VIVIAN KANTOR NEUTRAL GOOD HUMAN FEMALE PRIESTESS OF CHAUNTEA



**Character** **Level 2** Last Updated: February 27,2025

**Class/Level**: Cleric/2

**Appearance** a 5’8” tall, slender, 165lbs. 22 year old with long, deep-brown hair braided into a long braid gown her back and dark brown eyes, tanned skin with muscles strengthened and hands and fingers hardened and callused from many years of helping and working at harvest time.

Home Region- Kern Kingdom Speed- 30 ft Initiative: +2 BAB=+1

**Hit Points**- 1st level=8 +Con(+1)+Flaw(-1) = +8 2nd level=8 + 7+1-1 = +15

Languages-Common, Ancient Kern, Orc

**Abilities**  **Saving Throws** Total Base Mod Magic Misc

STR 12 (+1) \*Fortitude +4 +3 +1 +0 +0

INT 12 (+1)

WIS 18 (+4) \*Reflex +2 +0 +2 +0 +0

DEX 14 (+2)

CHA 10 (+0) \*Will +7 +3 +4 +0 +0

CON 12 (+1)

**Armor Class**

Total Base Armor Shield Dex Dodge Magic Misc

 10 +2 +1 +2 +1 +0 +1 (dastana)

 +17

AC touch-+13 AC flat-footed-+14 Grapple +2

Item Type AC Max Dex ACP Speed WT Notes

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Leather light +2 +6 +0 30 10

Buckler light +1 - -1 30 5

MW Dastana light +1 +0 30 5

+1 Dodge feat

**Weapon**  TO HIT DAMAGE CRIT RANGE TYPE WT

Light +3 1d8 19-20x2 80’ P 4 lbs

Crossbow

MW Sickle ++4 1d6+1 x2 - S 2 lbs

Gutblade +3 1d4+1 18-20/x2 - P 1 lbs

Light Hammer +3 1d4+1 X2 - - B 2 lbs

**SKILL POINTS**- 1st 16/2nd 4

**SKILLS**: Total Ability Mod Points Ranks Misc

+1 appraise INT +1 0 0

+1 balance DEX +2 0 0 -1 ACP

+0 bluff CHA +0 0 0

+0 climb STR +1 0 0 -1 ACP

\*+3 concentration CON +1 2 2

\*+1 craft(to gut stuff INT +1 0 0

no decipher script INT +1 0 0

\*+0 diplomacy CHA +0 0 0

no disable device INT +1 0 0

+0 disguise CHA +0 0 0

+1 escape artist DEX +2 0 0 -1 ACP

+0 forgery INT +0 0 0

+0 gather information CHA +0 0 0

+0 handle animal CHA +0 0 0

\*+5 heal WIS +4 1 1

+5 hide DEX +2 0 0 -1 ACP

+0 intimidate CHA +0 0 0

+3 jump STR +1 0 0 -1 ACP

\*+2 knowledge, arcana INT +1 1 1

no knowledge, architect/engineer INT +1 0 0

+2 knowledge, dungeonering INT +1 2 1

+2 knowledge, geography INT +1 0 0

\*+2 knowledge, history INT +1 1 1

no knowledge, local INT +1 0 0

\*+2 knowledge, nature INT +1 1 1

no knowledge, nobility/royalty INT +1 0 0

\*+3 knowledge, religion INT +1 2 2

\*+3 knowledge, the planes INT +1 2 2

+3 listen WIS +4 2 1 -4 flaw

++2 move silently DEX +2 2 1 -1 ACP

no open lock DEX +2 0 0

no perform CHA +0 0 0

\*+2 profession(butcher WIS +1 1 1

+3 ride DEX +2 0 0

+0 search INT +0 0 0

+1 sense motive WIS +1 0 0

+2 sleight of hand DEX +2 0 0 -1 ACP

\*+3 spellcraft INT +1 2 2

+3 spot WIS +4 2 1 -4 flaw

+4 survival WIS +4 0 0

+2 swim STR +1 0 0 -1 ACP x2

no tumble DEX +2 0 0 -1 ACP

no use magic device CHA +0 0 0

+2 use rope DEX +2 0 0

no speak languages n/a 0

**\*CLERIC CLASS SKILLS**

**FEATS, FLAWS AND ABILITIES**

**Flaw 1 Frail-** -1to hp/level

**Flaw 1 Inactive--**-4 penalty to spot and to listen checks

**1st level Feat- Dodge-**get a dodge bonus of +1 to AC

**Human Bonus Feat- Weapon Finesse-**use light weapons with DEX bonus ability instead of STR bonus ability to attack

**Flaw 1 Bonus Feat - Extra Turning**- turn or rebuke attempts 4 additional times per day

**Flaw 2 Bonus Feat - Quicken Turning** - turn or rebuke attempts as a free action

**Cleric Domain-1 Good**- cast good spells at +1 caster level

Domain Spells (1) Protection From Evil, (2) Aid

**Cleric Domain-2 Plant**- rebuke/command plant creatures in same way as evil cleric deals with undead

Domain Spells (1) Entangle, (2) Barkskin

**Turning**- 7x/day

At Present levels and abilities- Maximun HD affected roll 1d20

Total HD affected roll 2d6 + 2

**SPELLS-** D domain spell

**0th DC 14-**detect magic, guidance, light, read magic

**1st DC 15-**guiding light,interfaith blessing, magic weapon, D entangle

**SCROLLS**  blessed aim, ray of hope, shield of faith

**GEAR**

WT Magic Item

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0 HEAD: OPEN SLOT

0 FACE: OPEN SLOT

0 NECK: OPEN SLOT

0 SHOULDER: OPEN SLOT

0 BODY: OPEN SLOT

0 TORSO: OPEN SLOT

0 WAIST: OPEN SLOT

0 FEET: OPEN SLOT

0 WRISTS: OPEN SLOT

0 HANDS: OPEN SLOT

0 RING1: OPEN SLOT

0 RING2: OPEN SLOT

 ON PERSON

10 leather armor

5 buckler

5 MW dastana

2 MW sickle

2 light hammer

1 gutblade dagger

5 bedroll (0.1gp)

2 backpack (2gp)

1 waterskin empty

4 light crossbow

1 bolts x20

0 scrollcase

 IN BACKPACK

0 vials powder water x6

0 tindertwigs x5 (5gp)

5 rations dehydrated food days x10

0 torches x5

0 bolts x10

**WEALTH**

pp = 0

gp = 108

sp = 0

cp = 0