

Cobra

Male Human Cleric (Separatist) 1, Sczarni faction - CR 1/2

Chaotic Neutral Humanoid (Human); Deity: **Ydersius**; Age: **20**; Height: **5' 10"**; Weight: **153lb**.

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2			
REFLEX (DEXTERITY)	+0	=					
WILL (WISDOM)	+5	=	+2	+3			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+5	+2					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
10	17				

CM Bonus	BAB	Strength	Dexterity	Size
+2	-	+2	-	-

CM Defense	BAB	Strength	Dexterity	Size
12	= 10	-	+2	0

Base Attack	HP
+0	10

Initiative	Speed	Damage / Current HP
+0	30 / 20 ft	

Heavy Shield Bash

Main hand: **-2, 1d4+2** Crit: x2
Both hands: **-2, 1d4+3** 1-hand, B

Dagger

Main hand: **+2, 1d4+2** Crit: 19-20/x2
Ranged: **+0, 1d4+2** Rng: 10'
Light, P/S

Light crossbow

Ranged: **-2, 1d8** Crit: 19-20/x2
Ranged, both hands: **+0, 1d8** Rng: 80'
2-hand, P

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed less than 30' : -4 jump	-6	DEX (0)	-	
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	-4	STR (2)	-	
Diplomacy	+6	CHA (2)	1	
Disguise	+2	CHA (2)	-	
Escape Artist	-6	DEX (0)	-	
Fly	-6	DEX (0)	-	
Heal	+7	WIS (3)	1	
Intimidate	+2	CHA (2)	-	
Perception	+3	WIS (3)	-	
Ride	-6	DEX (0)	-	
Sense Motive	+7	WIS (3)	1	
Spellcraft	+4	INT (0)	1	
Stealth	-5	DEX (0)	-	
Survival	+3	WIS (3)	-	
Swim	-4	STR (2)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Defiant Luck (1/day)
Selective Channeling
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Bandit (River Kingdoms) (Stealth)
Serpentine Squeeze

Special Abilities

Aura (Ex)
Cleric (Separatist) Domain (Resurrection)
Cleric (Separatist) Domain (Scalykind)
Cleric Channel Negative Energy 1d6 (5/day) (DC 12)
Rebuke Death (6/day) (Sp)
Spontaneous Casting

Spell-Like Abilities

Venomous Stare (1d6+0) (6/day) (DC 13) (Sp)

Heavy steel shield

+2

Max Dex: -, Armor Check: -2
Spell Fail: 15%, Shield

Scale mail

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows

Gear

**Total Weight Carried: 75.1/175lbs, Medium Load
(Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)**

Heavy Shield Bash	-
Cleric's vestments (Free)	-
Crossbow bolts x10	0.1 lbs
Dagger	1 lb
Heavy steel shield	15 lbs
Light crossbow	4 lbs
Money	0.1 lbs
Pathfinder's kit	22 lbs
Scale mail	30 lbs
Unholy symbol, silver (Ydersius)	1 lb

Tracked Resources

Cleric Channel Negative Energy 1d6 (5/day) (DC 12) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <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"/>
Dagger	<input type="checkbox"/>
Defiant Luck (1/day)	<input type="checkbox"/>
Rebuke Death (6/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Spells & Powers

Cleric (Separatist) Spell DC: 13 + spell level

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

Melee Touch +2 Ranged Touch +0

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

Cleric (Separatist) 0: Detect Poison, Enhanced Diplomacy, Vigor

Cleric (Separatist) 1: Shield of Faith, Cure Light Wounds, Cure Light Wounds

Experience & Wealth

Experience Points: **0/3**

Current Cash: **5 GP**

Szarni: **Fame: 0, PP: 0**