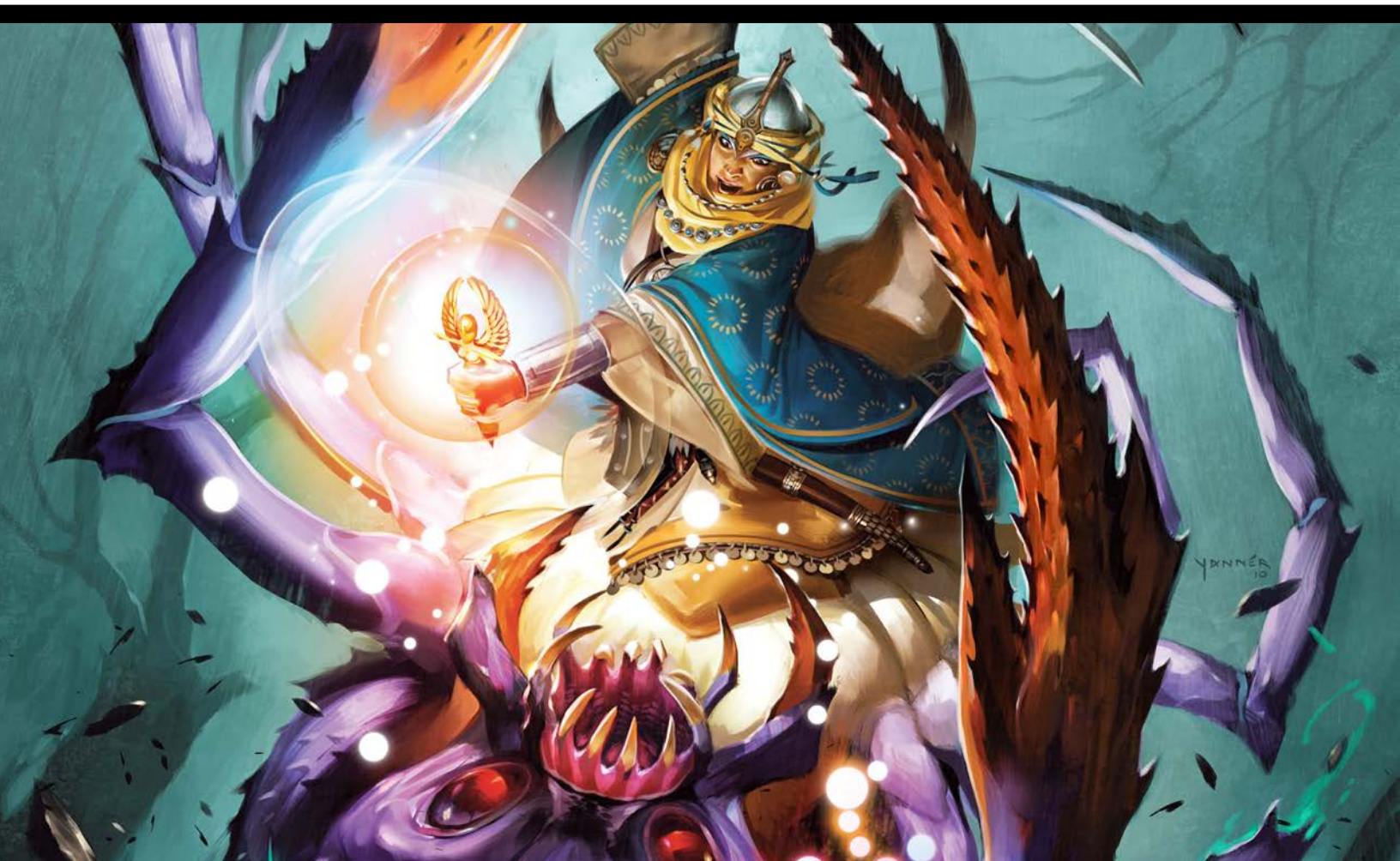


ABOUT KYRA

Kyra is a priestess of Sarenrae, the healer sun goddess who destroys evil. Kyra grew up admiring the beautiful stained glass of Sarenrae's temple and the graceful priestesses who practiced with their scimitars each dawn. When bandits attacked Kyra's village, those priestesses fought to the death to protect the villagers, but the bandits were too many and the village burned. Kyra was one of the few survivors, and on the smoking ruins of the beautiful temple she swore her life and sword arm to Sarenrae, promising to protect those who could not protect themselves and to use her power to slay those who would harm the innocent.

