

Father Pogent

Male gripli cleric of Erastil 3 - CR 2

Lawful Good Humanoid (Gripli); Deity: **Erastil**; Age: **18**;
Height: **1' 10"**; Weight: **25lb.**; Eyes: **Big**; Hair: **None**; Skin:
Froggish

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+3				
REFLEX (DEXTERITY)	+2	=	+1	+1			
WILL (WISDOM)	+4	=	+3	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13	=	+1		+1	+1			

Touch AC	12	Flat-Footed AC	12		
		BAB	Strength	Size	Misc

CM Bonus	+0	=	+2	-1	-1	-
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CM Defense	11	=	10	BAB	Strength	Dexterity	Size
				+2	-1	+1	-1

Base Attack	+2	HP	23
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Initiative	+1	Damage / Current HP
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Speed	30 / 20 ft
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Longbow

Ranged, both hands: **+4, 1d6-1**

Crit: x3
Rng: 100'
2-hand, P

Quilted cloth armor

+1

Max Dex: +8, Armor Check: -
Spell Fail: 10%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-5	DEX (1)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+4	INT (0)	1	
Bluff	+0	CHA (0)	-	
Climb	+1	STR (-1)	-	
Diplomacy	+4	CHA (0)	1	
Disguise	+0	CHA (0)	-	
Escape Artist	-5	DEX (1)	-	
Fly	-3	DEX (1)	-	
Heal	+5	WIS (1)	1	
Intimidate	+0	CHA (0)	-	
Perception	+2	WIS (1)	1	
Ride	-5	DEX (1)	-	
Sense Motive	+5	WIS (1)	1	
Stealth	+0	DEX (1)	1	
Camouflage: +4 racial bonus in marshes and forested areas.				
Survival	+1	WIS (1)	-	
Swim	-7	STR (-1)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Life Lure (1 rds, DC 11)
Scribe Scroll
Shield Proficiency
Simple Weapon Proficiency - All

Special Abilities

Aura (Ex)
Camouflage
Cleric Channel Positive Energy 2d6 (3/day, DC 11) (Su)
Cleric Domain (Community)
Cleric Domain (Growth)
Climbing (20 feet)
Darkvision (60 feet)
Enlarge (4/day) (Su)
Spontaneous Casting
Swamp Stride (Ex)

Spell-Like Abilities

Calming Touch (1d6+3 nonlethal damage, 4/day) (Sp) ☐☐☐☐

Gear

Total Weight Carried: 41/60 lbs, Heavy Load
(Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

Backpack (empty)	0.5 lbs
Bedroll	1.25 lbs
Belt pouch (empty)	0.125 lbs
Candle x10	-
Flint and steel	-
Holy symbol, wooden (Erastil)	-
Holy text (????)	-
Longbow	1.5 lbs
Mess kit	1 lb
Money	-
Pot	4 lbs
Quilted cloth armor	7.5 lbs
Rope	10 lbs
Soap	0.5 lbs
Spell component pouch	2 lbs
Torch x10	1 lb
Trail rations x5	0.25 lbs
Waterskin	1 lb

Experience & Wealth

Current Cash: **You have no money!**
 Reputation: **Fame: 3, PP: 3, 100 miles.**

Tracked Resources

Cleric Channel Positive Energy 2d6 (3/day, DC 11) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Enlarge (4/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Grippli

Spells & Powers

Cleric spells memorized (CL 3rd; concentration +4)

Melee Touch +2 Ranged Touch +4

2nd—*calm emotions* (DC 13), *shield other*^D

1st—*enlarge person*^D (DC 12), *remove sickness*^{UM} (DC 12), *sanctify corpse*^{UM}, *stunning barrier*^{ACG} (DC 12)

0th (at will)—*detect poison*, *light*, *purify food and drink* (DC 11), *stabilize*

[D] Domain spell; **Domains** Community, Growth, Plant

Background

A Grippli cleric of Erastil. Came across Rickety Hale on an expedition through the wilds of the Shackles, and was offered a chance to practice his faith at his squibbing village.

LIKES: Selling souvenir scrolls, fruit, bugs he can eat, Erastil.

DISLIKES: Snakes, bugs he can't eat.