

XP 19,200

Male half-orc cleric 13

CE Medium humanoid (human, orc)

Init +7; **Senses** darkvision 60 ft.; Perception +4**DEFENSE****AC** 25, touch 15, flat-footed 21 (+9 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural)**hp** 127 (13d8+65)**Fort** +12, **Ref** +8, **Will** +13**OFFENSE****Speed** 30 ft. (20 ft. with armor)**Melee** +1 *flaming greataxe* +16/+11 (1d12+8 plus 1d6 fire/x3)**Special Attacks** channel negative energy 4/day (DC 17, 7d6), destructive smite (7/day), ferocious strike (7/day), might of the gods (13 rounds/day), rage (13 rounds/day), rage power (roused anger)**Spells Prepared** (CL 13th)7th—*destruction* (DC 21), *disintegrate*^D (DC 21)6th—*harm* (DC 20), *heal*, *stoneskin*^D5th—*flame strike* (DC 19), *righteous might*^D (2), *slay living* (DC 19)4th—*cure critical wounds* (2), *divine power* (2), *freedom of movement*, *spell immunity*^D3rd—*bestow curse*, *blindness/deafness*, *prayer* (2), *protection from energy*, *rage*^D2nd—*aid* (2), *bull's strength*^D, *weapon of awe*^{APG} (3)1st—*bleed*, *cure light wounds*, *divine favor* (3), *enlarge person*^D0 (at will)—*bleed*, *create water*, *spark*^{APG}, *virtue*^D Domain spell; **Domains** Ferocity^{APG}, Rage^{APG}**STATISTICS****Str** 20, **Dex** 16, **Con** 16, **Int** 10, **Wis** 18, **Cha** 13**Base Atk** +9; **CMB** +14; **CMD** 29**Feats** Combat Casting, Dodge, Improved Initiative, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (greataxe)**Skills** Intimidate +21, Knowledge (religion) +16; **Racial****Modifiers** +2 Intimidate**Languages** Common, Orcish**SQ** aura of evil, orc blood, orisons, sacred tattoo^{APG}, weapon familiarity**Gear** +3 *breastplate*, +1 *flaming greataxe*, *amulet of natural armor* +1, *belt of physical perfection* +2, granite and diamond dust worth 250 gp (4), *headband of inspired wisdom* +2, *ring of protection* +1