Kyra has a fierce will, and is proud of her faith in Sarenrae and skill with the scimitar. She has traveled far since becoming a priestess. Rather than being consumed by anger and a thirst for revenge, she has found peace in her faith and in the belief that she can protect others from death at the hands of evil folk.



CLERIC



**PLAY THIS CLERIC CHARACTER
IF YOU'D LIKE TO BE GOOD AT:**

»» **HEALING PEOPLE**

»» **USING MAGIC TO PROTECT
YOUR ALLIES**

»» **USING MAGIC TO MAKE YOUR
ALLIES BETTER IN BATTLE**

»» **USING A SCIMITAR**

»» **PERSUADING PEOPLE**

»» **KNOWING SECRETS ABOUT
THE GODS**



A YOUR CHARACTER SHEET

This character sheet gives you all the information you need to make dice rolls for your cleric character. It also gives you places to keep track of your equipment and treasure.

B ABILITY SCORES AND ABILITY MODIFIERS

Ability Scores represent your raw physical and mental talent. Higher numbers are better. The better an Ability Score is, the better its Ability Modifier is.

 Sometimes you have to make an ability check to do something simple, like break open a door or remember the name of an innkeeper. You make an ability check by rolling 1d20 and adding the Ability Modifier (not the Ability Score). For example, to make a STR check you roll 1d20+1 (because your STR Mod is +1).

C HUMAN RACIAL TRAITS

Your speed is how many feet or squares you can move as a “move action.” You have extra skills and feats from being a human.

D MAKING SKILL CHECKS

Skills are things that anyone can do, like climb or swim. As a cleric, you’re trained at healing, persuading people, and remembering the lore of the gods.

 You make a skill check when you try to use a skill. Higher numbers are better. Roll 1d20 and add the Total (the last column) for that skill. For example, to make a Heal check you roll 1d20+7. You’re trying to equal or exceed the Difficulty Class (DC) number for the skill. You can use a skill only if there is a number in its Total box.

WHAT YOU CAN DO ON YOUR TURN

▶▶ YOU CAN DO ONE STANDARD ACTION:

- Cast a spell or orison (Section K)
- Attack with a weapon (you’re allowed to attack diagonally)
- Use a magic item (like a potion or wand)
- Move up to 20 feet
- Use rebuke death (Section F)
- Use channel energy (Section F)

▶▶ AND ONE MOVE ACTION:

- Take an item from your pack
- Move up to 20 feet
- Draw a weapon
- Open or close a door
- Pick up an item from the ground

▶▶ AND ONE FREE ACTION:

- Drop an item
- Speak
- Drop prone in your square
- Move 5 feet (if you don’t use your standard or move action to move)

CLERIC CHARACTER SHEET

A CHARACTER NAME

Kyra

ALIGNMENT NG
GENDER Female



RACE Human

CLASS Cleric

XP 0
LEVEL 1

B ABILITY SCORES

STRENGTH	13	+1	STR MODIFIER
DEXTERITY	8	-1	DEX MODIFIER
CONSTITUTION	14	+2	CON MODIFIER
INTELLIGENCE	10	+0	INT MODIFIER
WISDOM	17	+3	WIS MODIFIER
CHARISMA	12	+1	CHA MODIFIER

C RACIAL TRAITS

SPEED	20 Feet (4 Squares)
Bonus Skill Ranks	
Bonus Feat	

D SKILLS

	CLASS SKILL?	RANKS	ABILITY MOD	MISC. MOD	TOTAL
ACROBATICS	☐	0	+ -1	0	-1
BLUFF	☐	0	+ 1	0	+1
CLIMB	☐	0	+ 1	0	+1
DIPLOMACY	☒	1	+ 1	3	+5
DISABLE DEVICE	☐				
HEAL	☒	1	+ 3	3	+7
KNOWLEDGE ARCANA	☒				
KNOWLEDGE DUNGEONEERING	☐				
KNOWLEDGE GEOGRAPHY	☐				
KNOWLEDGE HISTORY	☒				
KNOWLEDGE LOCAL	☐				
KNOWLEDGE NATURE	☐				
KNOWLEDGE RELIGION	☒	1	+ 0	3	+4
PERCEPTION	☐	0	+ 3	0	+3
RIDE	☐	0	+ -1	0	-1
SENSE MOTIVE	☒	0	+ 3	0	+3
SPELLCRAFT	☒				
STEALTH	☐	0	+ -1	0	-1
SWIM	☐	0	+ 1	0	+1

