

Roka Mangouger

Female Kobold Cleric 3/Barbarian (Beast Totem) 7

CN Small humanoid (reptilian)

Init -1; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 13, touch 8, flat-footed 13 (+5 armor, -1 Dex, +1 size)

hp 131 (7d12+3d8+50)

Fort +12, **Ref** +2 (+2 bonus vs. traps), **Will** +8

Defensive Abilities uncanny dodge, trap sense; **DR** 1/—

Weakness light sensitivity

Offense

Speed 40 ft.

Melee bite +15 (1d4+15/x2) and

2 claws +15 (1d6+14/x2) and

greatsword +15/+10 (1d10+21/19-20/x2) and

masterwork cold iron greatsword +16/+11 (1d10+21/19-20/x2) and

silver greatsword +15/+10 (1d10+20/19-20/x2)

Ranged sling +9/+4 (1d3+8/x2)

Special Attacks bleeding touch, channel energy, dragonmaw, ferocious strike, rage, rage powers (beast totem, lesser, elemental rage, lesser [1/rage], knockdown [1/rage])

Spell-Like Abilities

4/day—*bleeding touch*

Cleric Spells Prepared (CL 3rd; concentration +4):

2nd (1/day)— *spiritual weapon*, *bear's endurance*

1st (3/day)— *divine favor*, *entropic shield*, *enlarge person* (DC 12), *compel hostility*

0 (at will)— *detect magic*, *bleed* (DC 11), *bleed* (DC 11), *spark* (DC 11)

Statistics

Str 26, **Dex** 9, **Con** 19, **Int** 7, **Wis** 12, **Cha** 7

Base Atk +9; **CMB** +13; **CMD** 23

Feats Improved Natural Attack (claw), Lunge, Power Attack, Toughness, Vital Strike

Traits dwarfhater, killer

Skills Perception +11, Profession (midwife) +10, Stealth +11; **Racial Modifiers** +2 Perception

Languages Draconic

SQ aura, domains (ferocity, murder), fast movement, kobold barbarian, spontaneous casting, variant channeling (battle/wrath variant channeling [± 1 profane])

Combat Gear Potion of Align Weapon, Potion of cure moderate wounds (2), Potion of fly, Potion of magic fang, greater +2, Wand of bear's endurance, Wand of cure moderate wounds; **Other Gear** +1

Chain shirt, Greatsword, Masterwork Cold Iron Greatsword, Silver Greatsword, Sling, Belt of giant strength +6, Boots of speed (10 rounds/day), Ceramic Weasel, Handy haversack (1 @ 0 lbs), Luckscale

Special Abilities

Aura (Ex) The Cleric has an aura corresponding to his deity's alignment.

Battle/Wrath Variant Channeling (± 1 Profane) Grants a bonus/penalty to damage and confirming criticals

Beast Totem, Lesser (Su) Gain 2 d6 claw attacks while raging

Bleeding Touch 1 rounds (4/day) (Sp) Melee touch attack deals 1d6 bleeding damage.

Boots of speed (10 rounds/day) Affected by haste

Cleric Channel Negative Energy 2d6 (1/day) (DC 9) (Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Cleric Domain (Ferocity) Associated Domain: Strength

Cleric Domain (Murder) Associated Domain: Death

Damage Reduction (1/-) You have Damage Reduction against all attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Dragonmaw (Green Dragon [Acid]) (1/day) Bite attack deals additional 1d6 acid damage

Dwarfhater (Human) (Ex) +1 to hit and damage a member of a common race

Elemental Rage, Lesser (1/rage) (Su) Attacks deals +1d6 energy dam (your choice) for 1 rd.

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Ferocious Strike (+1) (4/day) (Su) +1 damage for an attack.

Improved Uncanny Dodge (Lv >=11) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 11+.

Killer Add weapon's critical modifier to its critical bonus damage.

Knockdown (1/rage) (Ex) 1/rage, make a Trip maneuver without AoO

Kobold Barbarian While you are raging, your racial natural attacks deal +1/4 point of damage.

Light Sensitivity (Ex) Dazzled as long as remain in bright light.

Luckscale This dragon-scale broach can be activated to grant the wearer a one-time +3 bonus to their natural armor for one minute. After it is used, it crumbles to dust.

Lunge Can increase reach by 5 ft, but take -2 to AC for 1 rd.

Potion of Align Weapon Add this item to create a potion of a chosen spell.

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

Rage (18 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Spontaneous Casting The Cleric can convert stored spells into Cure or Inflict spells.

Trap Sense +2 (Ex) +2 bonus on reflex saves and AC against traps.

Vital Strike Standard action: x2 weapon damage dice.