

2015 Tartuffe

Player: Scott David Gray

NG Male halfling nomad cleric 1

Good, Halfling, Humanoid, Neutral, Small

Age: 50; Height: 3' 1"; Weight: 35 lb.; Eyes: Gray; Hair:

Red; Skin: Olive

Speed: 25 ft., Languages: Common, Gnomish, Halfling, Kelish

Hit Points	Focus Points	Hero Points
15	1	3

Str	Dex	Con	Int	Wis	Cha	
+0	+1	+1	+0	+4	+3	10 Str 12 Dex 12 Con 10 Int 18 Wis 16 Cha

☐ **PERCEPTION** $+7_T^* = +3_{\text{Base}} +4_{\text{Wis}} +0_{\text{Misc}}$

☐ **FORTITUDE** $+4_T = +3_{\text{Base}} +1_{\text{Con}} +0_{\text{Misc}}$

☐ **REFLEX** $+4_T = +3_{\text{Base}} +1_{\text{Dex}} +0_{\text{Misc}}$

☐ **WILL** $+9_E = +5_{\text{Base}} +4_{\text{Wis}} +0_{\text{Misc}}$

☐ **AC** $14_T = +13_{\text{Base}} +1_{\text{Dex}} +0_{\text{Misc}}$

Defenses

Perception (Keen Eyes): +2 circumstance bonus when using the Seek action to sense unseen creatures within 30ft.

Unarmored defense (Trained)

AC: +0, Max Dex: -, Armor Check: -, Speed: -

Dagger (Trained)

Melee: $+4/+0/-4$ (1d4 P/S, Crit 2d4 P/S)

Ranged (10 ft.): $+4/+0/-4$ (1d4 P/S, Crit 2d4 P/S)

Traits: agile, finesse, thrown 10 ft., versatile S

Shortsword (Trained)

Melee: $+4/+0/-4$ (1d6 P/S, Crit 2d6 P/S)

Traits: agile, finesse, versatile S

Sling (Trained)

Ranged (50 ft.): $+4/-1/-6$ (1d6 B, Crit 2d6 B)

Traits: propulsive

Special Abilities

Anathema

Actions fundamentally opposed to your deity's alignment or ideals are anathema to your faith.

Divine Font (Heal, 4/day)

Through your deity's blessing, you gain additional spells that channel either the life force called positive energy or its counterforce, negative energy. When you prepare your spells each day, you can prepare additional *heal* or *harm* spells.

Keen Eyes

Reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

Feats

Halfling Lore [Ancestry Feats]

You gain the trained proficiency rank in Acrobatics, Stealth and Halfling Lore.

Assurance (Survival)

Forgo rolling a skill check to instead use a result of 10 + your proficiency bonus.

Character Number: 14034 - 2015



Skills

☐	$+4_T$	Acrobatics _{Dex}
☐	$+0_U$	Arcana _{Int}
☐	$+0_U$	Athletics _{Str}
☐	$+0_U$	Crafting _{Int}
☐	$+6_T$	Deception _{Cha}
☐	$+3_U$	Diplomacy _{Cha}
☐	$+3_T$	Halfling Lore _{Int}
☐	$+3_U$	Intimidation _{Cha}
☐	$+3_T$	Library Lore _{Int}
☐	$+7_T$	Medicine _{Wis}
☐	$+4_U$	Nature _{Wis}
☐	$+0_U$	Occultism _{Int}
☐	$+3_U$	Performance _{Cha}
☐	$+7_T$	Religion _{Wis}
☐	$+0_U$	Society _{Int}
☐	$+4_T$	Stealth _{Dex}
☐	$+7_T^*$	Survival _{Wis}
☐	$+1_U$	Thievery _{Dex}
☐	$+3_T$	Urban Terrain Lore _{Int}

Skill Modifiers

Survival (Assurance): You can forgo rolling a skill check to instead receive a result of 13 (do not apply any of your bonuses, penalties, or modifiers).

Feats

Domain Initiate

Your deity bestows a special spell related to their powers. Select one domain—a subject of particular interest to you within your religion—from your deity's list. You gain an initial domain spell for that domain, a spell unique to the domain and not

Focus Spells

Bit of Luck

Spells

Cleric Divine spells prepared (CL 1st)

1st—*sanctuary* (2)

Cantrip (at will)—*divine lance, light, prestidigitation, shield, stabilize*

Tracked Resources

Caltrops	☐
Dagger	☐
Divine Font (Heal, 4/day)	☐
Torch	☐

Gear (Encum: 5 bulk, Over: 10 bulk)

