

**THE HEALER****CR 5****XP 2,400**

Male human cleric 6

NG Medium humanoid (human)

**Init** +0; **Senses** Perception +5

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**DEFENSE**

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**AC** 29, touch 13, flat-footed 28 (+4 deflection, +1 Dex, +16 natural, -2 size)**hp** 48 (6d8+18)**Fort** +7, **Ref** +2, **Will** +10

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**OFFENSE**

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**Speed** 30 ft.**Melee** light mace +5 (1d6)**Special Attacks** channel positive energy (3d6, 8/day, DC 14), nimbus of light (6 rounds/day), rebuke death (8/day)**Prepared Spells** (CL 6th)3rd—*cure serious wounds*<sup>D</sup>, *prayer*, *protection from energy* (2)2nd—*cure moderate wounds*<sup>D</sup>, *lesser restoration* (4)1st—*bles*s (2), *cure light wounds*<sup>D</sup>, *protection from evil* (3)0 (at will)—*detect magic*, *purify food and drink*, *stabilize*, *virtue***D** domain spell; **Domains** healing, sun

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**STATISTICS**

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**Str** 10, **Dex** 10, **Con** 14, **Int** 10, **Wis** 20, **Cha** 13**Base Atk** +4; **CMB** +4; **CMD** 14**Feats** Combat Casting, Extra Channel (2), Toughness**Skills** Diplomacy +10, Heal +14, Sense Motive +14**Languages** Common**SQ** aura, healer's blessing, orisons, spontaneous casting, sun's blessing**Gear** +1 *breastplate*, *headband of inspired wisdom* +2, light mace ;