

Borgun Trueflame

Male Dwarf Cleric 1, Silver Crusade faction - CR 1/2
 Lawful Good Humanoid (Dwarf); Deity: **Angradd**; Age: **66**;
 Height: **4' 2"**; Weight: **161lb.**; Eyes: **Green**; Hair: **Red**

Ability	Score	Modifier	Temporary
STR <small>STRENGTH</small>	16	+3	
DEX <small>DEXTERITY</small>	10	0	
CON <small>CONSTITUTION</small>	14	+2	
INT <small>INTELLIGENCE</small>	10	0	
WIS <small>WISDOM</small>	17	+3	
CHA <small>CHARISMA</small>	9	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE <small>(CONSTITUTION)</small>	+4	= +2	+2	<input type="text"/>	<input type="text"/>	<input type="text"/>	
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
REFLEX <small>(DEXTERITY)</small>	+0	= <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
	Hardy +2: +2 vs. poison, spells, and spell-like abilities						
WILL <small>(WISDOM)</small>	+5	= +2	+3	<input type="text"/>	<input type="text"/>	<input type="text"/>	
	Stubborn: +2 bonus vs. spells and spell-like abilities of the enchantment (charm) school, Stubborn: +2 bonus vs. spells and spell-like abilities of the enchantment (compulsion) school, Hardy +2: +2 vs. poison, spells, and spell-like abilities						

Stubborn +2

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16	= +6	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Touch AC **10** **Flat-Footed AC** **16**

Defensive Training +4: +4 dodge bonus vs. Giants

BAB	Strength	Size	Misc
CM Bonus +3	= <input type="text"/>	+3	<input type="text"/>

See the Base Attack (below) for modifiers that may also apply to CMB

BAB	Strength	Dexterity	Size
CM Defense 13	= 10	<input type="text"/>	+3

13 vs. Bull Rush (**Stability:** +4 CMD while standing on the ground, **Relentless:** +2 bonus to CMB while both you and your foe are standing on the ground); 13 vs. Trip (**Stability:** +4 CMD while standing on the ground)

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack **+0** **HP** **11**

Hatred +1: +1 vs. Goblins and Orcs

Initiative **+1**

Speed **20 ft**

Greataxe

Both Hands: **+3, 1d12+4** Crit: x3
2-Hand, S

Hatred +1: +1 vs. Goblins and Orcs

Light crossbow

Ranged: **-2, 1d8** Crit: 19-20/x2
Ranged, Both Hands: **+0, 1d8** Rng: 80'
2-Hand, P

Hatred +1: +1 vs. Goblins and Orcs

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-5	DEX (0)	-	
Speed less than 30': -4 jump				
Appraise	+0	INT (0)	-	
Greed: +2 to determine the price of nonmagic items with precious metals or gemstones				
Bluff	-1	CHA (-1)	-	
Climb	-2	STR (3)	-	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	-5	DEX (0)	-	
Fly	-5	DEX (0)	-	
Heal	+7	WIS (3)	1	
Intimidate	-1	CHA (-1)	-	
Knowledge (religion)	+4	INT (0)	1	
Perception	+3	WIS (3)	-	
Stonecunning: +2 bonus to notice unusual stonework, such as traps and hidden doors in stone walls or floors				
Ride	-5	DEX (0)	-	
Sense Motive	+3	WIS (3)	-	
Stealth	-5	DEX (0)	-	
Survival	+3	WIS (3)	-	
Swim	-2	STR (3)	-	

Feats, Traits & Flaws

- A Sure Thing (1/day)
- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Battlefield Caster
- Shield Proficiency
- Simple Weapon Proficiency - All
- Warrior Priest

Special Abilities

- Aura (Ex)
- Cleric Channel Positive Energy 1d6 (2/day) (DC 9) (Su)
- Cleric Domain (Fire)
- Cleric Domain (War)
- Darkvision (60 feet)
- Defensive Training +4
- Fire Bolt (1d6+0) (6/day) (Sp)
- Greed
- Hatred +1
- Relentless +2
- Slow and Steady
- Spontaneous Casting
- Stonecunning +2

Spell-Like Abilities

Battle Rage (6/day) (Sp)

Four-mirror armor

+6

Max Dex: +2, Armor Check: -5
Spell Fail: 30%, Medium, Slows

Experience & Wealth

Experience Points: **0/3**
Current Cash: **12 GP**
Silver Crusade: **Fame: 0, PP: 0**

Gear

Total Weight Carried: 86.24/230lbs, Medium Load
(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)

Cleric's vestments (Free)	-
Crossbow bolts x10	0.1 lbs
Four-mirror armor	45 lbs
Greataxe	12 lbs
Holy symbol, silver (Angradd)	1 lb
Light crossbow	4 lbs
Money	0.24 lbs
Pathfinder's kit	22 lbs

Tracked Resources

A Sure Thing (1/day)	<input type="checkbox"/>
Cleric Channel Positive Energy 1d6 (2/day) (DC 9) (Su)	<input type="checkbox"/> <input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Fire Bolt (1d6+0) (6/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Dwarven

Spells & Powers

Cleric Spell DC: 13 + spell level

CL: 1 (vs. SR: +1, Concentration: +4)

Melee Touch +3 Ranged Touch +0

Maximum Cleric spells per day: **3/***x0; **2**x1

Cleric 0: Resistance, Stabilize, Detect Magic

Cleric 1: Bless, Burning Hands (DC 14), Burning Disarm (DC 14)