Escanor

Player: groeloe
LG Male escanor field medic champion 1
Good, Human, Humanoid, Lawful, Medium
Deity: **Iomedae**; Age: **25**; Height: **6' 3"**; Weight: **305 lb.**;
Eyes: **blue**; Hair: **orange**; Skin: **white**
Speed: **20 ft.**, Languages: Common, Elven

Hit Points	Focus Points	Hero Points
20	1	3
		1

Str	Dex	Con	Int	Wis	Cha	
+4	+0	+2	+0	+1	+2	18 Str 10 Dex 14 Con 10 Int 12 Wis 14 Cha

PERCEPTION **+4**$_T$ = +3 Base +1 Wis +0 Misc

FORTITUDE **+7**$_E$ = +5 Base +2 Con +0 Misc

REFLEX **+3**$_T$ = +3 Base +0 Dex +0 Misc

WILL **+6**$_E$* = +5 Base +1 Wis +0 Misc

AC **18**$_T$* = +13 Base +0 Dex +5 Misc

Defenses

Will Save (Haughty Obstinacy): If you succeed vs a mental effect that attempts to directly control your actions, you critically succeed instead.

Armor Class (Steel shield): +2 with shield raised

Breastplate (Trained)
AC: +4, Max Dex: +1, Armor Check: –, Speed: –

Half plate (Trained)
AC: +5, Max Dex: +1, Armor Check: –, Speed: -5

Steel shield
AC: +2, Max Dex: –, Armor Check: –, Speed: –

longsword Rhitta (Trained)
Melee: **+8/+3/-2** (2d8+4 S, Crit 4d8+8 S)

Traits:

Shield bash (Trained)
Melee: **+7/+2/-3** (1d4+4 B, Crit 2d4+8 B)

Traits: attached to shield

Special Abilities

Champions's Code
Must follow a code or else lose class abilities.

Retributive Strike (3 Resistance)
You protect your ally and strike your foe. The ally gains resistance to all damage against the triggering damage equal to 2 + your level. If the foe is within reach, make a melee Strike against it.

Feats

Haughty Obstinacy [Ancestry Feats]
If a creature rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead.

Ranged Reprisal [Class Feats]
Retributive strike can be made with ranged weapon, or can Step 5 ft to get into melee reach.

Battle Medicine (DC 15)
1 action use Treat Wounds to heal yourself or an adjacent ally. The target is immune to your Battle Medicine for 1 day.

Skills

	+0$_U$	Acrobatics $_{Dex}$
	+0$_U$	Arcana $_{Int}$
	+4$_U$	Athletics $_{Str}$
	+0$_U$	Crafting $_{Int}$
	+5$_T$	Deception $_{Cha}$
	+5$_T$	Diplomacy $_{Cha}$
	+5$_T$	Intimidation $_{Cha}$
	+4$_T$	Medicine $_{Wis}$
	+1$_U$	Nature $_{Wis}$
	+3$_T$	Occultism $_{Int}$
	+2$_U$	Performance $_{Cha}$
	+4$_T$	Religion $_{Wis}$
	+0$_U$	Society $_{Int}$
	+0$_U$	Stealth $_{Dex}$
	+1$_U$	Survival $_{Wis}$
	+0$_U$	Thievery $_{Dex}$
	+3$_T$	Warfare Lore $_{Int}$

Feats

Shield Block
Your shield absorbs damage up to the shield's Hardness. You and the shield each take any remaining damage.

Weapon Proficiencies
Trained: All Simple Weapons, All Martial Weapons, All Unarmed Attacks

Armor Proficiencies
Trained: All Light Armor, All Medium Armor, All Heavy Armor, Unarmored defense

Focus Spells

Lay on Hands (1st)   ☐

Gear (Encum: 9 bulk, Over: 14 bulk)

Total Bulk Carried: 5.1, Unencumbered

Backpack (1 @ 3 blk)	L
Breastplate *<In: Backpack (1 @ 3 blk)>*	3
Half plate	3
+1 striking longsword rhitta	-
Money	-
Steel shield	1

Experience & Wealth

Experience Points: **0** (2nd @ 1,000)
Current Cash: **3 gp; 9 sp**