

Character Name

Vorhai

Race

Cleric N1

Class & Level

Height & Weight

Age & Sex

17 STR +3

14 CON +2

7 DEX -2

Initiative

-2

Level + Dex

9 INT -1

15 WIS +2

9 CHA -1



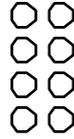
Hit Points

14	Current
Maximum	Current

Recoveries

4

1d10+2



Death Saves



PD

14

11 + Level + Str/Con/Dex

AC

17

15 + Level + Con/Dex/Wis

MD

11

11 + Level + Int/Wis/Cha

Icon Relationships

None

One Unique Thing

Backgrounds

War Chaplain +3

Flagellating Penitent +3

Talents & Features

War Orphan (Bonus fighter talent from race)

You gain a +1 bonus to PD and MD. Increase your recovery dice by one step (to d10). You have one less icon relationship.

Heal (Class feature)

Close-quarters spell; twice per battle; Quick action to cast (1/round)

Target: You or one ally you are next to

Effect: The target can heal using a recovery.

Domain: Pain / Suffering (Talent)

When you roll damage for an attack, you can reroll any number of dice once by dealing one point of damage per rerolled die to yourself. If the die has a multiplier (usually x10), you take damage equal to the multiplier.

Invocation of Pain: When you deal damage to an enemy, you can activate this power as a free action to deal ongoing damage to the target equal to the damage you just inflicted.



Equipment

Basic Attacks and Maneuvers

Spiky Mace (Melee attack)

Attack: 1d20+3 vs. AC

Hit: 1d6+3 damage

Miss: —

Javelin (Ranged attack)

Attack: 1d20-2 vs. AC

Hit: 1d6-2 damage

Miss: —

Thorny Crown (Domain spell)

Ranged spell; Daily; Quick action

Effect: Cast this spell for power or for broad effect.

Cast for power: A nearby ally gains resist all 16+ until the end of the battle. When damage is resisted, the resisted part of the damage is reflected to the attacker, and the spell ends.

Cast for broad effect: As cast for power, but target 3 nearby allies with resist all 12+.

Spiritual Weapon (Spell)

Ranged spell; Daily; Quick action

Effect: You summon the divine representation of your deity's weapon. Make a melee attack against a nearby enemy with it.

Attack: 1d20+2 vs. AC

Hit: 1d6+3 holy damage

Miss: --

The weapon persists until the end of the battle, or until you roll a natural 1 on the attack with it. You can attack with it once per round as a quick action.