

## Tali Ovsten

Female halfling cleric 5

LG Small humanoid (halfling)

**Init** +1; **Senses** Perception +5

**Languages** Common, Dwarven, Gnome, Halfling

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### DEFENSE

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**AC** 28, touch 12, flat-footed 27 (+11 armor, +1 Dex, +5 shield, +1 size)

**hp** 42 (5 HD)

**Fort** +8, **Ref** +4, **Will** +9; +2 vs. fear

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### OFFENSE

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**Speed** 20 ft. (4 squares), 30 ft. without armor

**Melee** +1 *gnoll bane warhammer* +6 (1d6+2/×3) or

+1 *gnoll bane warhammer* +9 (1d6+5 plus 2d6/×3) against gnolls

**Ranged** sling +5 (1d3+1)

**Special Attacks** channel positive energy 5/day (DC 14, 3d6)

**Spell-like Abilities** (CL 5<sup>th</sup>; Concentration +8)

At Will – *mending*

6/day – artificer's touch (1d6+2), calming touch

**Cleric Spells Prepared** (CL 5<sup>th</sup>; Concentration +8)

3<sup>rd</sup> (3/day) – *magic circle against evil*, *meld into stone*, *stone shape*<sup>D</sup>

2<sup>nd</sup> (4/day) – *hold person*, *shatter*, *shield other*<sup>D F</sup>, *status*

1<sup>st</sup> (5/day) – *bless*<sup>D</sup>, *deathwatch*, *endure elements*, *protection from evil*, *sanctuary*

0 (at will) – *create water*, *detect magic*, *light*, *stabilize*

<sup>D</sup> Domain spell; **Domains** Artifice, Community

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### STATISTICS

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**Abilities** Str 12 (+1), Dex 12 (+1), Con 14 (+2), Int 14 (+2), Wis 16 (+3), Cha 14 (+2)

**Base Atk** +3; **CMB** +3; **CMD** 14

**Feats** Armor Proficiency (heavy), Craft Magic Arms and Armor, Tower Shield Proficiency

**Skills** Appraise +10 (+12 with small or highly detailed items, or items valued by weight), Disable Device +1,

Heal +11, Knowledge (engineering +7), Perception +5, Spellcraft +10, Stealth +0; **Armor Check**

**Penalty** –5, or –13 with tower shield, **Racial Modifiers** +2 Perception

**SQ** aura of good (strong), fleet of foot, spontaneous casting (*cure* spells), traits (Gnoll killer, hedge magician), weapon familiarity

**Combat Gear** *divine spell scroll of lesser planar ally*, focus components (*shield other*), sling bullets (10);

**Other Gear** +1 darkwood tower shield, +1 *gnoll bane warhammer*, +2 *full plate*, *cloak of resistance*

+1, riding dog (see below), silver holy symbol, sling, spell component pouch, tender (35gp)

**Encumbrance** light 32 lb. 4 oz., medium 64 lb. 8 oz., heavy 97 lb. 8 oz.; **Weight Carried** 51 lb. (excluding tender)

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### SPECIAL ABILITIES

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**Artificer's Touch (Sp)** You can cast *mending* at will, using your cleric level as the caster level to repair damaged objects. In addition, you can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6 points of damage +1 for every two cleric levels you possess. This attack bypasses an amount of damage reduction and hardness equal to your cleric level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Calming Touch (Sp)** You can touch a creature as a standard action to heal it of 1d6 points of nonlethal damage + 1 point per cleric level. This touch also removes the fatigued, shaken, and sickened conditions (but has no effect on more severe conditions). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Channel Energy (Su)** 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 living creatures in the area (3d6 healing). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

## Bower

Riding Dog Steed

N Medium animal

**Init** +2; **Senses** low-light vision, scent; **Perception** +8

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### DEFENSE

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**AC** 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 natural)

**hp** 13 (2 HD)

**Fort** +5, **Ref** +5, **Will** +1

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### OFFENSE

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**Speed** 30 ft. (6 squares), 40 ft. without armor or rider

**Melee** bite +3 (1d6+3 plus trip)

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### STATISTICS

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**Abilities** Str 15 (+1), Dex 15 (+1), Con 15 (+2), Int 2 (–4), Wis 12 (+1), Cha 6 (–2)

**Base Atk** +1; **CMB** +1; **CMD** 15 (19 vs. overrun and trip)

**Feats** Skill Focus (perception)

**Skills** Acrobatics +2 (+10 when jumping), Perception +8 (low-light vision, scent), Survival +1 (+5 scent tracking); **Armor Check Penalty** –4; **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival tracking by scent

**SQ** tricks (attack, come, defend, down, guard, heel)

**Possessions** bit and bridle, military saddle, saddlebags, scale mail barding, spare wooden holy symbol

**Encumbrance** light 99 lb., medium 198 lb., heavy 297 lb.; **Weight Carried** 147 lb. 8 oz. (69 lbs. without Tali)

