

CLERIC (LEVEL 7)

Kyra has sworn her life and sword arm to Sarenrae, vowing to protect the helpless and to not spare the blade when the time for redemption has passed.

KYRA

Female human cleric of Sarenrae 7

NG Medium humanoid (human)

Init +0; **Senses** Perception +4

DEFENSE

AC 19, touch 11, flat-footed 19 (+8 armor, +1 deflection)

hp 59 (7d8+21)

Fort +7, **Ref** +4, **Will** +10

OFFENSE

Speed 20 ft.

Melee +1 scimitar +8 (1d6+3/18–20)

Ranged sling +5 (1d4+2)

Special Attacks channel positive energy 7/day (DC 17, 6d6 [+7 vs. undead])

Domain Spell-Like Abilities (CL 7th; concentration +11 [+15 to cast defensively])

7/day—*rebuke death* (1d4+2)

Cleric Spells Prepared (CL 7th; concentration +11 [+15 to cast defensively])

4th—*cure critical wounds*, *fire shield*^o, *holy smite* (DC 18)

3rd—*cure serious wounds*, *dispel magic*, *invisibility purge*, *searing light*^o

2nd—*bull's strength*, *cure moderate wounds*, *heat metal*^o (DC 16), *hold person* (DC 16), *spiritual weapon*

1st—*bless*, *command* (DC 15), *cure light wounds*, *divine favor*, *endure elements*^o, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *stabilize*

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

STATISTICS

Str 14, **Dex** 10, **Con** 12, **Int** 11, **Wis** 18, **Cha** 14

Base Atk +5; **CMB** +7; **CMD** 18

Feats Combat Casting*, Extra Channel*, Improved Channel*, Selective Channeling, Toughness*

Skills Diplomacy +12, Heal +14, Knowledge (religion) +10; **Armor Check Penalty** –3

Traits deft dodger*, flame of the Dawnflower

Languages Common, Kelish

SQ aura (strong good), healer's blessing, spontaneous casting

Combat Gear *oil of align weapon*, *oil of daylight*, *potion of eagle's splendor*, *scroll of comprehend languages*, *scroll of lesser restoration*, *scroll of magic circle against evil*, *wand of cure light wounds* (50 charges), antitoxin, thunderstones (2); **Other Gear**

+2 breastplate, +1 scimitar, sling with 10 bullets, ring of protection +1, cloak of resistance +1, phylactery of positive channeling, backpack, silver holy symbol, waterskin, 47 gp

* The effects of this ability have already been calculated into Kyra's statistics.

SPECIAL ABILITIES

Channel Positive Energy Kyra can release a wave of positive energy by channeling the power of her faith through her holy symbol. This energy can be used to cause damage to undead creatures or to heal living creatures. Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on Kyra. Kyra can channel energy 5 times per day as a standard action that does not provoke an attack of opportunity. Kyra can choose whether or not to include herself in this effect. She must be able to present her holy symbol to use this ability.

Flame of the Dawnflower When Kyra scores a critical hit with a scimitar, she deals an additional 2 points of fire damage.

Healer's Blessing Kyra's cure spells are all 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.

Rebuke Death Seven times a day, Kyra can touch a living creature as a standard action, healing it 1d4+3 points of damage. She may only use this ability on a creature that is below 0 hit points.

Selective Channeling When Kyra channels positive energy, she can select up to two creatures within the area of the burst; these targets are not affected by her channeled energy.

Spontaneous Casting Kyra can exchange any prepared spell (other than an orison or a domain spell) for a cure spell of the same spell level or lower as she casts the spell.

Sun's Blessing When Kyra channels positive energy to harm undead creatures, she adds 7 points to the damage dealt (already calculated into her statistics). Undead do not add their channel resistance to their saves when she channels positive energy.

Kyra was one of the few to survive a brutal raid on her hometown, and on the smoking ruins of her village she swore her life and sword to Sarenrae—the goddess of the sun, redemption, honesty, and healing. Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra has traveled far since that time. Where another might be consumed by anger and a thirst for revenge, she has instead found peace in the Dawnflower, and in the belief that if she can prevent even one death at evil hands, her own losses will not have been in vain. Though she takes great pleasure in ridding the world of evildoers, she takes even greater pleasure in redeeming them.



“May the blessings of the Dawnflower shed light on the dark corners of Golarion.”