

## Suzume Kenta

Player: Scott Wilkes

Male Tengu Cleric 1 - CR 1/2

Chaotic Neutral Humanoid (Tengu); Deity: **Vengeance**;  
Age: **25**; Height: **6' 2"**; Weight: **165lb.**; Eyes: **Black**; Hair:  
**Black feathers**; Skin: **Charcoal**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	14	+2	
<b>DEX</b> DEXTERITY	12	+1	
<b>CON</b> CONSTITUTION	10	0	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	15	+2	
<b>CHA</b> CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+2 =	+2					
<b>REFLEX</b> (DEXTERITY)	+1 =		+1				
<b>WILL</b> (WISDOM)	+4 =	+2	+2				

	Total	Enhanc	Shield	Dex	Deflect	Dodge	Misc
<b>Defense</b>	13 = 10	+1	+1	+1			

**Armor DR** 6/adam or Huge **Flat-Footed Def** 11

	Armor	HD	Nat	Nat	Misc
<b>Armor DR</b>	=	+6			

	Total	DR	Shield	Dex	Deflec	Misc
<b>Critical Defense</b>	+8 =	+6	+1	+1		

	BAB	Strength	Size	Misc
<b>CM Bonus</b>	+2 =	-	+2	-

	BAB	Strength	Dexterity	Size
<b>CM Defense</b>	13 = 10	-	+2	+1

	Total	Damage / Current Vigor
<b>Vigor</b>	8	

	Total	Damage / Current Wounds
<b>Wound</b>	20	

<b>Base Attack</b>	+0	<b>Initiative</b>	+2
		<b>Speed</b>	30 / 20 ft

### Bite (Tengu)

Mainhand: **+2, 1d3+3**

Main w/ Offhand: **-4, 1d3+3**

Crit: 20/x2  
Light, B/P/S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-2	DEX (1)	-	
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	+1	CHA (1)	-	
<b>Climb</b>	-1	STR (2)	-	
<b>Diplomacy</b>	+5	CHA (1)	1	
<b>Disable Device</b>	-	DEX (1)	-	
<b>Disguise</b>	+1	CHA (1)	-	
<b>Escape Artist</b>	-2	DEX (1)	-	
<b>Fly</b>	-2	DEX (1)	-	
<b>Handle Animal</b>	-	CHA (1)	-	
<b>Heal</b>	+6	WIS (2)	1	
<b>Intimidate</b>	+1	CHA (1)	-	
<b>Knowledge (Religion)</b>	+5	INT (1)	1	
<b>Linguistics</b>	-	INT (1)	-	
<b>Perception</b>	+5	WIS (2)	-	
<b>Ride</b>	-2	DEX (1)	-	
<b>Sense Motive</b>	+2	WIS (2)	-	
<b>Sleight of Hand</b>	-	DEX (1)	-	
<b>Spellcraft</b>	+5	INT (1)	1	
<b>Stealth</b>	+5	DEX (1)	-	
<b>Survival</b>	+2	WIS (2)	-	
<b>Swim</b>	-1	STR (2)	-	
<b>Use Magic Device</b>	-	CHA (1)	-	

### Feats, Traits & Flaws

#### 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 Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

## Feats, Traits & Flaws

### 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 Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

### Dirty Fighter

+1 damage when flanking.

### 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.

### Westcrown Firebrand

+1 Initiative, +1 attack rolls during a surprise round.

## Dagger

Mainhand: **+2, 1d4+2**

Crit: 19-20/x2

Main w/ Offhand: **-4, 1d4+2**

Rng: 10'

Main w/ Light Off.: **-2, 1d4+2**

Light, P/S

Offhand: **-6, 1d4+1**

Ranged: **+1, 1d4+2**

Ranged w/ Offhand: **-5, 1d4+2**

Ranged w/ Light Off.: **-3, 1d4+2**

Ranged Offhand: **-7, 1d4+1**

## Gauntlet (from Armor)

Mainhand: **+2, 1d3+2**

Crit: 20/x2

Main w/ Offhand: **-4, 1d3+2**

Light, B

## Javelin

Mainhand: **-2, 1d6+2**

Crit: 20/x2

Main w/ Offhand: **-8, 1d6+2**

Rng: 30'

