

KYRA

CLERIC 1

SPELLS

ANCESTRY	HUMAN (VERSATILE)	BACKGROUND	ACOLYTE
SPEED	25 FEET	PERCEPTION	+7 (TRAINED)
LANGUAGES	COMMON, KELISH	CLASS DC	17
STRENGTH	DEXTERITY	CONSTITUTION	
STR +2	DEX +1	CON +0	
INTELLIGENCE	WISDOM	CHARISMA	
INT +0	WIS +4	CHA +2	

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	16	16
FORTITUDE	REFLEX	WILL
+3	+4	+9

STRIKES

MELEE	& scimitar +5 [+0/-5] (forceful, sweep), 1d6+2 slashing
RANGED	% re ray +7 [+2/-3], 2d6 re (range 60 feet, costs 1 Focus Point) & sling +4 [-1/-6] (propulsive, range increment 50 feet, reload 1), 1d6+1 bludgeoning

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+1	+0	+5 •
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+0	+2	+5 •
INTIMIDATION (CHA)	SCRIBING LORE (INT)	LORE (OTHER; INT)
+2	+3 •	+0
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+7 •	+4	+0
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+5 •	+7 •	+0
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+1	+4	+1

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Haughty Obstinacy
CLASS FEATS	Domain Initiate
GENERAL FEATS	Armor Proficiency (light)*
SKILL FEATS	Student of the Canon
CLASS ABILITIES	deity (Sarenrae), divine font (healing)*, divine spellcasting, doctrine (cloistered cleric), sanctification (holy)

* Abilities with an asterisk have already been calculated into Kyra's statistics and do not appear elsewhere.

EQUIPMENT

BULK	Current: 4, 4 L; Maximum: 7 Bulk
WORN	backpack, chain shirt, healer's toolkit, <i>minor healing potion</i> , wooden religious symbol, scimitar, sling (10 bullets)
STOWED	bedroll, chalk (10 pieces), <i>int</i> and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH	7 sp, 9 cp

SPELL ATTACK	+7	SPELL DC	17
CANTRIPS (AT WILL)	daze, divine lance, guidance, light, stabilize		
1ST RANK	bless,	heal,	sanctuary
FOCUS SPELLS	re ray		

WHAT IS A CLERIC?

You are the stalwart mortal servant of a deity. Blessed with divine magic, you can protect and heal your allies and lay waste to your foes.

EQUIPMENT

The following rules apply to Kyra's equipment.

Backpack: A backpack holds up to 4 Bulk of items, and the first 2 Bulk of these items don't count against your Bulk limits. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible.

Forceful (trait): When you attack with this weapon more than once on your turn, the second attack gains a +1 circumstance bonus to damage, and each attack after that gains a +2 circumstance bonus to damage.

Healer's Toolkit: This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. If you wear your healer's toolkit, you can draw and replace the tools as part of the action that uses them.

Healing Potion, Minor (consumable, healing, magical, potion, vitality) **Usage** held in 1 hand; **Activate** & (manipulate); **E ect** A *healing potion* is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain 1d8 Hit Points.

Reload 1 (trait): It takes 1 Interact action to reload this weapon.

Sweep (trait): When you attack with this weapon, you gain a +1 circumstance bonus on your attack roll if you already attempted to attack a different target this turn using this weapon.

FEATS AND ABILITIES

Kyra's feats and abilities are described below.

Cleric Spellcasting: Your goddess Sarenrae grants you the ability to cast divine spells. You can cast divine spells using the Cast a Spell activity. See the Spells section for details on the spells you have prepared.

Deity (Sarenrae): Sarenrae the Dawn owner is a goddess of healing, honest redemption, and the sun. Your favored weapon is the scimitar and she grants you the re domain.

Sarenrae tasks her followers to destroy the Spawn of Rovagug, protect allies, provide aid to the sick and wounded, and to seek and allow redemption.

Creating undead, lying, denying a repentant creature an opportunity for redemption, casting unholy spells, or failing to strike down evil are all anathema to Sarenrae. Repeatedly or agrantly performing these anathema may cause Kyra to lose her divine spellcasting and divine font abilities.

Doctrine (Cloistered Cleric): You gain the Domain Initiate feat (see focus spells).

Haughty Obstinacy: Your powerful ego makes it harder for others to order you around. If you roll a success on a saving throw against a mental e ect that attempts to directly control your actions, you critically succeed instead. If a creature rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead (so it can't try to Coerce you again for 1 week).

