

Shiso Sukbutter

Player: Pat Pint

Male dwarf (deep delver) cleric of Sarenrae 17 - CR 16

Neutral Good Humanoid (Dwarf); Deity: Sarenrae; Age: 68;
Height: 4' 4"; Weight: 199 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
Portable ram : +2 circumstance bonus to break open doors with a ram			
DEX DEXTERITY	10	0	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	14	+2	
WIS WISDOM	22/28	+6/+9	
CHA CHARISMA	16/22	+3/+6	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+14 =	+10	+3		+1		Minesight : -2 vs. [light] effects, Hardy +2 : +2 vs. poison, spells, and spell-like abilities, Witchbreaker : +2 bonus vs. hexes, spells, spell-like & supernatural abilities of witches & hags
REFLEX (DEXTERITY)	+6 =	+5			+1		Minesight : -2 vs. [light] effects, Hardy +2 : +2 vs. poison, spells, and spell-like abilities, Witchbreaker : +2 bonus vs. hexes, spells, spell-like & supernatural abilities of witches & hags
WILL (WISDOM)	+22 =	+10	+9		+3		Minesight : -2 vs. [light] effects, Hardy +2 : +2 vs. poison, spells, and spell-like abilities, Witchbreaker : +2 bonus vs. hexes, spells, spell-like & supernatural abilities of witches & hags

Spell Resistance (27)

AC	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	27 =	+11	+4			+2			

Touch AC 10 **Flat-Footed AC** 27

Deep Warrior: +2 Dodge bonus vs. aberrations

CM Bonus	BAB	Strength	Size	Misc
CM Bonus	+13 =	+12	+1	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
CM Defense	23 = 10	+12	+1	+0

27 vs. Bull Rush; 27 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack +12

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Initiative +0

Speed 20 ft

HP 140

Damage / Current HP



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (0)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+6	INT (2)	1	
Greed : +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	+6	CHA (6)	-	
Climb	-5	STR (1)	-	
Diplomacy	+10	CHA (6)	1	
Disguise	+6	CHA (6)	-	
Escape Artist	-6	DEX (0)	-	
Fly	-1	DEX (0)	-	
Heal	+29	WIS (9)	17	
Intimidate	+6	CHA (6)	-	
Knowledge (arcana)	+8	INT (2)	3	
Knowledge (planes)	+11	INT (2)	6	
Knowledge (religion)	+21	INT (2)	16	
Perception	+13	WIS (9)	4	
Stonecunning : +2 racial bonus to notice unusual stonework				
Ride	-6	DEX (0)	-	
Sense Motive	+17	WIS (9)	5	
Spellcraft	+22	INT (2)	17	
Stealth	-6	DEX (0)	-	
Survival	+11	WIS (9)	2	
Swim	-5	STR (1)	-	

Activated Abilities & Adjustments

Ability Score (Permanent): +2
Natural Armor Bonus: +1
Spell Resistance: +27

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Channel Ray (270 feet)

You may channel energy as a ray. Ranged touch to hit unwilling targets. +2 DC.

Channeled Revival

May expend channel energy to cast *breath of life*

Divine Protection (1/day)

Add Charisma bonus to a saving throw if it's not already added.

Extra Channel

Each time you take this feat, you can use your ability to channel energy two more times per day than normal.

Iron Will

You get a +2 bonus on all Will saving throws.

Selective Channeling

Exclude targets from the area of your Channel Energy.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Feats

Turn Undead (DC 25)

Std act, 1 channel energy, undead in 30 ft. flee as if panicked for 1 min. (Will neg).

Vital Strike

Standard action: x2 weapon damage dice.

Witchbreaker

Gain a +2 bonus on saves against effects from hags and witches; can potentially break their mind-affecting effects on allies with successful critical hits.

Traits

Cleansing Light

Your faith is pure and strong, and your positive energy purges undead. When dealing damage to undead with your channel energy, you can reroll any damage die that shows a natural 1.

