

Roka Mangouger

Female Kobold Cleric 2/Barbarian (Beast Totem) 3

CN Small humanoid (reptilian)

Init -1; **Senses** darkvision 60 ft.; Perception +9

Defense

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

hp 65 (3d12+2d8+25)

Fort +10, **Ref** +0 (+1 bonus vs. traps), **Will** +7

Defensive Abilities trap sense, uncanny dodge

Weakness light sensitivity

Offense

Speed 40 ft.

Melee bite +8 (1d4+9/x2) and

2 claws +8 (1d6+9/x2) and

masterwork cold iron greatsword +9 (1d10+13/19-20/x2)

Ranged sling +4 (1d3+5/x2)

Special Attacks bleeding touch, channel energy, dragonmaw, ferocious strike, rage, rage powers (beast totem, lesser)

Spell-Like Abilities

4/day—*bleeding touch*

Cleric Spells Prepared (CL 2nd; concentration +3):

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

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

Statistics

Str 21, **Dex** 9, **Con** 19, **Int** 7, **Wis** 12, **Cha** 7

Base Atk +4; **CMB** +6; **CMD** 15

Feats Improved Natural Attack (claw), Power Attack, Toughness

Traits dwarfhater, killer

Skills Craft (traps) +5, Perception +9, Stealth +8; **Racial Modifiers** +2 Craft (traps), +2 Perception

Languages Draconic

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

Combat Gear Potion of Align Weapon, Potion of cure light wounds, Potion of enlarge person, Potion of fly, Potion of magic fang, greater +1, Wand of bear's endurance, Wand of Bear's Endurance, Wand of cure light wounds; **Other Gear** +1 Chain shirt, Masterwork Cold Iron Greatsword, Sling, Belt of giant strength +2, Ceramic Weasel, Artisan's tools (Craft [traps]), Barbarian's kit, Bear trap, Bear trap, Orc trail

rations (3), 50 GP

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.

Cleric Channel Negative Energy 1d6 (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

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

Dragonmaw (Black 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

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

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

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

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

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

Power Attack -2/+4 You can subtract from your attack roll to add to your damage.

Rage (10 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 +1 (Ex) +1 bonus on reflex saves and AC against traps.

Uncanny Dodge (Ex) Retain Dex bonus to AC when flat-footed.