

Aleksi Mikhailovich Barstoi

Player: Scott David Gray

Male Human Fighter 10/Paladin (Sacred Shield) 3, Silver Crusade faction - CL13 - CR 12

Lawful Good Humanoid (Human); Deity: **Abadar**; Age: **43**;
Height: **6' 2"**; Weight: **180lb.**; Eyes: **Blue**; Hair: **Gray / Brown**; Skin: **Light**

Ability	Score	Modifier	Temporary
STR STRENGTH	17/19	+3/+4	
DEX DEXTERITY	14/16	+2/+3	
CON CONSTITUTION	14/16	+2/+3	
INT INTELLIGENCE	14/16	+2/+3	
WIS WISDOM	12/14	+1/+2	
CHA CHARISMA	12/14	+1/+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+20 =	+10	+3	+5	+2		
REFLEX (DEXTERITY)	+14 =	+4	+3	+5	+2		
WILL (WISDOM)	+15 =	+6	+2	+5	+2		

Bravery: +3 vs. fear

Immunity to Disease Immunity to Fear (Ex)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 38 = 10	+13	+7	+3		+2	+2		+1

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
16	35				

CM Bonus	BAB	Strength	Dexterity	Size
+17 =	+13	+4	-	-

+21 Tricking; +21 Tripping

CM Defense	BAB	Strength	Dexterity	Size
33 = 10	+13	+4	+3	-

35 vs. Dirty Trick; 35 vs. Trip

Base Attack	+13	HP	121
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Initiative	Damage / Current HP
+3	

Speed	30 ft
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+1 ghost touch heartseeker whip

Main hand: **+21/+16/+11, 1d3+7** Crit: x2
nonlethal 1-hand, S, Disarm,

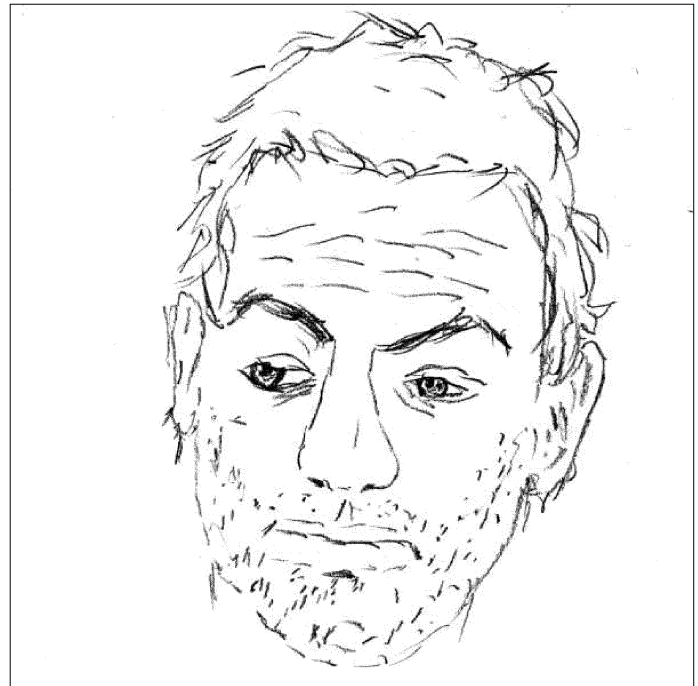
Both hands: **+21/+16/+11,**
1d3+7 nonlethal

