

Beckay

Player: Alex Z

Cleric 2

NG, Medium, Human, Humanoid

Ancestry: Human (Versatile Human)

Background: Scholar

Alignment: Neutral Good

Deity: Sarenrae

Speed: 25 ft.

Languages: Draconic, Mwangi, Orcish, Undercommon

| Hit Points | Focus Points | Hero Points |
|------------|--------------|-------------|
| 26 | 1 | 3 1 |

| Str | Dex | Con | Int | Wis | Cha |
|-----|-----|-----|-----|-----|-----|
| +0 | +0 | +1 | +2 | +4 | +2 |

10 Str
10 Dex
12 Con
14 Int
18 Wis
14 Cha

PERCEPTION +8_T = +4_{Base} +4_{Wis} +0_{Misc}

FORTITUDE +5_T = +4_{Base} +1_{Con} +0_{Misc}

REFLEX +4_T = +4_{Base} +0_{Dex} +0_{Misc}

WILL +10_E = +6_{Base} +4_{Wis} +0_{Misc}

AC 14_{T*} = +14_{Base} +0_{Dex} +0_{Misc}

Defenses

Armor Class (Wooden shield): +2 with shield raised

Explorer's clothing (Trained)

AC: +0, Max Dex: +5, Armor Check: -, Speed: -

Traits: comfort

Unarmored defense (Trained)

AC: +0, Max Dex: -, Armor Check: -, Speed: -

Wooden shield

AC: +2, Max Dex: -, Armor Check: -, Speed: -

Scimitar (Trained)

Melee: +4/-1/-6 (1d6 S / 1d6+1 S / 1d6+2 S, Crit ×2|×2|×2)

Traits: forceful, sweep

Shield bash (Untrained)

Melee: +0/-5/-10 (1d4 B, Crit ×2)

Special Abilities

Anathema

create undead, lie, deny a repentant creature an opportunity for redemption, fail to strike down evil

Divine Font (Heal)

You can cast the *heal* spell.

Treat Wounds (2d8, DC 15)

Use Medicine to restore HP to adjacent living creature based on check result.

Feats

Natural Ambition [Ancestry Feats Selection]

Gain a 1st-level class feat for your class.

Turn Undead [Class Feats Selection]

When your *heal* spells damage undead, each undead that critically fails its save gains the fleeing condition for 1 round.



Skills

+6_T **Academia Lore**_{Int}

+0_U **Acrobatics**_{Dex}

+2_U **Arcana**_{Int}

+0_U **Athletics**_{Str}

+2_U **Crafting**_{Int}

+2_U **Deception**_{Cha}

+6_T **Diplomacy**_{Cha}

+2_U **Intimidation**_{Cha}

+8_T **Medicine**_{Wis}

+8_T **Nature**_{Wis}

+6_{T*} **Occultism**_{Int}

+6_T **Performance**_{Cha}

+8_T **Religion**_{Wis}

+6_T **Society**_{Int}

+0_U **Stealth**_{Dex}

+4_U **Survival**_{Wis}

+0_U **Thievery**_{Dex}

Skill Modifiers

Occultism (Assurance): Forgo rolling to receive total result of 14

Feats

Battle Medicine [General Feats Selection]

Treat Wounds, DC 15: heal 2d8 HP. The target is then immune to your Battle Medicine for 1 day.

Weapon Proficiencies

Trained: All Simple Weapons, All Unarmed Attacks, Scimitar

Armor Proficiencies

Trained: Unarmored Defense

Feats

Healing Hands [Natural Ambition Feat]

When you cast *heal*, you roll d10s instead of d8s.

Quick Identification [Skill Feats Selection]

Identify Magic to determine the properties of an item, ongoing effect, or location, takes 1 minute.

Assurance (Occultism)

Forgo rolling a Occultism check to instead use a result of 14.

Domain Initiate

Choose a domain and gain its initial domain spell.

