

Damir Westgard (Dom)

Character Name
Cleric (Words of Power Cleric (Burning Sky)) 3

CLASS
3 (2) 3377 / 6000

Character Level (CR) EXP/NEXT LEVEL

Chris

Player Name
Human / Humanoid

RACE
24 Male

Desna
Deity

None
Region

Medium / 5 ft.
SIZE / FACE

Neutral Good
Alignment

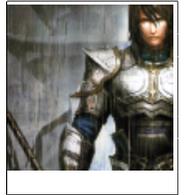
6' 2" / 205 lbs.
HEIGHT / WEIGHT

Violet
EYES

Normal
VISION

Brown, Uneven
HAIR

20
Points



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2		
DEX Dexterity	13	+1	13	+1		
CON Constitution	12	+1	12	+1		
INT Intelligence	10	+0	10	+0		
WIS Wisdom	16	+3	16	+3		
CHA Charisma	14	+2	14	+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4	+3	+1	+0	+0	+0	
REFLEX (dexterity)	+2	+1	+1	+0	+0	+0	
WILL (wisdom)	+6	+3	+3	+0	+0	+0	

Conditional Save Modifiers:
+2 trait bonus on all saving throws against charm and compulsion effects

Conditional Combat Modifiers:
Critical Defense: Make a Critical Defense Check Bonus at +7 to avoid critical hits.
Critical Confirm DC: Add +1 to your raw dice roll to give DC to confirm critical threats.
Psychology DC: 19

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	+2	+2	+0	+0	+0	
RANGED attack bonus	+3	+2	+1	+0	+0	+0	
CMB attack bonus	+4	+2	+2	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+4	+4	+4	+4	+4	+4
CMD	15	15	15	15	15	15

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+4	1d3+2	20/x2	5 ft.

*Longspear	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	M	20/x3	10 ft.
TOTAL ATTACK BONUS	+4				
DAMAGE	1d8+3				

Special Properties: Extra damage when set against a charging character (pg. 144)

*Gauntlet, Spiked	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS	+4				
DAMAGE	1d4+2				

Mace, Light	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	+4				
DAMAGE	1d6+2				

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chainmail	Medium	+6	+2	-5	30
Chain Shirt	Light	+4	+4	-2	20

VP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	WP	DAMAGE REDUCTION	SPEED
Vitality	21		Wound Points	6/Armor	Walk 20 ft.

DEF	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC
defense	11	10	11	10	0	0	1	0	0	0	0	0	0	0	0	0

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
modifier	+1	+1	+0			30	-5	0			

TOTAL SKILLPOINTS: 9		SKILLS		MAX RANKS: 3/3
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics	DEX	-4	=	1
✓ Acrobatics (Jump)	DEX	-8	=	1
✓ Appraise	INT	0	=	0
✓ Artistry	INT	0	=	0
✓ Bluff	CHA	2	=	2
✓ Climb	STR	-3	=	2
✓ Craft (Untrained)	INT	0	=	0
✓ Diplomacy	CHA	8	=	2 + 3 + 3
✓ Disguise	CHA	2	=	2
✓ Escape Artist	DEX	-4	=	1
✓ Fly	DEX	-4	=	1
✓ Heal	WIS	11	=	3 + 3 + 5
✓ Intimidate	CHA	2	=	2
✓ Knowledge (Religion)	INT	6	=	0 + 3 + 3
✓ Linguistics(Celestial, Dwarven, Elven)	INT	6	=	0 + 3 + 3
✓ Perception	WIS	3	=	3
✓ Perform (Untrained)	CHA	2	=	2
✓ Profession (Soldier)	WIS	9	=	3 + 3 + 3
✓ Ride	DEX	-4	=	1
✓ Sense Motive	WIS	9	=	3 + 3 + 3
✓ Stealth	DEX	-4	=	1
✓ Survival	WIS	3	=	3
✓ Swim	STR	-3	=	2

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Bit of Luck	Uses per Day
	□□□□□□

Bit of Luck (Sp):You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. You can use this ability 6 times per day. [Paizo Inc. - Core Rulebook, p.45]

Channel Positive Energy	Uses per day
	□□□□□

Channel Positive Energy (Su):You can unleash a wave of positive energy. You must choose to deal 2d6 points of positive energy damage to undead creatures or to heal living creatures of 2d6 points of damage. Creatures that take damage from channeled energy receive a DC 13 Will save to halve the damage. You can use this ability 5 times per day. [Paizo Inc. - Core Rulebook, p.40]

Liberation	Rounds per Day
	□□□

Liberation (Su):You have the ability to ignore impediments to your mobility. For 3 rounds per day, you can move normally regardless of magical effects that impede movement, as if you were affected by Freedom of Movement. This effect occurs automatically as soon as it applies. These rounds do not need to be consecutive. [Paizo Inc. - Core Rulebook, p.45]

