

Escanor (DM)

Player: Escanor

LG Male human field medic paladin 3

Good, Human, Humanoid, Lawful

Deity: Iomedae; Age: 18

Speed: 25 ft., Languages: Common, Elven

Hit Points	Focus Points	Hero Points
44	2	3
		2

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 +8_E = +7 Base +1 Wis +0 Misc

FORTITUDE +9_E = +7 Base +2 Con +0 Misc

REFLEX +5_T = +5 Base +0 Dex +0 Misc

WILL +8_E* = +7 Base +1 Wis +0 Misc

AC 17_T = +15 Base +0 Dex +2 Misc

Defenses

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

Half plate (Trained)

AC: +5, Max Dex: +1, Armor Check: -, Speed: -5

Steel shield

AC: +2, Max Dex: -, Armor Check: -, Speed: -

Rhitta (Trained)

Melee: +10/+5/+0 (2d8+4 Slsh Slsh, Crit 2d8x2+8 Slsh Slsh)

Traits: versatile, brutal

Shield bash (Trained)

Melee: +9/+4/-1 (1d4+4 Blud Blud, Crit 1d4x2+8 Blud Blud)

Traits: attached to shield

Special Abilities

Champions's Code

Must follow a code or else lose class abilities.

Divine Retribution

Strike deals additional damage die, target is enfeebled 1 until start of your next turn (2 on critical hit).

Retributive Strike (5 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 Obstacity [Ancestry Feats]

If a creature rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead.

Deity's Domain [Class Feats]

Gain access to the domain power of one of your deity's domains.

Ranged Reprisal [Class Feats]

Retributive strike can be made with ranged weapon, or can Step 5 ft to get into melee reach.



Skills

<input type="checkbox"/>	+0 _U	Acrobatics _{Dex}
<input type="checkbox"/>	+0 _U	Arcana _{Int}
<input type="checkbox"/>	+4 _U	Athletics _{Str}
<input type="checkbox"/>	+0 _U	Crafting _{Int}
<input type="checkbox"/>	+7 _T	Deception _{Cha}
<input type="checkbox"/>	+7 _T	Diplomacy _{Cha}
<input type="checkbox"/>	+9 _E	Intimidation _{Cha}
<input type="checkbox"/>	+6 _T	Medicine _{Wis}
<input type="checkbox"/>	+1 _U	Nature _{Wis}
<input type="checkbox"/>	+5 _T	Occultism _{Int}
<input type="checkbox"/>	+2 _U	Performance _{Cha}
<input type="checkbox"/>	+6 _T	Religion _{Wis}
<input type="checkbox"/>	+0 _U	Society _{Int}
<input type="checkbox"/>	+0 _U	Stealth _{Dex}
<input type="checkbox"/>	+1 _U	Survival _{Wis}
<input type="checkbox"/>	+0 _U	Thievery _{Dex}
<input type="checkbox"/>	+5 _T	Warfare Lore _{Int}

Feats

Canny Acumen (Perception) [General Feats]

Your avoidance or observation is beyond the ken of most in your profession. Choose Fortitude saves, Reflex saves, Will saves, or Perception. You become an expert in your choice. At 17th level, you become a master in your choice.

Lie to Me [Skill Feats]

When you engage in conversation with someone trying to Lie to you, use your Deception DC (if higher) to determine whether they succeed.

Battle Medicine (DC 15)

1 action attempt a DC 15 Medicine check to regain 2d8 HP.

Shield Block

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

Focus Spells

Lay on Hands (2nd*)

Veil of Confidence (2nd*)

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

Tracked Resources

Torch □□□□□

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

Total Bulk Carried: 6.2, Unencumbered

Backpack	-
Bedroll	L
Belt pouch	-
Belt pouch	-
Chalk x10	-
Crowbar	L
Flint and steel	-
Grappling hook	L
Half plate	4
Money	-
Rations (1 week) x2	0.2
+1 returning striking rhitta	-
Rope (foot) x50	L
Sheath	-
Soap	-
Steel shield	1
Torch x5	0.5
Waterskin	L

Experience & Wealth

Career Experience Points: **1,600** (0/800 to 4th)

Current Cash: **15 gp; 3 sp**

Battle Medicine (DC 15) (Background, Feat)

Traits: General, Healing, Manipulate, Skill

One Action

Prerequisites trained in Medicine

You can patch up yourself or an adjacent ally, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds, and restore a corresponding amount of Hit Points; this does not remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Haughty Obstinance (Ancestry Feats, Feat)

Traits: Human

Your powerful ego makes it harder for others to order you around. If you roll a success on a saving throw against a mental effect that attempts to directly control your actions, you critically succeed instead. If a creature rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead (so it can't try to Coerce you again for 1 week).

Ranged Reprisal (Champion, Class, Class Feats, Feat)

Traits: Champion

Prerequisites Paladin cause

You can use Retributive Strike with a ranged weapon. In addition, if the foe that triggered your reaction is within 5 feet of your reach but not in your reach, as part of your reaction you can Step to put the foe in your reach before making a melee Retributive Strike.

Shield Block (Champion, Class, Feat)

Traits: General

Reaction

Trigger While you have your shield raised, you would take damage from a physical attack.

