

Nkechi the Tempest

Player: NPC

Male middle-aged human cleric of Gozreh 6 - CR 5

True Neutral Humanoid (Human); Deity: **Gozreh**; Age: **40**;
Height: **5' 4"**; Weight: **140 lb.**; Eyes: **brown**; Hair: **brown**;
Skin: **bronze**

Ability	Score	Modifier	Temporary
STR STRENGTH	9	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	13	+1	
WIS WISDOM	18	+4	
CHA CHARISMA	9	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+5	+1			
REFLEX (DEXTERITY)	+4	=	+2	+2			
WILL (WISDOM)	+9	=	+5	+4			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 12	=		+2					
Touch AC 12								
CM Bonus +3	=	+4	-1					

CM Defense	15	=	10	BAB	Strength	Dexterity	Size
				+4	-1	+2	

Hero Points	☐ ☐ ☐	HP 33
Base Attack	+4	Damage / Current HP
Initiative	+2	
Speed	30 ft	

Masterwork trident

Main hand: **+4, 1d8-1** Crit: $\times 2$
Both hands: **+4, 1d8-1** Rng: 10'
Ranged: **+7, 1d8-1** 1-hand, P, Brace
Ranged, both hands: **+7, 1d8-1**

+1 light wooden shield

+2

Max Dex: -, Armor Check: -
Spell Fail: 5%, Shield



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+1	INT (1)	-	
Bluff	-1	CHA (-1)	-	
Climb	+7	STR (-1)	6	
Diplomacy	+3	CHA (-1)	1	
Disguise	-1	CHA (-1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+14	WIS (4)	3	
Intimidate	-1	CHA (-1)	-	
Knowledge (arcana)	+5	INT (1)	1	
Knowledge (geography)	+2	INT (1)	1	
Knowledge (history)	+5	INT (1)	1	
Knowledge (local)	+2	INT (1)	1	
Knowledge (nature)	+2	INT (1)	1	
Knowledge (religion)	+5	INT (1)	1	
Linguistics	+5	INT (1)	1	
Perception	+4	WIS (4)	-	
Ride	+2	DEX (2)	-	
Sense Motive	+8	WIS (4)	1	
Stealth	+2	DEX (2)	-	
Survival	+12	WIS (4)	6	
Swim	+10	STR (-1)	6	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Athletic

Feats

Eschew Materials
Self-Sufficient
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Swim)

Gear

Total Weight Carried: 14/90 lbs, Light Load
(Light: 30 lbs, Medium: 60 lbs, Heavy: 90 lbs)

+1 light wooden shield	5 lbs
Flint and steel	-
Healer's kit	1 lb
Holy symbol, wooden (Gozreh)	-
Hot Weather outfit (Free)	-
Light shield bash	-
Masterwork trident	4 lbs
Money	-
Pearl of power (1st level, 1/day)	-
Waterskin	4 lbs

Special Abilities

Aura (Ex)
Bramble Armor (6 rounds/day) (Su)
Cleric Channel Positive Energy 3d6 (2/day, DC 12) (Su)
Cleric Domain (Plant)
Cleric Domain (Weather)
Hero Points
Spontaneous Casting
Wooden Fists +3 (7 rounds/day) (Su)

Spell-Like Abilities

Storm Burst 1d6+3 nonlethal (7/day) (Sp) ☐☐☐☐☐☐

Tracked Resources

Bramble Armor (6 rounds/day) (Su)	☐ ☐ ☐ ☐ ☐ ☐
Cleric Channel Positive Energy 3d6 (2/day, DC 12) (Su)	☐ ☐
Healer's kit	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Masterwork trident	☐
Pearl of power (1st level, 1/day)	☐
Wooden Fists +3 (7 rounds/day) (Su)	☐ ☐ ☐ ☐ ☐ ☐

Languages

Azlanti	Polyglot
Common	

Spells & Powers

Cleric spells memorized (CL 6th; concentration +10)
Melee Touch +3 **Ranged Touch** +6
3rd—*call lightning*^D (DC 17), *create food and water*, *dispel magic*, *remove disease*
2nd—*augury*, *barkskin*^D, *delay poison*, *lesser restoration*, *spiritual weapon*
1st—*ant haul*^{APG} (DC 15), *endure elements*, *obscuring mist*^D, *sanctuary* (DC 15), *shield of faith*
0th (at will)—*detect poison*, *light*, *purify food and drink* (DC 14), *stabilize*
[D] Domain spell; **Domains** Plant, Weather

