
EXP

NEXT LEVEL	Green EYES	Red HAIR
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Tan

SKIN

SAVING THROWS	TOTAL	BASE	ABILITY	MAGIC	MISC	CONDITIONAL	IMMUNITY	RESISTS			
FORTITUDE	4	1	+3			+2 vs Enchant	Sleep	ACID		ELECTRICITY	
REFLEX	2	1	+0		+1	+2 vs Death		COLD		FIRE	
WILL	8	4	+4					SPELL		POISON	

[illegible]

X/DAY	ABILITY / SPELL	NOTES
□□□□ □□□	Spirit Channel (Cha)	2d6 +1 hp (Cleric)
□□□□ □□□	WD Channel (Cha)	1d6 +1 hp (Cleric - 3)
□□□□ □□□	Rebuke Death (Su)	1d4+3 (Target is below 0 HP)

AC		ITEM
Amulet:		
Ring:		
Ring:		
Wrists:		
Other:	+1	Buckler
Other:		

Holy Symbol: Tattoo	Waterskin		Plat:
	3x Rations		Gold:
			Silver:
			Copper:
			Pouch
			Pouch
			Pouch
			Pouch

Orisons	FC opt: Skill (2)
Restoration Life Spirit	FC opt: Cleric spells (2)
Spirit Animal - Hare(Fast Heal 1)	Spontaneous Casting
Spirit Magic	+4 Initiative
Spirit Ability - Channel	Cleric Aura
Wandering Spirit	Cleric Domain: Healing
WD: Channel Energy (Su)	
CL: Cha/?/?/?/?	Simple Weapon Proficiency
BR: Bonus Feat (2), Endurance	Light Armor Proficiency
BR: +4 HP, +1 Reflex	Medium Armor Proficiency
BR: +1 Cha, +1 Con	
Flaw: Merciless	Trait: Envoy of Healing
Flaw: Foul Mouthed	(reroll first 1s on channels)
	Trait: Blessed Touch
	(+1hp on any healing)

	SKILL	TOTAL	RANKS	MISC	MOD	ABILITY
☐	Knowledge (Nobility)	+0			+0	INT
◆	Knowledge (Planes)	+7	+4	+3	+0	INT
◆	Knowledge (Religion)	+5	+2	+3	+0	INT
☐	Linguistics	+0			+0	INT
☐	Perception	+7	+1	+2	+4	WIS
☐	Perform	+4			+4	CHA
◆	Profession	+4			+4	WIS
◆	Ride	-2	+1	-3	+0	DEX
☐	Sense Motive	+4			+4	WIS
☐	Sleight of Hand	-6		-6	+0	DEX
◆	Spellcraft	+10	+4	+6	+0	INT
☐	Stealth	-6		-6	+0	DEX
◆	Survival	+8	+1	+3	+4	WIS
☐	Swim	-7		-6	-1	STR
☐	Use Magic Device	+4			+4	CHA
◆	Profession:	+4			+4	WIS
☐						
☐						
☐						
☐						

Spell Save Modifier	4
Arcane Spell Fail %	0

Spells
Level
0
1
2
3
4
5
6
7
8
9

Save DC
14
15
16
17
18
19
20
21
22
23

Per Day
4
3
2

Bonus
0
1
1

Domain
0
1
1

Spirit
0
1
1

Wandering Spirit: Heaven

Spirit Spells
☐ 1 Remove Sickness WS
☐ 2 Lesser Restoration WS
☐ 3
☐ 4
☐ 5
☐ 6
☐ 7
☐ 8
☐ 9

Orisons

Arcane Mark	Daze	Guidance	Purify Food/Drink
Create Water	Detect Magic	Know Direction	Read Magic
Dancing Lights	Detect Poison	Light	Resistance

1st Level

D Cure Light (1d8+5)^	Bless	Protection from Evil	Shield of Faith*
Comprehend Lang	Burning Hands	Obscuring Mist	Liberating Command(l)*
Charm Person	Doom	Shadow Trap	Stone Shield (l)
	Entangle		Wave Shield (l)

2nd Level

D Cure Mod (2d8+5)^	Bear's Endurance	Barkskin	*
Spiritual Weapon	Bull's Strength	Hold Person	*
Resist Energy	Eagle's Splendor	Enshroud Thoughts	Sickening Entangle
	Owl's Wisdom	Alter Self	Fog Cloud

3rd Level

4th Level

5th Level

6th Level

7thLevel

8th Level

9th Level