Spells

Cleric spells prepared (DC 18)

1st—*bless*, *heal* (3), *magic weapon*

Cantrip (at will)—*detect magic*, *guidance*, *know direction*, *shield*, *stabilize*

Focus Spells

Healer's Blessing (1st)

Tracked Resources

Healing potion, minor (1d8)
Torch

Gear (Encum: 5 bulk, Over: 10 bulk)

Total Bulk Carried: 3.4, Unencumbered

| | |
|------------------------------------|-----|
| Backpack <Holds: 71 @ 1 blk> | L |
| Bedroll <In: Backpack> | L |
| Chalk x10 <In: Backpack> | - |
| Explorer's clothing | L |
| Flint and steel <In: Backpack> | - |
| Healer's tools | 1 |
| Healing potion, minor (1d8) | L |
| Money | - |
| Rations (1 week) x2 <In: Backpack> | 0.2 |
| Religious symbol (silver) | L |
| Rope (foot) x50 <In: Backpack> | L |
| Scimitar | 1 |
| Soap <In: Backpack> | - |
| Torch x5 <In: Backpack> | 0.5 |
| Waterskin <In: Backpack> | L |
| Wooden shield | 1 |

Personal Details

Gender: Female; **Eyes:** Blue; **Hair:** Blonde; **Skin:** Peach

Experience & Wealth

Career Experience Points: **1,237** (237/1,000 to 3rd)

Current Cash: **33 gp, 6 sp, 5 cp**

Beckay – Abilities & Gear

Assurance (Occultism) (Background Selection, Feat)

Traits: Fortune, General, Skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Battle Medicine (Feat, General Feats Selection)

Traits: General, Healing, Manipulate, Skill
[1 action]

You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Healing Hands (Feat, Natural Ambition Feat)

Traits: Cleric

Your positive energy is even more vibrant and restorative. When you cast *heal*, you roll d10s instead of d8s.

Quick Identification (Feat, Skill Feats Selection)

Traits: General, Skill

You can Identify Magic swiftly. You take only 1 minute when using Identify Magic to determine the properties of an item, ongoing effect, or location, rather than 10 minutes. If you're a master, it takes a 3-action activity, and if you're legendary, it takes 1 action.

Turn Undead (Class, Class Feats Selection, Cleric, Feat)

Traits: Cleric

Undead harmed by your positive energy might flee, compelled by an innate aversion to the force opposite undeath. When you use a *heal* spell to damage undead, each undead of your level or lower that critically fails its save gains the fleeing condition for 1 round.

Anathema (Class, Cleric)

Acts fundamentally opposed to your deity's alignment or ideals are anathema to your faith. Learning or casting spells, committing acts, and using items that are anathema to your deity remove you from your deity's good graces.

Casting spells with the evil trait is almost always anathema to good deities, and casting good spells is likewise anathema to evil deities; similarly, casting chaotic spells is anathema to lawful deities, and casting lawful spells is anathema to chaotic deities. A neutral cleric who worships a neutral deity isn't limited this way, but their alignment might change over time if they frequently cast spells or use abilities with a certain alignment. Similarly, casting spells that are anathema to the tenets or goals of your faith could interfere with your connection to your deity. For example, casting a spell to create undead would be anathema to Pharasma, the goddess of death. For borderline cases, you and your GM determine which acts are anathema.

If you perform enough acts that are anathema to your deity, or if your alignment changes to one not allowed by your deity, you lose the magical abilities that come from your connection to your deity. The class features that you lose are determined by the GM, but they likely include your divine font and all divine spellcasting. These abilities can be regained only if you demonstrate your repentance by conducting an *atone* ritual (found on page 409).

Supplemental Notes

Sarenrae's Anathema: create undead, lie, deny a repentant creature an opportunity for redemption, fail to strike down evil

Sarenrae's Anathema: create undead, lie, deny a repentant creature an opportunity for redemption, fail to strike down evil

Sarenrae's Anathema: create undead, lie, deny a repentant creature an opportunity for redemption, fail to strike down evil

Divine Font (Heal) (Class, Cleric)

Through your deity's blessing, you gain additional spells that channel either the life force called positive energy or its counterforce, negative energy. When you prepare your spells each day, you can prepare additional *heal* or *harm* spells, depending on your deity. The divine font spell your deity provides is listed in the Divine Font entry for your deity on pages 437–440; if both are listed, you can choose between *heal* or *harm*. Once you choose, you can't change your choice short of an ethical shift or divine intervention.

Healing Font: You gain additional spell slots each day at your highest level of cleric spell slots. You can prepare only *heal* spells (page 343) in these slots, and the number of slots is equal to 1 plus your Charisma modifier.

Harmful Font: You gain additional spell slots each day at your highest level of cleric spell slots. You can prepare only *harm* spells (page 343) in these slots, and the number of slots is equal to 1 plus your Charisma modifier.

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.

Success The target regains 2d8 Hit Points, and its wounded condition is removed.

