

## Glynn Goodish

Player: Patrick

Male human cleric (pious sentinel) of The Bear 1 - CR 1/2

Neutral Good Humanoid (Human); Deity: **The Bear**; Age: 26; Height: **5' 10"**; Weight: **180lb.**; Eyes: **Gray**; Hair: **Dirty Blond**; Skin: **Fair**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>14</b>	<b>+2</b>	
<b>DEX</b> DEXTERITY	<b>13</b>	<b>+1</b>	
<b>CON</b> CONSTITUTION	<b>12</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>14</b>	<b>+2</b>	
<b>WIS</b> WISDOM	<b>19</b>	<b>+4</b>	
<b>CHA</b> CHARISMA	<b>17</b>	<b>+3</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+3</b>	=	<b>+2</b>	<b>+1</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+1</b>	=		<b>+1</b>			
<b>WILL</b> (WISDOM)	<b>+6</b>	=	<b>+2</b>	<b>+4</b>			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>14</b>	=	<b>+2</b>		<b>+1</b>			<b>+1</b>	
<b>Touch AC</b> <b>12</b>								

CM Bonus	+2	=	-	+2	-	-
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CM Defense	14	=	10	-	+2	+1	-
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Base Attack	+0	HP	10
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Initiative	+3	Damage / Current HP
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Speed	40 ft
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### Dagger

Main hand: **+2, 1d4+2** Crit: 19-20/x2  
Rng: 10'  
Ranged: **+1, 1d4+2** Light, P/S

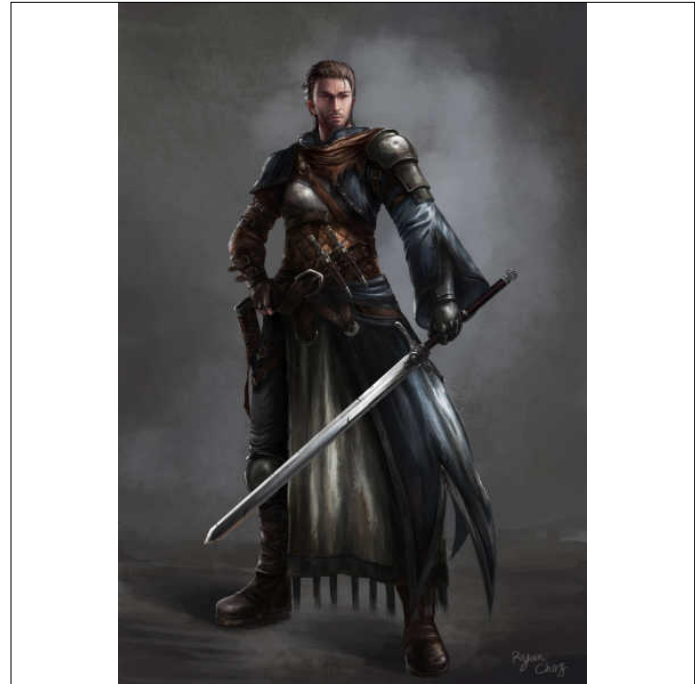
### Masterwork bastard sword

Main hand: **+3, 1d10+2** Crit: 19-20/x2  
Both hands: **+3, 1d10+3** 1-hand, S

### Masterwork lamellar cuirass

**+2**

Max Dex: +4, Armor Check: -  
Spell Fail: 5%, Light



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+1</b>	DEX (1)	-	
Speed greater/less than 30 ft. : +4 to jump				
<b>Appraise</b>	<b>+2</b>	INT (2)	-	
<b>Bluff</b>	<b>+3</b>	CHA (3)	-	
<b>Climb</b>	<b>+2</b>	STR (2)	-	
<b>Diplomacy</b>	<b>+7</b>	CHA (3)	1	
<b>Disguise</b>	<b>+3</b>	CHA (3)	-	
<b>Escape Artist</b>	<b>+1</b>	DEX (1)	-	
<b>Fly</b>	<b>+1</b>	DEX (1)	-	
<b>Heal</b>	<b>+8</b>	WIS (4)	1	
<b>Intimidate</b>	<b>+3</b>	CHA (3)	-	
<b>Knowledge (religion)</b>	<b>+6</b>	INT (2)	1	
<b>Perception</b>	<b>+4</b>	WIS (4)	-	
<b>Profession (cook)</b>	<b>+8</b>	WIS (4)	1	
<b>Ride</b>	<b>+1</b>	DEX (1)	-	
<b>Sense Motive</b>	<b>+4</b>	WIS (4)	-	
<b>Spellcraft</b>	<b>+6</b>	INT (2)	1	
<b>Stealth</b>	<b>+1</b>	DEX (1)	-	
<b>Survival</b>	<b>+8</b>	WIS (4)	1	
<b>Swim</b>	<b>+2</b>	STR (2)	-	

