

KYRA

CLERIC

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ANCESTRY	HUMAN (VERSATILE)	BACKGROUND	ACOLYTE
SPEED	25 FEET	PERCEPTION	+15 (EXPERT)
LANGUAGES	COMMON, KELISH	CLASS DC	23
STRENGTH	DEXTERITY	CONSTITUTION	
STR +3	DEX +2	CON +0	
INTELLIGENCE	WISDOM	CHARISMA	
INT +0	WIS +4	CHA +3	

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	71	25
FORTITUDE +11	REFLEX +11	WILL +15

STRIKES

MELEE	+1 striking scimitar +13 [+8/+3] (forceful, sweep), 2d6+3 slashing - fire ray +15 [+10/+5], 8d6 fire (range 60 feet, costs 1 Focus Point)
RANGED	sling +11 [+6/+1] (range increment 50 feet, propulsive), 1d6+1 bludgeoning

SKILLS

ACROBATICS (DEX) +2	ARCANA (INT) +0	ATHLETICS (STR) +12 ●
CRAFTING (INT) +0	DECEPTION (CHA) +3	DIPLOMACY (CHA) +12 ●
INTIMIDATION (CHA) +3	SCRIBING LORE (INT) +9 ●	LORE (OTHER; INT) +0
MEDICINE (WIS) +15 ●●	NATURE (WIS) +4	OCCULTISM (INT) +0
PERFORMANCE (CHA) +12 ●	RELIGION (WIS) +17 ●●●	SOCIETY (INT) +0
STEALTH (DEX) +2	SURVIVAL (WIS) +4	THIEVERY (DEX) +2

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Cooperative Nature, Haughty Obstinacy
CLASS FEATS	Communal Healing, Domain Initiate, Healing Hands*, Selective Energy
GENERAL FEATS	Armor Proficiency (light)*, Armor Proficiency (medium)*, Toughness
SKILL FEATS	Battle Medicine ♦, Group Impression, Student of the Canon, Unusual Treatment
CLASS ABILITIES	cleric spellcasting, deity (Sarenrae), divine font, doctrine (cloistered cleric), heightening spells, perception expertise*, sanctification, second doctrine*, third doctrine*

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

EQUIPMENT

BULK	Current: 5, 6 L; Maximum: 8 Bulk
WORN	backpack, channel protection amulet, expanded healer's toolkit, silver religious symbol, +1 scale mail, scroll of clear mind (2nd), +1 sling (10 bullets), +1 striking scimitar, wand of mending (1st), wand of resist energy (2nd)
STOWED	bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH	50 gp, 9 cp

SPELLS

SPELL ATTACK	+15	SPELL DC	25
CANTRIPS (AT WILL)	daze, divine lance, guidance, light, stabilize		
1ST RANK	☐ bless, ☐ sanctuary, ☐ spirit link		
2ND RANK	☐ cleanse affliction, ☐ dispel magic, ☐ spiritual armament		
3RD RANK	☐ crisis of faith, ☐ heroism, ☐ holy light		
4TH RANK	☐ heal, ☐ planar tether, ☐ unfettered movement		
☐ FOCUS SPELLS	fire 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 can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits and are not included in your worn Bulk.

Channel Protection Amulet This amulet grants you resistance 5 to harm spells.

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

Expanded Healer's Toolkit This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat a Disease, Treat a Poison, or Treat Wounds and provides a +1 item bonus to such checks.

Propulsive (trait) You add half your Strength modifier (if positive) to damage rolls with a propulsive ranged weapon.

□ **Scroll of Clear Mind** When holding this scroll, you can cast *clear mind*. After you cast the spell, the scroll is destroyed.

Clear Mind ♦♦ (concentrate, healing, manipulate, mental) **Range** touch; **Targets** 1 willing creature; **Effect** You drive mental contamination from the target's mind. Attempt to counteract an effect of your choice imposing one of these conditions on the target: fleeing, frightened, and stupefied. If you failed to counteract the effect but you would have if its counteract rank were 2 lower, instead suppress the effect until the beginning of your next turn. The effect's duration doesn't elapse while it's suppressed. This spell can't counteract or suppress conditions that are part of curses, diseases, or a natural state of the target.

Sweep (trait) When you attack with this weapon, you gain a +1 circumstance bonus on your attack roll if you already attempted an attack this turn against a different creature from your target.

Wand of Mending This wand allows you to cast *mending* (1st rank) once per day.

Mending (concentrate, manipulate) **Cast** 10 minutes; **Range** touch; **Targets** non-magical object of light Bulk or less; **Effect** You repair the target item. You restore 5 Hit Points per spell rank to the target, potentially removing the broken condition if this repairs it past the item's Broken Threshold. You can't replace lost pieces or repair an object that's been completely destroyed.

Wand of Resist Energy This wand allows you to cast *resist energy* (2nd rank) once per day.

