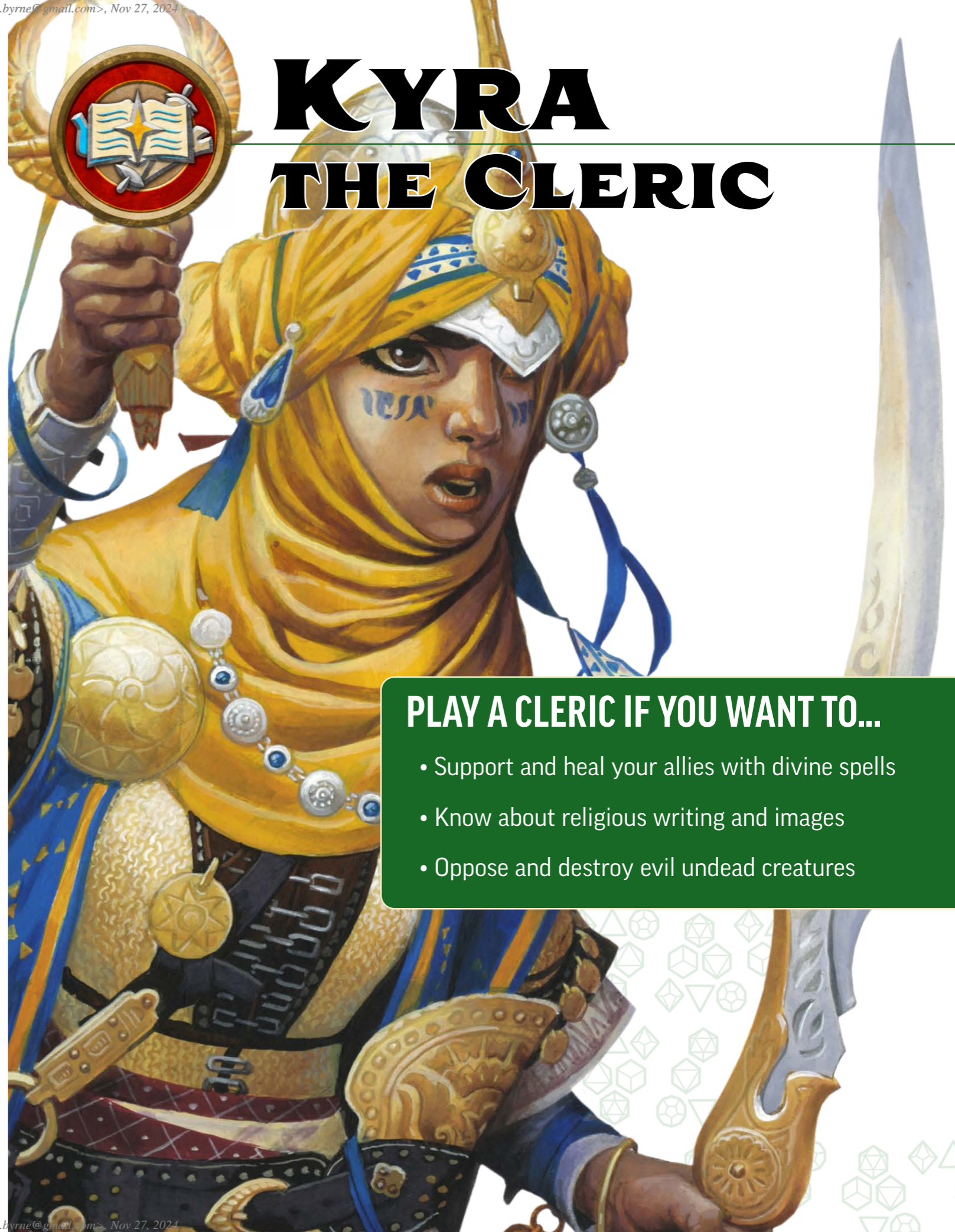


## ABOUT KYRA

Kyra is a priestess of Sarenrae, the sun goddess who teaches her followers to heal the wounded and destroy evil. Kyra grew up admiring the beautiful stained glass of Sarenrae's temple and the graceful priestesses who practiced with their scimitars each dawn. When bandits attacked Kyra's village, those priestesses fought to the death to protect the villagers, but the bandits were too many and the village burned. Kyra was one of the few survivors, and on the smoking ruins of the beautiful temple she swore her life and sword arm to Sarenrae, promising to protect those who could not protect themselves and to slay those who would harm the innocent. Kyra has a fierce will and is proud of her faith and her skill with the scimitar.



