Kimberlicious	Kimber	LG			
Character Name	Player	Alignment	Current XP	Next Level XP	XP Change
Cleric	Human	One Off Halloween		Saranrae	
Class	Race	Campaign		Deity	XP Speed(S/M/F)
3	Medium	24	Female	5'	120		
Level	Size	Age	Gender	Height	Weight	Eyes	Hair

Abilities

Ability	Score	Mod	Temp Score	Temp Mod
STR	12	1		
DEX	13	1		
CON	16	3		
INT	10	0		
WIS	15	2		
CHA	12	1		

Hero Points — n/a

Caster Level — 3

HP / AC

	TOTAL	Current HP	Nonlethal Damage	Hit Dice	Damage Reduction
HP	27			3d8	0

	TOTAL	Armor	Shield	Dex	Dodge	Size	Natural	Deflect	Misc
AC	19 = 10 +	6	2	1	0	0	0	0	0

Touch	11	Flat-footed	18
CMD	14	FCMD	13

INIT	Total	Dex	Misc
	1 =	1 +	0

Speed	Armor Type
20	Medium

Load

Light Load	43
Med Load	86
Max Load	130
Over Head	130
Off Ground	260
Push/Drag	650

Saving Throws

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	6 =	3 +	3 +	0 +	0 +	0
REFLEX	2 =	1 +	1 +	0 +	0 +	0
WILL	5 =	3 +	2 +	0 +	0 +	0

Attacks

	Total Attack Bonus		Base Attack Bonus		Str Mod		Size Mod		Misc Mod		Temp Mod
MELEE	+3	=	2	+	1	+	0	+	0	+	0
CMB	+3	=	2	+	1	+	0	+	0	+	0
RANGED	+3	=	2	+	1	+	0	+	0	+	0
	Total Attack Bonus		Base Attack Bonus		Dex Mod		Size Mod		Misc Mod		Temp Mod

Weapons

Weapon	Total Attack Bonus	Damage	Critical	Range
+1 Longsword	+5	1d8+2	19-20/x2	5'
Special Properties	Ammunition	Weight	Size	Type
	1	4	Medium	S

Weapon	Total Attack Bonus	Damage	Critical	Range
Knife	+3	1d4+1	19-20/x2	5' or 10'
Special Properties	Ammunition	Weight	Size	Type
	2	1	Medium	S or P

Weapon	Total Attack Bonus	Damage	Critical	Range
Shield Bash	+3	1d6+1	20/x2	5'
Special Properties	Ammunition	Weight	Size	Type
Improved Shield Bash	1	-	Medium	B

Weapon	Total Attack Bonus	Damage	Critical	Range
Shortbow	+3	1d6	20/x3	60'
Special Properties	Ammunition	Weight	Size	Type
	20	3	Medium	P

Armor/Protective Item

Armor/Protective Item	Worn	Type	AC Bonus	Check Pen	Max Dex
Masterwork Chainmail	☑	Medium	6	-4	2
Special Properties			Weight	Spell Fail	Speed
			40	n/a	20

Shield/Protective Item

Shield/Protective Item	Worn	Type	AC Bonus	Check Pen	Max Dex
Masterwork Heavy Steel Shield	☑	Shield	2	-1	-
Special Properties			Weight	Spell Fail	Speed
			15	n/a	-

Feats & Special Abilities

Aura - LG Aura

Channel Energy 2d6 Healing or Harm Undead 6/day

Domains - Healing

Orisons - cantrips

Spontaneous Casting - swap prepared spells for Healing

Healing Domain:

- Rebuke Death: Standard Action, touch heals 1d4+1

  creature must be 0 or less HP. May use 5 times

  per day

Improved Shield Bash

Extra Channel

Weapon Focus Longsword

Simple Weapon Proficiency

Light and Medium Armor Proficiency

Shield Proficiency

Longsword Proficiency

Skills [Auto Fill | Update CS | Clear]

