

Periella Endromidae

Female garuda-blooded aasimar (plumekith) cleric of Sinashakti 6 - CR 5

Chaotic Good Outsider (Native); Deity: **Sinashakti**; Age: **65**; Height: **5' 3"**; Weight: **125lb.**; Eyes: **Black-Violet Ice**; Hair: **Long platinum hair with long sleek black feathers streaking down**; Skin: **Snow**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	21	+5	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	16	+3	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+5	+2	+2		
Deathless Spirit : +2 vs. death, energy drain, negative energy, or necromancy spells							

REFLEX (DEXTERITY)	+9	=	+2	+5	+2		
Deathless Spirit : +2 vs. death, energy drain, negative energy, or necromancy spells							

WILL (WISDOM)	+10	=	+5	+3	+2		
Deathless Spirit : +2 vs. death, energy drain, negative energy, or necromancy spells							

Energy Resistance, Negative Energy (5)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22	=	+7	+5					

Touch AC	15	Flat-Footed AC	17	
		BAB	Strength	Size
				Misc

CM Bonus +6	=	+4	+2	-	-
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CM Defense	21	=	10	BAB	Strength	Dexterity	Size
				+4	+2	+5	-

Base Attack	+4	HP	57
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Initiative	+5	Damage / Current HP
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Speed	40 ft
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+1 darkwood composite shortbow

Ranged, both hands: **+10, 1d6+3** Crit: x3
Rng: 70'
2-hand, P

longspear

Both hands: **+6, 1d8+3** Crit: x3
2-hand, P, Brace,



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (5)	-	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	+1	STR (2)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+4	DEX (5)	-	
Fly	+12	DEX (5)	6	
Heal	+7	WIS (3)	1	
Intimidate	+0	CHA (0)	-	
Knowledge (religion)	+5	INT (0)	2	
Linguistics	+4	INT (0)	1	
Perception	+13	WIS (3)	6	
Ride	+4	DEX (5)	-	
Sense Motive	+7	WIS (3)	1	
Spellcraft	+4	INT (0)	1	
Stealth	+4	DEX (5)	-	
Survival	+3	WIS (3)	-	
Swim	+1	STR (2)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Nemesis
Point-Blank Shot
Precise Shot
Rapid Shot
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Conspiracy Hunter (Perception)
Fate's Favored
Toxophilite

Drawbacks

Paranoid

+1 mithral breastplate

+7

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light

Gear

**Total Weight Carried: 25/175 lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

+1 darkwood composite shortbow	1 lb
+1 mithral breastplate	15 lbs
arrows x50 <In: Handy haversack (120 @ 49.5	0.15 lbs
arrows x50 <In: Handy haversack (120 @ 49.5	0.15 lbs
Bedroll <In: Handy haversack (120 @ 49.5 lbs)>	5 lbs
Belt pouch (empty)	0.5 lbs
Blanket <In: Handy haversack (120 @ 49.5 lbs)>	1 lb
Canteen <In: Handy haversack (120 @ 49.5 lbs)>	1 lb
Cleric's vestments (Free)	-
Cloak of resistance +2	1 lb
Flint and steel <In: Handy haversack (120 @ 49.5 lbs)>	-
Handy haversack (120 @ 49.5 lbs)	5 lbs
Healer's kit <In: Handy haversack (120 @ 49.5 lbs)>	1 lb
Holy symbol, tattoo (Non-fading Black Tattoo)	-
longspear <In: Handy haversack (120 @ 49.5 lbs)>	9 lbs
Money <In: Dropped to ground (1 @ 19.26 lbs)>	19.26 lbs
Pot <In: Handy haversack (120 @ 49.5 lbs)>	4 lbs
Scroll of divine favor (x3) <In: Handy haversack (120 @	-
Scroll of remove disease (x2) <In: Handy haversack (120	-
Scroll of remove paralysis (x2) <In: Handy haversack (120	-
Silk rope <In: Handy haversack (120 @ 49.5 lbs)>	5 lbs
Soap <In: Handy haversack (120 @ 49.5 lbs)>	0.5 lbs
Spell component pouch	2 lbs
Torch x3 <In: Handy haversack (120 @ 49.5 lbs)>	1 lb
Trail rations x5 <In: Handy haversack (120 @ 49.5	1 lb

Special Abilities

Agile Feet (6/day) (Su)
Aura (Ex)
Cleric Channel Positive Energy 3d6 (3/day, DC 13) (Su)
Cleric Domain (Luck)
Cleric Domain (Travel)
Darkvision (60 feet)
Deathless Spirit
Good Fortune (1/day) (Ex)
Spontaneous Casting

Spell-Like Abilities

Bit of Luck (6/day) (Sp) ☐☐☐☐☐

Tracked Resources

Agile Feet (6/day) (Su) ☐☐☐☐☐☐
arrows ☐☐☐☐☐☐
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Experience & Wealth

Experience Points: **23000**/35000
Current Cash: **945 gp, 9 sp, 9 cp**
Reputation: **Fame: 6, PP: 6, 100 miles.**

Tracked Resources

arrows ☐☐☐☐☐☐
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☐☐☐☐☐☐
Cleric Channel Positive Energy 3d6 (3/day, DC 13) (Su) ☐☐
Good Fortune (1/day) (Ex) ☐
Healer's kit ☐☐☐☐☐☐
Torch ☐☐☐
Trail rations ☐☐☐☐☐

Languages

Celestial
Common
Thassilonian

Spells & Powers

Cleric spells memorized (CL 6th; concentration +9)
Melee Touch +6 Ranged Touch +9
3rd—*fly^D, prayer, remove disease*
2nd—*aid^D, bull's strength, remove paralysis*
1st—*bleed, divine favor, shield of faith, true strike^D*
0th (at will)—*detect magic, guidance, read magic*
[D] Domain spell; **Domains** Luck, Travel