Garosch, Sohn des Garombolosch

Player: Ralf & René

Male dwarf cleric of Cayden Cailean 16/fighter 1 - CL17 - CR 16

Neutral Good Humanoid (Dwarf); Deity: **Cayden Cailean**; Age: **63**; Height: **4' 3"**; Weight: **199 lb.**; Eyes: **Schwarz**; Hair: **Schwarz, Zöpfe und Bart**

Ability	Score	Modifier	Temporary
STR STRENGTH	14/18	+2/+4	
DEX DEXTERITY	12/14	+1/+2	
CON CONSTITUTION	16/20	+3/+5	
INT INTELLIGENCE	10	0	
WIS WISDOM	20/26	+5/+8	
CHA CHARISMA	10/12	0/+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+21 =	+12	+5	+4			**Cold weather outfit** : +5 circumstance bonus vs. cold weather, **Domineering**: +2 morale bonus vs. transmutation spells, **Hardy +2**: +2 vs. poison, spells, and spell-like abilities
REFLEX (DEXTERITY)	+13 =	+5	+2	+4	+2		**Domineering**: +2 morale bonus vs. transmutation spells, **Hardy +2**: +2 vs. poison, spells, and spell-like abilities
WILL (WISDOM)	+22 =	+10	+8	+4			**Domineering**: +2 morale bonus vs. transmutation spells, **Hardy +2**: +2 vs. poison, spells, and spell-like abilities

Damage Reduction (3/-)

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	35	=	+14	+4	+1		+2	+3		+1

Touch AC 15 **Flat-Footed AC** 34

Defensive Training +4 : +4 dodge bonus vs. Giants

		BAB	Strength	Size	Misc
CM Bonus	+17 =	+13	+4	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

		BAB	Strength	Dexterity	Size
CM Defense	33 = 10	+13	+4	+2	-

37 vs. Bull Rush; 37 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack +13

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Initiative +6

Speed 30 ft

HP 197

Damage / Current HP

+1 animated mithral heavy steel shield

+4

Max Dex: -, Armor Check: -
Spell Fail: 5%, Shield



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (2)	-	
Appraise	+4	INT (0)	1	
Greed: +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	+1	CHA (1)	-	
Climb	+3	STR (4)	1	
Diplomacy	+3	CHA (1)	1	
Disguise	+1	CHA (1)	-	
Escape Artist	-3	DEX (2)	-	
Fly	-3	DEX (2)	-	
Heal	+21	WIS (8)	8	
Intimidate	+1	CHA (1)	-	
Knowledge (religion)	+20	INT (0)	17	
Linguistics	+4	INT (0)	1	
Perception	+15	WIS (8)	7	
Stonecunning: +2 racial bonus to notice unusual stonework				
Ride	+1	DEX (2)	1	
Sense Motive	+13	WIS (8)	2	
Spellcraft	+6	INT (0)	3	
Stealth	-3	DEX (2)	-	
Survival	+12	WIS (8)	1	
Swim	+3	STR (4)	1	

Activated Abilities & Adjustments

Ability Score (Permanent): +2

Feats

Armor Proficiency (Heavy)
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.

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.

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Feats

Armor Proficiency (Medium)
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 Casting
+4 to Concentration checks to cast while on the defensive.

Extra Channel
Each time you take this feat, you can use your ability to channel energy two more times per day than normal.

Improved Initiative
You get a +4 bonus on initiative checks.

Lightning Reflexes
You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency - All
You are proficient with all Martial weapons.

Power Attack -4/+8
You can subtract from your attack roll to add to your damage.

Quicken Spell
Cast a spell as a swift action. +4 Levels.

Scribe Scroll
You can create magic scrolls.

Shield Focus
+1 Shield AC

Shield Proficiency
You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All
Proficient with all simple weapons.

Toughness
You gain +3 hit points.

Tower Shield Proficiency
You can use a tower shield and suffer only the standard penalties.

Weapon Focus (Dwarven waraxe)
You gain a +1 bonus on all attack rolls you make using the selected weapon.