Main w/ Light Off.: **-6, 1d6+2**

Light, P

Offhand: **-10, 1d6+1**

Ranged: **+1, 1d6+2**

Ranged w/ Offhand: **-5, 1d6+2**

Ranged w/ Light Off.: **-3, 1d6+2**

Ranged Offhand: **-7, 1d6+1**

## Longspear

Both Hands: **+2, 1d8+3**

Crit: 20/x3

2-Hand, P, Brace

## Sword, Bastard

Mainhand: **+2, 1d10+2**

Crit: 19-20/x2

Both Hands: **+2, 1d10+3**

1-Hand, S

## Unarmed Strike

Mainhand: **+2, 1d3+2**

Crit: 20/x2

Main w/ Offhand: **-4, 1d3+2**

Light, B, Nonlethal

## +1 Shadow Kikko armor, Shadow

**+6**

Max Dex: +4, Armor Check: -2  
Spell Fail: 20%, Medium, Slows

## Experience & Wealth

Experience Points: **0/2000**

Current Cash: **1 GP, 8 SP, 6 CP**

## Consecrated Buckler, Consecrated

**+1**

Max Dex: -, Armor Check: -1

Spell Fail: 5%, Shield

## Gear

**Total Weight Carried: 73/175lbs, Medium Load (Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)**

+1 Shadow Kikko armor	25 lbs
Backpack (7 @ 12 lbs)	2 lbs
Bedroll <In: Backpack (7 @ 12 lbs)>	5 lbs
Consecrated Buckler	5 lbs
Dagger	1 lb
Explorer's Outfit (Free)	-
Holy symbol, wooden: diving raptor	
Javelin x5	2 lbs
Longspear	9 lbs
Scarf, reinforced <In: Backpack (7 @ 12 lbs)>	1 lb
Spell component pouch	2 lbs
Sword, Bastard	6 lbs
Wandermeal (per serving) x4 <In: Backpack (7 @ 0.5 lbs	
Waterskin <In: Backpack (7 @ 12 lbs)>	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).

### Channel Positive Energy 1d6 (4/day) (DC 11) (Su)

A good cleric (or neutral cleric of a good deity) can channel positive energy. Evil clerics (or neutral clerics of evil deities) channel negative energy.

### Cleric Domain: Feather

**Associated Domain:** Animal

Add Fly to your list of class skills. In addition, whenever you cast a spell that

### Cleric Domain: Wind

**Associated Domain:** Air

### Eyes of the Hawk (+1 Perception / +2 Init.) (Su)

You gain a racial bonus on Perception checks equal to 1/2 your cleric level (minimum +1). In addition, if you can act during a surprise round, you receive a +2 racial bonus on your Initiative check.

### Hero Points (1)

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of

### Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

### 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

### Wind Blast (5/day) (Su)

As a standard action, you can unleash a blast of air in a 30-foot line. Make a combat maneuver check against each creature in the line, using your caster level as your base attack bonus and your Wisdom modifier in place of your

## Tracked Resources

Channel Positive Energy 1d6 (4/day) (DC 11) (Su)

Dagger

## Tracked Resources

Javelin	□□□□□
Wandermeal (per serving)	□□□□
Wind Blast (5/day) (Su)	□□□□□

## Languages

Common	Tien
Tengu	

## Spells & Powers

### Cleric Spell DC: 12 + spell level

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

Melee Touch +2 Ranged Touch +1

Maximum Cleric spells per day: **3**/<sup>\*</sup>x0; **2**x1

Cleric 0: Detect Magic, Guidance (DC 12), Light

Cleric 1: Bless, Whispering Wind, Magic Weapon (DC 13)

## Background

Suzume is descended from a clan of Tengu who have lived and worked in old Northern Westcrown. Skilled swordsmen and arms makers the clan was once reknowned, but now largely forgotten. After the fall many of the warriors of the clan were lost during the fighting that took place as they were mercenaries to various factions. Then the work dried up for the arms makers as the city fell on hard times and many of the Tengu chose to leave. Suzume stayed on apprenticed to an old priest of the Tengu. The old priest died in a fire along with the few remaining Tengu children during a fire that struck the school. Some say diabolical humans burned it on purpose as the children were taught to pray to the Tengu gods, but nothing was ever proved. Young Suzume was away from the school the day of the fire and was spared. He stayed on long after most of his people left. Suzume has a room in the top of an old mostly ruined tower where he watches the city below. The bottom of the tower plays host to various squatters, but only Tengu knows how to take a seemingly fallen dead end back stair to reach a ledge using a reinforced scarf he wears as a rope. From the ledge he can enter a high window and then climb to the room above where he lairs. He maintains a simple altar to the Tengu gods here. Otherwise it is simply furnished with a bedroll an old chair and a desk. A few lovely drawings of warriors in training poses that his people used to train swordsmen and various oddments he has collected serve as decorations.

Sezume dreams of the days of his youth when the city was prosperous and his people successful. He knows only a handful of other Tengu now. He ministers to them as a priest of no particular deity. Once he roamed the streets and ruins of north Westcrown protecting his fellow Tengu, but as their numbers declined he began to help others in distress providing healing, food and fending off thieves and street toughs. He often ventures out at night when his superior vision gives him an edge over the humans in the shadows. He strikes from surprise to help the downtrodden.

### Appearance/Personality:

Sezume is a dark raven headed humanoid with vestigial black wings. He dresses in the strange armor of his people made of hexagonal metal plates secured together with mail. He wears silken clothing of dark blue and gray and wears a sword on his hip. A buckler on his wrist is emblazoned with a diving raptor symbol of vengeance for the Tengu and his holy symbol.