Experience & Wealth

Experience Points: **15000**/23,000
Current Cash: **You have no money!**

Background

"In Wahrheit bin ich skeptisch gegenüber euren Fähigkeiten. Im günstigsten Fall seid ihr glückselig Inkompetent. Ich bezweifle sogar, dass ihr in der Lage seid, euren Weg zurück in die Stadt zu finden, geschweige denn durch den Dschungel. Aber Gozreh scheint andere Ideen haben, und es kann seinem Zweck dienen, dass ich euch begleite. Ich bin bereit, euren Vorschlag anzunehmen, wenn ihr euch zuerst beweisen, indem ihr zwei einfache Tests absolviert, einen des Windes und einen des Wassers. Natürlich könnt ihr ablehnen, aber ich muss hinzufügen, dass, falls ihr Angst habt, Gozrehs einfache Aufgaben auszuführen, es keine Möglichkeit gibt, den Dschungel zu überleben."

"Die Herausforderung des Wassers ist nicht schwierig. Eigentlich ist es eine Prüfung der Geduld und der Stärke. Gozreh fordert, dass ihr ihm eine einzige schwarze Perle bringt. Lauft etwas nach Norden, durch die Felsen des Kaps. Diese Ufer sind mit Austernbetten gefüllt, und diese Perlen sind keine Seltenheit für diejenigen, die wissen, wo sie suchen müssen."

Sourcebooks Used

- **Advanced Player's Guide** - Ant Haul (spell); Blessing of Courage and Life (spell); Share Language (spell)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)

Nkechi the Tempest – Abilities & Gear

Athletic

Feat

You possess inherent physical prowess.

Benefit: You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Appears In : Not Consolidated Skills

Eschew Materials

Feat

You can cast many spells without needing to utilize minor material components.

Benefit: You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Self-Sufficient

Feat

You know how to get along in the wild and how to effectively treat wounds.

Benefit: You get a +2 bonus on all Heal checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Appears In : Not Consolidated Skills

Skill Focus (Swim)

Feat

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Appears In : Not Consolidated Skills

Cleric Channel Positive Energy 3d6 (2/day, 1 Class Ability (Cleric)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Nkechi the Tempest – Abilities & Gear

Hero Points

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects.

Act Out of Turn : You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

Bonus: If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

Extra Action : You can spend a hero point on your turn to gain an additional standard or move action this turn.

Inspiration: If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.

Recall: You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis.

Reroll: You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

Special : You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies.

Cheat Death : A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC.

Note: Hero points gained must be added manually.

Appears In : Advanced Player's Guide Hero Points

Unknown

Aura (Ex)

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

Bramble Armor (6 rounds/day) (Su) Class Ability (Cleric,Druid)

At 6th level, you can cause a host of wooden thorns to burst from your skin as a free action. While bramble armor is in effect, any foe striking you with an unarmed strike or a melee weapon without reach takes 1d6 points of piercing damage + 1 point per two cleric levels you possess. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Spontaneous Casting Class Ability (Cleric)

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name).

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see channel energy).

Storm Burst 1d6+3 nonlethal (7/day) (Sp) Class Ability (Aerie Protector, Cleric)

As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6 points of nonlethal damage + 1 point for every two cleric levels you possess. In addition, the target is buffeted by winds and rain, causing it to take a –2 penalty on attack rolls for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Wooden Fists +3 (7 rounds/day) (Su) Class Ability (Cleric,Druid)

As a free action, your hands can become as hard as wood, covered in tiny thorns. While you have wooden fists, your unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a bonus on damage rolls equal to 1/2 your cleric level (minimum +1). You can use this ability for a number of rounds per day equal to 3 + your Wisdom modifier. The rounds do not need to be consecutive.

Pearl of power (1st level, 1/day) Wondrous Item

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Construction

Requirements: Craft Wondrous Item, creator must be able to cast 1st level spells; **Cost** 500 gp

Title - Nkechi the Tempest (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2021/03/23

XP Reward : 15000 XP; **Net Cash** :

- no notes -