

Rathloren Lochlaber

Player: Jack

Male Dwarf Cleric 4 - CR 3

Neutral Good Humanoid (Dwarf); Deity: **Shelyn**; Age: **60**;
Height: **4' 5"**; Weight: **206lb.**; Eyes: **Green**; Hair: **Red**;
Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	10	0	
CON CONSTITUTION	18	+4	
INT INTELLIGENCE	10	0	
WIS WISDOM	17	+3	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+4	+4	+1		
REFLEX (DEXTERITY)	+2	=	+1		+1		
WILL (WISDOM)	+8	=	+4	+3	+1		

Resistant Touch (6/day) (Sp)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+7						
Touch AC	10	Flat-Footed AC		17				

CM Bonus	BAB	Strength	Size	Misc	
+5	=	+3	+2	-	-

CM Defense	BAB	Strength	Dexterity	Size		
15	=	10	+3	+2	0	-

HP	Total	Damage / Current HP
39		

Base Attack	+3	Initiative	+0
		Speed	20 ft

Gauntlet (from Armor)

Mainhand: **+5, 1d3+2** Crit: 20/x2
Light, B

Gauntlet, Spiked

Mainhand: **+5, 1d4+2** Crit: 20/x2
Light, P

Glaive

Both Hands: **+5, 1d10+3** Crit: 20/x3
2-Hand, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-7	DEX (0)	-	
Appraise	+4	INT (0)	1	
Bluff	-1	CHA (-1)	-	
Climb	-5	STR (2)	-	
Craft (Weapons)	-2	INT (0)	-	
Diplomacy	+3	CHA (-1)	1	
Disguise	-1	CHA (-1)	-	
Escape Artist	-7	DEX (0)	-	
Fly	-7	DEX (0)	-	
Heal	+9	WIS (3)	3	
Intimidate	-1	CHA (-1)	-	
Knowledge (Religion)	+7	INT (0)	4	
Perception	+3	WIS (3)	-	
Perform (Dance)	+1	CHA (-1)	-	
Perform (String Instruments)	-1	CHA (-1)	-	
Profession (Brewer)	+7	WIS (3)	1	
Ride	-7	DEX (0)	-	
Sense Motive	+3	WIS (3)	-	
Spellcraft	+5	INT (0)	2	
Stealth	-5	DEX (0)	-	
Survival	+3	WIS (3)	-	
Swim	-5	STR (2)	-	

Feats, Traits & Flaws

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)

Feats, Traits & Flaws

Endurance
Shield Proficiency
Simple Weapon Proficiency - All

Silver Dagger, Masterwork

Mainhand: **+6, 1d4+1** Crit: 19-20/x2
Rng: 10'
Ranged: **+4, 1d4+1** Light, P/S

Sling

Ranged: **+3, 1d4+2** Crit: 20/x2
Rng: 50'
Ranged, Both Hands: **+3, 1d4+3** 1-Hand, B

Unarmed Strike

Mainhand: **+5, 1d3+2** Crit: 20/x2
Light, B, Nonlethal

Warhammer

Mainhand: **+5, 1d8+2** Crit: 20/x3
Both Hands: **+5, 1d8+3** 1-Hand, B

Splint Mail

+7

Max Dex: +0, Armor Check: -7
Spell Fail: 40%, Heavy, Slows

Gear

Total Weight Carried: 115.14/175lbs, Medium Load (Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

Amethyst (worth 100 gp) <In: Pouch, belt (2 @ 1.64 lbs)> -
Backpack (3 @ 17 lbs) 2 lbs
Boots of the Eternal Rose 1 lb
Bullets, Sling x30 0.5 lbs
Explorer's Outfit (Free) -
Gauntlet, Spiked 1 lb
Glaive 10 lbs
Grappling hook <In: Backpack (3 @ 17 lbs)> 4 lbs
Holy symbol, wooden: Shelyn
Money <In: Pouch, belt (2 @ 1.64 lbs)> 1.64 lbs
Musical instrument: Lute <In: Backpack (3 @ 17 lbs)> 3 lbs
Potion of Cure Light Wounds -
Pouch, belt (2 @ 1.64 lbs) 0.5 lbs
Rations, trail (per day) x10 1 lb
Rope, hempen (50 ft.) <In: Backpack (3 @ 17 lbs)> 10 lbs
Silver Dagger, Masterwork 1 lb
Sling -
Splint Mail 45 lbs
Warhammer 5 lbs
Waterskin 4 lbs
Wayfinder, Standard (empty) 1 lb

Special Abilities

Aura (Ex)
Cleric Channel Positive Energy 2d6 (2/day) (DC 11) (Su)
Cleric Domain: Luck
Cleric Domain: Protection
Darkvision (60 feet)
Defensive Training +4
Greed

Experience & Wealth

Experience Points: **6076/10000**
Current Cash: **78 GP, 4 SP, 100 GP of Valuables**

Special Abilities

Hardy +2
Hatred +1
Slow and Steady
Spontaneous Casting
Stability +4
Stonecunning +2

Spell-Like Abilities

Bit of Luck (6/day) (Sp)
Light (At will) (Sp)
Resistant Touch (6/day) (Sp)

Tracked Resources

Bullets, Sling

Cleric Channel Positive Energy 2d6 (2/day) (DC 11) (Su)
Daze Monster (1/day)
Potion of Cure Light Wounds
Rations, trail (per day)
Silver Dagger, Masterwork

Languages

Common

Dwarven

Spells & Powers

Cleric Spell DC: 13 + spell level

CL: 4 (vs. SR: +4, Concentration: +7)

Melee Touch +5 Ranged Touch +3

Maximum Cleric spells per day: **4/*x0; 4x1; 3x2**

Cleric 0: Stabilize, Light, Detect Magic, Create Water

Cleric 1: Summon Monster I, Summon Monster I,

Endure Elements (DC 14), True Strike (DC 14),

Sanctuary (DC 14)

Cleric 2: Shield Other (DC 15), Summon Monster II,

Bull's Strength (DC 15), Restoration, Lesser (DC 15)