 — 1d8 — 2d6

10th–14th — 1d8 — 1d10 — 2d8

15th–19th — 1d10 — 2d6 — 3d6

20th — 2d6 — 2d8 — 3d8

At 4th level, the warpriest gains the ability to enhance one of his sacred weapons with divine power as a swift action. This power grants the weapon a +1 enhancement bonus. For every 4 levels beyond 4th, this bonus increases by 1 (to a maximum of +5 at 20th level). If the warpriest has more than one sacred weapon, he can enhance another on the following round by using another swift action. The warpriest can use this ability a number of rounds per day equal to his warpriest level, but these rounds need not be consecutive.

These bonuses stack with any existing bonuses the weapon might have, to a maximum of +5. The warpriest can enhance a weapon with any of the following weapon special abilities: *brilliant energy*, *defending*, *disruption*, *flaming*, *frost*, *keen*, and *shock*. In addition, if the warpriest is chaotic, he can add *anarchic* and *vicious*. If he is evil, he can add *mighty cleaving* and *unholy*. If he is good, he can add *ghost touch* and *holy*. If he is lawful, he can add *axiomatic* and *merciful*. If he is neutral (with no other alignment components), he can add *spell storing* and *thundering*. Adding any of these special abilities replaces an amount of bonus equal to the special ability's base cost (see Table 15–9 on page 469 of the Core Rulebook). Duplicate abilities do not stack. The weapon must have at least a +1 enhancement bonus before any other special abilities can be added.

If multiple weapons are enhanced, each one consumes rounds of use individually. The enhancement bonus and special abilities are determined the first time the ability is used each day, and cannot be changed until the next day. These bonuses do not apply if another creature is wielding the weapon, but they continue to be in effect if the weapon otherwise leaves the warpriest's possession (such as if the weapon is thrown). This ability can be ended as a free action at the start of the warpriest's turn (that round does not count against the total duration, unless the ability is resumed during the same round). If the warpriest uses this ability on a double weapon, the effects apply to only one end of the weapon.

Spontaneous Casting

Class Ability (Warpriest)

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).

Strength Surge +1 (Su)

Class Ability (Warpriest)

At 1st level, as a swift action you can focus your own strength. You gain an enhancement bonus equal to 1/2 your warpriest level (minimum +1) on melee attack rolls, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks for 1 round.

Title - Durgham Tess (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/02/24

XP Reward: 0 XP; **Net Cash:**

- no notes -