# KYRA THE CLERIC



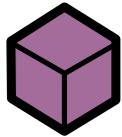
## PLAY A CLERIC IF YOU WANT TO...

- Support and heal your allies with divine spells
- Know about religious writing and images
- Oppose and destroy evil undead creatures

DICE



d4



d6



d8



d10



d12



d20

ACTIONS



One Action



Two Actions



Three Actions



Reaction

PROFICIENCY

UNTRAINED  
0

TRAINED  
2 + level

EXPERT  
4 + level

CHARACTER NAME

Kyra

A ANCESTRY

Human

HERITAGE

Warden

ANCESTRY ABILITY

4 extra Hit Points  
(already included)

B BACKGROUND

Acolyte

BACKGROUND ABILITY

Student of the Canon: You don't get false information when you critically fail to Recall Knowledge using Religion, and you know information about your deity even if you fail.

D ATTRIBUTE MODIFIERS

STRENGTH

+1

STR

DEXTERITY

+1

DEX

CONSTITUTION

+1

CON

INTELLIGENCE

+0

INT

WISDOM

+4

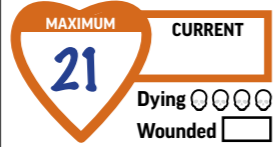
WIS

CHARISMA

+2

CHA

E HIT POINTS



F SPEED

25 FEET

STRIDE (move)

Move up to your Speed

G SKILLS

ACROBATICS

+1

DEX

+0

PROF

+0

ARMOR

ARCANA

+0

INT

+0

PROF

ATHLETICS

+1

STR

+0

PROF

+0

ARMOR

CRAFTING

+0

INT

+0

PROF

DECEPTION

+2

CHA

+0

PROF

DIPLOMACY

+5

CHA

+3

PROF

INTIMIDATION

+2

CHA

+0

PROF

LORE

+3

INT

+3

PROF

Scribing

MEDICINE

+7

WIS

+3

PROF

NATURE

+4

WIS

+0

PROF

OCCULTISM

+0

INT

+0

PROF

PERFORMANCE

+2

CHA

+0

PROF

RELIGION

+7

WIS

+3

PROF

SOCIETY

+0

INT

+0

PROF

STEALTH

+1

DEX

+0

PROF

+0

ARMOR

SURVIVAL

+7

WIS

+3

PROF

THIEVERY

+1

DEX

+0

PROF

+0

ARMOR

SKILL NOTES

CHARACTER SHEET

PRONOUNS

She/her

PLAYER NAME

L LEVEL

1

XP

C CLASS

Cleric

CLASS ABILITIES

(LEVEL 1)

Divine Font: When you prepare your spells, you prepare four extra 1st-rank heal spells in addition to the spells you choose.

Sarenrae: Kyra worships Sarenrae, goddess of healing, honesty, redemption, and the sun.

H PERCEPTION

+7 = 4 + 3

WIS

PROF

SENSES AND NOTES

I SAVING THROWS

FORTITUDE +6 = 1 + 5

CON

PROF

REFLEX +4 = 1 + 3

DEX

PROF

WILL +9 = 4 + 5

WIS

PROF

J DEFENSES

Armor Class

AC 16

Armor Proficiencies  
Unarmored Light Medium Heavy

10 + 1 + 3 + 2

Base Dex\* Prof Item

\* Use armor's Dex cap if lower

You have a shield, described on the facing page.

Shield

Hardness

HP

Max HP

BT

K WEAPONS AND ATTACKS

WEAPON PROFICIENCIES

Simple

Martial

Fist

Other Weapon Proficiencies

scimitar

MELEE WEAPON

Scimitar

DAMAGE 1d6 + 1

DIE

STR

BLUDGEONING

PIERCING

SLASHING

TRAITS

forceful, sweep

MELEE WEAPON

DAMAGE

+

BLUDGEONING

PIERCING

DIE

STR

SLASHING

TRAITS

RANGED WEAPON

DAMAGE

+

PIERCING

DIE

STR (thrown)

FEET

RANGE INC.

RELOAD

TRAITS

AMMO

M N ARE ON THE FACING PAGE

YOUR CHARACTER SHEET

This character sheet has all the statistics, abilities, spells, and equipment for playing Kyra the cleric. Take a **reference card** from the box for details on rolls, DCs, and actions. The **action counters** can help you track your actions. Each portion of the character sheet has a letter code. You can find out more about what they mean below. For statistics, a higher number is always better.

A ANCESTRY

You have extra Hit Points from being a human.

