

Luna Lightbringer



Female Aasimar Cleric 1 - CR 1/2

Lawful Good Outsider (Native); Deity: **Iomedae**; Age: **90**;
Height: **5' 10"**; Weight: **140lb.**; Eyes: **Green**; Hair: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	15	+2	
CHA CHARISMA	12	+1	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+2	+2				
	Birthmark: +2 trait bonus vs. charm and compulsion						
REFLEX (DEXTERITY)	+1 =		+1				
	Birthmark: +2 trait bonus vs. charm and compulsion						
WILL (WISDOM)	+4 =	+2	+2				
	Birthmark: +2 trait bonus vs. charm and compulsion						

Damage Resistance, Acid (5)	Damage Resistance, Electricity (5)
Damage Resistance, Cold (5)	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16 =	+5		+1					

Touch AC	11	Flat-Footed AC	15
		BAB	Strength
		Size	Misc

CM Bonus	+3 =	-	+3	-	-
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CM Defense	14 =	10	-	+3	+1	-
		BAB	Strength	Dexterity	Size	

Base Attack	+0	HP	10
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Initiative	+1	Damage / Current HP	
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Speed	30 / 20 ft
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Dagger

Main hand: **+3, 1d4+3** Crit: 19-20/x2
Rng: 10'
Ranged: **+1, 1d4+3** Light, P/S

Light crossbow

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

Longspear

Both hands: **+3, 1d8+4** Crit: x3
2-hand, P, Brace, Reach

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

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.

Combat Reflexes (2 AoO/round)

You can make extra attacks of opportunity.

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Traits

Armor Expert

-1 Armor check penalty.

Birthmark

+2 save vs. charm & compulsion

Longsword

Main hand: **+3, 1d8+3**
Both hands: **+3, 1d8+4**

Crit: 19-20/x2
1-hand, S

Scale mail

+5

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

Gear

**Total Weight Carried: 71.58/230lbs, Light Load
(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Candle x10	-
Candlestick	0.5 lbs
Crossbow bolts x10	0.1 lbs
Dagger	1 lb
Flint and steel	-
Holy symbol, wooden (lomedae)	-
Light crossbow	4 lbs
Longspear	9 lbs
Longsword	4 lbs
Mess kit	1 lb
Money	0.58 lbs
Scale mail	30 lbs
Shaving kit	0.5 lbs
Soap	0.5 lbs
Spell component pouch	2 lbs
Trail rations x5	1 lb
Traveller's outfit (Free)	-
Waterskin	4 lbs

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 (4/day) (DC 13) (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, depending on the type of

Cleric Domain (Heroism)

Associated Domain: Glory

Cleric Domain (Tactics)

Associated Domain: War

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Seize the Initiative (5/day) (Su)

Whenever you and your allies roll for initiative, you can grant one ally within 30 feet the ability to roll twice and take either result. This decision is made before results are revealed. You can use this ability a number of times per day equal to 3

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

Touch of Glory (5/day) (Sp)

You can cause your hand to shimmer with divine radiance, allowing you to touch a creature as a standard action and give it a bonus equal to your cleric level on a single Charisma-based skill check or Charisma ability check. This ability lasts for

Spell-Like Abilities

Daylight (1/day) (Sp)

Experience & Wealth

Experience Points: **0/2000**
Current Cash: **16 GP, 6 SP, 7 CP**

Tracked Resources

Cleric Channel Positive Energy 1d6 (4/day) (DC 13) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Seize the Initiative (5/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Shaving kit	<input type="checkbox"/>
Touch of Glory (5/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Celestial

Common

Spells & Powers

Cleric Spell DC: 12 + spell level

CL: 1 (vs. SR: +1, Concentration: +3)

Melee Touch +3 Ranged Touch +1

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

Cleric 0: Stabilize, Mending, Create Water

Cleric 1: Magic Weapon, Protection from Evil, Bless

Background

Credit for image: http://digital-art-gallery.com/oid/101/r169_457x256_17565_Aasimar_Oracle_2d_f.jpg

-Campaign Trait: Stolen Fury: +2 to CMB vs Demons