

CLERIC (LEVEL 1)

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 1

NG Medium humanoid (human)

Init +0; **Senses** Perception +3

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 13 (1d8+5)

Fort +3, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft.

Melee scimitar +2 (1d6+2/18–20)

Ranged sling +0 (1d4+2)

Special Attacks channel positive energy 5/day (DC 12, 1d6 [+1 vs. undead])

Domain Spell-Like Abilities (CL 1st; concentration +4)
6/day—*rebuke death* (1d4)

Cleric Spells Prepared (CL 1st; concentration +4)
1st—*bless*, *cure light wounds*^o, *shield of faith*
0 (at will)—*detect magic*, *light*, *stabilize*
D Domain spell; **Domains** Healing, Sun

STATISTICS

Str 14, **Dex** 10, **Con** 12, **Int** 11, **Wis** 17, **Cha** 14

Base Atk +0; **CMB** +2; **CMD** 12

Feats Selective Channeling, Toughness*

Skills Diplomacy +6, Heal +7, Knowledge (religion) +4; **Armor Check Penalty** –2

Traits deft dodger*, flame of the Dawnflower

Languages Common, Kelish

SQ aura (faint good), spontaneous casting

Combat Gear scroll of endure elements; **Other Gear** chain shirt, scimitar, sling with 10 bullets, backpack, wooden holy symbol, waterskin, 6 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 divine power 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. Creatures that take damage from channeled energy may attempt a DC 12 Will saving throw to halve the

damage. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. 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. **Rebuke Death** Five times per day, Kyra can touch a living creature as a standard action, healing it 1d4+1 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.

Spells Kyra can cast the following spells she has memorized. For full spell descriptions for these and other spells she can prepare, see Chapter 10 of the *Pathfinder RPG Core Rulebook*.

Bless: Grants Kyra and all allies within 50 feet a +1 morale bonus on attack rolls and on saving throws against fear effects.

Cure Light Wounds: Touch a living creature to heal 1d8+1 hit points of damage, or touch undead to deal 1d8+1 points of damage.

Detect magic: Detects all spells and magic items within a 60-foot cone.

Light: Touched object shines like a torch for 10 minutes.

Shield of Faith: Touched creature gains a +2 deflection bonus to AC.

Stabilize: A living creature within 25 feet that has –1 or fewer hit points stabilizes.

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 1 point 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.”