Crossbow, Light		HAND	TYPE	SIZE	CRITICAL	REACH
		Not Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.	To Hit: +3		Damage: 1d8			
80 ft.	160 ft.	240 ft.	320 ft.	400 ft.		
TH	+3	+1	-1	-3	-5	
Dam	1d8	1d8	1d8	1d8	1d8	
480 ft.		560 ft.	640 ft.	720 ft.	800 ft.	
TH	-7	-9	-11	-13	-15	
Dam	1d8	1d8	1d8	1d8	1d8	

Sling		HAND	TYPE	SIZE	CRITICAL	REACH
		Not Carried	B	M	20/x2	5 ft.
Range: 30 ft.	To Hit: +3		Damage: 1d4+2			
50 ft.	100 ft.	150 ft.	200 ft.	250 ft.		
TH	+3	+1	-1	-3	-5	
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2	
300 ft.		350 ft.	400 ft.	450 ft.	500 ft.	
TH	-7	-9	-11	-13	-15	
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Longspear	Equipped	1	9 / 5	
<small>Extra damage when set against a charging character (pg. 144)</small>				
Gauntlet, Spiked	Equipped	1	0 / 5	
Chainmail	Equipped	1	40 / 150	
Outfit (Explorer's)	Equipped	1	8 / 0	
Backpack, Common	Equipped	1	2 / 2	
<small>1 lbs., 3 Chalk (1 Piece), 1 Flint and Steel, 2 Holy Symbol (Wooden), 1 Scroll (Stand the Heat/Wizard/1st/Arcane/Minor), 1 Sunrod</small>				
Soul Shroud	Equipped	1	1 / 0	
<small>Cast either Aid or Align Weapon, 1/day</small>				
Chalk (1 Piece)	Backpack, Common	3	0 (0) / 0 (0)	
Flint and Steel	Backpack, Common	1	0 / 1	
Holy Symbol (Wooden)	Backpack, Common	2	0 (0) / 1 (2)	
Holy Symbol (Wooden)	Carried	1	0 / 1	
Scroll (Stand the Heat/Wizard/1st/Arcane/Minor)	Backpack, Common	1	0 / 25	
Sunrod	Backpack, Common	1	1 / 2	
<small>Bright Illumination: 30 ft., Duration: 6 hr., Shadowy Illumination: 60 ft.</small>				
Waterskin	Equipped	1	0 / 1	
Waterskin	Saddlebags	2	0 (0) / 1 (2)	
Belt Pouch	Equipped	1	0.5 / 1	
<small>4.32 lbs., 9 Coin (Copper Piece), 200 Coin (Gold Piece), 7 Coin (Silver Piece), 1 Oil of Magic Weapon, 1 Potion of Cure Light Wounds, 1 Potion of Cure Moderate Wounds</small>				
Oil of Magic Weapon	Belt Pouch	1	0 / 50	
<small>Gives a weapon a +1 enhancement bonus on attack and damage rolls for 1 minute.</small>				
Potion of Cure Light Wounds	Belt Pouch	1	0 / 50	
<small>Cures 1d8+1 points of damage</small>				
Potion of Cure Moderate Wounds	Belt Pouch	1	0 / 300	
<small>Cures 2d8+3 points of damage</small>				
Healer's Kit	Equipped	1	1 / 50	
□□□□ □□□□				
Mace, Light	Carried	1	4 / 5	
Horse (Light/Combat Trained)		1	1,200 / 110	
<small>177 lbs., 1 Bit and Bridle, 1 Bolts, Crossbow (10), 1 Crossbow, Light, 1 Saddle (Military), 1 Saddlebags, 1 Sling</small>				
Bit and Bridle	Horse (Light/Combat Trained)	1	1 / 2	
Bolts, Crossbow (10)	Horse (Light/Combat Trained)	1	1 / 1	
Crossbow, Light	Horse (Light/Combat Trained)	1	4 / 35	
Saddle (Military)	Horse (Light/Combat Trained)	1	30 / 20	
<small>+2 circumstance bonus on Ride checks related to staying in the saddle</small>				
Saddlebags	Horse (Light/Combat Trained)	1	8 / 4	
<small>133 lbs., 1 Bedroll, 9 Feed (Per Day), 8 Rations (Trail/Per Day), 2 Waterskin, 1 Uniform (Soldier's), 1 Chain Shirt</small>				
Bedroll	Saddlebags	1	5 / 0.1	
Feed (Per Day)	Saddlebags	9	10 (90) / 0.1 (0.5)	
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Rations (Trail/Per Day)	Saddlebags	8	1 (8) / 0.5 (4)	
□□□□ □□				
Uniform (Soldier's)	Saddlebags	1	5 / 1	
<small>Gate Pass</small>				
Chain Shirt	Saddlebags	1	25 / 100	
TOTAL WEIGHT CARRIED/VALUE		70.82 lbs.	929.6gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Sling	Horse (Light/Combat Trained)	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE		70.82 lbs.	929.6gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

MONEY	
Coin (Gold Piece): 200[Belt Pouch]	
Coin (Silver Piece): 7[Belt Pouch]	
Coin (Copper Piece): 9[Belt Pouch]	
Total= 200.8 gp	

MAGIC	
Spells Known	
1st:	
- Bless	
- Protection from Evil	
2nd:	
- Lesser Restoration	
-	

Languages	
Celestial, Common, Dwarven, Elven	

Other Companions	

Archetypes	
Words of Power Cleric (Burning Sky)	[Burning Sky]
A words of power using cleric; 4 meta words/day.	