### Feats

#### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### Combat Advice

As mv act, designate enemy, ally gains +2 comp bonus on next atk vs. target.

#### Fast Learner

Choose two benefits when you gain a class level.

## Feats

### Noble Scion of War

+2 on Knowledge (nobility) and use Cha insted of Dex for Initiative.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

## Traits

### Family Trade (Survival)

+2 trait bonus to use a specific family skill when within 60 ft. of family with this trait.

### Patient Calm (Profession [cook])

When you take 10 on selected skill, treat it as if you'd rolled a 12.

### Rich Parents

Your starting cash increases to 900gp.

## Drawbacks

### Headstrong

Must attempt to correct things that contradict your alignment, or shaken for 1h

## Gear

### Total Weight Carried: 65/200 lbs, Light Load (Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

Backpack, masterwork (27 @ 32.88 lbs)	4 lbs
Bedroll <In: Backpack, masterwork (27 @ 32.88 lbs)>	5 lbs
Belt pouch (5 @ 2 lbs)	0.5 lbs
Candle x10 <In: Backpack, masterwork (27 @ 32.88 lbs)>	-
Cutting board, wooden <In: Backpack, masterwork (27 @ 32.88 lbs)>	2 lbs
Dagger	1 lb
Flint and steel <In: Belt pouch (5 @ 2 lbs)>	-
Holy symbol, wooden (Bear paw with claws) <In: Belt pouch (5 @ 2 lbs)>	-
Holy text (Path of Strength) <In: Backpack, masterwork (27 @ 32.88 lbs)>	-
Knife, cutting <In: Backpack, masterwork (27 @ 32.88 lbs)>	0.5 lbs
Ladle <In: Backpack, masterwork (27 @ 32.88 lbs)>	0.5 lbs
Masterwork bastard sword	6 lbs
Masterwork lamellar cuirass	8 lbs
Mess kit <In: Backpack, masterwork (27 @ 32.88 lbs)>	1 lb
Money <In: Backpack, masterwork (27 @ 32.88 lbs)>	6.38 lbs
Pot <In: Backpack, masterwork (27 @ 32.88 lbs)>	4 lbs
Rope <In: Residence>	10 lbs
Scholar's outfit (Free)	-
Seasonings, local <In: Belt pouch (5 @ 2 lbs)>	0.5 lbs
Silk rope	5 lbs
Skewer <In: Belt pouch (5 @ 2 lbs)>	1 lb
Skillet <In: Backpack, masterwork (27 @ 32.88 lbs)>	4 lbs
Soap <In: Backpack, masterwork (27 @ 32.88 lbs)>	0.5 lbs
Spell component pouch	2 lbs
Tinder packet <In: Belt pouch (5 @ 2 lbs)>	0.5 lbs
Torch x3 <In: Backpack, masterwork (27 @ 32.88 lbs)>	1 lb
Torch x2 <In: Residence>	1 lb
Trail rations x3 <In: Backpack, masterwork (27 @ 32.88 lbs)>	1 lb
Tripod, iron <In: Backpack, masterwork (27 @ 32.88 lbs)>	3 lbs
Waterskin	4 lbs

## Special Abilities

### Agile Feet (7/day) (Su)

As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability a number of times per day equal to 3 + your Wisdom

### Aura (Ex)

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

### Cleric (Pious Sentinel) Domain (Travel)

**Granted Powers:** You are an explorer and find enlightenment in the simple joy of travel, be it by foot or conveyance or magic. Increase your base speed by 10 feet.