Max Rank 3

Skill Name	Key Ab	CS	Skill Mod	=	Ab Mod	+	Rank	+	Misc Mod	ACP
Acrobatics	Dex	☐	-4	=	1	+	0	+	0	-5
Appraise	Int	☑	0	=	0	+	0	+	0	0
Bluff	Cha	☐	1	=	1	+	0	+	0	0
Climb	Str	☐	-4	=	1	+	0	+	0	-5
Craft (Bandages)	Int	☑	0	=	0	+	0	+	0	0
Diplomacy	Cha	☑	5	=	1	+	1	+	0	0
Disable Device	Dex	☐	-4	=	1	+	0	+	0	-5
Disguise	Cha	☐	1	=	1	+	0	+	0	0
Escape Artist	Dex	☐	-4	=	1	+	0	+	0	-5
Fly	Dex	☐	-4	=	1	+	0	+	0	-5
Handle Animal	Cha	☐	1	=	1	+	0	+	0	0
Heal	Wis	☑	6	=	2	+	1	+	0	0
Intimidate	Cha	☐	1	=	1	+	0	+	0	0
Knowledge (Arcana)	Int	☑	4	=	0	+	1	+	0	0
Knowledge (Dungeoneering)	Int	☐	0	=	0	+	0	+	0	0
Knowledge (Engineering)	Int	☐	0	=	0	+	0	+	0	0
Knowledge (Geography)	Int	☐	0	=	0	+	0	+	0	0
Knowledge (History)	Int	☑	4	=	0	+	1	+	0	0
Knowledge (Local)	Int	☐	0	=	0	+	0	+	0	0
Knowledge (Nature)	Int	☐	0	=	0	+	0	+	0	0
Knowledge (Nobility)	Int	☑	4	=	0	+	1	+	0	0
Knowledge (Planes)	Int	☑	0	=	0	+	0	+	0	0
Knowledge (Religion)	Int	☑	4	=	0	+	1	+	0	0
Linguistics	Int	☑	0	=	0	+	0	+	0	0
Perception	Wis	☐	2	=	2	+	0	+	0	0
Perform	Cha	☐	1	=	1	+	0	+	0	0
Profession (Healer)	Wis	☑	6	=	2	+	1	+	0	0
Ride	Dex	☐	-4	=	1	+	0	+	0	-5
Sense motive	Wis	☑	6	=	2	+	1	+	0	0
Sleight of hand	Dex	☐	-4	=	1	+	0	+	0	-5
Spellcraft	Int	☑	4	=	0	+	1	+	0	0
Stealth	Dex	☐	-4	=	1	+	0	+	0	-5
Survival	Wis	☐	2	=	2	+	0	+	0	0
Swim	Str	☐	-4	=	1	+	0	+	0	-5
Use magic device	Cha	☐	1	=	1	+	0	+	0	0
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
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		☐		=		+		+		
		☐		=		+		+		

Total Skill Points: 9

Other Possessions

Item	Weight (lbs)	Loc
Clerical Vestments	3	Worn
Holy Symbol	-	Neck
Bedroll	4	Backpack

Total Weight: 70

Currency

110 gp

Languages

Common	

Spell Saves

Save DC	LEVEL	Spells /Day	Bonus Spells
	0		0
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

Psionics

	Manifester Level		Key Ability
Base	Bonus	Max	Current

Spells & Powers

Number of Spells/Powers Known (Bards, Sorcerers, Psions & Psi Warriors)

0	4	1st	2+1	2nd	1+1	3rd		4th	
5th		6th		7th		8th		9th	

Spell/Power Name	# Cast /Mem	Spell/Power Name	# Cast /Mem
Level 0			
Create Water - Creates 6 gallons of pure water	n/a		
Enhanced Diplomacy - +2 on Diplomacy and Initmidation	n/a		
Light - Object shines like Torch	n/a		
Read Magic - Read Spellbooks and Scrolls	n/a		
Level 1			
Cure Light Wounds - Standard Action, Touch, 1d8+3 heal	1		
Blass Water - Turn water into holy water	1		
Detect the Faithful - Detect those as the same faith as you	1		
Level 2			
Cure Moderate Wounds - Standard Action, Touch, 2d8+3 heal	1		
Weapon of Awe - 3 minutes, +2 damage, critical makes enemy Shaken	1		

Description ✖   Personality ✖
Character Traits ✖   Character Flaws ✖
Contacts / Friends ✖   Enemies ✖

Statistic Block ✖ [NPC Gen Import] [Generate Statblock]

Condition and Effects ✖   ### Additional Information ✖

Other Notes ✖

Private Notes ✖