Main w/ offhand: **+15/+10/+5,**
1d3+7 nonlethal

Main w/ light off.: **+17/+12/+7,**
1d3+7 nonlethal

Offhand: **+11, 1d3+5 nonlethal**

Character Number: 14034 - 14



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+16	DEX (3)	13	
Appraise	+3	INT (3)	-	
Bluff	+2	CHA (2)	-	
Climb	+12	STR (4)	5	
Diplomacy	+2	CHA (2)	-	
Disable Device	-	DEX (3)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+16	DEX (3)	13	
Handle Animal	-	CHA (2)	-	
Heal	+2	WIS (2)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (engineering)	+19	INT (3)	13	
Knowledge (nobility)	+7	INT (3)	1	
Knowledge (religion)	+7	INT (3)	1	
Linguistics	-	INT (3)	-	
Perception	+11	WIS (2)	5	
Profession (engineer)	+18	WIS (2)	13	
Ride	+3	DEX (3)	-	
Sense Motive	+2	WIS (2)	-	
Sleight of Hand	-	DEX (3)	-	
Spellcraft	+7	INT (3)	1	
Stealth	+16	DEX (3)	13	
Survival	+10	WIS (2)	5	
Swim	+12	STR (4)	5	
Use Magic Device	-	CHA (2)	-	

Feats

Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Combat Expertise +/-4

Bonus to AC in exchange for an equal penalty to attack.

Combat Reflexes (4 AoO/round)

You can make extra attacks of opportunity.

Exotic Weapon Proficiency (Whip)

You make attack rolls with the weapon normally.

Greater Dirty Trick

Dirty Trick penalty lasts 1d4 rds, +1 per 5 over CMD and takes a standard action to remove.

Greater Trip

Foes you trip provoke AoO when they are knocked prone.

Greater Whip Mastery

Grapple using a whip

Improved Dirty Trick

You don't provoke attacks of opportunity when performing a dirty trick.

Improved Shield Bash

You still get your shield bonus while using Shield Bash.

Improved Trip

You don't provoke attacks of opportunity when tripping.

Improved Whip Mastery

Threaten with your whip and grasp Tiny objects

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Quick Dirty Trick

May perform a dirty trick in place of your first melee attack.

Shield Focus

+1 Shield AC

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

Weapon Focus (Whip)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Whip Mastery

Using a whip does not provoke attacks of opportunity

Traits

Armor Expert

-1 Armor check penalty.

Eyes and Ears of the City

+1 to Perception checks.

Experience & Wealth

Experience Points: **38/39**

Current Cash: **4,001 pp, 9 gp, 5 sp**

Silver Crusade: **Fame: 71, PP: 14**

+4/+1 mrcfl shck rdnt mthrl hvy spkd shld

Main hand: **+19/+14/+9, 1d6+6**

Crit: x2
1-hand, P,

nonlethal+1d6 non-lethal+1d6 electricity

Both hands: **+19/+14/+9,**

1d6+8 nonlethal+1d6 non-lethal+1d6 electricity

Main w/ offhand: **+13/+8/+3,**

1d6+6 nonlethal+1d6 non-lethal+1d6 electricity

Main w/ light off.: **+15/+10/+5,**

1d6+6 nonlethal+1d6 non-lethal+1d6 electricity

Offhand: **+9, 1d6+4**

nonlethal+1d6 non-lethal+1d6 electricity

Crossbow bolts

Crit: x2
Ammo, P

Gauntlet (from Armor)

Main hand: **+18/+13/+8, 1d3+5**

Crit: x2
Light, B

Main w/ offhand: **+12/+7/+2, 1d3+5**

Main w/ light off.: **+14/+9/+4, 1d3+5**

Offhand: **+10, 1d3+3**

Masterwork light crossbow

Ranged: **+15/+10/+5, 1d8**

Crit: 19-20/x2

Ranged, both hands: **+17/+12/+7,**

1d8

Rng: 80'
2-hand, P

Masterwork scorpion whip

Main hand: **+21/+16/+11,**

Crit: x2
Light, S, Disarm,

1d4+6

Main w/ offhand: **+15/+10/+5,**

1d4+6

Main w/ light off.: **+17/+12/+7,**

1d4+6

Offhand: **+13, 1d4+4**

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Languages Known, From Linguistics: +1

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Shortsword

Main hand: **+17/+12/+7, 1d6+4** Crit: 19-20/x2
Main w/ offhand: **+11/+6/+1, 1d6+4** Light, P
Main w/ light off.: **+13/+8/+3, 1d6+4**
Offhand: **+9, 1d6+2**