## Experience & Wealth

Experience Points: 0/2000

Current Cash: 319 gp

## Special Abilities

### Cleric Channel Positive Energy 1d6 (6/day, DC 13) (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage.

### Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to

### Strategems (Su)

Once per day, when meditating or praying for her spells, the pious sentinel may select a teamwork feat she meets the prerequisites of as a bonus feat. For the purposes of this ability, the pious sentinel uses her class level as her

### Strategic Hegemony +1 (1/day) (Su)

The pious sentinel can enter a meditative state that allows her to subtly alter the favor of battle, opening new opportunities, and guiding the hands of her allies as she subtly directs ambient divine energies into the actions of her

## Tracked Resources

Agile Feet (7/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Cleric Channel Positive Energy 1d6 (6/day, DC 13) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Strategic Hegemony +1 (1/day) (Su)	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Celestial	Sylvan
Common	

## Spells & Powers

**Cleric (Pious Sentinel) spells memorized** (CL 1st; concentration +5)

**Melee Touch +2** **Ranged Touch +1**

**1st**—*forbid action*<sup>UM</sup> (DC 15), *longstrider*<sup>D</sup>, *precipitate*  
**0th (at will)**—*askew balance* (DC 14), *crystal symbol*, *detect magic*

**[D]** Domain spell; **Domain** Travel

## Background

"Find guidance in strength. Whether that is strength of body, resolve, character, or cunning."

Heritage:

Born to Gol and Middie Goodish, he is the son of a middle class family. In fact they are quite well off. His father's skill as a cook earned him a place in the kitchen of the high king where he had served two of the prominent figures.

These skills were passed on to both Glynn and Herra. The two Goodish children.

After the death of his father, Glynn's renowned wisdom and strategic mind brought him into the High King's family as an adopted son.

Background:

Glynn has always been crafty and outgoing, but for a long time he had issues controlling his temper and emotions. A near death experience during a raid gave him contact with the other side and made him overly wary of certain actions and situations.

Before they were cooks, his family were hunters and trackers. The ways of surviving on the land have been passed down for eons, no Goodish child reaches their eight year without understanding where North is or knowing the difference between an oyster mushroom and a deathcap.

They Goodish family had always made their living through food, and it was with this that Glynn would learn calm and focus. His father taught him the family craft and through that Glynn managed to find easier ways to calm his mind in times when he was stressed.

This calm allowed him to also focus the near inhuman level of cunning and intuition he possesses to a razor's edge.

His contact with the other side had him meet an aspect of the Bear, one of the sacred spirits. It was through this that he founded his faith deeper than most could imagine, even able to draw spells and blessing from the beyond on faith and practice alone.

It was his matching wits with the court mage over a game of "Seige" that scored him a seat of nobility, desired as the advisor to the High King, and even adopted once his father became a tragic victim of the "Curse".

Personality:

Not content with just accepting this Curse as a part of life, Glynn has honed the edge of both his mind and his blade for years to prepare himself for adventure.

His younger sister Herra is already ahead of him. Strong, especially for a woman, she was always the warrior and he the strategist. When he took his place in court, she took her own in arms.

Though his temper has all but dissolved, it is very difficult for him to stay silent when he hears or perceives something unjust or purely wrong. At times he does, his emotional strain can get the better of him.

## History

**Hometown:** City or Metropolis

**Parents:** Mother Alive

**Siblings:** 1 Biological

**Circumstance of Birth :** Adopted

**Parent's Profession :** Tradespeople

**Childhood:** Died

**Training:** Reborn

**Influential Associate:** The Liege Lord

**Drawback:** The Future

**Theme:** Talented (Celebrity)

## Sourcebooks Used

- **1001 Spells** - Askew Balance (spell); Crystal Symbol (spell); Precipitate (spell)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Rich Parents (trait)
- **Advanced Race Guide** - Fast Learner (feat)
- **Cohorts and Companions** - Family Trade (trait)
- **Inner Sea World Guide** - Noble Scion of War (feat)
- **Quests & Campaigns** - Patient Calm (trait)
- **Ranged Tactics Toolbox** - Combat Advice (feat)
- **The Secrets of Adventuring** - Pious Sentinel (archetype)
- **Ultimate Campaign** - Headstrong (???)
- **Ultimate Combat / Ultimate Equipment** - Lamellar cuirass (armor)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment); Skillet (equipment)
- **Ultimate Magic** - Forbid Action (spell)