



CHARACTER			
NAME Sung-jae		PLAYER Scott David Gray	
CLASS/LEVEL Cleric 1	ANCESTRY Human		EXPERIENCE 0
BACKGROUND Acolyte	ALIGNMENT Neutral		DEITY Pharasma
SIZE Medium	AGE 39	HEIGHT 65	WEIGHT 115
GENDER Male	HAIR	EYES	SKIN
LANGUAGE(S) Common, Tien			

SPEED, CLASS DC, AND HERO POINTS		
SPEED	CLASS DC	HERO POINTS
20 ft.	15	1

HIT POINTS		
MAXIMUM	CURRENT	TEMPORARY
17	17	0

SENSES						
	TOTAL	ABILITY MOD	T	E	M	L
Perception	+5	=	+1	●	●	●
(Wis)						

SAVING THROWS						
	TOTAL	ABILITY MOD	T	E	M	L
Fort	+3	=	+2	●	●	●
(Con)						
Ref	+1	=	+1	●	●	●
(Dex)						
Will	+6	=	+2	●	●	●
(Wis)						

ARMOR CLASS						
	TOTAL	ABILITY MOD	T	E	M	L
TAC	13	=	10	+	0	●
TOUCH ARMOR CLASS						
AC	15	=	10	+	0	●
ARMOR CLASS						

	TOTAL	ABILITY MOD	T	E	M	L	PROF	ITEM	MISC
<input type="checkbox"/> ACROBATICS (DEX)	-6	=	+0	●	●	●	-1	-5	
<input type="checkbox"/> ARCANA (INT)	+1	=	+2	●	●	●	-1	+0	
<input type="checkbox"/> ATHLETICS (STR)	-6	=	+0	●	●	●	-1	-5	
<input type="checkbox"/> CRAFTING (INT)	+3	=	+2	●	●	●	+1	+0	
<input type="checkbox"/> DECEPTION (CHA)	+1	=	+2	●	●	●	-1	+0	
<input checked="" type="checkbox"/> DIPLOMACY (CHA)	+3	=	+2	●	●	●	+1	+0	
<input type="checkbox"/> INTIMIDATION (CHA)	+1	=	+2	●	●	●	-1	+0	
<input checked="" type="checkbox"/> MEDICINE (WIS)	+5	=	+4	●	●	●	+1	+0	
<input type="checkbox"/> NATURE (WIS)	+3	=	+4	●	●	●	-1	+0	
<input checked="" type="checkbox"/> OCCULTISM (INT)	+3	=	+2	●	●	●	+1	+0	
<input checked="" type="checkbox"/> PERFORMANCE (CHA)	+3	=	+2	●	●	●	+1	+0	
<input checked="" type="checkbox"/> PHARASMA LORE (INT)	+3	=	+2	●	●	●	+1	+0	
<input checked="" type="checkbox"/> RELIGION (WIS)	+5	=	+4	●	●	●	+1	+0	
<input type="checkbox"/> SOCIETY (INT)	+1	=	+2	●	●	●	-1	+0	
<input type="checkbox"/> STEALTH (DEX)	-6	=	+0	●	●	●	-1	-5	
<input type="checkbox"/> SURVIVAL (WIS)	+5	=	+4	●	●	●	+1	+0	
<input type="checkbox"/> THIEVERY (DEX)	-6	=	+0	●	●	●	-1	-5	
signatureSkill <input checked="" type="checkbox"/> Armor check penalty applies									

ACTIONS, REACTIONS AND ACTIVITIES	
<input checked="" type="checkbox"/> Healing Hands	Add an action to <i>heal</i> or <i>harm</i> to increase HP by 1d8; 2d8 at 10th; 3d8 at 20th.