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Champions's Code (Champion, Class)

You follow a code of conduct, beginning with tenets shared by all champions of an alignment (such as good), and continuing with tenets of your cause. Deities often add additional strictures (for instance, Torag's champions can't show mercy to enemies of their people, making it almost impossible for them to follow the redeemer cause). Only rules for good champions appear in this book. Tenets are listed in order of importance, starting with the most important. If a situation places two tenets in conflict, you aren't in a no-win situation; instead, follow the more important tenet. For instance, as a paladin, if an evil king asked you if you're hiding refugees so he could execute them, you could lie to him, since the tenet against lying is less important than preventing harm to innocents. Trying to subvert your code by creating a situation that forces a higher tenet to override a lower tenet (for example, promising not to respect authorities and then, to keep your word, disrespecting authorities) is a violation of the champion code.

If you stray from your alignment or violate your code of conduct, you lose your focus pool and divine ally until you demonstrate your repentance by conducting an *atone* ritual (page 409), but you keep any other champion abilities that don't require those class features. If your alignment shifts but is still one allowed by your deity, your GM might let you retrain your cause while still following the same deity.

The Tenets of Good All champions of good alignment follow these tenets.

- You must never perform acts anathema to your deity or willingly commit an evil act, such as murder, torture, or the casting of an evil spell.
- You must never knowingly harm an innocent, or allow immediate harm to one through inaction when you know you could reasonably prevent it. This tenet doesn't force you to take action against possible harm to innocents at an indefinite time in the future, or to sacrifice your life to protect them.

Paladin's Tenets

- You must act with honor, never taking advantage of others, lying, or cheating.
- You must respect the lawful authority of legitimate leadership wherever you go, and follow its laws.

lomedae's Anathema: abandon a companion in need, dishonor yourself, refuse a challenge from an equal

Divine Retribution

Prerequisites The relic is a weapon.

Drawing upon divine fury, you single out a target that damaged you or an ally within the past round and fill your relic with divine vengeance against them. Make a Strike against that foe, dealing an additional damage die on a hit. If the target is evil, it is also enfeebled 1 until the start of your next turn on a hit (or enfeebled 2 on a critical hit).

Appears In: Gamemastery Guide

Retributive Strike (5 Resistance) (Cause)

Traits: Champion

Reaction

Trigger An enemy damages your ally, and both are within 15 feet of you.

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.

Weapon Traits

Attached to shield

An attached weapon must be combined with another piece of gear to be used. The trait lists what type of item the weapon must be attached to. You must be wielding or wearing the item the weapon is attached to in order to attack with it. For example, shield spikes are attached to a shield, allowing you to attack with the spikes instead of a shield bash, but only if you're wielding the shield. An attached weapon is usually bolted onto or built into the item it's attached to, and typically an item can have only one weapon attached to it. An attached weapon can be affixed to an item with 10 minutes of work and a successful DC 10 Crafting check; this includes the time needed to remove the weapon from a previous item, if necessary. If an item is destroyed, its attached weapon can usually be salvaged.

Brutal

A ranged attack with this trait uses its Strength modifier instead of Dexterity on the attack roll.

Appears In: Bestiary

Versatile

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Armor

Steel shield

Like wooden shields, steel shields come in a variety of shapes and sizes. Though more expensive than wooden shields, they are much more durable.

Gear

Crowbar

When Forcing Open an object that doesn't have an easy grip, a crowbar makes it easier to gain the necessary leverage. Without a crowbar, prying something open takes a –2 item penalty to the Athletics check to Force Open (similar to using a shoddy item).

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Grappling hook

You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make an attack roll with the secret trait against a DC depending on the target, typically at least DC 20. On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway up.

Returning

Traits: Evocation, Magical

When you make a thrown Strike with this weapon, it flies back to your hand after the Strike is complete. If your hands are full when the weapon returns, it falls to the ground in your space.

Gear

Torch

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

Lay on Hands**Focus 1****Heightened to 2nd Level****Uncommon, Champion, Healing, Necromancy, Positive****Traditions:** Divine**Cast:** [1] somatic**Range:** touch**Targets:** 1 willing living creature or 1 undead creature**Attack Bonus:** +7

Your hands become infused with positive energy, healing a living creature or damaging an undead creature with a touch. If you use *lay on hands* on a willing living target, you restore 6 Hit Points; if the target is one of your allies, they also gain a +2 status bonus to AC for 1 round. Against an undead target, you deal 1d6 damage and it must attempt a basic Fortitude save; if it fails, it also takes a –2 status penalty to AC for 1 round.

Heightened (+1) The amount of healing increases by 6, and the damage to an undead target increases by 1d6.

Veil of Confidence**Focus 1****Heightened to 2nd Level****Uncommon, Cleric, Enchantment, Mental****Traditions:** Divine**Cast:** [1] verbal**Duration:** 1 minute

You surround yourself in a veil of confidence. You reduce your current frightened condition by 1, and whenever you would become frightened during the duration, reduce the amount by 1.

If you critically fail a save against fear, *veil of confidence* ends immediately, and you increase any frightened condition you gain from the critical failure by 1 instead of decreasing it.