Total Bulk Carried: 5.8, Unencumbered

Backpack (79 @ 3.7 blk)	L
Bandolier (12 @ 1.2 blk)	L
Bedroll <In: Backpack (79 @ 3.7 blk)>	L
Belt pouch (4 @ 0.2 blk)	-
Caltrops x2 <In: Belt pouch (4 @ 0.2 blk)>	0.2
Chalk x10 <In: Backpack (79 @ 3.7 blk)>	-
Clothing, fine (empty) <In: Backpack (79 @ 3.7 blk)>	L
Clothing, ordinary (empty)	-
Cookware <In: Backpack (79 @ 3.7 blk)>	2
Dagger <In: Sheath (1 @ 0.1 blk)>	L
Disguise kit <In: Backpack (79 @ 3.7 blk)>	L
Disguise kit, replacement cosmetics <In: Backpack (79 @	-
Flint and steel <In: Belt pouch (4 @ 0.2 blk)>	-
Grappling hook <In: Backpack (79 @ 3.7 blk)>	L
Healer's tools <In: Bandolier (12 @ 1.2 blk)>	1
Material component pouch (empty)	L
Money <In: Belt pouch (4 @ 0.2 blk)>	-
Rations (1 week) <In: Backpack (79 @ 3.7 blk)>	L
Religious symbol, wooden	L
Rope (foot) x50 <In: Backpack (79 @ 3.7 blk)>	L
Sheath (1 @ 0.1 blk)	-
Sheath (1 @ 0.1 blk)	-
Shortsword <In: Sheath (1 @ 0.1 blk)>	L
Signal whistle	-
Sling <In: Bandolier (12 @ 1.2 blk)>	L
Sling bullets x10 <In: Bandolier (12 @ 1.2 blk)>	L
Soap <In: Backpack (79 @ 3.7 blk)>	-
Torch x10 <In: Backpack (79 @ 3.7 blk)>	1
Waterskin	L
Writing set <In: Backpack (79 @ 3.7 blk)>	L

Experience & Wealth

Experience Points: 0 (2nd @ 12)

Current Cash: **You have no money!**

Assurance (Survival) (Background, Feat)**Traits:** Fortune, General, Skill**Prerequisites:** trained in at least one skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Anathema (Class, Cleric)

Acts fundamentally opposed to your deity's alignment or ideals are anathema to your faith. Learning or casting spells, committing acts, and using items that are anathema to your deity remove you from your deity's good graces.

Casting spells with the evil trait is almost always anathema to good deities, and casting good spells is likewise anathema to evil deities; similarly, casting chaotic spells is anathema to lawful deities, and casting lawful spells is anathema to chaotic deities. A neutral cleric who worships a neutral deity isn't limited this way, but their alignment might change over time if they frequently cast spells or use abilities with a certain alignment. Similarly, casting spells that are anathema to the tenets or goals of your faith could interfere with your connection to your deity. For example, casting a spell to create undead would be anathema to Pharasma, the goddess of death. For borderline cases, you and your GM determine which acts are anathema.

If you perform enough acts that are anathema to your deity, or if your alignment changes to one not allowed by your deity, you lose the magical abilities that come from your connection to your deity. The class features that you lose are determined by the GM, but they likely include your divine font and all divine spellcasting. These abilities can be regained only if you demonstrate your repentance by conducting an *atone* ritual (found on page 409).

Divine Font (Heal, 4/day) (Class, Cleric)**Traits:** Good, Positive

Through your deity's blessing, you gain additional spells that channel either the life force called positive energy or its counterforce, negative energy. When you prepare your spells each day, you can prepare additional *heal* or *harm* spells, depending on your deity. The divine font spell your deity provides is listed in the Divine Font entry for your deity on pages 437–440; if both are listed, you can choose between *heal* or *harm*. Once you choose, you can't change your choice short of an ethical shift or divine intervention.

Healing Font: You gain additional spell slots each day at your highest level of cleric spell slots. You can prepare only *heal* spells (page 343) in these slots, and the number of slots is equal to 1 plus your Charisma modifier.

Harmful Font: You gain additional spell slots each day at your highest level of cleric spell slots. You can prepare only *harm* spells (page 343) in these slots, and the number of slots is equal to 1 plus your Charisma modifier.

Keen Eyes (Halfling, Race)

Your eyes are sharp, allowing you to make out small details about concealed or even invisible creatures that others might miss. You gain a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. When you target an opponent that is concealed from you or hidden from you, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

Radiant Oath Champion (Boon, Faction)**Prerequisites** Radiant Oath Tier 0**Cost** 4 Fame

This faction boon represents your developing initial contacts with the Radiant Oath faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

Normal A character gains no Reputation unless they have a faction boon slotted.

Appears In: Pathfinder Society**Radiant Oath (Faction)**

The Society's mission doesn't intrinsically involve acts of altruism, heroism, and sacrifice, yet in many areas Pathfinders are known for thwarting evil, lending a helping hand, and representing their organization as upstanding folk. For the Radiant Oath, this benevolence extends beyond incidental assistance. Instead, the faction sees the Society's broad reach as an excellent vector for assisting others the world over. Those who join the Radiant Oath swear simple vows to assist others, expanding on these promises the more they serve the faction.

