

## 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 [ $\pm 1$  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 ( $\pm 1$  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.