

Theo Ohly



Player: Steve

Male human (Ulfen) cleric of Tria 3 - CR 2

Chaotic Good Humanoid (Human); Deity: **Tria**; Age: **20**;
Height: **6' 4"**; Weight: **190lb.**; Eyes: **Blue**; Hair: **Blond**; Skin:
Tan



Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	10	0	
WIS WISDOM	18	+4	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	= +3					
REFLEX (DEXTERITY)	+4	= +1	+3				
WILL (WISDOM)	+7	= +3	+4				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	= +4		+3					

Touch AC 13	Flat-Footed AC 14
	BAB Strength Size Misc

CM Bonus +4	= +2	+2	-	-
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CM Defense	Total	BAB	Strength	Dexterity	Size
17	= 10	+2	+2	+3	-

Base Attack	+2	HP	24
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Initiative	Damage / Current HP
+5	

Speed	40 ft
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+1 composite shortbow

Ranged, both hands: **+6, 1d6+6** Crit: x3
Rng: 70'
2-hand, P

Dagger

Main hand: **+4, 1d4+2** Crit: 19-20/x2
Rng: 10'
Ranged: **+5, 1d4+5** Light, P/S

Dagger

Main hand: **+4, 1d4+2** Crit: 19-20/x2
Rng: 10'
Ranged: **+5, 1d4+5** Light, P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (3)	-	
Speed greater/less than 30 ft.: +4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	+0	STR (2)	-	
Diplomacy	+7	CHA (0)	3	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (3)	-	
Fly	+1	DEX (3)	-	
Heal	+12	WIS (4)	3	
Intimidate	+0	CHA (0)	-	
Knowledge (religion)	+4	INT (0)	1	
Linguistics	+4	INT (0)	1	
Perception	+4	WIS (4)	-	
Ride	+1	DEX (3)	-	
Sense Motive	+8	WIS (4)	1	
Spellcraft	+6	INT (0)	3	
Stealth	+1	DEX (3)	-	
Survival	+4	WIS (4)	-	
Swim	+0	STR (2)	-	

Feats

- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Deadly Aim -1/+2
- Point-Blank Shot
- Precise Shot
- Shield Proficiency
- Simple Weapon Proficiency - All

Traits

- Ease of Faith
- Reactionary

Special Abilities

- Agile Feet (7/day) (Su)

Dagger

Main hand: **+4, 1d4+2**

Crit: 19-20/x2

Ranged: **+5, 1d4+5**

Rng: 10'

Light, P/S

Quarterstaff

Both hands: **+4, 1d6+3**

Crit: x2

Double: **+0 (Off: -4), 1d6+2/1d6+1**

Double, B, Monk

Chain shirt

+4

Max Dex: +4, Armor Check: -2

Spell Fail: 20%, Light

Gear

**Total Weight Carried: 66/200 lbs, Light Load
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)**

+1 composite shortbow	2 lbs
Arrows x40	0.15 lbs
Backpack, masterwork (11 @ 16 lbs)	4 lbs
Bedroll <In: Backpack, masterwork (11 @ 16 lbs)>	5 lbs
Belt pouch (1 @ 0.24 lbs)	0.5 lbs
Blanket, winter <In: Backpack, masterwork (11 @ 16	3 lbs
Chain shirt	25 lbs
Cold weather outfit (Free)	-
Dagger	1 lb
Dagger	1 lb
Dagger	1 lb
Flint and steel <In: Backpack, masterwork (11 @ 16 lbs)>	-
Healer's kit	1 lb
Holy symbol, wooden (Tria)	-
Money <In: Belt pouch (1 @ 0.24 lbs)>	0.24 lbs
Quarterstaff	4 lbs
Scroll of comprehend languages	-
Scroll of hide from undead	-
Scroll of lesser restoration	-
Scroll of protection from evil	-
Scroll of remove fear	-
Trail rations x8 <In: Backpack, masterwork (11 @ 16	1 lb
Waterskin	4 lbs

Special Abilities

Aura (Ex)

Cleric Channel Positive Energy 2d6 (3/day, DC 11) (Su)

Cleric Domain (Luck)

Cleric Domain (Travel)

Spontaneous Casting

Spell-Like Abilities

Bit of Luck (7/day) (Sp)

