

**Calico - Cleric****Hero Level 9 Agile Leader****Small Unnatural Humanoid (Catkin)****XPV 220**Senses: Infravision, Magic: +8/13; Perception:  
+15/20

Scratches Pool: 13

Social Rank: 5

Initiative: +10

Speed: 5

Physical Health: 14

Mental Health: 18

Social Health: 23

Str Def: 13

Gen Def: 14

Cha Def: 15

AP: 1

Dex Def: 22

Awa Def: 20

Sav Def: 18

**Healing Word (Move; Ranged 6; One other creature) Divine — Healing**

Effect: The target is healed 5 physical or social scratches.

**Bramble Patch (Major; Ranged 5, Area 2; Each creature) Divine — Nature, Plant**

+7 vs Str; Hit: The target is immobilized until the end of your next turn.

**Shroud of Healing (Full; Ranged 9, Area 3; Each creature. Repeat minor) Divine — Healing**

Effect: The target is healed 6 physical scratches.

**Blast of Sleet (Major; Adjacent area 2; Each creature) Divine — Nature, Water, Wind**

+11 vs Str; Hit: 1 damage. The target is knocked prone.

**Divine Light (Full; Melee 6; Sustain Minor; Yourself and each ally) Divine — Aid**

+Rit vs 20; Effect: The target gets a +1 bonus to defenses and damage reduction 1 until your next turn. Your holy symbol acts as a bright light source (see Light Sources, page 187). If the caster stops sustaining this ritual, the effect ends and the light vanishes at the end of the next turn.

**Faith Unfailing (Majorx2; Touch; One creature whose alignment matches your deity) Divine — Aid**

+Rit vs 20; Effect: On each active skill check the target makes, treat any natural die roll of 10 or less as a natural 10. This boon fades after 9 minutes, and will only work on up to 9 skill rolls.

**Recuperate (Major; Ranged 9; You or one ally) Divine — Healing**

Effect: The target is healed 1d12+1 physical scratches.

**Healing — Healing Mastery:** Whenever you roll less than social on your social dice for healing, you gain a +1 bonus to the roll.**Divine — Faith Rituals:** Learn one Faith Ritual when you take this talent. You are proficient with the following implements. Holy Symbol and Holy Weapon. Use Discipline to hit when making universal attacks with those implements.**Divine — Faith Rituals:** Learn one Faith Ritual when you take this talent. You are proficient with the following implements. Holy Symbol and Holy Weapon. Use Discipline to hit when making universal attacks with those implements.**Racial — Natural Weapon Claws.****Vitality — Toughness:** Your Physical and Social health increase by your Endurance while you are wielding a divine implement or in a divine stance.

Stats: Agility 4, Endurance 3, Mental 5, Physical 2, Power 1, Social 6, Base Size: 3'7" Weight: 39 Total Weight: 51

Skills: Athletics +10 Crafting +8 Customs +10 Diplomacy +9 Entertain +7 Faith +14 Fortitude +5 Handy +9 Leadership +7 Magic +8 Nature +13 Nimble +6 Perception +15 Precision +15 Science +6 Shrewd +10 Tactics +6 Trickery +10; Languages: Common, Cat

Equipment: Backpack, Bedroll, Flint and steel, 100 Rope, light (feet), Oil - in vial, Lamp, Wineskin - full, Holy Symbol, 2 Rations - simple, Chalk, Knife, 4 Dagger, Yuathub's key, 7 stones (magic?), prize money, 87 GP, 8 SP, 9 CP