

Hragg of Clan Cobalt

Dwarf Male

LN Cleric 1

Hit Points: 10

Armor Class: 18 (+4 armor, +2 shield, +1 dodge, +1 dex)

+4 dodge bonus to Armor Class against monsters of the giant type

Initiative: +1

Move: 20 ft.

Saves:

Fort: +4

Ref: +1

Will: +4

(+2 vs. poison and spells/spell-like effects)

BAB: +0

Adj. Melee: +4 (+5 w/ dwarven waraxe)

Adj. Missile: +1

+1 racial bonus on attack rolls against orcs and goblinoids.

ST: 18 (+1/level for 1 round once per day)

DX: 13

CN: 14

IN: 12

WS: 14

CH: 8

Rolled scores: 18, 10, 12, 12, 14, 13 (+2 con, -2 cha)

Languages: Common, Dwarf, Orc

Feats: Dodge, Weapon Proficiency (Dwarven Waraxe), Weapon Focus (Dwarven Waraxe)

Skills: Concentration (Con) +6, Heal (Wis) +6, Knowledge (religion) (Int) +5

Spells

0-Level:

Cure Minor Wounds: Cures 1 point of damage.

Detect Magic: Detects spells and magic items within 60 ft.

Mending: Makes minor repairs on an object.

1st Level:

Enlarge Person*: Humanoid creature doubles in size.

Protection from Evil: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

Shield of Faith: Aura grants +2 or higher deflection bonus.

Equipment: (180 starting gp)

Dwarven Waraxe (1d10 / x3)	30
4 throwing daggers (1d4 / (19-20) x2; range 10ft.)	8
Scale Mail (+4 armor, -4 armor check)	50
Heavy Steel Shield (+2 armor, -2 armor penalty)	20
Backpack	2
Bedroll	1sp
Scrollcase	1
Crowbar	2
4 flasks oil	4sp
5 empty sacks	5sp
Waterskin	1
Whetstone	2cp
4 days trail rations	2
2 bags of caltrops	2
50' rope with grappling hook	2
Signal Whistle	8sp
Beltpouch	1
57 gp, 1sp, 8cp	

Domains:

Strength:

Granted Power

You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round, and it is usable once per day.

Strength Domain Spells

1. **Enlarge Person:** Humanoid creature doubles in size.
2. **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
3. **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
4. **Spell Immunity:** Subject is immune to one spell per four levels.
5. **Righteous Might:** Your size increases, and you gain combat bonuses.
6. **Stoneskin:** Ignore 10 points of damage per attack.
7. **Grasping Hand:** Large hand provides cover, pushes, or grapples.
8. **Clenched Fist:** Large hand provides cover, pushes, or attacks your foes.
9. **Crushing Hand:** Large hand provides cover, pushes, or crushes your foes.

War:

Granted Power

Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

War Domain Spells

1. **Magic Weapon:** Weapon gains +1 bonus.
2. **Spiritual Weapon:** Magical weapon attacks on its own.
3. **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
4. **Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.
5. **Flame Strike:** Smite foes with divine fire (1d6/level damage).
6. **Blade Barrier:** Wall of blades deals 1d6/level damage.
7. **Power Word Blind:** Blinds creature with 200 hp or less.
8. **Power Word Stun:** Stuns creature with 150 hp or less.
9. **Power Word Kill:** Kills creature with 100 hp or less.

Turn or Rebuke Undead (Su)

A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

Dwarf Traits

- +2 Constitution, -2 Charisma.
- Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- Automatic Languages: Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- Favored Class: Fighter.