Critical Failure The target takes 1d8 damage.

Weapon Traits**Agile**

The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Forceful

This weapon becomes more dangerous as you build momentum. When you attack with it more than once on your turn, the second attack gains a circumstance bonus to damage equal to the number of weapon damage dice, and each subsequent attack gains a circumstance bonus to damage equal to double the number of weapon damage dice.

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Sweep

This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted to attack a different target this turn using this weapon.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Armor**Wooden shield**

Though they come in a variety of shapes and sizes, the protection offered by wooden shields comes from the stoutness of their materials. While wooden shields are less expensive than steel shields, they break more easily.

Gear**Flint and steel**

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Healing potion, minor (1d8)

Traits: Consumable, Healing, Magical, Necromancy, Positive, Potion [1 action]

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

Minor

The potion restores 1d8 Hit Points.

Torch

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

Healer's Blessing**Focus 1****Focus 1****Action** [1]**Uncommon, Cleric, Necromancy****Traditions** divine**Cast** [1 action] verbal**Range** 30 ft.**Targets** 1 willing living creature**Duration** 1 minute**In-Play Information****Cast** [1 action] verbal**Range** 30 ft.**Targets** 1 willing living creature**Duration** 1 minute

Calculation Breakdown

Proficiency Level (Trained)•**Ability Bonus** (+4): Wisdom 18 (+4)•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)

Your words bless a creature with an enhanced connection to positive energy. When the target regains Hit Points from a healing spell, it regains 2 additional Hit Points.

The target regains additional Hit Points from *healer's blessing* only the first time it regains HP from a given healing spell, so a spell that heals the creature repeatedly over a duration would restore additional Hit Points only once.**Heightened (+1)** The additional healing increases by 2 HP.**Detect Magic****Cantrip 1****Cantrip 1****Action** [2]**Cantrip, Detection, Divination, Divine****Traditions** divine**Cast** [2 actions] somatic, verbal**Area** 30-foot emanation**In-Play Information****Cast** [2 actions] somatic, verbal**Area** 30-foot emanation

Calculation Breakdown

Proficiency Level (Trained)•**Ability Bonus** (+4): Wisdom 18 (+4)•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)

You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically are detected normally.**Heightened (3rd)** You learn the school of magic for the highest-level effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn.**Heightened (4th)** As 3rd level, but you also pinpoint the source of the highest-level magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).**Guidance****Cantrip 1****Cantrip 1****Action** [1]**Cantrip, Divination, Divine****Traditions** divine**Cast** [1 action] verbal**Range** 30 ft.**Targets** 1 creature**Duration** until the start of your next turn**In-Play Information****Cast** [1 action] verbal**Range** 30 ft.**Targets** 1 creature**Duration** until the start of your next turn

Calculation Breakdown

Proficiency Level (Trained)•**Ability Bonus** (+4): Wisdom 18 (+4)•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)

You ask for divine guidance, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

Know Direction**Cantrip 1****Cantrip 1****Action** [2]**Cantrip, Detection, Divination, Divine****Traditions** divine**Cast** [2 actions] somatic, verbal**In-Play Information****Cast** [2 actions] somatic, verbal

Calculation Breakdown

Proficiency Level (Trained)•**Ability Bonus** (+4): Wisdom 18 (+4)•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)

In your mind's eye, you see a path northward. You immediately know which direction is north (if it exists at your current location).

Heightened (7th) You can instead know the direction to a familiar location, such as a previous home or a favorite tavern.