Sacred Conduit

+1 Channel Energy DC

Battleaxe

Main hand: **+13/+8/+3, 1d8+1**

Crit: x3
1-hand, S

Both hands: **+13/+8/+3, 1d8+1**

Main w/ offhand: **+7/+2/-3, 1d8+1**

Main w/ light off: **+9/+4/-1, 1d8+1**

Offhand: **+3, 1d8**

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Dwarven thrower

Main hand: **+16/+11/+6, 1d8+4**

Crit: x3
Rng: 30'
1-hand, B

Both hands: **+16/+11/+6, 1d8+4**

Main w/ offhand: **+10/+5/+0, 1d8+4**

Main w/ light off: **+12/+7/+2, 1d8+4**

Offhand: **+6, 1d8+3**

Ranged: **+15, 1d8+4**

Ranged, both hands: **+15, 1d8+4**

Ranged w/ offhand: **+9, 1d8+4**

Ranged w/ light off: **+11, 1d8+4**

Ranged offhand: **+5, 1d8+3**

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Heavy shield bash

Main hand: **+9/+4/-1, 1d4+1**

Crit: x2
1-hand, B

Both hands: **+9/+4/-1, 1d4+1**

Main w/ offhand: **+3/-2/-7, 1d4+1**

Main w/ light off: **+5/+0/-5, 1d4+1**

Offhand: **-1, 1d4**

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Sling

Ranged: **+12, 1d4+1**

Crit: x2
Rng: 50'
1-hand, B

Ranged, both hands: **+12, 1d4+1**

Ranged w/ offhand: **+6, 1d4+1**

Ranged w/ light off: **+8, 1d4+1**

Ranged offhand: **+2, 1d4**

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Experience & Wealth

Experience Points: **980000/1,200,000**

Current Cash: **You have no money!**

Unarmed strike

Main hand: **+13/+8/+3, 1d3+1**

Crit: x2
Light, B, Nonlethal

nonlethal

Main w/ offhand: **+7/+2/-3,**

1d3+1 nonlethal

Main w/ light off: **+9/+4/-1,**

1d3+1 nonlethal

Offhand: **+5, 1d3 nonlethal**

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

+2 heavy steel shield

+4

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

+5 breastplate

+11

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

Gear

**Total Weight Carried: 99/130 lbs, Heavy Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

+2 heavy steel shield	15 lbs
+5 breastplate	30 lbs
Alchemist's lab <In: Bag of holding III (67 @	40 lbs
Alchemy crafting kit <In: Bag of holding III (67 @	5 lbs
Amulet of natural armor +1	-
Backpack (1 @ 35 lbs)	2 lbs
Bag of holding III (67 @ 134.5 lbs) <In: Backpack	35 lbs
Battleaxe <In: Bag of holding III (67 @ 134.5 lbs)>	6 lbs
Bedroll <In: Bag of holding III (67 @ 134.5 lbs)>	5 lbs
Bedroll <In: Bag of holding III (67 @ 134.5 lbs)>	5 lbs
Belt of fallen heroes (1/day)	1 lb
Belt pouch (6 @ 2.5 lbs)	0.5 lbs
Candle x10 <In: Bag of holding III (67 @ 134.5 lbs)>	-
Cold weather outfit (Free)	-
Dwarven thrower	5 lbs
Dweomer's essence x3	-
Flint and steel <In: Belt pouch (6 @ 2.5 lbs)>	-
Headband of mental prowess +6 (Wis, Cha)	1 lb
Heavy shield bash	-
Holy symbol, wooden (Sarenrea)	-
Holy text (Cheap) <In: Bag of holding III (67 @ 134.5	-
Ink, black <In: Bag of holding III (67 @ 134.5 lbs)>	-
Inkpen <In: Bag of holding III (67 @ 134.5 lbs)>	-
Mess kit <In: Bag of holding III (67 @ 134.5 lbs)>	1 lb
Mirror <In: Belt pouch (6 @ 2.5 lbs)>	0.5 lbs
Money <In: Bag of holding III (67 @ 134.5 lbs)>	-
Oil x10 <In: Bag of holding III (67 @ 134.5 lbs)>	1 lb
Parchment x10 <In: Bag of holding III (67 @ 134.5	-
Pole <In: Bag of holding III (67 @ 134.5 lbs)>	8 lbs
Portable ram <In: Bag of holding III (67 @ 134.5	20 lbs
Pot <In: Bag of holding III (67 @ 134.5 lbs)>	4 lbs
Potion of endure elements <In: Belt pouch (6 @ 2.5	-

Shiso Sukbutter – Abilities & Gear

Channel Ray (270 feet) **Feat**

You can focus your channeled energy on a single target.