Sling

Ranged: **+16/+11/+6, 1d4+4** Crit: x2
Ranged, both hands: **+16/+11/+6, 1d4+6** Rng: 50'
Ranged w/ offhand: **+10/+5/+0, 1d4+4** 1-hand, B
Ranged w/ light off.: **+12/+7/+2, 1d4+4**
Ranged offhand: **+6, 1d4+2**

Unarmed strike

Main hand: **+18/+13/+8, 1d3+5** Crit: x2
nonlethal Light, B, Nonlethal
Main w/ offhand: **+12/+7/+2, 1d3+5 nonlethal**
Main w/ light off.: **+14/+9/+4, 1d3+5 nonlethal**
Offhand: **+10, 1d3+3 nonlethal**

+4 Mithral full plate

+13 Max Dex: +5, Armor Check: -
Spell Fail: 25%, Medium

+4/+1 mrcfl shck rdnt mthrl hvy spkd shld

+7 Max Dex: -, Armor Check: -
Spell Fail: 5%, Shield

Gear

Total Weight Carried: 76.5/350lbs, Light Load

(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)

+1 ghost touch heartseeker whip 2 lbs
+4 Mithral full plate 25 lbs
+4/+1 mrcfl shck rdnt mthrl hvy spkd shld 12.5 lbs
+4/+1 mrcfl shck rdnt mthrl hvy spkd shld -
Absalom Townhouse (empty) (1/session) -
Amulet of natural armor +2 -
Artisan's outfit (Free) -
Beacon of Good -
Bead of force -
Belt of physical perfection +2 1 lb
Bit and bridle 1 lb
Bread 0.5 lbs
Cheese 0.5 lbs
Chime of opening (10 uses) 1 lb
Cloak of resistance +5 1 lb
Cold weather outfit 7 lbs
Crossbow bolts x20 0.1 lbs
Flask x2 1.5 lbs
Headband of mental superiority +2 (Fly) 1 lb
Hot weather outfit 4 lbs

Gear

Total Weight Carried: 76.5/350lbs, Light Load

(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)

loun stone (dusty rose prism) <n: *Wayfinder, shining* (1 @ -
Masterwork light crossbow 4 lbs
Masterwork scorpion whip 3 lbs
Potion of enlarge person x5 -
Ring of protection +2 -
Shortsword 2 lbs
Signal whistle -
Silver Crusader -
Sling -
Sunrod x2 1 lb
The Cost of Beneficence -
Wand of cure light wounds (41 charges) -
Wayfinder, shining (1 @ 0 lbs) 1 lb
Whetstone 1 lb
Winged boots (3/day) 1 lb

Special Abilities

Aura of Courage +4 (10' radius) (Su)

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is unconscious or

Aura of Good (Ex)

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Bastion of Good (10 ft) (1/day) (Su)

At 1st level, a sacred shield can call upon the powers of good to defend her and her allies against evil. This ability functions as smite evil, except that the paladin gains no benefit on attack or damage rolls against her target. Instead, any attacks the

Bravery +3 (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

[N/A] Ghost touch

A *ghost touch* weapon deals damage normally against incorporeal creatures, regardless of its bonus. An incorporeal creature's 50% reduction in damage from corporeal sources does not apply to attacks made against it with *ghost touch*

[N/A] Heartseeker

This special ability can only be placed on melee weapons. A *heartseeker* weapon is drawn unerringly toward beating hearts. A *heartseeker* weapon ignores the miss chance for concealment against most living targets, though the attack must still

Lay on Hands (1d6) (3/day) (Su)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal

[N/A] Merciful

A *merciful* weapon deals an extra 1d6 points of damage, but all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until told to resume it (allowing it to deal lethal damage, but without any bonus damage from

Mercy (Fatigued) (Su)

When you use your lay on hands ability, it also removes the fatigued condition.

