

Wogan Human Cleric Of Gozreh 7 Neutral

Str:9 -1 Hp: 55(69) Speed: 30' AP:8
Dex:12 +1 Resist cold (10) Initiative: +1
Con:13 +1/15 +2
Int: 10 Fortitude: +9
Wis: 16 +3/18 +4 Reflex: +5
Chr: 14 +2 Will: +11

AC: 21 = Armor(7)+Shield(1)+Dex(1)+Deflection(2)
Touch AC= 13 Flat-Footed AC= 20

Base Attack Bonus: +5
CMB: 4 = BAB(5)+Str(-1)
CMD: 17 = BAB(5)+Str(-1)+Dex(1)+10+Def(2)

Attacks

+1 Trident: +5 to hit, 1d8 (p), crit x2+Thundering; Thrown: 10' range, +7 to hit
+1 Wheellock Pistol: +8 to hit, 2d6+1 (p), crit x4, range 50'
Pistol as Sap: +4 to hit, 1d6 nonlethal (b), crit x2
Wheellock Blunderbuss: +7 to hit, 4d6 (p+b), crit x4, range 20'
Wheellock Short Musket: +7 to hit, 3d6 (p), crit x4, range 100'
Double Barrel MW Pistol: +8 (+4 both barrels), 2d6 (p), crit x4, range 50'
+1 Privateer FP: +8 to hit, 3d6+1, crit x3, range 50'
+1 Heavy Frost Mace: +5 to hit, 1d8+1d6(cold), crit x2
+2 Mace of Terror: +6 to hit, 1d8+1, crit x2. Special: cause fear
Icicle: +5 to hit (touch), 1d6+1/2 lvl
Storm Burst: +4 to hit (touch), 1d6+1/2 lvl nonlethal +special

Skills

Diplomacy 7 = Chr(2)+ranks(2)+misc(3)
Heal 12(14) = Wis(4)+ranks(4)+misc(4)+(heal kit(2))
Knowledge(Religion) 8 = Int(0)+ranks(5)+misc(3)
Linguistics 4 = Int(0)+ranks(1)+misc(3)
Perception 6 = Wis(4)+ranks(2)
Profession Fisherman 11 = Wis(4)+ranks(4)+misc(3)
Profession Siege Engineer 10 = Wis(4)+ranks(3)+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

Selective Channeling: exclude chr mod to number of persons healed by channel

Spells

Lvl 0: 4, Lvl 1: 4+1(wis)+1domain (DC15), Lvl 2: 3+1(wis)+1domain (DC16),

Lvl 3: 2+1(wis)+1domain (DC17), Lvl 4: 1+1(wis)+1domain(DC18)

Domain Spells

Lvl 1: Water and Weather: Obscuring Mist

Lvl 2: Water and Weather: Fog Cloud

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

Lvl 4: Water: Control Water, Weather: Sleet Storm

Special Abilities

Channel Positive Energy: 4d6, 5/day, DC:17 will

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

Domain Power: Water: Resist Cold (10)

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, +1 Mithral Breastplate, Buckler, 5 fishing hooks, Flask of Rum, Flint and Steel, Belt pouch, 2 sewing needles, Water (rum) skin, Silver holy symbol of Gozreh, +1 Wheellock Pistol, Wheellock Blunderbuss, Wheellock Short Musket, Masterwork Double Barrel Pistol, Masterwork Rail Revolver, +1 Custom pistol: Privateer FP, 1 sunrod, 40 shots, 30 silver shots, 26 orichalcum shots, 3 lbs powder in water resistant horn, Healkit, +2 Ring of Protection, Ring of Swimming, Cloak of Resistance (+2), Stuffed Raven on a Stick, Wand of CLW (8 charges), 2 antitoxin, Wand of Delay Poison (4 charges), 1 Pewter mug, Master of Beast Coffin (grey bag of tricks), Wand of Eagle Splendor (13 charges), Potion of Tongues, Feather Tokens (fan x6, anchor x5, swan boat x 2), Quills, ink, and paper, 25 shot of Stinking Gun Powder (15' cone of stinking cloud), 2 gems (100gp each), 2 gold rings (400 gp each), Periapt of Health, Pearl of Power (1st lvl, 2nd lvl, 3rd lvl), Eversmoking Bottle, Cold Weather Gear, Cheap-ass Glass Necklace (surviving storm reward), whip, Lute, Chunk of pretty obsidian, Lacquered water proof scroll case, 20 gp of Azlant coins, Scrolls :Spiritual weapon, Divine Power, Freedom of Movement, Invisibility Purge; Wands: CLW (12), Delay Poison (4), Remove Curse (1), CSW (23); Rain Tiger Gem (spell storing 10 levels: Slow, Fireball, 4x Magic Missile), 2x 100gp gems, 2 flasks holy water, 20gp of Azlant coins, Orichalcum statue of Shelyn, Headband of Inspired Wisdom +2, Lesser Metamagic rod of Silent spell, Bag of Fiendish Sulfur, spyglass, Model of the Adventurous "Rufus Longwater" Ship, Chunk of chitin from monster Island, Bottle of blood from Zura's Temple, Religious writings by Saengket, Blue dragon leather belt with onyx studs, Belt of Mighty Constitution +2, letter to Gozreh church in Kentargo, Chelixa

13 platinum pieces, 20662 gold pieces, 90 silver pieces

Spells Typically Memorized: 0:create water, detect magic, light, Stabilize; 1st:Divine favor, summon monster I, blessx2, comprehend languages, 2nd: aid, silence, remove paralysis, resist energy, 3rd: searing light, invisibility purge, dispel magic, 4th: repel vermin, neutralize poison