Traits	
Birthmark	[Paizo Publishing - Ultimate Campaign]
You were born with a strange birthmark that looks very similar to the holy symbol of the god you chose to worship later in life. This birthmark can serve you as a divine focus for casting spells, and as a physical manifestation of your faith, and it increases your devotion to your god. You gain a +2 trait bonus on all saving throws against charm and compulsion effects.	
Blessed by Dreams	[Burning Sky]
You have helped the Gate Pass temples to manage the annual Festival of Dreams holiday parade, and last year you were promised good fortune. You gain Knowledge (Religion) as a bonus class skill. Additionally, once per day you may roll a single saving throw made by you or any ally within 30 ft. of you, using the better of the two results.	

Special Attacks	
Channel Positive Energy (Su)	[Paizo Inc. - Core Rulebook, p.40]
You can unleash a wave of positive energy. You must choose to deal 2d6 points of positive energy damage to undead creatures or to heal living creatures of 2d6 points of damage. Creatures that take damage from channeled energy receive a DC 13 Will save to halve the damage. You can use this ability 5 times per day.	

Special Qualities	
Aura (Ex)	[Paizo Inc. - Core Rulebook, p.]
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).	
Aura of Chaos (Ex)	[Paizo Inc. - Core Rulebook]
You project a moderate chaotic aura.	
Aura of Good (Ex)	[Paizo Inc. - Core Rulebook]
You project a moderate good aura.	
Bit of Luck (Sp)	[Paizo Inc. - Core Rulebook, p.45]
You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. You can use this ability 6 times per day.	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Liberation (Su)	[Paizo Inc. - Core Rulebook, p.45]
You have the ability to ignore impediments to your mobility. For 3 rounds per day, you can move normally regardless of magical effects that impede movement, as if you were	

affected by Freedom of Movement. This effect occurs automatically as soon as it applies. These rounds do not need to be consecutive.

Orisons [Paizo Inc. - Core Rulebook, p.41]

You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Skilled [Paizo Inc. - Core Rulebook, p.27]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Spontaneous Casting [Paizo Inc. - Core Rulebook, p.41]

You can channel stored spell energy into healing spells that you did not prepare ahead of time. You can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "Cure" in its name).

Feats

Combat Reflexes [Paizo Inc. - Core Rulebook, p.119]

You can make additional attacks of opportunity.

You may make 1 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Meta Word Mastery [Ultimate Magic, p.166]

You can use meta words three additional times per day, and learn an additional meta word.

Selective Channeling [Paizo Inc. - Core Rulebook, p.132]

You can choose whom to affect when you channel energy.

When you channel energy, you can choose 2 targets in the area. These targets are not affected by your channeled energy.

Domains

Fate Subdomain

Liberation

You are a spirit of freedom and a staunch foe against all who would enslave and oppress.

Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Starknife, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light)

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	3+1	2+1	—	—	—	—	—	—	—
Concentration	+6									

LEVEL 1 / Per Day:3+1 / Caster Level:3

Name	School	Time	Duration	Range	Source
□□□□ Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 minutes	50 ft.	CR.p.249
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; EFFECT: Bless fills your allies with courage. [SR:Yes (harmless)]					
□□□□ Protection from Evil	Abjuration [Good]	1 standard action	3 minutes [D]	Touch	CR.p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]					
□□□□ *Remove Fear	Abjuration	1 standard action	10 minutes; see text	Close (30 ft.)	CR.p.332
[V, S] TARGET: 1 creature, no two of which can be more than 30 ft. apart; EFFECT: You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□ *True Strike	Divination	1 standard action	See text	Personal	CR.p.363
[V, F] TARGET: You; EFFECT: You gain temporary, intuitive insight into the immediate future during your next attack.					

LEVEL 2 / Per Day:2+1 / Caster Level:3

Name	School	Time	Duration	Range	Source
□□□□ *Augury	Divination	1 minute	Instantaneous	Personal	CR.p.245
[V, S, M, F] TARGET: You; EFFECT: An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.					
□□□□ *Remove Paralysis	Conjuration (Healing)	1 standard action	Instantaneous	Close (30 ft.)	CR.p.332
[V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; EFFECT: You can free one or more creatures from the effects of temporary paralysis or related magic. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□ Restoration (Lesser)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR.p.334
[V, S] TARGET: Creature touched; EFFECT: Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. [SR:Yes (harmless); DC:15, Will negates (harmless)]					

* =Domain/Speciality Spell

Damir Westgard (Dom)

Human

RACE

24

AGE

Male

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

6' 2"

HEIGHT

205 lbs.

WEIGHT

Violet

EYE COLOUR

SKIN COLOUR

Brown, Uneven

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Desna

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