Resist Energy ♦♦ (concentrate, manipulate) **Range** touch; **Targets** 1 creature; **Duration** 10 minutes; **Effect** A shield of elemental energy protects a creature against one type of energy damage. Choose acid, cold, electricity, fire, or sonic damage. The target and its gear gain resistance 5 against the damage type you chose.

FEATS AND ABILITIES

Kyra's feats and abilities are described below.

Battle Medicine ♦ (general, healing, manipulate, skill) You can patch up wounds, even in combat. When holding or wearing a healer's toolkit, attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove

the wounded condition. As with Treat Wounds (*Player Core* 242), you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then immune to your Battle Medicine for 1 day. This does not make them immune to, or otherwise count as, Treat Wounds.

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.

Communal Healing (cleric, healing, vitality) You're an exceptional conduit for vitality and, as you channel it through you, you can divert some to heal yourself or another creature. When you cast the *heal* spell to heal a single creature, choose another willing living creature within range of your *heal* to regain Hit Points equal to the *heal* spell's rank.

Cooperative Nature You gain a +4 circumstance bonus on checks to Aid.

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

Sarenrae tasks her followers to destroy the Spawn of Rovagug, protect allies, provide aid to the sick and wounded, and 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 flagrantly 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).

Group Impression When you Make an Impression, you can compare your Diplomacy check result to the Will DCs of up to 10 targets you conversed with, with no penalty.

Haughty Obstinacy Your powerful ego makes you hard to order around. If you roll a success on a saving throw against a mental effect 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).

Heightening Spells When you prepare spells in spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain ranks. Cantrips are always heightened to half your level rounded up (to 4th rank, in Kyra's case). The effects of Kyra's heightened cantrips are already incorporated into their descriptions below.

Sanctification (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 fiends and undead. Some spells and abilities have the sanctified trait. When you use a sanctified ability, you add your holy trait to it.

Selective Energy As you call down divine power, you can prevent some enemies from benefiting or some allies from being hurt. When you cast a version of *harm* or *heal* that has an area, you can designate up to 5 creatures in the area. They are not targeted by the spell.

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 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.

Toughness The DC of your recovery checks is easier than normal (9 + your dying condition value).

Unusual Treatment Your medical training extends to less obvious conditions. When you succeed against a DC 20 check to Treat Wounds, you can also reduce the value of one clumsy, enfeebled, or stupefied condition on the patient by 1. A creature can benefit from Unusual Treatment only once per day.

If the condition results from an affliction, the affliction isn't cured, though the condition is reduced as long as the affliction remains at that stage.

SPELLS

Kyra can cast the following spells. She can cast up to five cantrips, three 1st-rank spells, three 2nd-rank spells, three 3rd-rank spells, and two 4th-rank spells but must prepare them in advance. Additionally, she can cast the *heal* spell five times a day as a 4th-rank spell.

Cantrips

Daze ♦♦ (cantrip, concentrate, manipulate, mental, nonlethal) **Range** 60 feet; **Targets** 1 creature; **Defense** Will; **Duration** 1 round; **Effect** You push into the target's mind and daze it with a mental jolt. The jolt deals 2d6 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, sanctified, spirit) **Range** 60 feet; **Targets** 1 creature; **Defense** AC; **Effect** You unleash a beam of divine energy. Make a ranged spell attack against the target's AC. On a hit, the target takes 5d4 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; **Effect** 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; **Effect** You create an orb of light that sheds bright light in a 60-foot radius (and dim light for the next 60 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 float 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 an existing spell to end.

Stabilize ♦♦ (cantrip, concentrate, healing, manipulate, vitality) **Range** 30 feet; **Targets** 1 dying creature; **Effect** 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; **Effect** 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*.

Sanctuary ♦♦ (concentrate, manipulate) **Range** touch; **Targets** 1 creature; **Duration** 1 minute; **Effect** 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.

Spirit Link ♦♦ (concentration, healing, manipulate, spirit) **Range** 30 feet; **Targets** 1 willing creature; **Duration** 10 minutes; **Effect** You form a spiritual link with another creature, taking in its pain. When you Cast this Spell and at the start of each of your turns, if the target is below maximum Hit Points, it regains 2 Hit Points (or the difference between its current and maximum Hit Points, if that's lower). You lose as many Hit Points as the target regained.

This is a spiritual transfer, so no effects apply that would increase the Hit Points the target regains or decrease the Hit Points you lose. This transfer also ignores any temporary Hit Points you or the target have. Since this effect doesn't involve vitality or void energy, *spirit link* works even if you or the target is undead. While the duration persists, you gain no benefit from regeneration or fast healing. You can Dismiss this spell, and if you're ever at 0 Hit Points, *spirit link* ends automatically.

Heightened (+1) The number of Hit Points transferred each time increases by 2.