+1 adamantine warhammer

Main hand: **+18/+13/+8**, **1d8+5**
Both hands: **+18/+13/+8**, **1d8+7**
Main w/ offhand: **+12/+7/+2**, **1d8+5**
Main w/ light off: **+14/+9/+4**, **1d8+5**
Offhand: **+8**, **1d8+3**
Crit: ×3
1-hand, B
Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

+4 defending domineering dwarven waraxe

Main hand: **+22/+17/+12**, **1d10+8**
Both hands: **+22/+17/+12**, **1d10+10**
Main w/ offhand: **+16/+11/+6**, **1d10+8**
Main w/ light off: **+18/+13/+8**, **1d10+8**
Offhand: **+12**, **1d10+6**
Crit: ×3
1-hand, S
Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Dagger

Main hand: **+17/+12/+7**, **1d4+4**
Main w/ offhand: **+11/+6/+1**, **1d4+4**
Main w/ light off: **+13/+8/+3**, **1d4+4**
Offhand: **+9**, **1d4+2**
Ranged: **+15**, **1d4+4**
Ranged w/ offhand: **+9**, **1d4+4**
Ranged w/ light off: **+11**, **1d4+4**
Ranged offhand: **+7**, **1d4+2**
Crit: 19-20/×2
Rng: 10'
Light, P/S
Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Experience & Wealth

Experience Points: **923220**/1,200,000
Current Cash: **231 pp, 4 gp**

+5 adamantine full plate

+14
Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, Slows

Mithral shirt

+4
Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

Total Weight Carried: 92/300 lbs, Light Load (Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)

+1 adamantine warhammer	5 lbs
+1 animated mithral heavy steel shield	7.5 lbs
+4 defending domineering dwarven waraxe	8 lbs
+5 adamantine full plate	50 lbs
Ale (per gallon) x3 *<In: Bag of holding III (18 @ 82*	8 lbs
Amulet of natural armor +2	-
Bag of holding II (empty) *<In: Bag of holding III*	25 lbs
Bag of holding III (18 @ 82 lbs) *<In: Handy*	35 lbs
Bedroll *<In: Bag of holding III (18 @ 82 lbs)>*	5 lbs
Belt of physical might +4 (Str, Con)	1 lb
Belt pouch (2 @ 0 lbs)	0.5 lbs
Belt pouch (8 @ 0 lbs)	0.5 lbs
Blanket, winter *<In: Bag of holding III (18 @ 82*	3 lbs
Boots of speed (10 rounds/day)	1 lb
Candle of invocation (neutral good) *<In: Handy*	0.5 lbs
Cloak of resistance +4	1 lb
Cold weather outfit	7 lbs
Dagger	1 lb
Elixir of hiding *<In: Belt pouch (8 @ 0 lbs)>*	-
Eternal Candle *<In: Handy haversack (21 @ 51.2*	1 lb
Explorer's outfit (Free)	-
Eye Ointment	-
Eye Ointment	-
Flint and steel *<In: Handy haversack (21 @ 51.2 lbs)>*	-
Handy haversack (21 @ 51.2 lbs)	5 lbs
Headband of inspired wisdom +6	1 lb
Healer's kit *<In: Handy haversack (21 @ 51.2 lbs)>*	1 lb
Heavy shield bash	-
Holy Symbol, silver (Cayden Cailean), edelstein	1 lb
Hooded lantern	2 lbs
Incense *<In: Belt pouch (2 @ 0 lbs)>*	-
Incense of meditation *<In: Handy haversack (21 @*	1 lb
Ink, black *<In: Handy haversack (21 @ 51.2 lbs)>*	-
Inkpen *<In: Handy haversack (21 @ 51.2 lbs)>*	-
Ioun stone (deep red sphere)	-
Ioun stone (dusty rose prism)	-
Ioun stone (pink and green sphere)	-
Mithral shirt *<In: Bag of holding III (18 @ 82 lbs)>*	10 lbs
Money *<In: Handy haversack (21 @ 51.2 lbs)>*	4.7 lbs
Mug/tankard *<In: Handy haversack (21 @ 51.2 lbs)>*	1 lb
Oil of keen edge *<In: Belt pouch (8 @ 0 lbs)>*	-
Paper x5 *<In: Handy haversack (21 @ 51.2 lbs)>*	-

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Gear

Total Weight Carried: 92/300 lbs, Light Load (Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)