Sancti cation (Holy): You gain the holy trait, which commits you to one side of a struggle over the souls of the planes and may be referenced in other abilities. The holy trait indicates a powerful devotion to altruism, helping others, and battling against unholy forces like ends and undead. Some spells and abilities have the sancti ed trait. When you use a sancti ed ability you add your holy trait to it.

Student of the Canon: If you roll a critical failure at a Religion check to Decipher Writing of a religious nature or to Recall Knowledge

about the tenets of faiths, you get only a failure instead. If you roll a failure, you get a success instead, and if you roll a success, you get a critical success instead.

SPELLS

Kyra can cast the following spells. She can cast her 1st-rank spells once per day each, except *heal*, which she can cast 4 times. She can cast her cantrips at will.

Cantrips

Daze % (cantrip, concentrate, manipulate, mental, nonlethal); **Range** 60 feet; **Targets** 1 creature; **Defense** Will; **Duration** 1 round; **E ect** You push into the target's mind and daze it with a mental jolt. The jolt deals 1d6 mental damage, with a basic Will save. If the target critically fails the save, it is also stunned 1.

Divine Lance % (attack, cantrip, concentrate, manipulate, sancti ed, spirit); **Range** 60 feet; **Targets** 1 creature; **Defense** AC; **E ect** You unleash a beam of divine energy. Make a ranged spell attack against the target's AC. On a hit, the target takes 2d4 spirit damage (double damage on a critical hit).

Guidance & (cantrip, concentrate); **Range** 30 feet; **Targets** 1 creature; **Duration** until the start of your next turn; **E ect** You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

Light % (cantrip, concentrate, light, manipulate); **Range** 120 feet; **Duration** until your next daily preparations; **E ect** You create an orb of light that sheds bright light in a 20-foot radius (and dim light for the next 20 feet) in a color you choose. If you create the light in the same space as a willing creature, you can attach the light to the creature, causing it to oat near that creature as it moves. You can Sustain the spell to move the light up to 60 feet; you can attach or detach it from a creature as part of this movement.

You can Dismiss the spell. If you Cast the Spell while you already have four *light* spells active, you must choose one of the existing spells to end.

Stabilize % (cantrip, concentrate, healing, manipulate, vitality); **Range** 30 feet; **Targets** 1 dying creature; **E ect** Life energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points.

1st

Bless % (aura, concentrate, manipulate, mental); **Area** 15-foot emanation; **Duration** 1 minute; **E ect** Blessings from beyond help your companions strike true. You and your allies gain a +1 status bonus to attack rolls while within the emanation. Once per round on subsequent turns, you can Sustain the spell to increase the emanation's radius by 10 feet. *Bless* can counteract *bane*.

Heal & to \$ (healing, manipulate, vitality); **Range** varies (see spell text); **Targets** 1 willing living creature or 1 undead creature; **E ect** You channel vital energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of vitality damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

& The spell has a range of touch.

% (concentrate) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restore by 8.

\$ (concentrate) You disperse vital energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Sanctuary % (concentration, manipulate); **Range** touch; **Targets** 1 creature; **Duration** 1 minute; **E ect** You ward a creature with protective energy that deters attacks. Creatures attempting to attack the target must attempt a Will save each time. If the target uses a hostile action, the spell ends.

Critical Success *Sanctuary* ends.

Success The creature can attempt its attack and any other attacks against the target this turn.

Failure The creature can't attack the target and wastes the action. It can't attempt further attacks against the target this turn.

Critical Failure The creature wastes the action and can't attempt to attack the target for the rest of *sanctuary's* duration.

Kyra's can cast a domain spell. Domain spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity (*Player Core* 298) to pray to Sarenrae or do service toward her causes.

Domain Initiate (Fire): Your Domain Initiate feat grants you the *re* ray domain spell, which you can cast by spending 1 Focus Point from your focus pool of 1.

Fire Ray % (uncommon, attack, cleric, concentrate, *re*, focus, manipulate); **Range** 60 feet; **Targets** 1 creature; **Defense** AC; **Duration** until the end of the target's next turn; **E ect** A blazing band of *re* arcs through the air, lighting your opponent and the ground they stand upon on *re*. Make a spell attack roll against the target's AC. The ray deals 2d6 *re* damage on a hit (or double damage on a critical hit). On any result other than a critical failure, the ground in the target's space catches *re*, dealing 1d6 *re* damage to each creature that ends its turn in one of the squares.