

Dilemmachine

Player: Austin

Male half-orc cleric of Gorum 2 - CR 1

Chaotic Neutral Humanoid (Human, Orc); Deity: **Gorum**;
Age: **27**; Height: **6' 7"**; Weight: **318 lb.**; Eyes: **White**; Hair:
White; Skin: **Green**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	11	0	
WIS WISDOM	13	+1	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+2			
REFLEX (DEXTERITY)	+1	=		+1			
WILL (WISDOM)	+4	=	+3	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=	+4		+1				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	14				

CM Bonus	+4	=	+1	+3	-	-
----------	----	---	-----------	-----------	---	---

CM Defense	15	=	10	BAB	Strength	Dexterity	Size
				+1	+3	+1	-

Base Attack	+1	HP	18
-------------	----	----	----

Initiative	+3	Damage / Current HP
------------	----	---------------------

Speed	30 / 20 ft
-------	------------

Greatsword

Both hands: **+4, 2d6+4** Crit: 19-20/x2
2-hand, S

Armored coat

+4

Max Dex: +3, Armor Check: -2
Spell Fail: 20%, Medium, Slows



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (1)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+4	INT (0)	1	
Bluff	+1	CHA (1)	-	
Climb	+1	STR (3)	-	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-1	DEX (1)	-	
Fly	-1	DEX (1)	-	
Heal	+5	WIS (1)	1	
Intimidate	+6	CHA (1)	-	
Knowledge (religion)	+4	INT (0)	1	
Perception	+1	WIS (1)	-	
Ride	-1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+4	INT (0)	1	
Stealth	-1	DEX (1)	-	
Survival	+1	WIS (1)	-	
Swim	+1	STR (3)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Intimidating Prowess
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Reactionary
Student of Faith

Special Abilities

Aura (Ex)
Cleric Channel Positive Energy 1d6 (4/day, DC 13) (Su)
Cleric Domain (Ferocity)
Cleric Domain (War)
Darkvision (60 feet)
Ferocious Strike (+1, 4/day) (Su)
Orc Blood
Orc Ferocity (1/day)
Spontaneous Casting

Spell-Like Abilities

Battle Rage +1 (4/day) (Sp) ☐☐☐☐

Gear

Total Weight Carried: 28.8/230 lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

Armored coat	20 lbs
Artisan's outfit (Free)	-
Bottlecap (x2)	-
Greatsword	8 lbs
Holy symbol, wooden (????)	-
Money	0.82 lbs

Tracked Resources

Cleric Channel Positive Energy 1d6 (4/day, DC 13) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Ferocious Strike (+1, 4/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Orc Ferocity (1/day)	<input type="checkbox"/>

Languages

Common

Orc

Spells & Powers

Cleric spells memorized (CL 2nd; concentration +3)

Melee Touch +4 Ranged Touch +2

1st—*cure light wounds*, *enlarge person*^D (DC 12), *gorum's armor*^{SWG}, *magic weapon*

0th (at will)—*detect magic*, *guidance*, *mending*, *resistance*

[D] Domain spell; **Domains** Ferocity, Strength, War

Sourcebooks Used

- **Advanced Player's Guide** - Ferocity (special ability)
- **Advanced Player's Guide / Ultimate Equipment** - Armored coat (armor)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Gods & Magic / Inner Sea World Guide** - Gorum's Armor (spell)
- **Rise of the Runelords Anniversary Edition** - Student of Faith (trait)

Experience & Wealth

Experience Points: **2000**/5,000

Current Cash: **30 gp, 11 sp**

Dilemmachine – Abilities & Gear

Intimidating Prowess

Feat

Your physical might is intimidating to others.

Benefit: Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Reactionary

Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Student of Faith

Trait

While you have personally dedicated your life to a single deity, you study all religions and mortal faiths. Upon hearing that the town of Sandpoint recently completed a cathedral dedicated to the six deities most popular in the area, you had to see the place for yourself, and have arrived in time for the consecration of this holy edifice. Because of your strong faith and broad range of study, you cast all cure spells at +1 caster level, and whenever you channel energy, you gain a +1 trait bonus to the save DC of your channeled energy.

Appears In: Rise of the Runelords Anniversary Edition

Cleric Channel Positive Energy 1d6 (4/day, D Class Ability (Cleric)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Darkvision (60 feet)

Racial Ability, Senses (Half-Orc)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Orc Blood

Racial Ability (Half-Orc)

Half-orcs count as both humans and orcs for any effect related to race.

Orc Ferocity (1/day)

Racial Ability (Half-Orc)

Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to 1 or more hit points, he immediately falls unconscious and begins dying.

Aura (Ex)

Class Ability (Cleric)

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

Battle Rage +1 (4/day) (Sp)

Class Ability (Cleric, Dragon Shaman)

You can touch a creature as a standard action to give it a bonus on melee damage rolls equal to 1/2 your cleric level for 1 round (minimum +1). You can do so a number of times per day equal to 3 + your Wisdom modifier.

Ferocious Strike (+1, 4/day) (Su) Class Ability (Bear Shaman, Cleric)

Whenever you make a melee attack, you can designate that attack as a ferocious strike. If the attack hits, it deals additional damage equal to 1/2 your cleric level (minimum +1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Spontaneous Casting

Class Ability (Cleric)

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see channel energy).

Title - Dilemmachine (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/07/01

XP Reward: 2000 XP; **Net Cash:** 1 gp, 11 sp

- no notes -