Pearl of power (1st level, 1/day) *<In: Belt pouch (8 @ 0*	-
Potion of barkskin (CL 12th)	-
Potion of barkskin (CL 12th)	-
Potion of barkskin +5 *<In: Belt pouch (8 @ 0 lbs)>*	-
Potion of cure serious wounds x2 *<In: Belt pouch (8 @ 0*	-
Potion of remove disease *<In: Belt pouch (8 @ 0 lbs)>*	-
Powdered Silver *<In: Belt pouch (2 @ 0 lbs)>*	-
Ring of sustenance	-
Scroll case (24 @ 0 lbs)	0.5 lbs
Scroll of align weapon *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of consecrate *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of detect evil *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of greater restoration *<In: Scroll case (24 @ 0*	-
Scroll of greater restoration (CL 17th) *<In: Scroll case (24*	-
Scroll of heal (x3) *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of lesser planar ally *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of mass heal *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of obscuring mist *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of protection from evil *<In: Scroll case (24 @ 0*	-
Scroll of regenerate (CL 17th) *<In: Scroll case (24 @ 0*	-
Scroll of remove blindness/deafness	-
Scroll of remove blindness/deafness	-
Scroll of remove curse *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of remove fear *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of remove fear *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of remove paralysis *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of remove paralysis *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of resist energy *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of restoration *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of resurrection (CL 17th) *<In: Scroll case (24 @ 0*	-
Scroll of scrying (CL 17th) *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of shatter *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of stone shape *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of true resurrection *<In: Scroll case (24 @ 0 lbs)>*	-
Scroll of true resurrection *<In: Scroll case (24 @ 0 lbs)>*	-
Sihedron ring	-
Silk rope *<In: Bag of holding III (18 @ 82 lbs)>*	5 lbs
Smokestick *<In: Handy haversack (21 @ 51.2 lbs)>*	0.5 lbs
Soap *<In: Handy haversack (21 @ 51.2 lbs)>*	0.5 lbs
Staff of healing *<In: Handy haversack (21 @ 51.2*	5 lbs
Tobacco *<In: Handy haversack (21 @ 51.2 lbs)>*	1 lb
Trail rations x10 *<In: Bag of holding III (18 @ 82 lbs)>*	1 lb
Wand of cure light wounds *<In: Belt pouch (8 @ 0 lbs)>*	-
Wand of cure light wounds *<In: Handy haversack (21 @*	-
Wand of cure light wounds *<In: Handy haversack (21 @*	-

Special Abilities

Agile Feet (11/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

Animated
As a move action, an *animated* shield can be loosed to defend its wielder on its own. For the following 4 rounds, the shield grants its bonus to the one who loosed it and then drops. While animated, the shield provides its shield bonus

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).

Special Abilities

Cleric Channel Positive Energy 8d6 (6/day, DC 19) (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, depending on the

Cleric Domain (Strength)
Granted Powers: In strength and brawn there is truth–your faith gives you incredible might and power.

Cleric 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.

Darkvision (60 feet)
A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but

Defending
A defending weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at

Defensive Training +4
+4 dodge bonus to AC against monsters of the Giant subtype.

Greed
+2 racial bonus on Appraise checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Hardy +2
Gain a racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred +1
+1 racial bonus to attack rolls against humanoid creatures of the orc and goblinoid subtypes because of their special training against these hated foes.

Might of the Gods (16 rounds/day) (Su)
At 8th level, you can add your cleric level as an enhancement bonus to your Strength score for a number of rounds per day equal to your cleric level. This bonus only applies on Strength checks and Strength-based skill checks. These

Slow and Steady
Your base speed is never modified by armor or encumbrance.