Prerequisite: Channel energy class feature.

Benefit: When you channel energy, you can project a ray from your holy symbol instead of creating a burst. You must succeed at a ranged touch attack to hit an unwilling target; your target is then affected by the channeled energy as normal and receives a saving throw. You need not make an attack roll to affect a willing creature with the ray. The ray has a range of 30 feet per channel energy die, and its save DC is increased by 2.

Appears In : Ranged Tactics Toolbox

Channeled Revival **Feat**

You can expend a large portion of your channeling power to reverse death itself.

Prerequisite: Channel energy 6d6 (positive energy).

Benefit: As a full-round action that provokes attacks of opportunity, you can expend three uses of your channel energy class feature to restore a dead creature to life as if you had cast the *breath of life* spell (**Core Rulebook 251**).

Appears In : Ultimate Combat

Divine Protection (1/day) **Feat**

Your deity protects you against deadly attacks.

Prerequisites: Cha 13, Knowledge (religion) 5 ranks.

Benefit: Once per day as an immediate action before rolling a saving throw, you can add your Charisma modifier on that saving throw. As usual, this does not stack if you already apply your Charisma modifier to that saving throw. If you possess the charmed life class feature, you can instead apply Divine Protection's bonus after rolling the saving throw but before the result is revealed.

Appears In : Advanced Class Guide

Extra Channel **Feat**

You can channel divine energy more often.

Prerequisite: Channel energy class feature.

Benefit: You can channel energy two additional times per day.

Special: If a paladin with the ability to channel positive energy takes this feat, she can use lay on hands four additional times a day, but only to channel positive energy.

Iron Will **Feat**

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Selective Channeling **Feat**

You can choose whom to affect when you channel energy.

Prerequisite: Cha 13, channel energy class feature.

Benefit: When you channel energy, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your channeled energy.

Normal: All targets in a 30-foot burst are affected when you channel energy. You can only choose whether or not you are affected.

Turn Undead (DC 25) **Feat**

Calling upon higher powers, you cause undead to flee from the might of your unleashed divine energy.

Prerequisites: Channel positive energy class feature.

Benefit: You can, as a standard action, use one of your uses of channel positive energy to cause all undead within 30 feet of you to flee, as if panicked. Undead receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 your cleric level + your Charisma modifier. Undead that fail their save flee for 1 minute. Intelligent undead receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

Vital Strike **Feat**

You make a single attack that deals significantly more damage than normal.

Prerequisites: Base attack bonus +6.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Appears In : Not New Paths Option: Use Scaling Feats

Witchbreaker **Feat**

You are trained to be resilient to and disrupt the magic of hags and witches.

Prerequisite: Iron Will.

Benefit: You gain a +2 bonus on saving throws against the hexes, spells, spell-like abilities, and supernatural abilities of hags and witches. In addition, whenever you confirm a critical hit against a hag or a witch, any of your allies affected by a mind-affecting effect from that creature can attempt a new saving throw against the effect as an immediate action.

Appears In : People of the North, Ultimate Wilderness

Cleansing Light **Trait**

Your faith is pure and strong, and your positive energy purges undead. When dealing damage to undead with your channel energy, you can reroll any damage die that shows a natural 1.

Appears In : Faiths of Purity, Inner Sea Gods

Sacred Conduit **Trait**

Your birth was particularly painful and difficult for your mother, who needed potent divine magic to ensure you survived; your mother may or may not have survived. In any event, the magic infused you from an early age, and you now channel divine energy with greater ease than most. Whenever you channel energy, you gain a +1 trait bonus to the save DC of your channeled energy.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

Shiso Sukbutter – Abilities & Gear

Darkness Variant Channeling 9d6 plus 3 ch **Class Ability (Cleric)**

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Modification from the Glory domain : When you channel positive energy to harm undead creatures, the save DC to halve the damage is increased by 2.

Darkvision (90 feet) **Racial Ability,Senses (Dwarf)**

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Deep Warrior +2 **Unknown**

Dwarves with this racial trait grew up facing the abominations that live deep beneath the surface. They receive a +2 dodge bonus to AC against monsters of the aberration type and a +2 racial bonus on combat maneuver checks made to grapple such creatures (or to continue a grapple). This racial trait replaces defensive training.

