

# Ryhan

Half-Celestial 9<sup>th</sup>-Lv Human Cleric

**Daylight (Su):** Half-celestials can use *daylight* (as the spell) at will.

**Smite Evil (Su):** Once per day, this half-celestial cleric can make a normal melee attack with no additional bonus to deal 9 points of extra damage (1 per hit die) against an evil foe (this is a benefit of the half-celestial template).

**Spell-Like Abilities (Half-Celestial):** 3/day- *protection from evil*; 1/day- *aid*, *bless*, *cure serious wounds* (DC 17), *dispel evil* (DC 19), *holy smite* (DC 18), *neutralize poison*, *remove disease*. Caster Level 9<sup>th</sup>. The save DCs are Charisma-based.

**Turn Undead (Su):** May turn undead 11 times per day (Turning Check d20+6, Turning Damage 2d6+13).

**Aura of Good (Ex):** This half-celestial radiates a strong aura of good (see the *detect good* spell) as a 9<sup>th</sup>-level cleric of a good deity.

*Typical Cleric Spells Prepared* (6/7/6/5/4/3; Save DC 15 + spell level): 0- *detect magic*, *guidance*, *mending*, *purify food & drink*, *read magic*, *resistance*; 1<sup>st</sup>- *bless*, *bless water*, *cure light wounds\**, *divine favor*, *entropic shield*, *sanctuary*, *shield of faith*; 2<sup>nd</sup>- *align weapon*, *consecrate*, *gentle repose*, *heat metal\**, *shield other*, *status*; 3<sup>rd</sup>- *create food & water*, *cure serious wounds*, *helping hand*, *magic vestment*, *searing light\**; 4<sup>th</sup>- *cure critical wounds\**, *greater magic weapon*, *restoration*, *sending*; 5<sup>th</sup>- *flame strike\**, *hallow*, *raise dead*.

\*Domain Spell. Deity: ?. Domains: Healing (cast healing spells at +1 caster level) and Sun (Perform a greater turning once per day against undead in place of a regular turning. The greater turning is like a normal turning except that the undead creatures that would be turned are destroyed instead).

**Possessions:** +1 *Holy Undead Bane Mace* (+2d6 vs Evil; +3 enhancement bonus & +2d6 against Undead), and 77,695 gp.

	Medium Outsider (Augmented Humanoid, Native)
<b>Hit Dice:</b>	9d8+9 (65 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	30 ft. (6 squares), fly 60 ft (good; 12 squares)
<b>Armor Class:</b>	13 (+2 Dex, +1 natural), touch xx, flat-footed xx
<b>Base Attack/Grapple:</b>	+6/+8
<b>Attack:</b>	+1 <i>Holy Undead Bane Mace</i> +9 melee (1d6+3/x2)
<b>Full Attack:</b>	+1 <i>Holy Undead Bane Mace</i> +9/+4 melee (1d6+3/x2)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Daylight, Smite Evil, Spells, Spell-like Abilities, Turn Undead 11/day
<b>Special Qualities:</b>	Aura of Good, Damage Reduction 5/magic, Darkvision 60 ft, Resistance to Acid 10, Cold 10, and Electricity 10, Spell Resistance 19
<b>Saves:</b>	Fort +7, Ref +5, Will +11
<b>Abilities:</b>	Str 14, Dex 14, Con 12, Int 16, Wis 20, Cha 18
<b>Skills:</b>	Concentration +13, Diplomacy +16, Heal +17, Knowledge (Arcana) +18, Knowledge (History) +9, Knowledge (Religion) +15, Spellcraft +17
<b>Feats:</b>	Brew Potion, Eschew Materials, Extra Turning, Skill Focus (Knowledge [Arcana]), Spell Penetration
<b>Environment:</b>	Any
<b>Organization:</b>	Unique
<b>Challenge Rating:</b>	11
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Chaotic Good
<b>Advancement:</b>	By character class
<b>Level Adjustment:</b>	+4