

Kyra Level 5

In Headers:

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

| HP 48/48 | [ooc]AC 22[/ooc] | [ooc] F +9 R +9 W +13[/ooc] | [ooc]Perc +13 | Default Exploration (?????)[/ooc]

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

| Speed 25ft | [ooc]Active Conditions: None[/ooc]

Gender:

[b]"Kyra"[/b] | [ooc]Female NG Medium Human Cleric 5[/ooc]

In About section:

[b]Kyra - Level 5[/b]

Female human cleric 5

[b]NG, Medium, Human, Humanoid[/b]

[b]Perception[/b] +13

[b]Languages [/b]Common, Kelish

[b]Skills[/b] Athletics +10, Diplomacy +10, Medicine +13, Performance +10, Religion +13, Scribing Lore +7

[b]Str [/b]16 (+3), [b]Dex [/b]14 (+2), [b]Con [/b]10 (+0), [b]Int [/b]10 (+0), [b]Wis [/b]19 (+4), [b]Cha [/b]16 (+3)

[b]Other Items [/b]scale mail, +1 striking scimitar, sling (10 sling bullets), backpack, bedroll, belt pouchs (2), [i]channel protection amulet[/i], flint and steel, healer's tools, lesser elixir of life, rations (1 week)s (2), rope (foot)s (50), soap, torchs (5), [i]wand of mending (x2)[/i], waterskin, wooden religious symbol, purse (14 gp; 10 sp; 9 cp)

[b]AC[/b] 22; [b]Fort[/b] +9; [b]Ref[/b] +9; [b]Will[/b] +13 (If you succeed vs a mental effect that attempts to directly control your actions, you critically succeed instead.)

[b]HP[/b] 48 [b]Focus Points[/b] 1 [b]Hero Points[/b] 1; [b]Resistances[/b] harm spells 5

[b]Speed[/b] 25 feet

[b]Melee [1] [/b] +1 striking scimitar +11 (forceful, sweep, magical), [b]Damage[/b] 2d6+3 slashing

[b]Ranged [1] [/b] sling +9 (propulsive, range increment 50 feet, reload 1), [b]Damage[/b] 1d6+1 bludgeoning

[b]Divine Cleric Spells[/b] DC 14; [b]3rd[/b] heroism, searing light [b]2nd[/b] dispel magic, restoration, spiritual weapon [b]1st[/b] bless, sanctuary, spirit link [b]Cantrips (3rd)[/b] daze, detect magic, disrupt undead, guidance, stabilize

[b]Feats[/b] Armor Proficiency, Armor Proficiency, Communal Healing, Cooperative Nature, Domain Initiate, Group Impression, Haughty Obstinacy, Healing Hands, Student Of The Canon, Ward Medic

[b]Other Abilities [/b]acolyte, alertness, anathema, cloistered cleric, deity, divine font, divine spellcasting, doctrine, fire, first doctrine, second doctrine

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Skills:

(List of all skills w/ proficiency)

Special Abilities:

(Any Special Abilities that need explained better. Can be Copy Pasted from the actual Pregen Sheets. I.E. Kyra's Divine Font which are free heals but not clearly labeled out for newer players.)