

## Barae Aeil

Player: Cassidy

Male half-orc cleric of Kurgess 2 - CR 1

No Alignment Humanoid (Human, Orc); Deity: **Kurgess**;  
Age: **20**; Height: **5' 10"**; Weight: **190lb.**; Eyes: **Black**; Hair:  
**Black**; Skin: **Light Green**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>16</b>	<b>+3</b>	
<b>DEX</b> DEXTERITY	<b>12</b>	<b>+1</b>	
<b>CON</b> CONSTITUTION	<b>16</b>	<b>+3</b>	
<b>INT</b> INTELLIGENCE	<b>8</b>	<b>-1</b>	
<b>WIS</b> WISDOM	<b>14</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+7</b>	=	<b>+3</b>	<b>+3</b>		<b>+1</b>	
<b>REFLEX</b> (DEXTERITY)	<b>+2</b>	=	<b>+0<sup>2/3</sup></b>	<b>+1</b>		<b>+1</b>	
<b>WILL</b> (WISDOM)	<b>+6</b>	=	<b>+3</b>	<b>+2</b>		<b>+1</b>	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>19</b>	=	<b>10</b>	<b>+7</b>		<b>+1</b>		<b>+1</b>	

	Total	BAB	Strength	Size	Misc
<b>Touch AC</b>	<b>11</b>		<b>Flat-Footed AC</b>	<b>18</b>	

		BAB	Strength	Size	Misc
<b>CM Bonus</b>	<b>+4</b>	=	<b>+1</b>	<b>+3</b>	<b>-</b>

	Total	BAB	Strength	Dexterity	Size
<b>CM Defense</b>	<b>15</b>	=	<b>10</b>	<b>+1</b>	<b>+3</b>

	Total	Damage / Current HP
<b>HP</b>	<b>24</b>	

Grazed **18** Critical **6**  
Wounded **12** Disabled **0 to -3**

**Hero Points**

**Base Attack** **+1½**

**Initiative** **+1**

**Speed** **40 / 30 ft**

### Masterwork greataxe

Both hands: **+5, 1d12+4**

Crit: **x3**  
2-hand, S



Skill Name	Total	Ability	Group	Specialty	Temp
<b>Acrobatics</b>	<b>-3</b>	DEX (1)	<input type="checkbox"/>	<input type="checkbox"/>	
<b>Appraise</b>	<b>+3</b>	INT (-1)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
<b>Athletics</b>	<b>-1</b>	STR (3)	<input type="checkbox"/>	<input type="checkbox"/>	
<b>Influence</b>	<b>+0</b>	CHA (0)	<input type="checkbox"/>	<input type="checkbox"/>	
Consolidated Skills: +2 racial bonus when used for Intimidate					
<b>Perception</b>	<b>+6</b>	WIS (2)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
<b>Profession (Mercenary)</b>	<b>+7</b>	WIS (2)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
<b>Religion</b>	<b>+3</b>	INT (-1)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
<b>Society</b>	<b>+3</b>	INT (-1)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
<b>Spellcraft</b>	<b>+3</b>	INT (-1)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	
<b>Stealth</b>	<b>-3</b>	DEX (1)	<input type="checkbox"/>	<input type="checkbox"/>	
<b>Survival</b>	<b>+2</b>	WIS (2)	<input type="checkbox"/>	<input type="checkbox"/>	

### Skill Groups

**Scholarly**

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Ironhide  
Shield Proficiency  
Simple Weapon Proficiency - All

### Traits

Armor Expert  
Rest for the Wicked

### Special Abilities

Agile Feet (5/day) (Su)  
Aura (Ex)  
Cleric Channel Positive Energy 1d6 (3/day, DC 11) (Su)  
Cleric Domain (Luck)  
Cleric Domain (Travel)  
Darkvision (60 feet)  
Hero Points  
Orc Blood  
Spontaneous Casting

### Spell-Like Abilities

Bit of Luck (5/day) (Sp)

## Masterwork banded mail

+7

Max Dex: +1, Armor Check: -4  
Spell Fail: 35%, Heavy, Slows

## Gear

**Total Weight Carried: 61/260 lbs, Light Load**  
**(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)**

Backpack, masterwork (6 @ 1.8 lbs)	4 lbs
Bank - 1040g	-
Cleric's vestments (Free)	-
Holy symbol, tattoo (Kurgess)	-
Masterwork banded mail	35 lbs
Masterwork greataxe	12 lbs
Money <In: Backpack, masterwork (6 @ 1.8 lbs)>	1.8 lbs
Potion of cure light wounds <In: Backpack, masterwork (6 @-	-
Potion of restoration, lesser <In: Backpack, masterwork (6	-
Scroll of shatter <In: Backpack, masterwork (6 @ 1.8 lbs)>	-
Scroll of shield other <In: Backpack, masterwork (6 @ 1.8	-
Spell component pouch	2 lbs
Talisman of beneficial winds, greater	1 lb
Wand of cure light wounds (37 charges) <In: Backpack,	-
Waterskin	4 lbs

## Tracked Resources

Agile Feet (5/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Cleric Channel Positive Energy 1d6 (3/day, DC 11) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Feather Fall (1/day)	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of restoration, lesser	<input type="checkbox"/>
Wand of cure light wounds (37 charges)	<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"/> <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"/>

## Languages

Common  
Orc  
Varisian

## Spells & Powers

**Cleric spells memorized** (CL 2nd; concentration +4)  
**Melee Touch** +4 **Ranged Touch** +2  
**1st**—*firebelly* (DC 13), *longstrider*<sup>P</sup>, *shield of faith* (2)  
**0th (at will)**—*detect magic, guidance, light, read magic*  
**[D]** Domain spell; **Domains** Luck, Travel

## Contacts

**Balena Forsend** (Gossip)  
Trust: 2, Minimum Risk: 4  
Bard, member of the Pathfinder Society branch in Magnimar.

**Father Zantus** (Academic)  
Trust: 3, Minimum Risk: 2

## History

**Homeland:** Orc Settlement

## Experience & Wealth

Experience Points: **3085/7500**  
Current Cash: **86 gp, 4 sp**  
Reputation: **Fame: 4, PP: 4, 100 miles.**

## History

**Parents:** Both Dead  
**Siblings:** 1 Half-Orc Sibling  
**Circumstance of Birth:** Adopted Outside Your Savage humanoids  
**Parent's Profession:** Tradespeople  
**Adopted:** Raised by Savage Humanoids  
**Childhood:** Met a Fantastic Creature  
**Training:** Converted  
**Influential Associate:** The Hunter  
**Moral Conflict:** Destroyed a Reputation: 5  
**Subject:** Artisan: 0  
**Motivation:** Religion: 2  
**Resolution:** Denial: 1  
**Romantic Relationships:** A Few Significant  
**Companions:** Former allies  
Jason  
**Companions:** Friend of a friend  
Derza  
**Companions:** Romantic competitors, current or  
Bucky  
**Drawback:** Attachment (Object)