

Ryhan

Half-Celestial 9th-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*, *bleed*, *cure serious wounds* (DC 17), *dispel evil* (DC 19), *holy smite* (DC 18), *neutralize poison*, *remove disease*. Caster Level 9th. 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 9th-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*; 1st- *bleed*, *bleed water*, *cure light wounds**, *divine favor*, *entropic shield*, *sanctuary*, *shield of faith*; 2nd- *align weapon*, *consecrate*, *gentle repose*, *heat metal**, *shield other*, *status*; 3rd- *create food & water*, *cure serious wounds*, *helping hand*, *magic vestment*, *searing light**; 4th- *cure critical wounds**, *greater magic weapon*, *restoration*, *sending*; 5th- *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)
Hit Dice:	9d8+9 (65 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), fly 60 ft (good: 12 squares)
Armor Class:	13 (+2 Dex, +1 natural), touch xx, flat-footed xx
Base Attack/Grapple:	+6/+8
Attack:	+1 <i>Holy Undead Bane Mace</i> +9 melee (1d6+3/x2)
Full Attack:	+1 <i>Holy Undead Bane Mace</i> +9/+4 melee (1d6+3/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Daylight, Smite Evil, Spells, Spell-like Abilities, Turn Undead 11/day
Special Qualities:	Aura of Good, Damage Reduction 5/magic, Darkvision 60 ft, Resistance to Acid 10, Cold 10, and Electricity 10, Spell Resistance 19
Saves:	Fort +7, Ref +5, Will +11
Abilities:	Str 14, Dex 14, Con 12, Int 16, Wis 20, Cha 18
Skills:	Concentration +13, Diplomacy +16, Heal +17, Knowledge (Arcana) +18, Knowledge (History) +9, Knowledge (Religion) +15, Spellcraft +17
Feats:	Brew Potion, Eschew Materials, Extra Turning, Skill Focus (Knowledge [Arcana]), Spell Penetration
Environment:	Any
Organization:	Unique
Challenge Rating:	11
Treasure:	Standard
Alignment:	Chaotic Good
Advancement:	By character class
Level Adjustment:	+4