

### In Headers:

**Race:** *note the space at the start, very important to leave it in*

| HP 35/35 | [ooc]AC 17, T 10, FF 17[/ooc] | CMD 15| [ooc] F +6 R +3 W +9[/ooc] | Init +0 |  
[ooc]Perc +4[/ooc]

**Classes / levels:** *note the space at the start, very important to leave it in*

| Speed 30ft | [ooc]Channel positive energy 5/5 (DC16), Rebuke death 7/7 [/ooc] | Active  
Conditions: None.

**Gender:**

[b]"Kyra"[/b] | [ooc]Female NG Medium (Keleshite) Human Cleric of Sarenrae 4[/ooc]

### In About section:

[b]Kyra[/b]

Human (Keleshite) cleric of Sarenrae 4

NG Medium humanoid (human)

[b]Init [/b]+0; [b]Senses [/b]Perception +4

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[b]Defense[/b]

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[b]AC [/b]17, touch 10, flat-footed 17 (+7 armor)

[b]hp [/b]35 (4d8+12)

[b]Fort [/b]+6, [b]Ref [/b]+3, [b]Will [/b]+9

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[b]Offense[/b]

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[b]Speed [/b]30 ft. (20 ft. in armor)

[b]Melee [/b>[i>+1 scimitar[/i] +6 (1d6+3/18-20)

[b]Ranged [/b>sling +3 (1d4+2)

[b]Special Attacks [/b]channel positive energy 5/day (DC 16, 2d6 [+4 vs. undead])

[b]Domain Spell-Like Abilities[/b] (CL 4th; concentration +8)

7/day—rebuke death (1d4+2)

[b]Cleric Spells Prepared [/b](CL 4th; concentration +8)

2nd—[i>[b]bull's strength, cure moderate wounds[/b>], [i>[b]hold person[/b>](DC 16), [i>[b]spiritual  
weapon[/b>

1st—[i>[b]bless, cure light wounds, divine favor, endure elements[/b>], [i>[b]shield of faith[/b>

0 (at will)—[i>[b]detect magic, guidance, light, stabilize[/b>

[b>[b]Domain spell; [b>Domains[/b> Healing, Sun

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[b]Statistics[/b]

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[b]Str [/b]14, [b]Dex [/b]10, [b]Con [/b]12, [b]Int [/b]11, [b]Wis [/b]18, [b]Cha [/b]14

[b]Base Atk [/b>+3; [b]CMB [/b>+5; [b]CMD [/b>15

[b]Feats [b]Improved Channel, Selective Channeling, Toughness

[b]Traits [b]deft dodger, flame of the dawnflower

[b]Skills [b]Acrobatics -3 (-7 to jump), Diplomacy +9, Heal +11, Knowledge (religion) +7;

[b]Armor Check Penalty [b]-3

[b]Languages [b]Common, Kelish

[b]SQ [b]aura (moderate good), spontaneous casting

[b]Combat Gear [b][i]potion of eagle's splendor[i], [i]potion of protection from evil[i], [i]scroll of comprehend languages[i], [i]scroll of lesser restoration[i], [i]wand of cure light wounds[i] (50 charges); [b]Other Gear [b][i]+1 breastplate[i], [i]+1 scimitar[i], sling with 10 bullets, [i]cloak of resistance +1[i], backpack, silver holy symbol of Sarenrae, waterskin, 32 gp

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[b]Special Abilities[b]

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[b]Cleric Channel Positive Energy 2d6 (5/day, DC 16) (Su)[b] Kyra can release a wave of positive energy by channeling divine power through her holy symbol. This energy can be used to cause damage to undead creatures or to heal living creatures. Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on Kyra. Kyra can channel energy 5 times per day as a standard action that does not provoke an attack of opportunity. Kyra can choose whether or not to include herself in this effect. She must be able to present her holy symbol to use this ability.

[b]Flame of the Dawnflower [b]When Kyra scores a critical hit with a scimitar, she deals an additional 2 points of fire damage.

[b]Rebuke Death (7/day) (Sp)[b] Seven times a day, Kyra can touch a living creature as a standard action, healing it 1d4+2 points of damage. She may only use this ability on a creature that is below 0 hit points.

[b]Selective Channeling[b] When Kyra channels positive energy, she can select up to two creatures within the area of the burst; these targets are not affected by her channeled energy. Spells Kyra can cast the following spells. For full spell descriptions, see Chapter 10 of the Pathfinder RPG Core Rulebook.

[i]Bless[i]: Grants Kyra and all allies within 50 feet a +1 morale bonus on attack rolls and on saving throws against fear effects.

[i]Bull's Strength[i]: Touched creature gets a +4 bonus to Strength.

[i]Cure Light Wounds[i]: Touch a living creature to heal 1d8+1 hit points of damage, or touch undead to deal 1d8+4 points of damage.

[i]Cure Moderate Wounds[i]: As cure light wounds, but 2d8+4 points.

[i]Divine Favor[i]: Gain a +1 bonus on attack and weapon damage rolls.

[i]Endure Elements[i]: Touched creature takes no harm from hot or cold environmental conditions.

[i]Hold Person[i]: Paralyzes one humanoid within 140 feet

[i]Shield of Faith[i]: Touched creature gains a +2 deflection bonus to AC.

[i]Spiritual Weapon[i]: Creates a weapon of force that attacks at a distance each round for 4 rounds.

[b]Spontaneous Casting [/b]Kyra can exchange any prepared spell (other than an orison or a domain spell) for a cure spell of the same spell level or lower as she casts the spell.

[b]Sun's Blessing (Su)[/b] When Kyra channels positive energy to harm undead creatures, she adds 4 points to the damage dealt (already calculated into her statistics). Undead do not add their channel resistance to their saves when she channels positive energy.

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[spoiler=Background]Born in a small farming town to loving parents, Kyra grew up in the shadow of one of the Dawnflower's shrines. She was taken at a young age with the beauty of the shrine's stained glass, and the grace of the three priestesses who practiced swordplay on the nearby hill each dawn as they offered their morning prayers. When bandits attacked her small town, Kyra watched as the priestesses did their best to reason with them—and when that came to naught, to end them before they could do more damage. Unfortunately, the bandits were too strong, and the village burned. Kyra was one of the few survivors, and on the smoking ruins of the shrine she swore her life and sword arm to Sarenrae, swore to protect those who could not protect themselves and to not spare the blade when the time for redemption passes.

Possessed of a fierce will and pride in her faith and skills with the scimitar, Kyra has traveled far since her trial by fire. She lost her family and home that fateful day, yet where another might be consumed by anger and a thirst for revenge, Kyra has found peace in the Everlight, and in the belief that, if she can prevent even one death at evil hands, her own losses will not have been in vain.[/spoiler]