

SEELAH

CHAMPION **5**

ANCESTRY HUMAN (SKILLED) **BACKGROUND** STREET URGIN
SPEED 25 FEET **PERCEPTION** +8 (TRAINED)
ALIGNMENT LAWFUL GOOD
LANGUAGES COMMON, OSIRIANI

STRENGTH **STR** 18 MODIFIER (+4) **DEXTERITY** **DEX** 12 MODIFIER (+1) **CONSTITUTION** **CON** 16 MODIFIER (+3)
INTELLIGENCE **INT** 10 MODIFIER (+0) **WISDOM** **WIS** 12 MODIFIER (+1) **CHARISMA** **CHA** 18 MODIFIER (+4)

STRIKES

MELEE *longsword* +14 (versatile P), 2d8+4 slashing
RANGED *shortbow* +11 (deadly 1d10, range increment 60 feet), 1d6 piercing

SKILLS

ACROBATICS [DEX] +1	ARCANA [INT] +0	ATHLETICS [STR] +11•
CRAFTING [INT] +7•	DECEPTION [CHA] +4	DIPLOMACY [CHA] +11•
INTIMIDATION [CHA] +13••	ABSALOM LORE [INT] +7•	LORE [OTHER: INT] +0
MEDICINE [WIS] +1	NATURE [WIS] +1	OCCULTISM [INT] +0
PERFORMANCE [CHA] +4	RELIGION [WIS] +8•	SOCIETY [INT] +7•
STEALTH [DEX] +8•	SURVIVAL [WIS] +1	THIEVERY [DEX] +10••

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Haughty Obstinacy, Natural Skill*
CLASS FEATS Divine Grace, Mercy, Ranged Reprisal
GENERAL FEATS Shield Block, Toughness
SKILL FEATS Intimidating Glare, Hefty Hauler, Pickpocket
CLASS ABILITIES champion's code, Divine Ally, *lay on hands*, Retributive Strike

*Abilities with an asterisk have already been calculated into Seelah's statistics and do not appear elsewhere.

DEFENSES

HIT POINTS 78	ARMOR CLASS 23	AC WITH SHIELD RAISED 25
FORTITUDE +12	REFLEX +8	WILL +10

PATHFINDER

EQUIPMENT

BULK Worn: 6, 2 L; Stowed: 2
WORN backpack, half plate, lesser elixir of life, minor *sturdy shield* (Hardness 10, HP 96, BT 48), +1 *shortbow* (20 arrows), +1 *striking longsword*
STOWED bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), repair kit, rope (50 feet), soap, torch (5), waterskin
WEALTH 13 gp, 3 sp, 1 cp



WHAT IS A CHAMPION?

You're an emissary of a deity, a devoted servant who has taken up a weighty mantle. You protect your allies from harm while upholding a strict code that sets you apart from those around you.

EQUIPMENT

The following rules apply to Seelah's equipment.

Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack don't count against your Bulk limits (and aren't included in your worn Bulk).

Deadly (trait): On a critical hit, the weapon adds a weapon damage die of the listed size; this is added after doubling the weapon's damage.

☐ **Elixir of Life, Lesser** (alchemical, consumable, elixir, healing); **Activate** \blacklozenge (Interact); **Effect** Upon drinking this elixir, you regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Repair Kit: A repair kit is required to Repair items with the Crafting skill.

Versatile (trait): A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

SHIELD ACTIONS

While she has a shield equipped, Seelah can use the following actions.

Raise Shield \blacklozenge While wielding a shield, you position it to protect yourself until the beginning of your next turn. This grants you a +2 circumstance bonus to AC, and you can use the Shield Block reaction.

Shield Block \blacklozenge **Trigger** You would be damaged by a physical attack while your shield is raised; **Effect** You interpose your shield between yourself and the attack, reducing the damage by 5. You and your shield each take any remaining damage, possibly breaking or destroying the shield (the shield gains the broken condition after taking 10 or more damage and is destroyed once it's taken 20 damage).

FEATS AND ABILITIES

Seelah's feats and abilities are described below.

Champion's Code: As a paladin of Iomedae, you have vowed to uphold a particular code of conduct. You follow these edicts, with the earlier entries being more important than subsequent ones:

- You must not commit an evil act (such as murder, torture, or casting an evil spell), nor shall you perform acts anathema to Iomedae: abandoning a companion in need, dishonoring yourself, or refusing a challenge from an equal.
- 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 an indefinite time in the future, nor does it require you sacrifice your life to protect them.
- 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.

Divine Ally (Shield): A spirit of protection dwells within your shield. In your hands, the shield's Hardness increases by 2 and its HP and BT increase by half (already factored in for Seelah's *sturdy shield*).

Divine Grace \blacklozenge **Trigger** You attempt a save against a spell, before you roll; **Effect** You call upon your deity's grace, gaining a +2 circumstance bonus to the save.

Haughty Obstinacy: 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.

Hefty Hauler: Increase your maximum and encumbered Bulk limits by 2.

Intimidating Glare: 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.

Mercy \blacklozenge If the next action you use is to cast *lay on hands*, you can attempt to counteract a fear effect or an effect imposing the paralyzed condition on the target, in addition to the other benefits of *lay on hands*.

Pickpocket: You can Steal or Palm an Object that's closely guarded, such as in a pocket, without taking the -5 penalty (outright theft may violate your code, but using these abilities to thwart or trick the forces of evil is well within your purview). You can't steal objects that would be extremely noticeable or time consuming to remove (such as a worn suit of armor).

Ranged Reprisal: 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.

Retributive Strike \blacklozenge **Trigger** An enemy damages your ally, and both are within 15 feet of you; **Effect** The ally gains resistance 3 against the triggering damage, and if the foe is within reach, you can make a melee Strike against it.

☐ **Focus Points:** You gain a pool of Focus Points that allow you to cast your devotion spell: *lay on hands*. Each use of this spell uses 1 Focus Point and Seelah currently has a total Focus Point pool of 1.

Lay On Hands (healing, necromancy, positive); **Cast** \blacklozenge somatic; **Range** touch; **Targets** 1 willing living creature or 1 undead creature; **Effect** You restore 18 Hit Points to a willing, living target; 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 3d6 damage and it must attempt a DC 21 basic Fortitude save; if it fails, it also takes a -2 status penalty to AC for 1 round.

Toughness: The DC of recovery checks is equal to 9 + your dying condition value.