

Thurstan

Male human cleric of Gozreh 7 - CR 6

Neutral Good Humanoid (Human); Deity: **Gozreh**; Age: **30**;
Height: **6' 2"**; Weight: **216lb.**; Eyes: **two**; Hair: **long**; Skin:
total coverage

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	14	+2	
WIS WISDOM	15	+2	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+5	+2			
REFLEX (DEXTERITY)	+3	=	+2	+1			
WILL (WISDOM)	+7	=	+5	+2			

Energy Resistance, Electricity (10)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	21	=	+7	+3	+1				
Touch AC	11								
CM Bonus	+10	=	+5	+5					

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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (1)	3	
Appraise	+6	INT (2)	1	
Bluff	+2	CHA (2)	-	
Climb	+3	STR (5)	-	
Diplomacy	+6	CHA (2)	1	
Disable Device	+0	DEX (1)	1	
Disguise	+2	CHA (2)	-	
Escape Artist	-1	DEX (1)	-	
Fly	-1	DEX (1)	-	
Handle Animal	+3	CHA (2)	1	
Heal	+9	WIS (2)	4	
Intimidate	+2	CHA (2)	-	
Knowledge (arcana)	+6	INT (2)	1	
Knowledge (history)	+6	INT (2)	1	
Knowledge (nature)	+6	INT (2)	1	
Knowledge (nobility)	+6	INT (2)	1	
Knowledge (planes)	+6	INT (2)	1	
Knowledge (religion)	+6	INT (2)	1	
Linguistics	+7	INT (2)	2	
Perception	+8	WIS (2)	6	
Ride	+4	DEX (1)	5	
Sense Motive	+6	WIS (2)	1	
Spellcraft	+10	INT (2)	5	
Stealth	+0	DEX (1)	1	
Survival	+7	WIS (2)	1	
Swim	+3	STR (5)	-	
Use Magic Device	+6	CHA (2)	4	

Feats
Armor Proficiency (Light)
Armor Proficiency (Medium)
Boon Companion (Animal Companion)
Extra Channel (2/day)

Feats

Martial Weapon Proficiency (Rapier)
 Power Attack -2/+4
 Selective Channeling
 Shield Proficiency
 Simple Weapon Proficiency - All

Traits

Militia Veteran (any town or village, Survival)
 Sacred Conduit

+1 mithral breastplate

+7

Max Dex: +5, Armor Check: -1
 Spell Fail: 15%, Light

Gear

Total Weight Carried: 39/400lbs, Light Load
(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)

Heavy Shield Bash	-
+1 heavy wooden shield	10 lbs
+1 mithral breastplate	15 lbs
+1 rapier	2 lbs
Artisan's outfit (Free)	-
Elemental gem (air)	-
Elixir of vision	-
Handy haversack (empty)	5 lbs
Money	3 lbs
Phylactery of faithfulness	-
Potion of cure light wounds	-
Potion of cure moderate wounds x2	-
Trident	4 lbs

Special Abilities

Animal Companion Link (Ex)
 Aura (Ex)
 Cleric Channel Positive Energy 4d6 (5/day, DC 16) (Su)
 Cleric Domain (Air)
 Cleric Domain (Animal)
 Share Spells with Companion (Ex)
 Spontaneous Casting

Spell-Like Abilities

Lightning Arc 1d6+3 electricity (5/day) (Sp)
 Speak with Animals (10 rounds/day) (Sp)

Tracked Resources

Cleric Channel Positive Energy 4d6 (5/day, DC 16) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Elixir of vision	<input type="checkbox"/>
Extra Channel (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>
Trident	<input type="checkbox"/>

Languages

Celestial	Sylvan
Common	Undercommon

Experience & Wealth

Experience Points: **35000/51000**
 Current Cash: **150 gp**

Languages

Goblin

Spells & Powers

Cleric spells memorized (CL 7th; concentration +9)
Melee Touch +10 Ranged Touch +6
4th—*air walk*^D, *blessing of fervor*^{APG} (DC 16)
3rd—*daylight*, *dispel magic*, *gaseous form*^D
2nd—*bull's strength*, *delay poison*, *hold animal*^D (DC 14), *remove paralysis*, *lesser restoration*
1st—*bles*, *ble*, *comprehend languages*, *divine favor*, *obscuring mist*^D, *remove fear*
0th (at will)—*create water*, *detect magic*, *detect poison*, *light*
 [D] Domain spell; **Domains** Air, Animal

Companions

Animal Companion, Male wolf - CL6 - CR 5

STR **24** (+7), DEX **15** (+2), CON **19** (+4), INT **2** (-4),
 WIS **12** (+1), CHA **6** (-2); Fortitude **+9**, Reflex **+7**, Will **+3**

HP: 85/85; Init: +2; Speed: 50 feet

Attack Bonus: +3; Armor Class: 24 / 12 Tch / 21 Fl

Acrobatics **+5**, Climb **+10**, Perception **+6**, Stealth **+1**,
 Swim **+10**

Bite (Wolf) **Melee +11, 1d8+10, x2**

Special: +4 to Survival when tracking by Scent, Attack Any Target [Trick], Come [Trick], Defend [Trick], Devotion +4 (Ex), Evasion (Ex), Fighting [Trick], Flank [Trick], Low-Light Vision, Scent (Ex), Seek [Trick], Track [Trick], Trip (Ex)

Background

245gp for gozreh, -500 to matt

741.75gp for me,

ephod of authority, +1 level vs turning

(2) tridents,

spider figurine, jasper, mount for up to 12 hours

obsidian ring