

NEOEXODUS ICONICS: HANS SKEFFÅRD



Male Human Cleric of the Kaga 3

NG Medium humanoid

Homeland Caneus Empire

Deity Kaga

Init +0 Senses Perception +5

Languages Abyssal, Ancient Arman, Celestial, Common, Nasian, Qijomi

DEFENSE

AC 19, touch 10, flat-footed 19 (+6 armor, +3 shield); ACP -4

hp 24 (3d8+6)

Fort +4, Ref +1, Will +7

OFFENSE

Speed 20ft. (base 30ft.)

Melee mwk sap +5 (1d6+2, non-lethal)

Melee mwk heavy mace +5 (1d8+2)

Ranged Hand of the Acolyte mwk sap +6 (1d6+2, non-lethal)

Ranged Hand of the Acolyte mwk heavy mace +6 (1d8+2)

Ranged javelin +2 (1d6+2)

Cleric Spells Known (DC 14+spell level; CL 3rd; concentration +7)

2nd (2+1/day) - *calm emotions, sound burst*

1st (3+1/day) - *bles, hide from undead, shield of faith*

Cantrips - *detect magic, detect poison, light, stabilize*

CLERIC DOMAINS

Knowledge Lore keeper You can touch a creature to learn about its abilities and weaknesses. With a successful touch attack, you gain information as if you made the appropriate Knowledge skill check with a result equal to 22.

Spells: 1st - *comprehend languages*, 2nd - *detect thoughts*

Magic Hand of the Acolyte (Su) You can cause your melee weapon to fly from your grasp and strike a foe before instantly returning. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Wisdom modifier to the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability 7 times per day.



Spells: 1st - *identify*, 2nd - *magic mouth*

STATISTICS

Abilities Str 14, Dex 10, Con 12, Int 14, Wis 18, Cha 8

Base Atk +2 CMB +4 CMD 14

Feats Arcane Strike, Shield Focus, Toughness

Skills Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nobility) +6, Knowledge (planes) +6, Knowledge (religion) +8, Linguistics +8, Spellcraft +8

SQ arcane bond, arcane caster, spontaneous casting (positive energy)

SPECIAL ABILITIES

Arcane Bond You have bonded with your holy symbol (amulet). This works exactly like a wizard's arcane bond. If a cleric of the Kaga attempts to cast a spell without his bonded object worn, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level.

A bonded object can be used once per day to cast any one spell that the cleric of the Kaga is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the cleric of the Kaga, including casting time, duration, and other effects dependent on the cleric of the Kaga's level. This spell cannot be modified by metamagic feats or other

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abilities. The bonded object cannot be used to cast spells from the cleric of the Kaga's domain spells.

Arcane Caster Clerics of Kaga are considered arcane casters (though they still gain spells and select domains like clerics do). In spite of being arcane casters, clerics of Kaga do not have arcane spell failure for their cleric spells.

EQUIPMENT

mwk breastplate with heavy steel shield, mwk sap, mwk heavy mace, 2 javelins, wand of *cure light wounds* with 4 charges, potion of *shield of faith*, oil of *bless weapon*, two weeks of trail rations, 30gp

THE KAGA: CREATION AND WATCHER OF MAN

The Kaga's creation at the beginning of the Age of Man heralded the end of the First Ones' reign over Exodus. The Kaga was borne of the merging of the consciousness of mankind's most powerful minds and spell casters. To this day, the Kaga's followers keep providing it with information about anything and everything.

The Kaga is a large repository of knowledge and at times in the past has provided mankind with information and wisdom to make the world a better and more stable place. Although the Kaga is presented as a deity and a religion, it is actually an arcane construct of great power. The Kaga appears as a man made of arcane energy, looking like a red and silver human. "Priests" of Kaga do not draw their power from divine source, but from an arcane source that mimics divine powers.

THE CANEUS EMPIRE

Located in Western Exodus, the Caneus Empire is one of the oldest nations in the world. It is the birthplace of the Sanguine Covenant. Today, the Caneus Empire remains a highly feudal society whose greatest resource rests upon its knights and its weaponsmiths. Society and standing is important to the Caneans.

The Caneus Empire's traditional enemy is the Confederacy of Reis to the north. The Empire's greatest warriors have traded frequent blows with the Confederates' hordes and war beasts. The situation between the two is envenomed by allegations from Empress Mercy that the Imperatrix harbors her regicidal brother. Tension runs high along the border.



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Male Human Cleric of the Kaga 5

NG Medium humanoid

Homeland Caneus Empire

Deity Kaga

Init +0 Senses Perception +4

Languages Abyssal, Ancient Arman, Celestial, Common, Nasian, Qijomi

DEFENSE

AC 21, touch 10, flat-footed 21 (+7 armor, +4 shield); ACP -4

hp 38 (5d8+10)

Fort +6, Ref +2, Will +9

OFFENSE

Speed 20ft. (base 30ft.)

Melee +1 sap +6 (1d6+3, non-lethal)

Melee mwk heavy mace +6 (1d8+2)

Ranged Hand of the Acolyte +1 sap +7 (1d6+3, non-lethal)

Ranged Hand of the Acolyte mwk heavy mace +7 (1d8+2)

Ranged javelin +3 (1d6+2)

Cleric Spells Known (DC 14+spell level; CL 5th; concentration +9 (+13 casting defensively))

3rd (2+1/day) - *dispel magic*^D, *invisibility purge*, *prayer*

2nd (3+1/day) - *calm emotions*, *detect thoughts*^D, *hold person*, *sound burst*

1st (4+1/day) - *bless*, *command*, *comprehend languages*^D, *hide from undead*, *shield of faith*

Cantrips - *detect magic*, *detect poison*, *light*, *stabilize*

CLERIC DOMAINS

Knowledge Lore keeper You can touch a creature to learn about its abilities and weaknesses. With a successful touch attack, you gain information as if you made the appropriate Knowledge skill check with a result equal to 24.

Spells: 1st - *comprehend languages*, 2nd - *detect thoughts*, 3rd - *speak with dead*

Magic Hand of the Acolyte (Su) You can cause your melee weapon to fly from your grasp and strike a foe before instantly returning. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your



Wisdom modifier to the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability 7 times per day.

Spells: 1st - *identify*, 2nd - *magic mouth*, 3rd - *dispel magic*

STATISTICS

Abilities Str 14, Dex 10, Con 12, Int 14, Wis 19, Cha 8

Base Atk +3 CMB +5 CMD 15

Feats Arcane Strike, Combat Casting, Shield Focus, Toughness

Skills Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Knowledge (engineering) +6, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (local) +6, Knowledge (nobility) +7, Knowledge (planes) +6, Knowledge (religion) +10, Linguistics +8, Sense Motive +9, Spellcraft +10

SQ arcane bond, arcane caster, spontaneous casting (positive energy)

SPECIAL ABILITIES

Arcane Bond You have bonded with your holy symbol (amulet). This works exactly like a wizard's arcane bond. If a cleric of the Kaga attempts to cast a spell without his bonded object worn, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level.

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Arcane Caster Clerics of Kaga are considered arcane casters (though they still gain spells and select domains like clerics do). In spite of being arcane casters, clerics of Kaga do not have arcane spell failure for their cleric spells.

EQUIPMENT

+1 breastplate, +1 heavy steel shield, +1 sap, mwk heavy mace, 2 javelins, cloak of resistance +1, wand of *cure light wounds* with 4 charges, wand of *cure moderate wounds* with 15 charges, potion of *shield of faith*, oil of *bless weapon*, two weeks of trail rations, 80gp in mundane equipment, 300gp

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