Faction Leader: No stranger to peril, Valais Durant (LG female aasimar ritualist) set out for Numeria after earning her wayfinder and distinguished herself in covert operations there and in Ustalav. When the Society needed agents to investigate the possible misdeeds of Venture-Captain Thurl, she volunteered, directing her practiced senses to uncover his crimes. Unfortunately, she fell prey to his guardians and magic, ultimately being transformed into an amalgam of demonflesh. She fought off her new form's abyssal influence long enough to return to the Society, and there she sought to restore her mortal form. Her journey took her as far away as Heaven, where with other Pathfinders, she uncovered a ritual to remove the demonic corruption safely. The ritual exceeded her greatest expectations. Rather than restoring her human body, Heaven granted her a celestial form.

Even though she's still adjusting to her new body and celestial connection, Valais is committed to helping others as the Society helped her. Rather than crushing her spirit, her exposure to dark rituals and demonic whispers has taught her what's at stake if evil prevails, granting her the strength to defeat fiends and assist the vulnerable in equal measure. Her supernatural powers don't blind her to her own biases, though. Valais knows that her own perspective of justice and benevolence is but one of many the world over, so she recruits faction members of diverse backgrounds to spread good in their own ways while respecting the sensibilities and values of unfamiliar cultures.

Motto: A Light in the Shadows

Objectives: Unlike its spiritual predecessor, the Silver Crusade, which threw itself forcefully at the most significant threats and villains, the Radiant Oath emphasizes acts of kindness, compassion, and redemption. However, when dire evils threaten the world, the members of the Radiant Oath are ready to combat it. By consistently promoting the cause of good and building the faction's reputation, the Radiant Oath strives for greater influence in the Society to direct its resources toward just causes.

Appears In: Pathfinder Society

Bit of Luck

Focus 1

Uncommon, Divination, Fortune

Traditions: Divine

Cast: [2] somatic, verbal

Range: 30 feet

Targets: 1 willing creature

Duration: 1 minute

You tilt the scales of luck slightly to protect a creature from disaster. When the target would attempt a saving throw, it can roll twice and use the better result. Once it does this, the spell ends.

If you cast *bit of luck* again, any previous *bit of luck* you cast that's still in effect ends. After a creature has been targeted with *bit of luck*, it becomes temporarily immune for 24 hours.

Divine Lance

Cantrip 1

Attack, Cantrip, Divine, Evocation

Traditions: Divine

Cast: [2] somatic, verbal

Range: 30 feet

Targets: 1 creature

You unleash a beam of divine energy. Choose an alignment your deity has (chaotic, evil, good, or lawful). You can't cast this spell if you don't have a deity or if your deity is true neutral. Make a ranged spell attack roll against the target's AC. On a hit, the target takes damage of the chosen alignment type equal to 1d4 + your spellcasting ability modifier (double damage on a critical hit). The spell gains the trait of the alignment you chose.

Heightened (+1) The damage increases by 1d4.

Light

Cantrip 1

Cantrip, Divine, Evocation, Light

Traditions: Divine

Cast: [2] somatic, verbal

Range: touch

Targets: 1 unattended, non-magical object of 1 Bulk or less

Duration: until the next time you make your daily preparations

The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. If you cast this spell again on a second object, the *light* spell on the first object ends.

Heightened (4th) The object sheds bright light in a 60-foot radius (and dim light for the next 60 feet).

Prestidigitation

Cantrip 1

Cantrip, Divine, Evocation

Traditions: Divine

Cast: [1] somatic, verbal

Range: 10 feet

Targets: 1 object (cook, lift, or tidy only)

Duration: sustained

The simplest magic does your bidding. You can perform simple magical effects for as long as you Sustain the Spell. Each time you Sustain the Spell, you can choose one of four options.

- **Cook** Cool, warm, or flavor 1 pound of nonliving material.
- **Lift** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make** Create a temporary object of negligible Bulk, made of congealed magical substance. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or spell component.
- **Tidy** Color, clean, or soil an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object a 1 minute per Bulk.

Prestidigitation can't deal damage or cause adverse conditions. Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the Spell.

Sanctuary (x2)

Spell 1

Abjuration, Divine

Traditions: Divine

Cast: 0

Range: touch

Targets: 1 creature

Duration: 1 minute

You ward a creature with protective energy that deters enemy attacks. Creatures attempting to attack the target must attempt a Will save each time. If the target uses a hostile action, the spell ends.

Shield

Cantrip 1

Abjuration, Cantrip, Divine, Force

Traditions: Divine

Cast: [1] verbal

Duration: until the start of your next turn

You raise a magical shield of force. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction with your magic shield (see below). The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

Heightening the spell increases the shield's Hardness.

Heightened (3rd) The shield has Hardness 10.

Heightened (5th) The shield has Hardness 15.

Heightened (7th) The shield has Hardness 20.

Heightened (9th) The shield has Hardness 25.

SHIELD ACTIONS

The *shield* spell works like a raised shield, and it also gives you the ability to use the Shield Block reaction.

SHIELD BLOCK [reaction]

Trigger While you have your shield raised, you take damage from a physical attack.

You place your shield to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Stabilize

Cantrip 1

Cantrip, Divine, Healing, Necromancy, Positive

Traditions: Divine

Cast: [2] somatic, verbal

Range: 30 feet

Targets: 1 dying creature

Positive energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points.