ABILITY SCORES		
	SCORE	ABILITY MOD
STR Strength	10	+0
DEX Dexterity	10	+0
CON Constitution	12	+1
INT Intelligence	14	+2
WIS Wisdom	18	+4
CHA Charisma	14	+2

RESONANCE POINTS				
MAXIMUM	CURRENT	OVERSPENT	CHA	LVL
3	3	0	+2	+1

EQUIPMENT	
NAME	BULK
Weapons	
(4×) Dagger (Trained)	0.4
Fist (Trained)	
Armor	
Breastplate (Trained)	2
Heavy steel shield (Trained)	1
Gear	
Backpack (18 @ 0.9 blk)	L
Belt pouch (1 @ 0 blk)	–
Clothing, ordinary (5 @ 1.3 blk)	–
Flint and steel	–
Material component pouch (empty)	L
(7×) Rations (day)	0.7
Religious symbol, silver	L
Religious text	L
(10×) Torch	L
Waterskin	L
	4/10 bulk

WEALTH
0 cp 0 sp 0 gp 0 pp

OTHER

WEAPONS	
NAME	WEAPON PROPERTIES
	Ranged +1 / -3 / -7 P, S Damage 1d4 P, S Critical 2d4
(4×) Dagger (Trained)	Melee +1 / -3 / -7 Damage 1d4 P, S Critical 2d4 traits Agile, finesse, thrown (10 ft.), Versatile S
	Melee +1 / -3 / -7 Damage 1d4 B Critical 2d4
Fist (Trained)	traits Agile, finesse, nonlethal, unarmed

TRADITION SPELLS	
Cantrip	
Stabilize	Unlimited Usage
Prestidigitation	Unlimited Usage
Message	Unlimited Usage
Light	Unlimited Usage
1	
Bless (x2)	Memorized x2

POWERS	
1	
Read Fate	

SPELL POINTS	
MAXIMUM	CURRENT
4	4

ACTIONS, REACTIONS AND ACTIVITIES	
⬠	Healing Hands Add an action to <i>heal</i> or <i>harm</i> to increase HP by 1d8; 2d8 at 10th; 3d8 at 20th.

WEAPON PROFICIENCIES	ARMOR PROFICIENCIES
TRAINED WEAPON PROFICIENCIES All Simple Weapons, Dagger	TRAINED ARMOR PROFICIENCIES All Light Armor, All Medium Armor, All Shields, Unarmored defense

ABILITIES AND FEATS
Anathema create undead, desecrate a corpse, rob a tomb
Channel Energy (Positive, 5 /day) You gain a pool of positive energy.
Healing Hands Add an action to <i>heal</i> or <i>harm</i> to increase HP by 1d8; 2d8 at 10th; 3d8 at 20th.
Student of the Canon When attempting a Religion check to Read Scripture or to Recall Knowledge about the tenets of faiths, you treat a critical failure as a failure instead.

WEAPONS	AMMUNITION	ARMOR

GEAR	SNARES	ALCHEMICAL ITEMS	MAGIC ITEMS

EXPERIENCE POINTS	NOTES														
<table><tr><th>EXPERIENCE</th><th>NEXT LEVEL</th></tr><tr><td>0 XP</td><td>3 XP</td></tr><tr><td colspan="2">Gained:</td></tr><tr><td colspan="2"></td></tr><tr><td colspan="2"></td></tr><tr><td colspan="2"></td></tr><tr><td colspan="2"></td></tr></table>	EXPERIENCE	NEXT LEVEL	0 XP	3 XP	Gained:										<div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
EXPERIENCE	NEXT LEVEL														
0 XP	3 XP														
Gained:															

EQUIPMENT DESCRIPTIONS
Weapons
Dagger
Fist
Armor
Breastplate
Heavy steel shield
Gear
Backpack (18 @ 0.9 blk)
A backpack can hold up to 4 Bulk worth of items. If you are carrying or stowing a backpack rather than wearing it on your back, it has light Bulk instead of negligible.
Belt pouch (1 @ 0 blk)
A belt pouch can hold up to 4 items of light Bulk.
Clothing, ordinary
Ordinary clothing is functional and decently tailored, such as peasant garb, monk's robes, traveler's attire, or work clothes.
Flint and steel
Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be possible during an encounter. Even in ideal conditions, using flint and steel to light a flame requires at least 3 actions, and often significantly longer.
Material component pouch (empty)
This pouch contains material components for those spells that require them. Though the components are used up over time, you can refill spent components during your daily preparations.
Rations (day)
Religious symbol, silver
This piece of wood or silver is emblazoned with an image representing a deity. Some divine spellcasters, such as clerics, can use a religious symbol of their deity as a divine focus to use certain abilities and cast some spells. A religious symbol must be held in one hand to use it.
Religious text
This manuscript contains scripture of a particular religion. Some divine spellcasters, such as clerics, can use a religious text as a divine focus to use certain abilities and cast some spells. A religious text must be held in one hand to use it.
Torch
A torch sheds bright light in a 20-foot radius. It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.
Waterskin

