

## Wogan

Human Cleric of Gozreh 3

Neutral

Str: 9: -1                      Hp: 24                      Speed:30'  
Dex:12: +1                      Initiative: +1  
Con:13: +1  
Int:9: -1                      Fortitude: +4  
Wis:16: +3                      Reflex: +2  
Chr:14: +2                      Will: +6

AC: 15 = Armor(3)+Shield(1)+Dex(1)  
Touch AC= 11      Flat-Footed AC=14

Base Attack Bonus: +2  
CMB:1 = BAB(2)+Str(-1)  
CMD:12 = BAB(2)+Str(-1)+Dex(1)+10

### Attacks

Trident: +1 to hit, 1d8-1 (p), crit x2; Thrown: 10'range, +3 to hit  
Masterwork Wheellock Pistol: +3 to hit, 2d4\*(p), crit x3, range 50'  
Pistol as Sap: +2 to hit, 1d6-1 nonlethal (b), crit x2  
Wheellock Blunderbuss: +2 to hit, 3d6\*(b+p), crit x2, range 15'  
Icicle: +3 to hit (touch), 1d6+1/2 lvl  
Storm Burst: +3 to hit nonlethal (touch), 1d6+1/2 lvl + special

### Skills

Heal 8(10) = Wis(3)+ranks(2)+misc(4)+(heal kit(+2))  
Perception 5 = Wis(3)+ranks(2)  
Profession Fisherman 7 = Wis(3)+ranks(1)+misc(3)  
Spellcraft 4 = Int(-1)+ranks(2)+misc(3)  
Swim 5 = Str(-1)+ranks(2)+misc(4)  
Languages: Common, Celish

### Feats

Point Blank Shot: +1 to hit and damage within 30'  
Exotic Weapon Proficiency (firearms)  
Man From Azlant Trait: Swim as class skill with +1  
Caretaker Trait: Heal +1  
Precise Shot: No penalty for shooting into melee

### Spells

Lvl 0: 3, Lvl 1: 2+1(wis)+1domain (DC14), Lvl 2: 1+1(wis)+1domain (DC15)

### Domain Spells

lvl 1: Water and Weather: Obscuring Mist

lvl 2: Water and Weather: Fog Cloud

### Special Abilities

Channel Energy: 2d6, 5/day, DC:13

Domain Power: Water: Icicle: 30' range touch attack, 1d6+1/2 level, 3+wis/day

Domain Power: Weather: Storm Burst: 30' range touch attack, 1d6+1/2 level nonlethal, -2 to Attack rolls for 1 round, 3+wis/day

### Equipment

Trident, Studded Leather, Buckler, 5 fishing hooks, Flask of rum, belt pouch, flint and steel, 2 sewing needles, Water(rum) skin, Wooden holy symbol of Gozreh, Masterwork Wheellock Pistol (Penelope), Wheellock Blunderbuss, 47 lead shots, 3 pounds of powder in water resistant horn, 2 sunrods, Healing Kit, Wand of Summon Monster I (4 charges), Scroll of Cure Light Wounds, Scroll of Hold Person

383 gold pieces, 4 silver pieces