Tracked Resources

Agile Feet (7/day) (Su)

Arrows

Experience & Wealth

Experience Points: **5000/9000**

Current Cash: **8 gp, 4 sp**

Tracked Resources

Cleric Channel Positive Energy 2d6 (3/day, DC 11) (Su)

Dagger

Dagger

Dagger

Healer's kit

Trail rations

Languages

Common

Skald

Dwarven

Spells & Powers

Cleric spells memorized (CL 3rd; concentration +7)

Melee Touch +4 Ranged Touch +5

2nd—*aid*^D, *bull's strength*, *hold person* (DC 16)

1st—*bless*, *divine favor*, *longstrider*^D, *shield of faith*

0th (at will)—*create water*, *detect magic*, *light*, *read magic*

[D] Domain spell; **Domains** Luck, Travel

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Ease of Faith (trait)
- **Inner Sea Races / Inner Sea World Guide** - Skald (language)
- **Inner Sea Races / Inner Sea World Guide / People of the North** - Ulfen (race option)

Theo Ohly – Abilities & Gear

Deadly Aim -1/+2

Feat

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Point-Blank Shot

Feat

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot

Feat

You are adept at firing ranged attacks into melee.

Prerequisite: Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Appears In: Not New Paths Option: Use Scaling Feats

Ease of Faith

Trait

Your mentor, the person who invested your faith in you from an early age, took steps to ensure that you understood that what powers your divine magic is no different than that which powers the magic of other religions. This philosophy makes it easier for you to interact with others who may not share your views. You gain a +1 bonus on Diplomacy checks, and Diplomacy is always a class skill for you.

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

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

Cleric Channel Positive Energy 2d6 (3/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.

Agile Feet (7/day) (Su)

Class Ability (Cleric, Wolf Shaman)

As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

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).

Bit of Luck (7/day) (Sp)

Class Ability (Cleric)

You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. 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).

Scroll of comprehend languages

Scroll

Comprehend Languages

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

Scroll of hide from undead

Scroll

Hide from Undead, See Text or Will Negates (DC 11)

Undead cannot see, hear, or smell creatures warded by this spell. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures (such as skeletons or zombies) are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. If it has reason to believe unseen opponents are present, however, it can attempt to find or strike them. If a warded creature attempts to channel positive energy, turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

Scroll of lesser restoration

Scroll

Restoration, Lesser

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Scroll of protection from evil

Scroll

Protection from Evil

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as *charm person*, *command*, and *dominate person*). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using *magic jar*), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Scroll of remove fear

Scroll

Remove Fear

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels cause fear.

Theo Ohly, Cleric 3 – Spells

Create Water

Cleric 0

School: Conjuration (Creation) [Water]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Up to 2 gallons of water/level
Duration: Instantaneous
Save: None
Resistance: No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large - possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Detect Magic

Cleric 0

School: Divination
Components: V, S
Casting Time: 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Save: None
Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds
Moderate - 1d6 minutes
Strong - 1d6 x 10 minutes
Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Light

Cleric 0

School: Evocation / Wood Elemental [Light]
Components: V, M/DF (a firefly)
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 10 min./level
Save: None
Resistance: No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Read Magic

Cleric 0

School: Divination
Components: V, S, F (a clear crystal or mineral prism)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 min./level

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Bless

Cleric 1

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, DF
Casting Time: 1 action
Range: 50 ft.
Area: The caster and all allies within a 50-ft. burst, centered on the caster
Duration: 1 min./level
Save: None
Resistance: Yes (harmless)

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels bane.

Theo Ohly, Cleric 3 – Spells

Divine Favor

Cleric 1

School: Evocation
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

Longstrider

Cleric 1

School: Transmutation
Components: V, S, M (a pinch of dirt)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level (D)

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Shield of Faith

Cleric 1

School: Abjuration
Components: V, S, M (parchment with a holy text written on it)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Save: Will negates (harmless)
Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Aid

Cleric 2

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 1 min./level
Save: None
Resistance: Yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

Bull's Strength

Cleric 2

School: Transmutation
Components: V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Save: Will negates (harmless)
Resistance: Yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Hold Person

Cleric 2

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, F/DF
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One humanoid creature
Duration: 1 round/level (D); see text
Save: DC 16 Will negates; see text
Resistance: Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.