

Marphiel

Player: PC

Male Half-Elf Cleric 7 - CR 6

Neutral Good Humanoid (Elf, Human); Deity: **Daiasuun**;
Age: **30**; Height: **6' 5"**; Weight: **185lb.**; Eyes: **Green**; Hair:
Blonde; Skin: **Tan**

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	10	0	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	18/20	+4/+5	
CHA CHARISMA	14/16	+2/+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+5	+1			
Elven Immunities: +2 vs. enchantments							
REFLEX (DEXTERITY)	+2	=	+2				
Elven Immunities: +2 vs. enchantments							
WILL (WISDOM)	+10	=	+5	+5			
Elven Immunities: +2 vs. enchantments							

Elven Immunities		Elven Immunities - Sleep							
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC 20	=	+7	+3						
Touch AC 10		Flat-Footed AC 20							
		BAB	Strength	Size	Misc				
CM Bonus +4	=	+5	-1						
		BAB	Strength	Dexterity	Size				
CM Defense 14	=	10	+5	-1	0				
Base Attack		+5							
Initiative		+0							
Speed		30 / 0 ft							

Heavy Shield Bash

Main hand: **+0, 1d4-1** Crit: x2
Both hands: **+0, 1d4-1** 1-hand, B

+1 Bane (Undead) Longsword

Main hand: **+5, 1d8+2d6 vs. Undead** Crit: 19-20/x2
Both hands: **+5, 1d8+2d6 vs. Undead** 1-hand, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (0)	-	
Appraise	+1	INT (1)	-	
Bluff	+3	CHA (3)	-	
Climb	-7	STR (-1)	-	
Diplomacy	+15	CHA (3)	7	
Disguise	+3	CHA (3)	-	
Escape Artist	-6	DEX (0)	-	
Fly	-6	DEX (0)	-	
Heal	+15	WIS (5)	7	
Intimidate	+5	CHA (3)	-	
Knowledge (history)	+11	INT (1)	7	
Knowledge (religion)	+14	INT (1)	7	
Perception	+7	WIS (5)	-	
Ride	-6	DEX (0)	-	
Sense Motive	+5	WIS (5)	-	
Stealth	-6	DEX (0)	-	
Survival	+5	WIS (5)	-	
Swim	-7	STR (-1)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Casting
Persuasive
Selective Channeling
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Knowledge [religion])
Spell Penetration

Special Abilities

Aura (Ex)
Bane (Undead)
Cleric Channel Positive Energy 4d6 (6/day) (DC 16)
Cleric Domain (Nobility)

+1 Breastplate

+7

Max Dex: +3, Armor Check: -3
Spell Fail: 25%, Medium, Slows

+1 Heavy steel shield

+3

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Gear

**Total Weight Carried: 238.78/80lbs, Over Load
(Light: 26lbs, Medium: 53lbs, Heavy: 80lbs)**

Heavy Shield Bash	-
+1 Bane (Undead) Longsword	4 lbs
+1 Breastplate	30 lbs
+1 Heavy steel shield	15 lbs
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bag of holding I (empty)	15 lbs
Headband of mental prowess (Wis & Cha +2)	1 lb
Holy symbol, silver (Daiasuun)	1 lb
Money	166.78 lbs
Waterskin	4 lbs

Special Abilities

Cleric Domain (Sun)
Elf Blood
Low-Light Vision
Spontaneous Casting
Sun's Blessing (Su)

Spell-Like Abilities

Inspiring Word (8/day) (Sp)

Tracked Resources

Cleric Channel Positive Energy 4d6 (6/day) (DC 16) (Su)

Languages

Celestial
Common
Elven

Spells & Powers

Cleric Spell DC: 15 + spell level

CL: 7 (vs. SR: +9, Concentration: +12)

Melee Touch +4 Ranged Touch +5

Maximum Cleric spells per day: **4/***x0; **6**x1; **4**x2; **3**x3; **2**x4

Cleric 0: Detect Magic, Mending, Light, Stabilize

Cleric 1: Remove Fear, Shield of Faith, Protection from Evil (x2), Bless, Detect Undead, Cure Light Wounds

