

Xantha Lukka

Female Human, Level 5 Cleric of Melora

Str 10 Con 11 Dex 10 Int 10 Wis 15 Cha 15

Combat

Saves: Fort +4 Reflex +1 Will +8

Speed 20 Initiative +0

AC Plate 20 (Flatfooted 20/Touch 20)

HP 40 Second Wind 1

Base Attack +3

Attacks

- Shock scythe +4 (Dmg 2d4 +1d6 Shock damage)
- Longsword +3 (Dmg 1d8)

Feats: Combat Reflexes, Iron Will, Martial Weapon proficiency, Weapon Focus

Hero Points 1 Destiny Points -

Spells

Domains: Ocean & Water

Powers: *Water breathing* (30 rnds), turn/destroy fire creatures x5 day

- Level 0 (5): *purify food and drink, cure minor wounds, detect poison, detect magic*
- Level 1 (4): *command, cure light wounds, endure elements, obscuring mist*
- Level 2 (3): *cure moderate wounds, delay poison, fog cloud*
- Level 3 (1): *ice storm, searing light*

Class Skills: Acrobatics (Dex) -4, Arcana (Int) +2, Athletics (Str) -4, Bluff (Cha) +4, Concentration (Con) +2, Diplomacy (Cha) +4, Dungeoneering (Wis) +4, Endurance (Con) -4, Heal (Wis) +9, History (Int) +2, Insight (Wis) +9, Intimidate (Cha) +4, Martial Lore (Int) +2, Nature (Wis) +4, Perception (Wis) +4, Religion (Int) +7, Stealth (Dex) -4, Streetwise (Cha) +4, Thievery (Dex) -4

Secondary Skills: Appraise +2, Climb -4, Craft +2, Decipher Script +4, Disguise +4, Escape Artist -4, Forgery +2, Handle Animal +5, Knowledge +2, Perform +4, Profession +4, Ride +2, Search +2, Sleight of Hand -4, Swim +3, Use Rope -4

Gear

Plate mail, *scythe of shocking*, *ring of protection +1*, longsword, backpack, bedroll, winter blanket x2, block and tackle, firewood (1 day x2), fish hook, fishing net, flask, flint & steel, grappling hook, lamp, rations (1 day x5), 50ft rope, soap, waterskin, whetstone, wooden holy symbol, spell component pouch, bottle of perfume.

Wealth: 1802 gp

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