ABILITY DESCRIPTIONS

Anathema

Actions fundamentally opposed to your deity's alignment or ideals are anathema to your faith. Committing acts, learning or casting spells, and using items that are anathema to your deity take you out of that 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 enhance your ability to lie would be anathema to Sarenrae, as a goddess of honesty, and casting one to create undead would be anathema to Pharasma, the goddess of death.

For borderline cases, you and your GM determine whether other acts count as anathema. For example, Torag is a god of community, so actions that work to destroy a close-knit community are typically anathema to Torag. However, as god of dwarves, he might permit you to destroy a community of giants that is threatening to wipe out a dwarven settlement.

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 channel energy, domain powers, and divine spellcasting. These abilities can be regained only if you demonstrate your repentance by conducting an atone ritual (see page 275).

Channel Energy

You gain a pool of positive or negative energy, depending on your deity, as shown on Table 3–9: Deities on pages 72–73. Some deities allow you to choose whether to channel negative or positive energy. Once you choose, you can't change the type of energy you channel, short of an ethical shift or divine intervention.

This pool of energy allows you to cast either the *heal* spell (for positive energy) or the *harm* spell (for negative energy) a number of times per day equal to 3 plus your Charisma modifier without needing to prepare the spell in advance. All spells you cast in this way are heightened to the maximum spell level you can cast as a cleric. You can find *heal* on page 229 and *harm* on page 228.

Healing Hands

Add a Verbal Casting action to the casting of the triggering spell and increase the number of Hit Points the target regains by 1d8. If you are at least 10th level, you instead increase the number of Hit Points the target regains by 2d8, and at 20th level, you instead increase it by 3d8.

Student of the Canon

You've researched the fundamental tenets of many faiths enough to recognize notions about them that are unlikely to be true. When attempting a Religion check to Read Scripture or to Recall Knowledge about the tenets of faiths, you treat a critical failure as a failure instead.

SPELL DESCRIPTIONS

Bless (x2)

Blessings from beyond make your companions potent. They gain a +1 conditional bonus to attack rolls. *Bless* can dispel *bane*.

Light

The object begins to glow with pure light, casting bright light in a 20-foot radius like a torch. If you cast this spell again on another object, the light on the last object you cast it on is dismissed.

Heightened (4th) The object instead sheds bright light in a 60-foot radius.

Message

You mouth words, but instead of coming out of your mouth, they're transferred to the ears of the target. Though others cannot hear your words, the target can as if she were standing next to you. She can give a brief response as a reaction, or as a free action on her next turn if she wishes, but she must be able to see you and be within range to do so. If she responds, per the original missive only you can hear her response.

Heightened (3rd) The spell's range increases to 500 feet.

Prestidigitation

You can perform simple magical effects for as long as you Concentrate on the Spell. The effects are minor and have severe limitations. Each time you Concentrate on the Spell, you can choose one of four options, based on your type of magic.

- **Cook (arcane, primal)** Chill, warm, or flavor 1 pound of nonliving material.
- **Lift (arcane, divine, occult)** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make (arcane, divine, occult)** Create an object of negligible Bulk, made of congealed magical substance and temporary in nature. The object looks crude and artificial and is extremely fragile—it crumbles if put under too much strain and can't be used as a tool, weapon, or spell component.
- **Tidy (arcane, primal)** Color, clean, or soil an object of light or less Bulk. You can affect an object of 1 Bulk with 10 rounds of concentration or a larger object, such as a suit of armor, with 5 minutes of concentration.

Prestidigitation can't deal damage or cause adverse conditions. Any actual change to an object (beyond just moving, cleaning, coloring, or soiling it) persists only as long as you Concentrate on the Spell.

Stabilize

A single touch shuts death's door. The target goes from 0 Hit Points to 1 Hit Point.

Heightened (4th) You also reduce the target's dying value by 1.