

## Anset Ossari

### Human Cleric of Ra 1 - CR 1/2

True Neutral Humanoid (Human); Deity: **Ra**; Age: **18**;  
Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>12</b>	<b>+1</b>	
<b>DEX</b> DEXTERITY	<b>8</b>	<b>-1</b>	
<b>CON</b> CONSTITUTION	<b>10</b>	<b>0</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>18</b>	<b>+4</b>	
<b>CHA</b> CHARISMA	<b>14</b>	<b>+2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+2</b>	<b>= +2</b>					Hot weather outfit : +2 circumstance bonus vs. hot weather, Devotee of the Old Gods : +1 trait bonus vs. divine magic., Birthmark: +2 trait bonus vs. charm and compulsion
<b>REFLEX</b> (DEXTERITY)	<b>-1</b>	<b>=</b>	<b>-1</b>				Devotee of the Old Gods : +1 trait bonus vs. divine magic., Birthmark: +2 trait bonus vs. charm and compulsion
<b>WILL</b> (WISDOM)	<b>+6</b>	<b>= +2</b>	<b>+4</b>				Devotee of the Old Gods : +1 trait bonus vs. divine magic., Birthmark: +2 trait bonus vs. charm and compulsion

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>12</b>	<b>= +3</b>		<b>-1</b>					
<b>Touch AC</b>	<b>9</b>								
<b>CM Bonus</b>	<b>+1</b>	<b>=</b>	<b>-</b>	<b>+1</b>	<b>-</b>	<b>-</b>			
<b>CM Defense</b>	<b>10</b>	<b>= 10</b>	<b>-</b>	<b>+1</b>	<b>-1</b>	<b>-</b>			
<b>Base Attack</b>		<b>+0</b>							
<b>Initiative</b>		<b>-1</b>							
<b>Speed</b>		<b>30 / 20 ft</b>							

### Longspear

Both hands: **+1, 1d8+1** Crit: **x3**  
2-hand, P, Brace,

### Morningstar

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

### Sickle

Main hand: **+1, 1d6+1** Crit: **x2**  
Light, S, Trip



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-4</b>	DEX (-1)	-	
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+2</b>	CHA (2)	-	
<b>Climb</b>	<b>-2</b>	STR (1)	-	
<b>Diplomacy</b>	<b>+6</b>	CHA (2)	1	
<b>Disguise</b>	<b>+2</b>	CHA (2)	-	
<b>Escape Artist</b>	<b>-4</b>	DEX (-1)	-	
<b>Fly</b>	<b>-4</b>	DEX (-1)	-	
<b>Heal</b>	<b>+4</b>	WIS (4)	-	
<b>Intimidate</b>	<b>+2</b>	CHA (2)	-	
<b>Knowledge (history)</b>	<b>+5</b>	INT (0)	1	
<b>Knowledge (religion)</b>	<b>+5</b>	INT (0)	1	
<b>Perception</b>	<b>+4</b>	WIS (4)	-	
<b>Ride</b>	<b>-4</b>	DEX (-1)	-	
<b>Sense Motive</b>	<b>+8</b>	WIS (4)	1	
<b>Stealth</b>	<b>-4</b>	DEX (-1)	-	
<b>Survival</b>	<b>+4</b>	WIS (4)	-	
<b>Swim</b>	<b>-2</b>	STR (1)	-	

## Feats

### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Selective Channeling

Exclude targets from the area of your Channel Energy.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Turn Undead (DC 14)

Your Channel Energy can make undead in 30 ft flee for 1 min.

## Traits

### Birthmark

+2 save vs. charm & compulsion

### Devotee of the Old Gods (Knowledge [religion])

+1 Knowledge history or religion & it is a class skill. +1 saves vs. divine magic.

## Special Abilities

### Aura (Ex)

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details).

### Cleric Channel Positive Energy 1d6 (5/day, DC 14) (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage,

### Cleric Domain (Glory)

**Granted Powers:** You are infused with the glory of the divine, and are a true foe of the undead. In addition, when you channel positive energy to harm undead creatures, the save DC to halve the damage is increased by 2.

### Unarmed strike

Main hand: **+1, 1d3+1 nonlethal**

Crit: **x2**  
Light, B, Nonlethal

### Studded leather

**+3**

Max Dex: +5, Armor Check: -1  
Spell Fail: 15%, Light

### Gear

**Total Weight Carried: 89.06/150lbs, Medium Load**  
**(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)**

Backpack, masterwork (20 @ 37 lbs)	4 lbs
Bedroll <In: Backpack, masterwork (20 @ 37 lbs)>	5 lbs
Belt pouch (16 @ 3.06 lbs)	0.5 lbs
Candle x10 <In: Belt pouch (16 @ 3.06 lbs)>	-
Chalk x10	-
Charcoal stick x5 <In: Scroll case (15 @ 0 lbs)>	-
Cheap Holy text <In: Backpack, masterwork (20 @ 37	-
Cleric's vestments (Free) <In: Backpack, masterwork (20	-
Flint and steel <In: Belt pouch (16 @ 3.06 lbs)>	-
Holy symbol, wooden (Ra)	-
Hot weather outfit	4 lbs
Longspear	9 lbs
Mess kit <In: Backpack, masterwork (20 @ 37 lbs)>	1 lb
Money <In: Belt pouch (16 @ 3.06 lbs)>	0.56 lbs
Morningstar	6 lbs
Oil x8 <In: Backpack, masterwork (20 @ 37 lbs)>	1 lb
Oil x2 <In: Belt pouch (16 @ 3.06 lbs)>	1 lb
Paper x10 <In: Scroll case (15 @ 0 lbs)>	-
Pot <In: Backpack, masterwork (20 @ 37 lbs)>	4 lbs
Rope <In: Backpack, masterwork (20 @ 37 lbs)>	10 lbs
Scroll case (15 @ 0 lbs)	0.5 lbs
Sickle	2 lbs
Skeleton key <In: Belt pouch (16 @ 3.06 lbs)>	-
Soap <In: Belt pouch (16 @ 3.06 lbs)>	0.5 lbs
Spell component pouch	2 lbs
Studded leather	20 lbs
Trail rations x5 <In: Backpack, masterwork (20 @ 37	1 lb
Waterskin <In: Backpack, masterwork (20 @ 37 lbs)>	4 lbs
Wrist sheath, spring loaded (empty)	1 lb

### Special Abilities

#### Cleric Domain (Sun)

**Granted Powers:** You see truth in the pure and burning light of the sun, and can call upon its blessing or wrath to work great deeds.

#### Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure

#### Sun's Blessing (Su)

Whenever you channel positive energy to harm undead creatures, add your cleric level to the damage dealt. Undead do not add their channel resistance to their saves when you channel positive energy.

### Spell-Like Abilities

Touch of Glory (7/day) (Sp) ☐☐☐☐☐☐

### Tracked Resources

Cleric Channel Positive Energy 1d6 (5/day, DC 14) (Su) ☐☐☐☐☐

Trail rations ☐☐☐☐☐

### Experience & Wealth

Experience Points: **0/2000**

Current Cash: **25 gp, 3 sp**

### Languages

Common

### Spells & Powers

**Cleric spells memorized** (CL 1st; concentration +5)

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

**1st—***bless, cure light wounds, endure elements*<sup>D</sup>

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

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