

Tarkhun Marxion

Male Human (Taldan) Cleric (Hidden Priest, Separatist)

1, Taldor faction - CR 1/2

Neutral Good Humanoid (Human); Deity: **Sarenrae**; Age:

20; Height: **5' 4"**; Weight: **140lb.**; Eyes: **Blue**; Hair: **Brown**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	13	+1	
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)	+1 =		+1				
WILL (WISDOM)	+5 =	+2	+3				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19 =	+6	+2	+1					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	18				

CM Bonus	BAB	Strength	Dexterity	Size
+1 =	-	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
12 = 10	-	+1	+1	-

Base Attack	HP
+0	10

Initiative	Damage / Current HP
+1	

Speed
30 / 20 ft

Heavy Shield Bash

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

Light crossbow

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

Morningstar

Main hand: **+1, 1d8+1** Crit: x2
Both hands: **+1, 1d8+1** 1-hand, B/P

Four-mirror armor

+6

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

Character Number: -



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

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Bludgeoner
Selective Channeling
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Under Siege (Bluff)
Vagabond Child (urban) (Sleight of Hand)

Special Abilities

Adoration (6/day) (DC 12) (Su)
Aura (Ex)
Cleric (Hidden Priest, Separatist) Domain (Love)
Cleric (Hidden Priest, Separatist) Domain (Redemption)
Cleric Channel Positive Energy 1d6 (5/day) (DC 12)
False Arcanist +1 (Ex)
Spontaneous Casting

Heavy steel shield

+2

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

Experience & Wealth

Experience Points: 0/3
Current Cash: 4 GP
Taldor: Fame: 0, PP: 0

Gear

Total Weight Carried: 95.08/130lbs, Heavy Load
(Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)

Heavy Shield Bash	-
Crossbow bolts x10	0.1 lbs
Four-mirror armor	45 lbs
Heavy steel shield	15 lbs
Holy symbol, silver (Sarenrae)	1 lb
Light crossbow	4 lbs
Money	0.08 lbs
Morningstar	6 lbs
Pathfinder's kit	22 lbs
Traveller's outfit (Free)	-

Tracked Resources

Adoration (6/day) (DC 12) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Cleric Channel Positive 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"/>

Languages

Common

Spells & Powers

Cleric (Hidden Priest, Separatist) Spell DC: 13 + spell level

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

Melee Touch +1 Ranged Touch +1

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

Cleric (Hidden Priest, Separatist) 0: Stabilize, Light, Enhanced Diplomacy

Cleric (Hidden Priest, Separatist) 1: Bless, Charm Person (DC 14), Tap Inner Beauty