

Wogan Human Cleric Of Gozreh 5 Neutral

Str:9 -1 Hp: 42 Speed: 30' AP:7
Dex:12 +1 Initiative: +1
Con:13 +1
Int: 10 Fortitude: +6
Wis: 16 +4 Reflex: +3
Chr: 14 +2 Will: +8

AC: 18 = Armor(4)+Shield(1)+Dex(1)+Deflection(2)
Touch AC= 13 Flat-Footed AC= 17

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

Attacks

Trident: +3 to hit, 1d8 (p), crit x2+Thundering; Thrown: 10' range, +5 to hit
Masterwork Wheellock Pistol: +6 to hit, 1d8* (p), crit x4, range 20'
Pistol as Sap: +4 to hit, 1d6-1 nonlethal (b), crit x2
Wheellock Blunderbuss: +5 to hit, 1d12* (p+b), crit x4, range 40'
Wheellock Short Musket: +5 to hit, 1d12* (p), crit x4, range 40'
Icicle: +4 to hit (touch), 1d6+1/2 lvl
Storm Burst: +4 to hit (touch), 1d6+1/2 lvl nonlethal +special

Skills

Diplomacy 6 = Chr(2)+ranks(1)+misc(3)
Heal 11(13) = Wis(3)+ranks(4)+misc(4)+(heal kit(2))
Knowledge(Religion) 6 = Int(0)+ranks(3)+misc(3)
Linguistics 4 = Int(0)+ranks(1)+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 10 = Str(-1)+ranks(2)+misc(9)

Feats & Traits

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)
Weapon Focus (Firearms): +1 to hit with firearms

Spells

Lvl 0: 4, Lvl 1: 3+1(wis)+1domain (DC14), Lvl 2: 2+1(wis)+1domain (DC15),

Lvl 3: 1+1(wis)+1domain (DC16)

Domain Spells

Lvl 1: Water and Weather: Obscuring Mist

Lvl 2: Water and Weather: Fog Cloud

Lvl 3: Water: Water Breathing, Weather: Call Lighting

Special Abilities

Channel Positive Energy: 3d6, 5/day, DC:13

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

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

Equipment

+1 Thundering Trident, Masterwork Chain Shirt, Buckler, 5 fishing hooks, Flask of Rum, Flint and Steel, Belt pouch, 2 sewing needles, Water (rum) skin, Silver holy symbol of Gozreh, Masterwork Wheellock Pistol, Wheellock Blunderbuss, Wheellock Short Musket, 1 sunrod, 40 shots, 3 lbs powder in water resistant horn, Healkit, 3 potion CLW, +2 Ring of Protection, Ring of Swimming, Cloak of Resistance (+1), Stuffed Raven on a Stick, Wand of CLW (39 charges), 2 antitoxin, Wand of Delay Poison (5 charges), 1 Pewter mug, Master of Beast Coffin (grey bag of tricks), Scroll of Water Breathing (lvl 5), Wand of Eagle Splendor (13 charges), Potion of Tongues, Chime of Opening (6 charges), Feather Tokens :Anchor, Quills, ink, and paper, 30 shot of Stinking Gun Powder (15' cone of stinking cloud), 2 gems (100gp each), 2 gold rings (400 gp each),

4 platinum pieces, 4142 gold pieces, 48 silver pieces