

CLERIC (LEVEL 1)



Kyra has sworn her life and sword arm to Sarenrae, vowing to protect the helpless and to not spare the blade when the time for redemption has passed.

KYRA

Female human cleric of Sarenrae 1

NG Medium humanoid (human)

Init +0; Senses Perception +3

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 13 (1d8+5)

Fort +3, Ref +1, Will +5

OFFENSE

Speed 30 ft.

Melee scimitar +2 (1d6+2/18–20)

Ranged sling +0 (1d4+2)

Special Attacks channel positive energy 5/day (DC 12, 1d6 [+1 vs. undead])

Domain Spell-Like Abilities (CL 1st; concentration +4)

6/day—rebuke death (1d4+0)

Cleric Spells Prepared (CL 1st; concentration +4)

1st—*bless*, *cure light wounds*^D, *shield of faith*

o (at will)—*detect magic*, *light*, *stabilize*

D Domain spell; Domains Healing, Sun

STATISTICS

Str 14, Dex 10, Con 12, Int 11, Wis 17, Cha 14

Base Atk +0; CMB +2; CMD 12

Feats Selective Channeling, Toughness*

Skills Diplomacy +6, Heal +7, Knowledge (religion) +4; Armor Check –2

Traits Deft Dodger*, Flame of the Dawnflower (*Advanced Player's Guide* 333)

Languages Common, Kelish

SQ aura (faint good), spontaneous casting

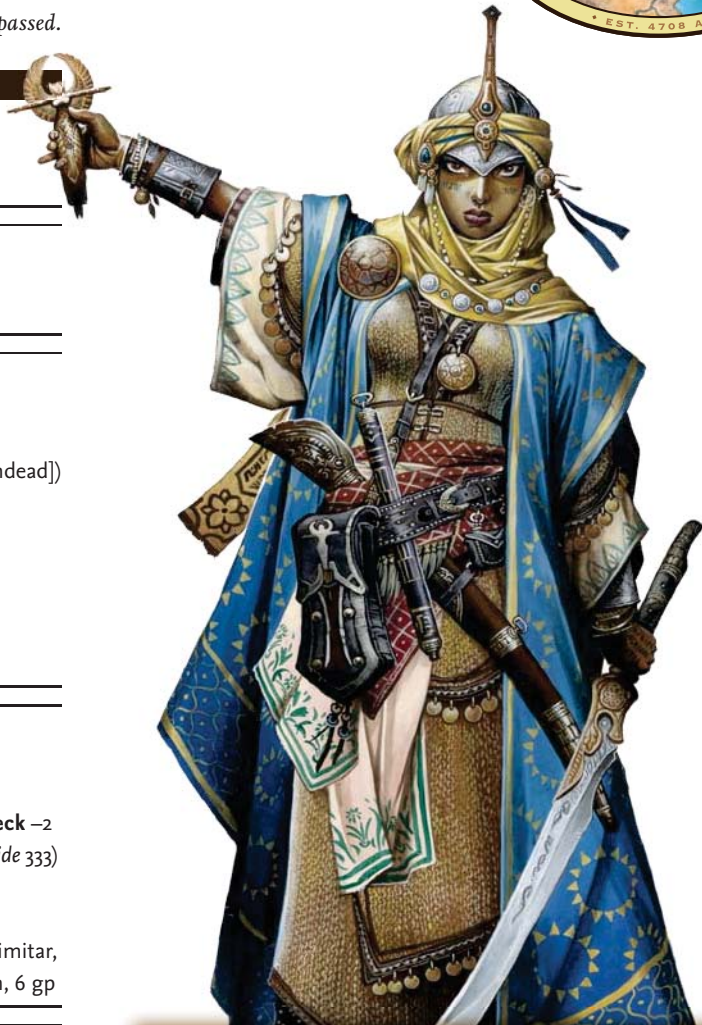
Combat Gear *scroll of endure elements*; Other Gear chain shirt, scimitar, sling with 10 bullets, backpack, wooden holy symbol, waterskin, 6 gp

SPECIAL ABILITIES

Channel Positive Energy Kyra can release a wave of positive energy by channeling divine power through her holy symbol. This energy can be used to cause damage to undead creatures or to heal living creatures. Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on Kyra. Creatures that take damage from channeled energy receive a DC 12 Will save to halve the damage. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. Kyra can channel energy 5 times per day as a standard action that does not provoke an attack of opportunity. Kyra can choose whether or not to include herself in this effect. She must be able to present her holy symbol to use this ability.

Flame of the Dawnflower When Kyra scores a critical hit with a scimitar, she deals an additional 2 points of fire damage.

Rebuke Death Five times per day, Kyra can touch a living creature as a standard action, healing it 1d4+1 points of damage. She may only use this ability on a creature that is below 0 hit points.



“May the blessings of the Dawnflower shed light on the dark corners of Golarion.”

Selective Channeling When Kyra channels positive energy, she can select up to two creatures within the area of the burst; these targets are not affected by her channeled energy.

Spells For full descriptions for Kyra's prepared spells, see Chapter 10 of the *Pathfinder RPG Core Rulebook*.

Spontaneous Casting Kyra can exchange any prepared spell that is not an orison or a domain spell for a cure spell of the same spell level or lower as she casts the spell.

Sun's Blessing When Kyra channels positive energy to harm undead creatures, she adds 1 point to the damage dealt. Undead do not add their channel resistance to their saves when she channels positive energy.

* The effects of this ability have already been calculated into Kyra's statistics.

Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra lost her family and home to raiders. Yet where another might be consumed by a thirst for revenge, Kyra has found peace in Sarenrae, goddess of the sun, healing, and redemption and in the belief that, if she can prevent even one death at evil hands, her own losses will not have been in vain. While her faith runs deep, she does not see herself as an evangelist and saves her sermonizing for those with ears to hear her enlightenment—a virtue largely learned after many frustrating philosophical arguments with fellow Pathfinders.