2nd

Cleanse Affliction ♦♦ (concentrate, healing, manipulate) **Range** touch; **Targets** 1 willing creature; **Effect** Gentle restorative magic pushes back the effects of toxins and more complex maladies. Choose an affliction on the target, such as a curse, disease, or poison. If it has advanced past stage one, reduce the stage by one. This reduction can be applied only once to a given case of an affliction, with the case ending when it's completely cured. Although the reduction can't occur again, heightened versions of this spell attempt to counteract with each casting.

Dispel Magic ♦♦ (concentrate, manipulate) **Range** 120 feet; **Targets** 1 spell effect or unattended magic item; **Effect** You unravel the magic behind a spell or effect. Attempt a counteract check against the target. If you successfully counteract a magic item, it becomes a mundane item of its type for 10 minutes. This doesn't change the item's non-magical properties. If the target is an artifact or similar item, you automatically fail.

Spiritual Armament ♦♦ (concentrate, manipulate, sanctified, spirit) **Range** 120 feet; **Targets** 1 creature; **Defense** AC; **Duration** sustained up to 1 minute; **Effect** You create a ghostly, magical echo of one weapon you're wilding or wearing and fling it. Attempt a spell attack roll against the target's AC, dealing 2d8 damage on a hit (or double damage on a critical hit). The damage type is the same as the chosen weapon (or any of its types for a versatile weapon). The attack deals spirit damage instead if that would be more detrimental

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to the creature (as determined by the GM). This attack uses and contributes to your multiple attack penalty. After the attack, the weapon returns to your side. If you sanctify the spell, the attacks are sanctified as well.

Each time you Sustain the spell, you can repeat the attack against any creature within 120 feet.

3rd

Crisis of Faith ♦♦ (concentrate, manipulate, mental) **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Effect** You assault the target's faith, riddling the creature with doubt and mental turmoil that deal 6d6 mental damage, or 6d8 mental damage if it can cast divine spells. The effects are determined by its Will save.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage; if the target can cast divine spells, it's stupefied 1 for 1 round.

Critical Failure The target takes double damage, is stupefied 1 for 1 round, and can't cast divine spells for 1 round.

To many deities, casting this spell on a follower of your own deity without significant cause is anathema.

Heroism ♦♦ (concentrate, manipulate, mental) **Range** touch; **Targets** 1 creature; **Duration** 10 minutes; **Effect** You unlock the target's inner heroism, granting it a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks.

Holy Light ♦♦ (attack, concentrate, fire, holy, light, manipulate) **Range** 120 feet; **Targets** 1 creature; **Defense** AC; **Effect** You shine a blazing ray of light tinged with holy energy. Make a ranged spell attack. The ray deals 5d6 fire damage. If the target has the unholy trait, you deal an extra 5d6 spirit damage.

Critical Success The target takes double damage.

Success The target takes full damage.

If the light passes through an area of magical darkness or targets a creature affected by magical darkness, *holy light* attempts to counteract the darkness. If you need to determine whether the light passes through an area of darkness, draw a line between yourself and the spell's target.

4th

Heal ♦ to ♦♦♦ (healing, manipulate, vitality) **Range** varies (see spell text); **Targets** 1 willing living creature or 1 undead creature; **Effect** You channel vital energy to heal the living or damage the undead. If the target is a willing living creature, you restore 4d8 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 restored by 32.

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

Planar Tether ♦♦ (concentrate, manipulate) **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** varies; **Effect** You stitch the target to its current plane. While the target is affected by *planar tether*, the spell attempts to counteract (*Player Core* 431) any teleportation effect that would move the target, or any effect that would transport

it to a different plane. *Planar tether*'s duration is determined by the target's Will save.

Critical Success The target is unaffected.

Success The duration is 1 minute.

Failure The duration is 10 minutes.

Critical Failure The duration is 1 hour.

Unfettered Movement ♦♦ (concentrate, manipulate) **Range** touch; **Targets** 1 creature touched; **Duration** 10 minutes; **Effect** You repel hindrances that would affect a creature. While under this spell's effect, the target ignores effects that would give them a circumstance penalty to Speed. When they attempt to Escape an effect that has them immobilized, grabbed, or restrained, they automatically succeed unless the effect is magical and of a higher rank than the *unfettered movement* spell.

FOCUS SPELLS

Kyra 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 *fire ray* domain spell, which you can cast by spending 1 Focus Point from your focus pool of 1.

Fire Ray ♦♦ (attack, cleric, concentrate, fire, focus, manipulate) **Range** 60 feet; **Targets** 1 creature; **Defense** AC; **Duration** until the end of the target's next turn; **Effect** A blazing band of fire arcs through the air, lighting your opponent and the ground they stand upon on fire. Make a spell attack roll against the target's AC. The ray deals 8d6 fire 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 fire, dealing 4d6 fire damage to each creature that ends its turn in one of the squares.