Jevicca Dehlonna

Female halfling cleric 5 (ecclesitheurge) of Gozreh
NG Small humanoid (halfling)
Init +1; **Senses** Perception +5
Languages Common, Dwarven, Gnome, Halfling

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)
hp 32 (5 HD)
Fort +5, **Ref** +3, **Will** +8

OFFENSE

Speed 30 ft. (6 squares)
Melee mwk quarterstaff +4 (1d4–1 plus poison)
Ranged mwk heavy crossbow +6 (1d8 plus entangle and poison)
Special Attacks channel positive energy 7/day (DC 16, 3d6), storm burst
          7/day (1d6+2 nonlethal damage)
Cleric Spells Prepared (CL 5th; Concentration +8)
          3rd (3/day) – call lightning^D (2), create food and water
          2nd (4/day) – augury, fog cloud^D (2), resist energy
          1st (5/day) – command, deathwatch, endure elements, entangle^D
          0 (4/day) – create water, guidance, light, stabilize
^{D} Domain spell; **Domains** Animal (secondary), Plant (spells), Weather (primary)

STATISTICS

Abilities Str 8 (–1), Dex 13 (+1), Con 10 (+0), Int 14 (+2), Wis 16 (+3), Cha 18 (+4)
Base Atk +3; **CMB** +1; **CMD** 12
Feats Boon Companion, Divine Protection, Spontaneous Nature's Ally
Skills Craft (alchemy) +6, Handle Animal +9 (+13 with animal companion), Heal +9, Knowledge (nature) +10,
          Knowledge (religion) +10, Perception +5, Ride +6, Spellcraft +6, Stealth +5; **Racial Modifiers** +2
          Perception
SQ animal companion (roc), aura of good (strong), fleet of foot, spontaneous casting (*cure* or *summon
          nature's ally* spells), weapon familiarity
Combat Gear poison (sassone leaf residue 10), *potions* (*cure light wounds* 3), *tangle bolts* (10), *wand of cure
          light wounds* (10 charges); **Other Gear** *cloak of resistance +1*, *malleable symbol* (*bonded holy symbol*),
          masterwork heavy crossbow, masterwork quarterstaff, tender (40gp)
Encumbrance light 19 lb. 8 oz., medium 39 lb. 12 oz., heavy 60 lb.; **Weight Carried** 9 lb. 6 oz. (excluding
          tender)

SPECIAL ABILITIES

Blessing of the Faithful (Su) As a standard action, you can bless one ally within close range (25 ft. + 5 ft./2
          levels). A blessed ally gains a +2 sacred bonus on attack rolls, skill checks, ability checks, or saving
          throws or to AC until your next turn. You can expend 1 use of channel energy when activating this
          ability to increase the duration to a number of rounds equal to the number of dice of your channel
          energy.
Bonded Holy Symbol (Su) Your holy symbol functions identically to a wizard's bonded object except it can be
          used to cast cleric and domain spells (instead of wizard spells) and you can grant your bonded holy
          symbol only magic abilities appropriate for a holy symbol or a neck slot item. As with a wizard's
          bonded item, you can add additional magic abilities to your bonded holy symbol as if you had the
          required item creation feat (typically Craft Wondrous Item), provided you meet the feat's level
          prerequisites. The magic properties of a bonded holy symbol, including any magic abilities you added to
          the object, function for only you. If you die or the item is replaced, the object loses all enhancements
          you added using this ability.

Channel Energy (Su) Seven times per day you may release a burst of positive energy in a 30-ft. radius burst as a standard action. When doing so you can choose to harm undead creatures in the area (3d6 damage, Will DC 16 half) or to heal the living (3d6 healing). You may exclude up to 3 targets in the area from this effect.

Domain Mastery When you choose your cleric domains, you designate one as your primary domain and the other as your secondary domain. You can use your non-domain spell slots to prepare spells from your primary domain's spell list. Each day when you prepare spells, you can select a different domain granted by your deity to gain access to that domain's spell list instead of your secondary domain spell list. You do not lose access to your actual secondary domain's granted powers or gain access to the other domain's granted powers.

Ecclesitheurge's Vow You've made a vow to your deity to be protected solely by your faith, not by armor or shields. An ecclesitheurge who wears prohibited armor or uses a prohibited shield is unable to use his cleric domain powers or cast cleric spells.

Poison Sassone leaf residue —contact; *save* Fort DC 16, *onset* 1 minute, *frequency* 1/minute for 6 minutes, *effect* 2d12 hp/1 Con, *cure* 1 save.

Storm Burst (Sp) As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6 points of nonlethal damage + 1 point for every two cleric levels you possess. In addition, the target is buffeted by winds and rain, causing it to take a –2 penalty on attack rolls for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

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Roc Animal Companion
N Medium animal
Init +5; **Senses** low-light vision; Perception +5

DEFENSE

AC 24, touch 16, flat-footed 17 (+5 Dex, +1 dodge, +7 natural); Mobility
hp 22 (5 HD)
Fort +4, **Ref** +9, **Will** +2
Defensive Abilities evasion

OFFENSE

Speed 20 ft. (4 squares), fly 80 ft. (average)
Melee 2 talons +4 (1d4+1) and
      bite +4 (1d6+1)

STATISTICS

Abilities Str 13 (+1), Dex 20 (+5), Con 10 (+0), Int 2 (–4), Wis 13 (+1), Cha 11 (+0)
Base Atk +3; **CMB** +4; **CMD** 20
Feats Dodge, Flyby Attack, Mobility
Skills Fly +12, Perception +5
SQ link, share spells, tricks (attack [anything], come, defend, down, fetch, guard, heel)
Encumbrance light 50 lb., medium 100 lb., heavy 150 lb.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Link (Ex) You can handle your animal companion as a free action, or push it as a move action, even if you don't have any ranks in the Handle Animal skill. You gain a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex) You may cast a spell with a target of "You" on your animal companion (as a spell with a range of touch) instead of on yourself. You may cast spells on your animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.