TRAINED ONLY

E ARMOR AND WEAPON PROFICIENCIES

☒ SHIELDS	☒ MEDIUM ARMOR	☒ SIMPLE WEAPONS
☒ LIGHT ARMOR	☐ HEAVY ARMOR	☐ MARTIAL WEAPONS
scimitar		



F CLASS FEATURES

HIT POINTS 10

FORTITUDE SAVE	CLASS 2	+ CON MOD 2	+ MISC	= TOTAL +4
REFLEX SAVE	CLASS 0	+ DEX MOD -1	+ MISC	= TOTAL -1
WILL SAVE	CLASS 2	+ WIS MOD 3	+ MISC	= TOTAL +5
ATTACK BONUS	0		SKILL RANKS 3	

Goddess: Sarenrae

Holy Weapon: Scimitar

Rebuke Death: 6 times per day

Channel Energy: 1d6 6 times per day

G WEAPONS AND ATTACKS

INITIATIVE	IMPROVED INITIATIVE 4	+ DEX MOD -1	= TOTAL +3
MELEE ATTACK	ATTACK BONUS 0	+ STR MOD 1	= TOTAL +1
RANGED ATTACK	ATTACK BONUS 0	+ DEX MOD -1	= TOTAL -1

WEAPON Scimitar

ATTACK BONUS	DAMAGE	CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION
+1	1d6+1	18-20	5	-	-

WEAPON Sling

ATTACK BONUS	DAMAGE	CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION
-1	1d4+1	20	B	50 Feet	10

H ARMOR AND ARMOR CLASS

AC	ARMOR 5	+ SHIELD 0	+ DEX MOD -1	+ MAGIC 0	+ 10	= TOTAL 14
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I FEATS

Extra Channel	
Improved Initiative	

J EQUIPMENT

YOUR EQUIPMENT IS ON THE RIGHT SIDE OF THIS PAGE



K SPELLS

YOUR SPELLS ARE ON THE RIGHT SIDE OF THIS PAGE



F SAVING THROWS

You make saving throws to resist special attacks like spells, poison, fear, traps, and dragon breath.

 You make a saving throw by rolling 1d20 and adding the Total for the kind of save you’re making. For example, your Will save is 1d20+5. Rolling a 20 on the die always succeeds. Rolling a 1 on the die always fails.

CLERIC CLASS FEATURES

Sarenrae’s clerics use scimitars in battle.

REBUKE DEATH lets you touch a dying ally (someone at –1 hit points or lower) and heal him or her 1d4 hit points.

CHANNEL ENERGY releases a 30-foot-radius burst of divine power. You can use it to either heal living creatures (they regain 1d6 hit points) or harm undead creatures (they take 1d6 damage but get a Will save against a Difficulty Class [DC] of 11 for half damage).

G COMBAT

You make an initiative check (1d20+3) at the start of combat. The highest roll goes first, second-highest goes second, and so on.

 You can make one attack once per round on your turn. To attack, roll 1d20 and add your attack bonus for that weapon. For example, your scimitar attack is 1d20+1. If your total is equal to or higher than your enemy’s Armor Class, you hit and roll damage! Rolling a 20 always hits. Rolling a 1 always misses. If you roll the critical threat number, the blow may be a critical hit! The Game Master has more information on critical hits.

H ARMOR AND DEFENSE

Your Armor Class represents how hard it is for enemies to hit you. Higher numbers mean you’re harder to hit.

I FEATS

Feats are special tricks you know.
Extra Channel: Your channel energy ability (Section F) includes 2 extra uses per day.
Improved Initiative: You have a +4 bonus built into your initiative total.

J EQUIPMENT

scale mail	bedroll	torches (10)
scimitar	belt pouch	trail rations (5 days)
sling	candles (10)	waterskin
sling bullets (10)	sack	wooden holy symbol
backpack	set of clothes	60 gp

K SPELLS

You have prepared two spells: *bless* and *protection from evil*. When you cast a spell, mark it off for the day. Or, swap a prepared spell for a *cure light wounds* spell: cross off a spell, touch an ally, and heal him or her 1d8+1 hit points. Each day, your spells come back.

☐ **BLESS:** You and your allies get a +1 bonus on attack rolls and saving throws against fear attacks for 1 minute (10 combat rounds).

☐ **PROTECTION FROM EVIL:** An ally you touch gets a +2 bonus to Armor Class and saving throws versus evil creatures for 1 minute (10 combat rounds).

ORISON

You can cast *detect magic* as often as you want.

DETECT MAGIC: Detects nearby magic or identifies a magic item.