

Annastias the Beloved

Female human cleric of Sarenrae 1, Scarab Sages faction - CR 1/2

Neutral Good Humanoid (Human); Deity: **Sarenrae**; Age: **19**; Height: **5' 6"**; Weight: **122lb.**; Eyes: **Blue**; Hair: **Black**

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	12	+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 18	=	+5	+2	+1				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	17				

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

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

Base Attack	HP
+0	14

Initiative	Damage / Current HP
+1	

Speed
30 / 20 ft

Scimitar

Main hand: **+1, 1d6+1** Crit: 18-20/x2
Both hands: **+1, 1d6+1** 1-hand, S

Heavy wooden 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

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed greater/less than 30 ft. : -4 to jump	-5	DEX (1)	-	
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	-5	STR (1)	-	
Diplomacy	+6	CHA (2)	1	
Disguise	+2	CHA (2)	-	
Escape Artist	-5	DEX (1)	-	
Fly	-5	DEX (1)	-	
Heal	+3	WIS (3)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (religion)	+4	INT (0)	1	
Perception	+8	WIS (3)	1	
Ride	-5	DEX (1)	-	
Sense Motive	+3	WIS (3)	-	
Stealth	-5	DEX (1)	-	
Survival	+3	WIS (3)	-	
Swim	-5	STR (1)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Shield Proficiency
Simple Weapon Proficiency - All
Toughness
Turn Undead (DC 13)

Traits

Sacred Conduit
Tomb Raider (Perception)

Special Abilities

Aura (Ex)
Cleric Channel Positive Energy 1d6 (5/day, DC 13) (Su)
Cleric Domain (Fire)
Cleric Domain (Sun)
Spontaneous Casting
Sun's Blessing (Su)

Spell-Like Abilities

Fire Bolt 1d6 fire (6/day) (Sp) □□□□□□ □

Gear

Total Weight Carried: 46/150 lbs, Light Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

Cleric's vestments (Free)	-
Heavy shield bash	-
Heavy wooden shield	10 lbs
Holy symbol, silver (Sarenrae)	1 lb
Money	0.06 lbs
Potion of enlarge person	-
Scale mail	30 lbs
Scimitar	4 lbs

Tracked Resources

Cleric Channel Positive Energy 1d6 (5/day, DC 13) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of enlarge person	<input type="checkbox"/>

Languages

Common

Spells & Powers

Cleric spells memorized (CL 1st; concentration +4)

Melee Touch +1 **Ranged Touch +1**

1st—*bles*s, *burning hands*^D (DC 14), *protection from evil*

0th (at will)—*detect magic*, *light*, *resistance*

[D] Domain spell; **Domains** Fire, Sun

Experience & Wealth

Experience Points: **0/3**

Current Cash: **3 gp**

Scarab Sages: **Fame: 0, PP: 0**