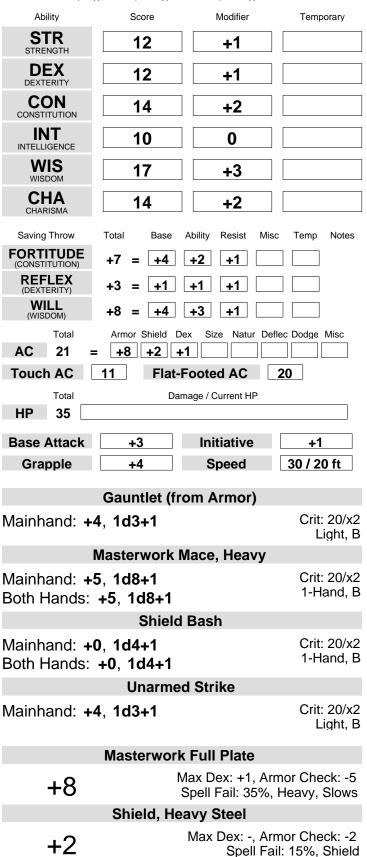
## **Dugald - Cleric of Berronar Truesilver**

Male Human Cleric 4 - CR 4

Lawful Good; Age: 18; Height: 5' 9"; Weight: 175lb.









Skill Name	Total	Ability	Ranks	Misc
Appraise	+0	INT (0)		
<sup>0</sup> Balance	-6	DEX (1)		
Bluff	+2	CHA (2)		
<sup>0</sup> Climb	-6	STR (1)		
Concentration	+7	CON (2)	5	
Diplomacy	+7	CHA (2)	5	
Disguise	+2	CHA (2)		
Escape Artist	-6	DEX (1)		
Forgery	+0	INT (0)		
Gather Information	+2	CHA (2)		
Heal	+8	WIS (3)	5	
<sup>17</sup> Hide	-6	DEX (1)		
Intimidate	+2	CHA (2)		
<sup>0</sup> Jump	-12	STR (1)		
Knowledge: Religion	+6	INT (0)	6	
Listen	+3	WIS (3)		
<sup>10</sup> Move Silently	-6	DEX (1)		
Ride	+1	DEX (1)		

#### Gear

Total Weight Carried: 84.5/130lbs, Medium Load (Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)

Artisan's Outfit (Free) Backpack (empty) 2lbs Masterwork Full Plate 50lbs Masterwork Mace. Heavy 8lbs Pearl of Power, 1st Level Potion (healing?) Room 6 Pouch, belt (empty) 0.5lbs Rations, trail (per day) x5 1lb Reliquary Holy Symbol Shield Bash Shield, Heavy Steel 15lbs Sunrod x2 1lb Vest of Resistance +1 1lb

	Skills			
Skill Name	Total	Ability	Ranks	Misc
Search	+0	INT (0)		
Sense Motive	+3	WIS (3)		
Spot	+3	WIS (3)		
Survival	+3	WIS (3)		
<sup>99</sup> Swim	-13	STR (1)		
Use Rope	+1	DEX (1)		

## Feats, Traits & Flaws

Armor Proficiency (Heavy) Armor Proficiency (Light) Armor Proficiency (Medium) Divine Ward Improved Toughness Sacred Healing

Shield Proficiency

Simple Weapon Proficiency - All

# **Special Abilities**

Aura (Ex)

Cleric Domain: Family Cleric Domain: Protection

Protective Ward (1 hours/day) (Su)

Spontaneous Casting Subtype - Human Turn Undead (7/day) (Su)

Type - Humanoid

Charges				
Divine Ward	0/1			
Family (1/day)	0/1			
Pearl of Power, 1st Level Protective Ward (1 hours/day) (Su)	0/1 0/1			
Turn Undead (7/day) (Su)	0/1			
Languages				

Common

## **Experience & Wealth**

Experience Points: **8,010**/10,000 Current Cash: **408 GP, 6 SP** 

### **Spells & Powers**

Cleric Spell DC: 13 + spell level

Maximum Cleric spells per day: 5x0; 4x1; 3x2 Cleric 0: Light, Detect Magic, Detect Magic, Create

Water, Read Magic

Cleric 1: Magic Weapon, Bless, Divine Favor, Protection

from Evil, Shield of Faith

Cleric 2: Divine Protection, Shield Other, Silence,

Spiritual Weapon

## **Background**

#### **Divine Ward:**

You create a channel of divine energy between yourself and a willing ally. This link allows you to cast your spells upon him from greater than normal range.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Once every 24 hours, you can spend 10 minutes creating a magical ward between you and one willing target. For the rest of the 24-hour period, you can increase the range of a touch spell to short range (25 feet + 5 feet per two caster levels) if you target the warded creature, and only the warded creature. When you cast a spell in this manner, you must expend a turn or rebuke undead attempt.

You can create a ward between you and more than one target, so long as you expend the necessary time and turning attempts. You must expend a turn or rebuke undead attempt to create each ward beyond the first.

#### Sacred Healing

You can channel divine energy to aid in your efforts to tend to a comrade's injuries, sickness, or other conditions.

Prerequisite: Ability to turn undead.

**Benefit**: As a swift action, you can expend a turn undead attempt to augment your ability to tend to the wounds of others. You gain a +5 bonus on Heal checks and a +2 bonus per die on the damage healed by any conjuration (healing) spells you cast. This benefit lasts until the end of your current turn.

#### **DOMAIN**

Family (Spell Compendium)

**Granted Power (Su)**: Once per day as a free action, you can protect a number of creatures equal to your Charisma modifier (minimum one creature) with a +4 dodge bonus to AC. This ability lasts 1 round per level. An affected creature loses this protection if it moves more than 10 feet from you. You can affect yourself with this ability.

# **SPELLS AND ABILITIES Spiritual Weapon Stats**

To hit: +6 Damage: 1d8+1

#### **Turn Undead**

5 times/day (+2 additonal times - Reliquary Holy Symbol) Roll 1d20+CHA mod for Max HD affected 2d6+CL+CHA mod for number of HD affected