Appears In : Advanced Player's Guide, Advanced Race Guide

Fly (60 feet, Average) **Unknown**

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Greed **Racial Ability (Dwarf)**

+2 racial bonus on Appraise checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Hardy +2 **Racial Ability (Dwarf)**

Gain a racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred +1 **Racial Ability (Dwarf)**

+1 racial bonus to attack rolls against humanoid creatures of the orc and goblinoid subtypes because of their special training against these hated foes.

Minesight **Unknown**

Dwarves with this racial trait increase the range of their darkvision to 90 feet; however, they are automatically dazzled in bright light and take a -2 penalty on saving throws against effects with the light descriptor. This racial trait replaces darkvision.

Appears In : Advanced Race Guide

Slow and Steady **Racial Ability,Movement (Dwarf)**

Your base speed is never modified by armor or encumbrance.

Spell Resistance (27) **Unknown**

You have Spell Resistance.

Stability +4 **Racial Ability (Dwarf)**

+4 racial bonus to Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stonecunning +2 **Racial Ability (Dwarf)**

+2 racial bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. Receive a check to notice any such features that they pass within 10 feet of, whether or not they are actively looking.

Aura (Ex) **Class Ability (Cleric)**

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

Darkness Variant Channeling (Low-Light, D) **Class Ability (Cleric)**

Heal - Creatures gain low-light vision until the end of your next turn. At cleric level 5, they gain darkvision 30 feet as well, increasing this range by 30 feet for every 5 cleric levels thereafter.
Harm - The illumination level in the area drops by 1 step, as *darkness*, for 1 minute. At cleric level 10, the light level drops by 2 steps. At cleric level 15, it drops by 3 steps, and areas of dim light or darkness become supernaturally dark (even creatures with darkvision cannot see within it).

Appears In : Ultimate Magic

Divine Presence (30 ft., 17 rounds/day, DC) **Class Ability (Cleric,Lion Shan)**

At 8th level, you can emit a 30-foot aura of divine presence for a number of rounds per day equal to your cleric level. All allies within this aura are treated as if under the effects of a *sanctuary* spell with a DC equal to 10 + 1/2 your cleric level + your Wisdom modifier. These rounds do not need to be consecutive. Activating this ability is a standard action. If an ally leaves the area or makes an attack, the effect ends for that ally. If you make an attack, the effect ends for you and your allies.

Healer's Blessing (Su) **Class Ability (Ancient Guardia)**

At 6th level, all of your cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower Spell metamagic feat.

Rebuke Death (12/day) (Sp) **Class Ability (Ancient Guardia)**

You can touch a living creature as a standard action, healing it for 1d4 points of damage plus 1 for every two cleric levels you possess. You can only use this ability on a creature that is below 0 hit points. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Shiso Sukbutter – Abilities & Gear

Spontaneous Casting Class Ability (Cleric)

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see channel energy).

Touch of Glory +17 (15/day) (Sp) Class Ability (Cleric, Lion Shan)

You can cause your hand to shimmer with divine radiance, allowing you to touch a creature as a standard action and give it a bonus equal to your cleric level on a single Charisma-based skill check or Charisma ability check. This ability lasts for 1 hour or until the creature touched elects to apply the bonus to a roll. You can use this ability to grant the bonus a number of times per day equal to 3 + your Wisdom modifier.

Portable ram Gear

This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open a door and allows a second person to help, automatically increasing your bonus by 2.

Ring of feather falling Ring

This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

Construction

Requirements: Forge Ring, *feather fall*; **Cost** 1,100 gp

Wand of air walk (3 charges) Wand

Air Walk

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed. A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

Potion of mask dweomer Potion or Oil

Mask Dweomer

You mask and manipulate a spell's magic aura to make it harder to detect. Select one spell effect on the target creature or object. You must have either cast this spell yourself or have perceived it by means such as detect magic or arcane sight. Both the desired spell effect and mask dweomer are hidden from detect magic, although more powerful spells (such as arcane sight) pierce the deception if the caster succeeds on a Will save. Analyze dweomer automatically detects both mask dweomer and any masked spell effects.

