

# Name: Wendy Worthington

Human Cleric  
Lawful Good



Level

**5**

Hit Points

**34**

Armor Class

**15**

<u>Traits</u>	<u>Value</u>	<u>Modifier</u>
Strength	14	+2
Dexterity	12	+1
Constitution	12	+1
Intelligence	13	+1
Wisdom	16	+3
Charisma	14	+2

<u>Skills (d20+ )</u>	<u>Modifier</u>
Diplomacy	+7
Heal	+8
Knowledge (Religion)	+6
Knowledge (Planes)	+6
Spellcraft	+6
Perception *	+5

<u>Weapons</u>	<u>To Hit</u>	<u>Damage</u>
Quarterstaff	+5	1d6+2
Rock (thrown)	+4	1d4+1
Whip (reach)	+5	1d3+1
Disarm and Trip	+7	
Combat Maneuvers : CMB +5, CMD 16		
Base Attack +3		

Possessions  
Chain shirt, umbrella that extends to a quarterstaff, whip, 100 gold pieces, student ID

Feats/Abilities  
Trained Martial Weapons and Medium Armor  
Channel Energy (5 per day, heal living/damage undead within 30', 3d6 hp)  
Spontaneous Casting (lose a spell to cast a *Cure* spell of same level)  
Turn Undead : Use Channel Energy to make Undead flee, Will Save vs 15  
Orisons: Can cast unlimited number of 0 level memorized spells  
Water Domain: *Icicle* (6 per day, fire an Icicle, 30' range, 1d6+2 damage)  
Good Domain: *Touch of Good* , (6 per day, touch ally to give +3 to next roll)  
Combat Expertise : Take attack penalty for AC bonus

Initiative

**+1**

Move

**30'**

Reflex Save

**+2**

Fortitude Save

**+5**

Will Save

**+7**

Spells

Improved Trip

**Orisons (cast unlimited number / day)**

Create Water, Detect Magic, Light, Stabilize

**1st Level (Cast 5 per day, DC 14)**

Obscuring Mists (creates fog) \*

Bless (Ally is +1 to attacks and saves)

Endure Elements (comfortable in extreme temperature)

**2nd Level (Cast 4 per day, DC 15)**

Aid (ally is +1 to attacks and save, +1d8+5 hp)

Fog Cloud (creates larger fog cloud) \*

Bull's Strength (make ally +4 strength)

**3rd Level (Cast 3 per day, DC 16)**

Waterbreathing \*

Dispel Magic

Prayer (allies are +1 to attacks and save, foes are -1)

Sanctuary (cannot attack or be attacked)

Cure light wounds (1d8+5)

Cat's Grace (make ally +4 dexterity)

Enthral (Will save or targets listen)

Cure Moderate Wounds (2d8+5)

Protection from Energy (resist first 60 points)

Waterwalk

Cure Serious Wounds (3d8+5)

## Wendy Worthington

You were born into a minor noble house in Zalen and you joined the Church of Maria of the Flowing Water. Maria teaches us that things ebb and flow, so we should go with the flow and treat everyone with respect and kindness. Maria also teaches you to protect and nurture nature and small animals. Then the Castons came.

Their army conquered Zalen in hours and killed all who opposed them. Their soldiers came to your temple where the chief priests surrendered peacefully, but the soldiers viciously struck down your teachers and friends. Water always finds a way, so you escaped to spread word of their treachery. Your family, your friends, your home were all lost. You reached Rosenchilds and the head mistress agreed to let you study here.

You even met a new friend in Charlotte Mitchel, a friendly swashbuckler who offered to help you take back your lands someday. Until then, you will endure what you must and maintain your good spirits. Some people call you sweet and say that you're like the girl next door. It's true that you try to treat everyone with kindness. The truth is that when the time is right, you will crash down upon Caston like a tidal wave.

Goals: Regain your lost lands. Maintain your sweet demeanor.

## Other Students

Charlotte Mitchell: A swashbuckling duelist who uses her blade and sharp tongue to defeat her opponents. She is your best friend.

Carter Mitchell: Charlotte's younger brother. He's witty and charming, but too smooth for your tastes. He obviously has a crush on you.

Gilwell Purewhindle: A noble hunter who appreciates nature as much as you do. You wish he wouldn't act so uptight when other people are around.

Greg Wrathson: Carter's best friend and a powerful fighter. He often acts like a buffoon, but you know he's quite smart.

Oscar Halliwell: A mage who has suffered through many trials and tribulations. He obviously needs friends. You keep trying to cheer him up.

Simone Bigby : A young woman who was adopted by a noble family. You like her down to earth approach to life, but she can be overly familiar with boys and loves brawling. Charlotte doesn't like her.

Sue: A quiet and shy mage with a real mean streak, always trying to play rude practical jokes and embarrass you. The fact that you stay calm seems to really bother her.