

Lady Emyralda (Core)

Player: Lady Emyralda (Core)

Female halfling cleric of Sarenrae 2, Scarab Sages faction - CR 1

Neutral Good Humanoid (Halfling); Deity: **Sarenrae**; Age: 25; Height: 2' 11"; Weight: 30 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	9	-1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	14	+2	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+1		+1	
Fearless: +2 vs. fear, Birthmark: +2 trait bonus vs. charm and compulsion							

REFLEX (DEXTERITY)	+4	=		+3		+1	
Fearless: +2 vs. fear, Birthmark: +2 trait bonus vs. charm and compulsion							

WILL (WISDOM)	+6	=	+3	+2		+1	
Fearless: +2 vs. fear, Birthmark: +2 trait bonus vs. charm and compulsion							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=	+4		+3	+1			

Touch AC 14	Flat-Footed AC 15		
BAB	Strength	Size	Misc

CM Bonus -1	=	+1	-1	-1	-
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CM Defense 12	=	10	+1	-1	+3	-1
BAB	Strength	Dexterity	Size			

Base Attack	+1	HP	16
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Initiative	+5	Damage / Current HP
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Speed	20 ft
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Masterwork cold iron scimitar

Main hand: +2, 1d4-1

Crit: 18-20/x2

Both hands: +2, 1d4-1

1-hand, S

Mithral chain shirt

+4

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Character Number: 14367 - 6



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (3)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+3	CHA (3)	-	
Climb	+1	STR (-1)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+5	DEX (3)	-	
Heal	+2	WIS (2)	-	
Intimidate	+3	CHA (3)	-	
Knowledge (planes)	+5	INT (1)	1	
Knowledge (religion)	+5	INT (1)	1	
Perception	+6	WIS (2)	2	
Profession (midwife)	+6	WIS (2)	1	
Ride	+3	DEX (3)	-	
Sense Motive	+2	WIS (2)	-	
Spellcraft	+6	INT (1)	2	
Stealth	+7	DEX (3)	-	
Survival	+2	WIS (2)	-	
Swim	-1	STR (-1)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Selective Channeling
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Birthmark
Reactionary

Gear

**Total Weight Carried: 16/67.5 lbs, Light Load
(Light: 22.5 lbs, Medium: 45 lbs, Heavy: 67.5 lbs)**

Artisan's outfit (Free)	-
Backpack (empty)	0.5 lbs
Bedroll	1.25 lbs
Cleric's vestments	1.5 lbs
Courtier's outfit	1.5 lbs
Holy symbol, silver (Sarenrae)	1 lb
Inkpen	-
Masterwork cold iron scimitar	2 lbs
Mithral chain shirt	6.25 lbs
Money <In: Dropped to ground (1 @ 1.44 lbs)>	1.44 lbs
Parchment x4	-
Sturdy, perfectly fitting shoes accented with percious	-
Trail rations x4	0.25 lbs
Wand of cure light wounds (3 charges)	-
Waterskin	1 lb

Special Abilities

Aura (Ex)
Cleric Channel Positive Energy 1d6 (6/day, DC 14) (Su)
Cleric Domain (Fire)
Cleric Domain (Healing)
Fearless
Spontaneous Casting

Spell-Like Abilities

Fire Bolt 1d6+1 fire (5/day) (Sp)
Rebuke Death (5/day) (Sp)

Tracked Resources

Cleric Channel Positive Energy 1d6 (6/day, DC 14) (Su)
Trail rations
Wand of cure light wounds (3 charges)

Languages

Common
Halfling
Shoanti

Spells & Powers

Cleric spells memorized (CL 2nd; concentration +4)
Melee Touch +1 Ranged Touch +5
1st—*bless, burning hands*^D (DC 13), *remove fear, shield of faith*
0th (at will)—*detect magic, guidance, mending, read magic*
[D] Domain spell; **Domains** Fire, Healing

Experience & Wealth

Experience Points: 3/6
Current Cash: **72 gp**
Scarab Sages: **Fame: 4, PP: 4**

Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Birthmark (trait)
- **Inner Sea Races / Inner Sea World Guide** - Shoanti (language)