

## 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: 25 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<sub>T</sub> = +3 Base +1 Wis +0 Misc

**FORTITUDE** +7<sub>E</sub> = +5 Base +2 Con +0 Misc

**REFLEX** +3<sub>T</sub> = +3 Base +0 Dex +0 Misc

**WILL** +6<sub>E</sub>\* = +5 Base +1 Wis +0 Misc

**AC** 17<sub>T</sub>\* = +13 Base +0 Dex +4 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: -

### Steel shield

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

### Longsword (Trained)

Melee: +7/+2/-3 (1d8+4 P/S, Crit 2d8+8 P/S)

Traits: versatile P

### 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.

#### Shield Block

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



### Skills

<input type="checkbox"/>	+0 <sub>U</sub>	<b>Acrobatics</b> <sub>Dex</sub>
<input type="checkbox"/>	+0 <sub>U</sub>	<b>Arcana</b> <sub>Int</sub>
<input type="checkbox"/>	+4 <sub>U</sub>	<b>Athletics</b> <sub>Str</sub>
<input type="checkbox"/>	+0 <sub>U</sub>	<b>Crafting</b> <sub>Int</sub>
<input type="checkbox"/>	+5 <sub>T</sub>	<b>Deception</b> <sub>Cha</sub>
<input type="checkbox"/>	+5 <sub>T</sub>	<b>Diplomacy</b> <sub>Cha</sub>
<input type="checkbox"/>	+5 <sub>T</sub>	<b>Intimidation</b> <sub>Cha</sub>
<input type="checkbox"/>	+4 <sub>T</sub>	<b>Medicine</b> <sub>Wis</sub>
<input type="checkbox"/>	+1 <sub>U</sub>	<b>Nature</b> <sub>Wis</sub>
<input type="checkbox"/>	+3 <sub>T</sub>	<b>Occultism</b> <sub>Int</sub>
<input type="checkbox"/>	+2 <sub>U</sub>	<b>Performance</b> <sub>Cha</sub>
<input type="checkbox"/>	+4 <sub>T</sub>	<b>Religion</b> <sub>Wis</sub>
<input type="checkbox"/>	+0 <sub>U</sub>	<b>Society</b> <sub>Int</sub>
<input type="checkbox"/>	+0 <sub>U</sub>	<b>Stealth</b> <sub>Dex</sub>
<input type="checkbox"/>	+1 <sub>U</sub>	<b>Survival</b> <sub>Wis</sub>
<input type="checkbox"/>	+0 <sub>U</sub>	<b>Thievery</b> <sub>Dex</sub>
<input type="checkbox"/>	+3 <sub>T</sub>	<b>Warfare Lore</b> <sub>Int</sub>

### Focus Spells

Lay on Hands (1st)

### 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

**Gear** (Encum: 9 bulk, Over: 14 bulk)**Total Bulk Carried: 4, Unencumbered**

Breastplate	2
Longsword	1
Money	-
Steel shield	1

**Experience & Wealth**Experience Points: **0** (2nd @ 1,000)Current Cash: **4 gp**