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 cast

Stability +4
+4 racial bonus to Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stonecunning +2
+2 racial bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. Receive a check to notice any such features that they pass within 10 feet of, whether or not

Spell-Like Abilities

Dimensional Hop (32 5-ft inc/day) (Sp) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

Strength Surge (11/day) (Sp) ☐☐☐☐☐ ☐☐☐☐☐ ☐

Tracked Resources

Agile Feet (11/day) (Su) ☐☐☐☐☐ ☐☐☐☐☐ ☐

Boots of speed (10 rounds/day) ☐☐☐☐☐ ☐☐☐☐☐

Cleric Channel Positive Energy 8d6 (6/day, DC 19) (Su) ☐☐☐☐☐ ☐

Cure Serious Wounds ☐☐☐☐☐ ☐☐☐☐☐

Dagger ☐

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Tracked Resources

Elixir of hiding ☐
Healer's kit ☐☐☐☐☐ ☐☐☐☐☐
Might of the Gods (16 rounds/day) (Su) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐
Oil of keen edge ☐
Pearl of power (1st level, 1/day) ☐
Potion of barkskin (CL 12th) ☐
Potion of barkskin (CL 12th) ☐
Potion of barkskin +5 ☐
Potion of cure serious wounds ☐☐
Potion of remove disease ☐
Remove Blindness/Deafness ☐☐☐☐☐
Remove Disease ☐☐☐
Restoration, Lesser ☐☐☐☐☐ ☐☐☐☐☐
Smokestick ☐
Staff of healing ☐☐☐☐☐ ☐☐☐☐☐
Trail rations ☐☐☐☐☐ ☐☐☐☐☐
Wand of cure light wounds ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
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Wand of cure light wounds ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Languages

Common
Dwarven
Giant

Spells & Powers

Cleric spells memorized (CL 16th; concentration +24)
Melee Touch +17 **Ranged Touch** +15
8th—*clenched fist*[D], *quickened divine power*, *fire storm* (DC 26), *holy aura*
7th—*destruction* (DC 25), *quickened fly*[D], *quickened prayer*, *repulsion* (DC 25), *quickened searing light*
6th—*banishment* (DC 24), *heal* (3), *teleport*[D]
5th—*breath of life* (DC 23), *greater command* (DC 23), *quickened divine favor*, *flame strike* (DC 23), *righteous might*[D], *quickened shield of faith*
4th—*air walk* (2), *dimension door*[D], *dimensional anchor*, *divine power*, *freedom of movement*, *restoration*
3rd—*daylight*, *dispel magic*, *fly*[D], *invisibility purge*, *magic circle against evil*, *magic vestment*, *prayer*
2nd—*aid* (2), *align weapon* (2), *bull's strength*[D], *resist energy*, *status* (DC 20)
1st—*comprehend languages*, *detect evil*, *divine favor*, *longstrider*[D], *remove fear* (2), *shield of faith*
0th (at will)—*create water*, *detect magic*, *light*, *mending*
[D] Domain spell; **Domains** Strength, Travel

Background

Als zweites Kind wurde Garosch 5 Jahre nach seinem Bruder Magrimm in Janderhoff (Zwergenstadt) geboren. Im Alter von 23 Jahren ist Garosch mit den Eltern Garombolosch und Yansilka, sowie seinem Bruder, nach Korvosa (Menschengroßstadt) gezogen, wo der Vater eine eigene Schmiede eröffnet hat. In den Hafenkneipen lausche er häufig fasziniert den Geschichten der Reisenden und Seefahrern. Dabei traf er auch häufiger auf Anhänger von Cayden Cailean. Im Alter von 39 Jahren hat er sich einem jungen Cayden Cailean Kleriker (Vincent Bolleken) als Novize angeschlossen, statt in der Elterlichen Schmiede zu arbeiten. Nach anfänglichem Streit hat er sich letztlich im Guten von der Familie getrennt. Während seiner Ausbildung bereisten die beiden 6 Jahre lang das östliche Varisia, um anschließend gemeinsam weitere 18 Jahre einen Cayden Cailean Schrein (eine Herberge) in der nähe von Lake Syrantula zu betreuen. Während sein Mentor dort seinen Lebensabend verbringen möchte, reiste Garosch nach der Beendigung seiner Ausbildung alleine nach Magnimar weiter, um von dort beginnend das westliche Varisia zu erwandern. Von Magnimar aus führte ihn sein erster Weg nach Sandpoint, wo mit einem Fest eine Kathedrale für mehrere Glaubensrichtungen eröffnet werden soll.

Sourcebooks Used

- **Rise of the Runelords Anniversary Edition** - Domineering (item power)
- **Rise of the Runelords Anniversary Edition / Rise of the Runelords GM Content** - Sihedron ring (equipment)

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