Beckay – Spells

| Shield | Spell 1 |
|---|---|
| <p>Cantrip 1 Action [1] Abjuration, Cantrip, Divine, Force Traditions divine Cast [1 action] verbal Duration until the start of your next turn</p> <p>In-Play Information</p> <p>Cast [1 action] verbal Duration until the start of your next turn</p> <p>Calculation Breakdown Proficiency Level (Trained) •Ability Bonus (+4): Wisdom 18 (+4) •Base Bonus (+4): Character Level (+2), Trained Proficiency Modifier (+2) You raise a magical shield of force. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.</p> <p>While the spell is in effect, you can use the Shield Block reaction with your magic shield (see below). The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the <i>magic missile</i> spell.</p> <p>Heightening the spell increases the shield's Hardness.</p> <p>Heightened (3rd) The shield has Hardness 10. Heightened (5th) The shield has Hardness 15. Heightened (7th) The shield has Hardness 20. Heightened (9th) The shield has Hardness 25.</p> <p>Shield Actions The <i>shield</i> spell works like a raised shield, and it also gives you the ability to use the Shield Block reaction.</p> <p>Shield Block [reaction] Trigger While you have your shield raised, you take damage from a physical attack. You place your shield to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.</p> | <p>Bless</p> <p>Spell 1 Action [2] Divine, Enchantment, Mental Traditions divine Cast [2 actions] somatic, verbal Area 5-foot emanation Targets you and allies in the area Duration 1 minute</p> <p>In-Play Information</p> <p>Cast [2 actions] somatic, verbal Area 5-foot emanation Targets you and allies in the area Duration 1 minute</p> <p>Calculation Breakdown Proficiency Level (Trained) •Ability Bonus (+4): Wisdom 18 (+4) •Base Bonus (+4): Character Level (+2), Trained Proficiency Modifier (+2) Blessings from beyond help your companions strike true. You and your allies in the area gain a +1 status bonus to attack rolls. Once per turn, starting the turn after you cast <i> Bless</i>, you can use a single action, which has the concentrate trait, to increase the emanation's radius by 5 feet. <i> Bless</i> can counteract <i> bane</i>.</p> |
| Stabilize | Spell 1 |
| <p>Cantrip 1 Action [2] Cantrip, Divine, Healing, Necromancy, Positive Traditions divine Cast [2 actions] somatic, verbal Range 30 ft. Targets 1 dying creature</p> <p>In-Play Information</p> <p>Cast [2 actions] somatic, verbal Range 30 ft. Targets 1 dying creature</p> <p>Calculation Breakdown Proficiency Level (Trained) •Ability Bonus (+4): Wisdom 18 (+4) •Base Bonus (+4): Character Level (+2), Trained Proficiency Modifier (+2) Positive energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points.</p> | <p>Heal (x3)</p> <p><i>Heal's listed healing/damage is based of a default of using 2 actions to cast it. To view the 1 action version, the actions used will need to be decreased in the die roller.</i></p> <p>Spell 1 Action [1] or [2] or [3] Divine, Healing, Necromancy, Positive Traditions divine Cast [1 action] to [3 actions] Range var Targets 1 willing living creature or 1 undead creature</p> <p>In-Play Information</p> <p>Cast [1 action] to [3 actions] Range var Targets 1 willing living creature or 1 undead creature Healing 1d10+8</p> <p>Calculation Breakdown Proficiency Level (Trained) •Ability Bonus (+4): Wisdom 18 (+4) •Base Bonus (+4): Character Level (+2), Trained Proficiency Modifier (+2) You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.</p> <p>[1 action] (somatic) The spell has a range of touch.</p> <p>[2 actions] (verbal, somatic) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.</p> <p>[3 actions] (material, somatic, verbal) You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.</p> <p>Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.</p> |

Magic Weapon

Spell 1

Spell 1

Action [2]

Divine, Transmutation

Traditions divine

Cast [2 actions] somatic, verbal

Range touch

Targets 1 weapon that is unattended or wielded by you or a willing ally

Duration 1 minute

In-Play Information

Cast [2 actions] somatic, verbal

Range touch

Targets 1 weapon that is unattended or wielded by you or a willing ally

Duration 1 minute

Calculation Breakdown

Proficiency Level (Trained)

•**Ability Bonus** (+4): Wisdom 18 (+4)

•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)

The weapon glimmers with magic and energy. The target becomes a +1 *striking weapon*, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two.

Nothing to print!

[None Specified] - Beckay

Date (game world): Gozran 1, 4721; **Date (real world):** 09/30/2023, 9:18 pm **XP Reward:** 357 XP; **Net Cash:** 58 sp, 53 cp

[None Specified] - Beckay

Date (game world): ; Date (real world): 10/13/2023, 9:25 pm **XP Reward:** 308 XP; **Net Cash:** 6 sp

[None Specified] - Beckay

Date (game world): ; Date (real world): 10/14/2023, 1:22 pm **XP Reward:** 374 XP; **Net Cash:** -2 pp, 20 gp, 7 sp, 6 cp

[None Specified] - Beckay

Date (game world): ; Date (real world): 10/24/2023, 11:46 am **XP Reward:** 132 XP; **Net Cash:** 24 gp, -69 sp, -54 cp

[None Specified] - Beckay

Date (game world): ; Date (real world): 11/10/2023, 6:55 pm **XP Reward:** 66 XP; **Net Cash:**