

Wogan

Human Cleric of Gozreh 4

Neutral

Str: 9: -1 Hp: 33 Speed:30'
Dex:12: +1 Initiative: +1
Con:13: +1
Int:10: Fortitude: +6
Wis:16: +3 Reflex: +3
Chr:14: +2 Will: +8

AC: 18 = Armor(4)+Shield(1)+Dex(1)+Deflection(2)
Touch AC= 12 Flat-Footed AC=15

Base Attack Bonus: +3
CMB:2 = BAB(3)+Str(-1)
CMD:13 = BAB(3)+Str(-1)+Dex(1)+10

Attacks

Trident: +2 to hit, 1d8-1 (p), crit x2; Thrown: 10'range, +4 to hit
Masterwork Wheellock Pistol: +4 to hit, 2d4*(p), crit x3, range 50'
Pistol as Sap: +3 to hit, 1d6-1 nonlethal (b), crit x2
Wheellock Blunderbuss: +3 to hit, 3d6*(b+p), crit x2, range 15'
Icicle: +4 to hit (touch), 1d6+1/2 lvl
Storm Burst: +4 to hit nonlethal (touch), 1d6+1/2 lvl + special

Skills

Diplomacy 6 = Chr(2)+ranks(1)+misc(3)
Heal 11(13) = Wis(3)+ranks(4)+misc(4)+(heal kit(+2))
Knowledge(Religion) 5 = Int(0)+ranks(2)+misc(3)
Perception 5 = Wis(3)+ranks(2)
Profession Fisherman 8 = Wis(3)+ranks(2)+misc(3)
Sense Motive 7 = Wis(3) + ranks(1)+misc(3)
Spellcraft 6 = Int(0)+ranks(3)+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
Fourth Level Stat increase (Int +1)

Spells

Lvl 0: 4, Lvl 1: 3+1(wis)+1domain (DC14), Lvl 2: 2+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, Masterwork Chain Shirt, Buckler, 5 fishing hooks, Flask of rum, belt pouch, flint and steel, 2 sewing needles, Water(rum) skin, Silver holy symbol of Gozreh, Masterwork Wheellock Pistol (Penelope), Wheellock Blunderbuss, 43 lead shots, 2 silver shots, 3 pounds of powder in water resistant horn, 3 sunrods, Healing Kit, Wand of Summon Monster I (lvl3:2 charges), Potion of Cure Light Wounds, 1 vials of Alchemist Fire, Cloak of Resistance +1, 2xWand of Cure Light Wounds (50, 8 charges), Wand of Delay Posion (20 charges), 1 Antitoxin, Bag of demonic and devilish sulfur, Master of Beasts Coffe (grey bag of tricks), Scroll of Water Breathing (lvl5), Wand of Eagle Slender (14 charges), 2x Potion of Lesser Restoration, Pearl of Power (1st lvl), Feather Tokens: Anchor, Fanx2, Swan Boat

1396 gold pieces, 9 silver pieces