

# Kesht

*Chaotic Good Shifter Cleric 1*

**Strength** 14 (+2)  
**Dexterity** 10 (+0)  
**Constitution** 14 (+2)  
**Intelligence** 8 (-1)  
**Wisdom** 16 (+3)  
**Charisma** 10 (+0)

**Action Points:** □□□□□

**Hit Points (10):**

**Initiative Modifier:** +0

**Movement:** 20 ft

**Armor Class:** 16 (Touch 10, FF 16)

*While shifted, AC 18 (touch 10, FF 18)*

**Fort:** +4      **Reflex:** +0      **Will:** +5

**BAB:** +0      **Grapple:** +2

## Longsword

Attack: +3 Melee

Damage: 1d8 slashing

Critical: 19-20/x2

**Light Crossbow** □□□□□□

□□□□□□□□□□□□□□

Attack: +0 ranged

Damage: 1d8 piercing

Range Increment: 80 ft

Critical: 19-20/x2

## Racial Features

+2 to Balance, Climb, and Jump checks.

*Beasthide Shifter:* Can assume a bestial aspect once per day, for up to 6 rounds. While shifted Kesht gains +2 Constitution and a +2 natural bonus to Armor Class; this provides a +1 bonus to Fortitude saves and grants 1 temporary hit point.

*Low-light vision:* Can see twice as far as a human in poor illumination.

## Class Features

*Domain - War:* Receives Martial Weapon Proficiency (Longsword) and Weapon Focus (Longsword) as bonus feats.

*Domain - Animal:* May speak with animals once per day as a spell-like ability. Knowledge (nature) is a class skill.

*Spontaneous Casting:* May drop any prepared spell to cast a *cure* spell of the same level.

*Turn Undead:* May turn undead 3 times per day.

## Feats

*Shifter Ferocity:* You may act without penalty while disabled or dying.

Skills	Modifier
Climb	-1
Concentration	+2
Diplomacy	+0
Heal (2)	+5
Hide	+1
Jump	-1
Knowledge (Religion)(1)	+0
Knowledge (Nature)(1)	+0
Listen	+3
Move Silently	+
Search	-1
Sense Motive	+3
Spot	+3

## Languages

Common

## EQUIPMENT

Scale Mail (+4 AC, -1 armor check)

Large Steel Shield (+2 AC, -1 armor check)

Quiver with 20 bolts

Sunrod

Holy Symbol

Backpack

## History

Once you were part of the Southern Command of Cyre, fighting to defend the Heart of Galifar from the rebels and usurpers who had shattered the peace of Galifar. You were proud to serve, and you were confident that, in time, you would triumph over those who had broken with tradition.

You were wrong.

In 994, a magical catastrophe devastated the land of Cyre, transforming the beautiful realm into a blasted wasteland filled with supernatural hazards and terrible monsters – a twisted place known as the Mournland. Your army, your friends, your home – it all vanished in a single night. You were on a border patrol when disaster struck, otherwise you would have likely died as well. The war has come to a halt – for now – but you have no place in it. Your fellow soldiers are the only companions you can trust. You must find your way in this new age – find a way to make a difference, to make a profit, or at least to survive.

You are **Kesht**, a warrior-priest of the Sovereign Host. Most shifters live in the wilds of the Eldeen Reaches, but your ancestors brought the spirit of the wilderness into the heart of Khorvaire. Your family has always been fiercely devoted to the Sovereign Host, and as you were born into an age of war you took up the banner of Dol Dorn, lord of Strength and Steel, as well as that of Balinor, the guardian of the wild and patron of your line. You are a generous person and try to show the kindness of the Sovereigns to those in need – but you have the heart of a warrior, and your fierce nature can occasionally get the best of you.

Your companions are:

**Dymus Deneith**, a warrior-monk of Dol Dorn. Dymus is an heir of House Deneith and bears the Mark of Sentinel, but he turned his back on his house to embrace the cause of Cyre. Born into the house of mercenaries, Dymus often seeks to provide guidance in combat situations. As you are also bound to Dol Dorn, you feel a close kinship with Dymus.

**Rael Dehlyr**, a ranger of the Valenar elves. Rael is an honorable warrior, and when his people betrayed Cyre he turned his back on them and continued to serve the nation. With the destruction of Cyre, he still seeks a way to redeem the sins of his people and bring honor to the memory of his ancestors.

**Dorian Delisan Cantar**, a gnome sorcerer. Dorian possesses the mystical ability to repair damaged objects, and his primary task was keeping the warforged in battleready condition. However, he is a charismatic fellow with a knack for a con, and his dazzling lights can be a powerful force in the midst of battle. Dorian is an old friend; the two of you met long before the war.

**Slate**, a warforged soldier that Dorian recovered from the Mournland. He has no memory of anything that occurred before the Mourning, and is still struggling to find his own identity. He is a powerful warrior with immense strength, and usually takes point in melee combat.

**Tezz**, a halfling scout who bears the Mark of Healing. Tezz specializes in stealth and urban reconnaissance, but her dragonmark can be a lifesaver in dangerous times.

## SPELLS

### 0-level spells (DC 13)

*Detect Magic*: Detect spells and magic items within 50 feet.

*Light*: Object shines like a torch.

*Resistance*: Target gains +1 on saving throws.

May drop any spell for *Cure Minor Wounds*: Cures 1 point of damage.

### 1<sup>st</sup>-level spells (DC 14)

*Bless*: Allies gain +1 on attack rolls and saves vs. fear.

*Calm Animal*: Calm 2d4+1 HD of animals.

*Command*: One subject obeys selected command for one round. Commands include Approach, Drop, Fall, Flee, and Halt.

May drop any spell for *Cure Light Wounds*: Cures 1d8+1 point of damage