Cleric 2: Restoration, Lesser, Resist Energy, Cure

Moderate Wounds, Spiritual Weapon, Summon Monster II

Cleric 3: Searing Light, Searing Light, Prayer, Daylight

Cleric 4: Restoration, Cure Critical Wounds, Freedom of Movement

Experience & Wealth

Experience Points: **35000/51000**
Current Cash: **8335 GP, 4 SP**

Companions

Horse, light, Horse - CL2 - CR 1

STR **16** (+3), DEX **14** (+2), CON **17** (+3), INT **2** (-4), WIS **13** (+1), CHA **7** (-2); Fortitude **+6**, Reflex **+5**, Will **+1**

HP: 15/15; Init: +2; Speed: 50 feet

Attack Bonus: +0; Armor Class: 11 / 11 Tch / 9 Fl

Fly **+0**, Perception **+6**, Stealth **-2**

Hooves x2 (Horse) **Melee -2 x2, 1d4+1, x2**

Special: Endurance, Low-Light Vision, Riding [Trick], Run, Scent (Ex)

Charges: Feed (per day) - **0/10**, Trail rations - **0/10**

Background

Marphiel did not grow up as a normal half-elf. He was left with his human mother, but she died of a plague when he was a young boy. Without hope, friends, or prospects, he was suffering.

A travelling priest of Daiasuun found the young lad and took him as his own son. Although young Marphiel was permanently weakened by his ordeals, his spirit recovered and he found a love of knowledge and a purpose to fight for.

He travels across the kingdom fighting undead and helping those seeking atonement. His dedication to his goddess and his ideals, despite his inferior strength, has inspired many others.

Horse, light



Horse - CL2 - CR 1
True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	17	+3	
INT INTELLIGENCE	2	-4	
WIS WISDOM	13	+1	
CHA CHARISMA	7	-2	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+3	+3			
REFLEX (DEXTERITY)	+5	=	+3	+2			
WILL (WISDOM)	+1	=		+1			

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 11	=		+2	-1				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	9				

CM Bonus	BAB	Strength	Dexterity	Size
+5	+1	+3	+1	-

CM Defense	BAB	Strength	Dexterity	Size	
17	= 10	+1	+3	+2	+1

21 vs. Trip

Base Attack	HP
+1	15

Initiative	Damage / Current HP
+2	

Speed
50 ft

Hooves x2 (Horse)

Main hand: -2, 1d4+1

Crit: x2
Light, B

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed greater than 30' : +8 jump, Run: +4 to jump with a running start				
Appraise	-4	INT (-4)	-	
Bluff	-2	CHA (-2)	-	
Climb	+3	STR (3)	-	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+0	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Perception	+6	WIS (1)	2	
Ride	+2	DEX (2)	-	
Military saddle : +2 circumstance bonus to stay in the saddle				
Sense Motive	+1	WIS (1)	-	
Stealth	-2	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	+3	STR (3)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats

Endurance
Run

Animal Tricks

Come [Trick] (Riding [Trick])
Heel [Trick] (Riding [Trick])
Riding [Trick]
Stay [Trick] (Riding [Trick])

Special Abilities

Low-Light Vision
Scent (Ex)

Gear

Total Weight Carried: 159/690lbs, Light Load
(Light: 228lbs, Medium: 459lbs, Heavy: 690lbs)

Bedroll <In: Saddlebags (23 @ 150 lbs)>	5 lbs
Bit and bridle	1 lb
Feed (per day) x10 <In: Saddlebags (23 @ 150 lbs)>	10 lbs
Military saddle <In: Saddlebags (23 @ 150 lbs)>	30 lbs
Money	-
Saddlebags (23 @ 150 lbs)	8 lbs
Silk rope <In: Saddlebags (23 @ 150 lbs)>	5 lbs
Trail rations x10 <In: Saddlebags (23 @ 150 lbs)>	1 lb

Experience & Wealth

Experience Points: **0/5000**
Current Cash: **You have no money!**

Tracked Resources

Feed (per day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>