B BACKGROUND

As an acolyte, you learned about writing texts, giving you the Scribing Lore skill, and you gained the student of the canon ability for Religion checks.

C CLASS

You're a cleric of Sarenrae, which gives you spells and the ability listed here.

D ATTRIBUTE MODIFIERS

These numbers represent your basic physical and mental capabilities. They're used to determine your other statistics.

E HIT POINTS

You can take 21 damage before being knocked out. Healing can restore lost Hit Points, but your Hit Points can't go above this maximum.

F SPEED

When you use the Stride action, you move up to 25 feet.

G SKILLS

Skills are things anyone can do, like climb using Athletics or try to remember something using Nature. For a skill check, roll a 20-sided die (d20) and add the skill statistic (in the leftmost box).

H PERCEPTION

You use this ability to try to find things using your senses. For a Perception check, roll a 20-sided die (d20) and add the Perception statistic (the number in the magnifying glass).

I SAVING THROWS

To resist some spells, poisons, and other dangers, you need to make a saving throw. Roll a 20-sided die (d20) and add one of three saving throw statistics determined by the effect you're rolling against: Fortitude, Reflex, or Will.

J DEFENSES

Your Armor Class represents how hard it is for enemies to hit you. As a cleric, you can wear light or medium armor. You currently have a chain shirt.

K WEAPONS AND ATTACKS

You can make a melee attack with the Strike action (see your reference card). Roll a 20-sided die (d20), add the attack statistic, and compare it to the target's AC.

L LEVEL

You're a 1st-level cleric. As you gain Experience Points in adventures, you can track them in the XP box.

M EQUIPMENT

backpack	chalk (10 pieces)	rations (2 weeks)	scimitar	torches (5)
bedroll	flint and steel	religious symbol of Sarenrae	shield	waterskin
chain shirt	healer's toolkit	rope (50 feet)	soap	1 gold piece (gp)

N SPELLCASTING

SPELL ATTACK 7 = 4 + 3

WIS

PROF

SPELL DC 17 = 10 + 4 + 3

WIS

PROF

You have prepared the spells *breathe fire*, *runic weapon*, and four *heal* spells from your divine font ability. When you cast a spell, check it off. At the start of each day, your spells come back and you uncheck them.

**Breathe Fire** A gout of flame sprays from your mouth in a 15-foot cone.

The fire deals 2d6 fire damage to each creature in the area. Each creature can attempt a Reflex save, taking no damage on a critical success, half damage on a success, full damage on a failure, and double damage on a critical failure.

**Runic Weapon** Touch a weapon. For 1 minute, Strikes with it get a +1 item bonus to the attack roll and have two damage dice instead of one.

**Heal** If the target's a willing living creature, they heal 1d8 HP. If they're undead, they take 1d8 vitality damage but get a basic Fortitude save. The number of actions you take changes the spell.

Target one creature you can touch.

Target one creature within 30 feet. If healing, increase the amount to 1d8+8.

Affect all living and undead creatures within 30 feet of you.

**Other Spells:** If you want to prepare different spells in your two spell slots, see page 22 of the *Hero's Handbook*. The spells you can choose are *breathe fire*, *command*, *fear*, *heal*, *infuse vitality*, *runic weapon*, and *sanctuary*.

Cantrips

You can cast these five spells any number of times per day.

**Detect Magic** You detect any magic in effect within 30 feet of you.

**Light** Create an orb that sheds light of a color you choose in a 20-foot radius until the next time you prepare your spells. You can have it follow a willing creature. You can have up to four *light* spells active at one time.

**Message** Words you speak go directly to the ears of one creature within 120 feet. The target can give a brief response as a reaction.

**Stabilize** One creature within 30 feet loses the dying condition and remains unconscious at 0 Hit Points.

**Vitality Lash** Deal 2d6 vitality damage to an undead creature within 30 feet. It can attempt a Fortitude save, taking no damage on a critical success, half on a success, full on a failure, and double on a critical failure. If it critically fails, for 1 round it takes a -1 status penalty to melee attack rolls, melee damage rolls, and Athletics checks.

Shield

You carry a shield and have the Shield Block reaction to protect yourself.

**Raise a Shield** You lift up your shield to get a +2 circumstance bonus to AC until the start of your next turn.

**Shield Block** If your shield is raised, you can spend your reaction to block a physical attack. Reduce the amount of damage by 5, but then you and your shield both take any damage leftover. This might break or destroy your shield. Your shield has a maximum of 20 Hit Points.