Amulet of natural armor +1 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +1.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 1,000 gp

Bag of holding III (67 @ 134.5 lbs) Wondrous Item

This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount.

The Type III Bag of Holding can carry contents weighing up to 1,000 lbs and/or taking up a maximum volume of 150 cubic feet.

If a *bag of holding* is overloaded, or if sharp objects pierce it (from inside or outside), the bag immediately ruptures and is ruined, and all contents are lost forever. If a *bag of holding* is turned inside out, all of its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action, unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action. Magic items placed inside the bag do not offer any benefit to the character carrying the bag.

If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in the space: bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: the hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Construction

Requirements: Craft Wondrous Item, *secret chest*; **Cost** 3,700 gp

Belt of fallen heroes (1/day) Wondrous Item (Belt)

This large brass belt has three panels depicting scenes of battle. Once per day on command, the wearer can summon the spirit of a hero of one of the depicted battles. This spirit acts as a *spiritual ally*, though unlike the force created by that spell, the summoned hero is not entirely mindless. Whether or not the summoned hero is active, it attempts to guide its wearer to victory via telepathic warning and advice, granting its user a +1 insight bonus on all saving throws.

Construction

Requirements: Craft Wondrous Item, *divine favor*, *spiritual ally*; **Cost** 10,500 GP

Appears In : Ultimate Equipment

Dweomer's essence **Wondrous Item**

Derived from the patient distillation of rare magical reagents, a pinch of this fine white powder can be added to the casting of any spell as an additional material component to give the spellcaster a +5 bonus on caster level checks made to overcome spell resistance.

Construction

Requirements Craft Wondrous Item, Spell Penetration; **Cost** 250 gp

Appears In : Pathfinder Society Field Guide

Headband of mental prowess +6 (Wis, Cha) **Wondrous Item (Headband)**

This simple copper headband has a small yellow gem set so that when it rests upon the forehead of the wearer, the yellow gem sits perched on the wearer's brow as if it were a third eye in the middle of his forehead. Often, the headband contains additional designs to further accentuate the appearance of a third, crystal eye.

The headband grants the wearer an enhancement bonus to Wisdom and Charisma of +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. These bonuses are chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a Headband of vast intelligence.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*, *owl's wisdom*; **Cost** 45,000 gp

Seer's tea (10 rounds/day) **Wondrous Item**

This rich tea can be made from any number of herbs. When the tea is brewed without a filter and imbibed, the drinker can read the patterns in the leaves remaining at the bottom of her cup, gaining the benefits of an *augury* spell.

Additionally, the unbrewed tea can be used as an extra material component when casting *augury*, removing the need for a focus. In this case, the caster instead reveals information as if she had cast *divination* instead.

Construction

Requirements: Craft Wondrous Item, *augury* or *divination*; **Cost** 275 gp

Appears In : Ultimate Equipment

Wings of flying **Wondrous Item (Shoulders)**

A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower her to fly with a speed of 60 feet (average maneuverability), also granting a +5 competence bonus on Fly skill checks.

Construction

Requirements: Craft Wondrous Item, *fly*; **Cost** 27,000 gp

Gear

Total Weight Carried: 99/130 lbs, Heavy Load (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Potion of levitate <In: Belt pouch (6 @ 2.5 lbs)>	-
Potion of mask dweomer <In: Belt pouch (6 @ 2.5 lbs)>	-
Potion of remove blindness/deafness x2 <In: Bag of	-
Ring of feather falling	-
Rope <In: Bag of holding III (67 @ 134.5 lbs)>	10 lbs
Sealing wax <In: Bag of holding III (67 @ 134.5 lbs)>	1 lb
Seer's tea (10 rounds/day) <In: Bag of holding III (67 @	-
Sewing needle x2 <In: Bag of holding III (67 @ 134.5	-
Sling	-
Sling bullets x10	0.5 lbs
Soap <In: Bag of holding III (67 @ 134.5 lbs)>	0.5 lbs
Spell component pouch <In: Belt pouch (6 @ 2.5	2 lbs
Torch x10 <In: Bag of holding III (67 @ 134.5 lbs)>	1 lb
Trail rations x5 <In: Bag of holding III (67 @ 134.5	1 lb
Wand of air walk (3 charges)	-
Waterskin <In: Bag of holding III (67 @ 134.5 lbs)>	4 lbs
Wings of flying	2 lbs

Special Abilities

Aura (Ex)

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

Cleric Domain (Glory)

Granted Powers: You are infused with the glory of the divine, and are a true foe of the undead. In addition, when you channel positive energy to harm undead creatures, the save DC to halve the damage is increased by 2.

