Escanor (DM)

Hit Points	Focus Points	Hero Points
73	**3**	**3**
68		2

Str	Dex	Con	Int	Wis	Cha	
+4	**+0**	**+3**	**+0**	**+2**	**+3**	19 Str 10 Dex 16 Con 10 Int 14 Wis 16 Cha

PERCEPTION $+11_E$ = +9 Base +2 Wis +0 Misc

FORTITUDE $+13_E$ = +9 Base +3 Con +1 Misc

REFLEX $+8_T$ = +7 Base +0 Dex +1 Misc

WILL $+12_E$* = +9 Base +2 Wis +1 Misc

AC 24_T = +17 Base +0 Dex +7 Misc

Defenses

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

Resilient half plate (Trained)

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

Steel shield

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

Stonebeard Crest

AC: +3, Max Dex: –, Armor Check: –, Speed: –

Rhitta (Expert)

Melee**: +15/+10/+5** (2d8+4 S, Crit 2d8x2+8 S)

Traits: versatile , brutal

Shield bash (Expert)

Melee**: +13/+8/+3** (1d4+4 B, Crit 1d4x2+8 B)

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).

Incandescent Sight (1/day)
Gain heatsight for one minute.

Retributive Strike (7 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.

Natural Skill [Ancestry Feats]
Trained in two skills.

Skills

	+0 $_U$	**Acrobatics** Dex
	+0 $_U$	**Arcana** Int
	+13 $_E$	**Athletics** Str
	+0 $_U$	**Crafting** Int
	+12 $_E$	**Deception** Cha
	+10 $_T$	**Diplomacy** Cha
	+12 $_E$	**Intimidation** Cha
	+9 $_T$	**Medicine** Wis
	+2 $_U$	**Nature** Wis
	+7 $_T$	**Occultism** Int
	+3 $_U$	**Performance** Cha
	+9 $_T$	**Religion** Wis
	+7 $_T$	**Society** Int
	+0 $_U$	**Stealth** Dex
	+2 $_U$	**Survival** Wis
	+0 $_U$	**Thievery** Dex
	+7 $_T$	**Warfare Lore** Int

Feats

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.

Sun Blade [Class Feats]
You can unleash burning sunlight from your sword or spear. You gain the *sun blade* devotion spell. Increase the number of Focus Points in your focus pool by 1.

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.

Intimidating Glare [Skill Feats]
You can use Demoralize with no penalty when a creature doesn't understand your language.

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 (3rd*)	☐
Sun Blade (3rd*)	☐
Veil of Confidence (3rd*)	☐

Weapon Proficiencies

Expert: 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

Incandescent Sight (1/day)	☐
Torch	☐☐☐☐☐

Experience & Wealth

Career Experience Points: **3,200** (0/800 to 6th)
Current Cash: **70 gp; 5 sp**

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

Total Bulk Carried: 5.1, Unencumbered

Backpack *<Holds: 70 @ 1.1 blk>*	-
Bedroll	L
Belt pouch *<Holds: 2 @ 0 blk>*	-
Belt pouch	-
Chalk x10 *<In: Backpack>*	-
Crowbar *<In: Backpack>*	L
Flint and steel *<In: Belt pouch>*	-
Grappling hook *<In: Backpack>*	L
Money	-
Rations (1 week) x2 *<In: Backpack>*	0.2
Resilient half plate	3
+2 returning striking rhitta	-
Rope (foot) x50 *<In: Backpack>*	L
Sheath	-
Soap *<In: Belt pouch>*	-
Steel shield	1
Stonebeard Crest	1
Torch x5 *<In: Backpack>*	0.5
Waterskin *<In: Backpack>*	L

Battle Medicine (DC 15)   (Background, Feat)

Traits: General, Healing, Manipulate, Skill
[1 action]
Prerequisites trained in Medicine
Requirements You are holding or wearing healer's tools.

You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't 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 Obstinacy   (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).

Intimidating Glare   (Feat, Skill Feats)

Traits: General, Skill
Prerequisites trained in Intimidation

You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

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.

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

Divine Retribution

[2 actions]
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

Incandescent Sight (1/day)

Traits: Divination, Fire
Frequency once per day

Your eyes become attuned to heat signatures as your vision extends into the infrared, granting you a heatsight precise sense for 1 minute. Your heatsight can see temperature gradients out to a range of 30 feet, allowing you to detect living creatures and warm objects even in the dark. Warm objects block your heatsight even if they are transparent, such as hot water.

Appears In: Gamemastery Guide

Retributive Strike (7 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

Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

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.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

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

Notes: HP 20 (nu vol) BT (broken trashhold) 10.
Ik block 10 met mijn schild. Stel er wordt 10 dam gedaan. Ik heb 5+lvl afvangen. Dus degene die ik bescherm krijgt geen damage. Maar mijn schild heeft hardness 5. Dus mijn schild krijgt 10-5 schade, en ik ook! Als mijn schild dan meer dan 10 schade krijgt, breekt het (een beetje)m bij 20 is het beyond use.

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

Stonebeard Crest

Notes: "Stonebeard's Crest"
+1 sturdy(minor) steel shield
Bulk 1, AC bonus +3, Hardness 8, HP 64, BT 32, Price: 100gp
This shield bears the family crest of the Stonebeard clan.
Its wielder stands as proxy for the Stonebeard clan.

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.

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 3rd Level
Uncommon, Champion, Healing, Necromancy, Positive
Traditions: Divine
Cast: [1 action] somatic
Range: touch
Targets: 1 willing living creature or 1 undead creature

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 3rd Level
Uncommon, Cleric, Enchantment, Mental
Traditions: Divine
Cast: [1 action] 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.

Sun Blade   Focus 2

Heightened to 3rd Level
Uncommon, Evocation, Fire, Light, Positive
Traditions: Divine
Cast: [2 actions] somatic, verbal
Range: 60 feet
Targets: 1 creature
Attack Bonus: +10

You fire a ray of burning sunlight from your weapon. You must be wielding a sword or spear to cast sun blade, and you perform this spell's somatic component with the weapon. Make a spell attack roll. The ray deals 1d4 fire damage. If the target is evil, the ray deals an additional 1d4 good damage, and if the target is undead, the ray deals an additional 1d4 positive damage (both effects apply against creatures that are both evil and undead). If you are in an area of bright natural sunlight, increase the die size of each damage die by one step (from d4 to d6).

Heightened (+1) The damage increases by 1d4 fire, 1d4 good, and 1d4 positive (or 1d6 of each type of damage in bright natural sunlight).

Critical Success The ray deals double damage.
Success The ray deals full damage.

Appears in: Lost Omens Character Guide

Nothing to print!