

THE ISA ZARA: FEMALE TRIFLING CLERIC



NEDEXODUS ICONIC:
THE ISA ZARA

AMNE ISA ZARA

Female Tiefling Cleric of Makash (Sanguine Covenant) 3

N Medium outsider (native)

Homeland Dominion

Deity Sanguine Covenant (Makash)

Init +2 **Senses** darkvision 60ft.; Perception +2

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex); **AC** -4

hp 21 (3d8+3)

Fort +4, **Ref** +2, **Will** +5

Resist fire 5

OFFENSE

Speed 20ft. (base 30ft.)

Melee mwk halberd +5 (1d10+3/ x3)

Melee dagger +4 (1d4+2 /19-20)

Melee club +4 (1d6+3)

Ranged sling +3 (1d4+2)

Ranged acid ray +3 ranged touch (5/day; ranged 30ft.; 1d6+1 acid)

Cleric Spells Known (DC 12+spell level; CL 3rd; concentration +5)

2nd (2+1/day) - *aid, cure moderate wounds* (CL4)^D, *lesser restoration*

1st (3+1/day) - *bless, magic stoneD, remove fear, sanctuary*

Cantrips - *detect magic, detect poison, purify food and drink, stabilize*

Cleric Domains

Earth *Acid Dart* see ranged attacks

Spells: 1st - *magic stone*, **2nd** - *soften earth and stone*

Healing *Rebuke Death (Sp)* You can touch a living creature as a standard action, healing it for 1d4+1. You can only use this ability on a creature that is below 0 hit points. You can use this ability 5 times per day.

Domain Spells: 1st - *cure light wounds* (CL 4), **2nd** - *cure moderate wounds* (CL 4)

STATISTICS

Abilities Str 14, Dex 12, Con 12, Int 12, Wis 14, Cha 13
Base Atk +2 **CMB** +4 **CMD** 15

Feats Elemental Channel (water), Selective Channeling

Skills Diplomacy +7, Knowledge (planes) +7, Knowledge (religion) +7, Linguistics +5, Profession (midwife) +6, Spellcraft +5

Languages Common, Ignan, Infernal, Qijomi, Sasori
SQ aura (moderate good), channel positive energy (4/day; DC12; 2d6), healing hands, spontaneous casting (positive energy)

SPECIAL ABILITIES

Healing Hands Female tiefling add one to their caster level for any cure spell they cast. If a character cannot cast cure spells, she gains no benefits from this ability.

Outsider blood Tiefling count as both outsider (native) and human for any effect related to race.

EQUIPMENT

mwk chainmail, mwk halberd, mwk sling, club, wand of cure light wounds with 8 charges, oil of bless weapon, two weeks of trail rations, 30gp

THE TIEFLING

The tiefling are a race of human/outsider hybrids hailing from the burning Cordelian Desert in the Dominion. Tiefling, or Gevet as they are also known, are native to Exodus. They have a reputation as being devious, aloof and distant from all others while females are seen as promiscuous and sex-crazed. Tiefling consider family to be extremely important and females especially so. Women are held in great reverence and fertility is the greatest gift they can give the tribe. They are commonly involved in crime syndicates, kidnapping, slave trading and other similar activities.

THE SANGUINE COVENANT

The Sanguine Covenant worships the Sanguine Lord above all. But to avoid burdening him with trivial matters, the Sanguine Rite - most holy text - teaches that one must worship the Venerates who focus the prayers of the faithful and allow the Sanguine Lord to spend his time keeping the universe together. The Rite teaches that enemies of the faith must be destroyed. These enemies include evil outsiders, undead, all First Ones and heretics.

MAKASH: THE GREEN MOTHER

Depicted as a plump woman with long, green hair, she is the patron of families in general and womanhood in particular. She is particularly prayed to when a woman seeks to become pregnant or to ensure a safe delivery. Her worship is most common in rural areas. Some also grant her power over the cycle of the seasons and nature. Her priesthood is almost exclusively female.

Her favored weapon is the halberd and her symbol is a green mountain.

THE DOMINION

Located in Southwestern Exodus, the burning lands of the Dominion are home to one of the most stable, but also static nation in all of Exodus. In the Dominion, society has changed very little since the first Khagan created the caste system a millenium ago. This set the magically-gift Khans at the top of the order and separating the rest into four classes (the raiders, the shamans, the historians and the casteless).

The Tieflings live outside the system in a rigid matriarchal society. Every Tiefling's name takes after his ancestral grandmother, his mother and a given name.

The Dominion's traditional enemy is the Arman Protectorate whose clockwork warriors have proven to be a match to the Dominion's more mobile armies.

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Init +2 **Senses** darkvision 60ft.; Perception +2

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex);

ACP -4

hp 21 (5d8+5)

Fort +6, **Ref** +3, **Will** +7

Resist fire 5

OFFENSE

Speed 20ft. (base 30ft.)

Melee +1 halberd +6 (1d10+4/ x3)

Melee dagger +5 (1d4+2 /19-20)

Melee club +5 (1d6+3)

Ranged sling +4 (1d4+2)

Ranged acid ray +4 ranged touch (6/day; ranged 30ft.; 1d6+2 acid)

Cleric Spells Known (DC 13+spell level; CL 5th; concentration +8, +12 defensively)

3rd (2+1/day) - *cure serious wounds* (CL 6)^D, *invisibility*, *purge*, *prayer*

2nd (3+1/day) - *aid*, *cure moderate wounds* (CL 6)^D, *lesser restoration*, *shield other*

1st (4+1/day) - *bless*, *magic stone*^D, *remove fear*, *sanctuary*, *shield of faith*

Cantrips - *detect magic*, *detect poison*, *purify food and drink*, *stabilize*

Cleric Domains

Earth *Acid Dart* see ranged attacks

Spells: 1st - *magic stone*, **2nd** - *soften earth and stone*, **3rd** - *stone shape*

Healing Rebuke Death (Sp) You can touch a living creature as a standard action, healing it for 1d4+2. You can only use this ability on a creature that is below 0 hit points. You can use this ability 6 times per day.

Domain Spells: 1st - *cure light wounds* (CL 6), **2nd** - *cure moderate wounds* (CL 6), **3rd** - *cure serious wounds* (CL 6)

STATISTICS

Abilities Str 14, Dex 12, Con 12, Int 12, Wis 16+2, Cha 14

Base Atk +3 **CMB** +5 **CMD** 16

Feats Combat Casting, Elemental Channel (water), Selective Channeling

Skills Diplomacy +10, Knowledge (planes) +7, Knowledge (religion) +9, Linguistics +5, Profession (midwife) +9, Spellcraft +7

Languages Common, Ignan, Infernal, Qijomi, Sasori

SQ aura (strong good), channel positive energy (5/day; DC14; 3d6), healing hands, spontaneous casting (positive energy)

SPECIAL ABILITIES

Healing Hands Female tiefling add one to their caster level for any cure spell they cast. If a character cannot cast cure spells, she gains no benefits from this ability.

Outsider blood Tiefling count as both outsider (native) and human for any effect related to race.

EQUIPMENT

+1 chainmail, +1 halberd, mwk sling, club, cloak of resistance +1, wand of *cure light wounds* with 8 charges, wand of *cure moderate wounds* with 15 charges, oil of *bless weapon*, two weeks of trail rations, 80gp in mundane equipment, 300gp

THE TIEFLING

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