Cleric Domain (Healing)

Granted Powers: Your touch staves off pain and death, and your healing magic is particularly vital and potent.

Darkness Variant Channeling (Low-Light, Darkvision 90' /

Heal - Creatures gain low-light vision until the end of your next turn. At cleric level 5, they gain darkvision 30 feet as well, increasing this range by 30 feet for every 5 cleric levels thereafter. *Harm* - The illumination level in the area drops

Darkness Variant Channeling 9d6 plus 3 channel bonus

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the

Darkvision (90 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but

Deep Warrior +2

Dwarves with this racial trait grew up facing the abominations that live deep beneath the surface. They receive a +2 dodge bonus to AC against monsters of the aberration type and a +2 racial bonus on combat maneuver checks made to

Divine Presence (30 ft., 17 rounds/day, DC 27) (Su)

At 8th level, you can emit a 30-foot aura of divine presence for a number of rounds per day equal to your cleric level. All allies within this aura are treated as if under the effects of a *sanctuary* spell with a DC equal to 10 + 1/2 your cleric

Fly (60 feet, Average)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Greed

+2 racial bonus on Appraise checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Hardy +2

Gain a racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred +1

+1 racial bonus to attack rolls against humanoid creatures of the orc and goblinoid subtypes because of their special training against these hated foes.

Special Abilities

Healer's Blessing (Su)

At 6th level, all of your cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the

Minesight

Dwarves with this racial trait increase the range of their darkvision to 90 feet; however, they are automatically dazzled in bright light and take a -2 penalty on saving throws against effects with the light descriptor. This racial trait replaces

Slow and Steady

Your base speed is never modified by armor or encumbrance.

Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast

Stability +4

+4 racial bonus to Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stonecunning +2

+2 racial bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. Receive a check to notice any such features that they pass within 10 feet of, whether or not

Spell-Like Abilities

Rebuke Death (12/day) (Sp)

Touch of Glory +17 (15/day) (Sp)

Tracked Resources

Belt of fallen heroes (1/day)

Darkness Variant Channeling 9d6 plus 3 channel bonus (11/day, DC 25) (Su)

Divine Presence (30 ft., 17 rounds/day, DC 27) (Su)

Divine Protection (1/day)

Dwarven thrower

Dweomer's essence

Potion of endure elements

Potion of levitate

Potion of mask dweomer

Potion of remove blindness/deafness

Seer's tea (10 rounds/day)

Sling bullets

Torch

Trail rations

Wand of air walk (3 charges)

Languages

Common
Dwarven

Orc
Undercommon

Spells & Powers

Cleric spells memorized (CL 17th; concentration +26)

Melee Touch +13 Ranged Touch +12

9th—*mass heal*^D, *implosion* (DC 28)

8th—*holy aura*^D, *nine lives*^{ARG} (3)

7th—*mass cure serious wounds*, *destruction* (2, DC 26),
holy sword^D, *greater restoration*

6th—*blade barrier* (DC 25), *heal*^D, *heal* (3), *heroes' feast*

5th—*flame strike* (4, DC 24), *raise dead*, *righteous might*^D

4th—*air walk* (2), *blessing of fervor*^{APG} (2, DC 23), *cure critical wounds*^D, *neutralize poison*, *restoration*

3rd—*cure serious wounds*^D, *dispel magic*, *protection from energy* (5)

2nd—*cure moderate wounds*^D, *hold person* (DC 21),
shatter (2, DC 21), *silence* (DC 21), *spiritual weapon* (2)

1st—*cure light wounds*^D, *detect evil*, *divine favor*, *forbid action*^{UM} (DC 20), *shield of faith* (2), *sure casting*

0th (at will)—*detect fiendish presence*, *detect magic*,
mending, *stabilize*

[D] Domain spell; **Domains** Glory, Healing

Title - Shiso Sukbutter (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2019/01/20

XP Reward : 980000 XP; **Net Cash** : -482 gp, -2 sp, -8 cp

- no notes -