Weapon Training (Close) +1 (Ex)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Weapon Training (Flails) +2 (Ex)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Spell-Like Abilities

Detect Evil (At will) (Sp)

Tracked Resources

Absalom Townhouse (empty) (1/session)

Combat Expertise +/-4 **Feat**

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes (4 AoO/round) **Feat**

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Exotic Weapon Proficiency (Whip) **Feat**

Choose one type of exotic weapon, such as the spiked chain or whip. You understand how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he is not proficient takes a –4 penalty on attack rolls.

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

Greater Dirty Trick **Feat**

When you pull a dirty trick, your foe is truly hindered.

Prerequisites: Int 13, Combat Expertise, Improved Dirty Trick, base attack bonus +6.

Benefit: You receive a +2 bonus on checks made to attempt a dirty trick. This bonus stacks with the bonus granted by Improved Dirty Trick. Whenever you successfully perform a dirty trick, the penalty lasts for 1d4 rounds, plus 1 round for every 5 by which your attack exceeds the target's CMD. In addition, removing the condition requires the target to spend a standard action.

Normal: The condition imposed by a dirty trick lasts for 1 round plus 1 round for every 5 by which your attack exceeds the target's CMD. Removing the condition requires the target to spend a move action.

Appears In: Advanced Player's Guide New Combat Maneuvers

Greater Trip **Feat**

You can make free attacks on foes that you knock down.

Prerequisites: Combat Expertise, Improved Trip, base attack bonus +6, Int 13.

Benefit: You receive a +2 bonus on checks made to trip a foe. This bonus stacks with the bonus granted by Improved Trip. Whenever you successfully trip an opponent, that opponent provokes attacks of opportunity.

Normal: Creatures do not provoke attacks of opportunity from being tripped.

Greater Whip Mastery **Feat**

You can use a whip to make combat maneuvers with ease.

Prerequisites: Improved Whip Mastery, Weapon Focus (whip), Whip Mastery, base attack bonus +8.

Benefit: You are so quick with your whip that you never drop it due to a failed disarm or trip combat maneuver attempt. Further, you gain the ability to grapple using your whip. To do so, use the normal grapple rules with the following changes.

Attack: You cannot use your whip to attack while you are using it to grapple an opponent.

Damage: When dealing damage to your grappled opponent, you deal your whip's weapon damage rather than your unarmed strike damage.

Free Hands: You take no penalty on your combat maneuver check for having fewer than two hands free when you use your whip to grapple.

Reach: Rather than pulling your grappled opponent adjacent to you when you successfully grapple and when you move the grapple, you must keep him within your whip's reach minus his own reach to maintain the grapple. If the difference in reach is less than 0, such as is the case for a Medium whip wielder and a Gargantuan creature, you cannot grapple that opponent with your whip. If you have to pull a creature adjacent to you to grapple it with your whip, you still provoke an attack of opportunity from that opponent unless you have the Improved Grapple feat.

Tie Up: While adjacent to your opponent, you can attempt to use your whip to tie him up. If you do so to an opponent you have grappled rather than pinned, you take only a –5 penalty on the combat maneuver check rather than the normal –10.

Appears In: Ultimate Combat

Improved Dirty Trick **Feat**

You are skilled at pulling dirty tricks on your foes.

Prerequisites: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a dirty trick combat maneuver. In addition, you receive a +2 bonus on checks made to attempt a dirty trick. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries a dirty trick on you.

Normal: You provoke an attack of opportunity when performing a dirty trick combat maneuver.

Appears In: Advanced Player's Guide New Combat Maneuvers

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Improved Shield Bash **Feat**

You can protect yourself with your shield, even if you use it to attack.

Prerequisite: Shield Proficiency.

Benefit: When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Normal: Without this feat, a character that performs a shield bash loses the shield's shield bonus to AC until his next turn (see Equipment).

Improved Trip **Feat**

You are skilled at sending your opponents to the ground.

Prerequisite: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

Normal: You provoke an attack of opportunity when performing a trip combat maneuver.

Improved Whip Mastery **Feat**

You are able to entangle opponents with the coils of your whip.

Prerequisites: Weapon Focus (whip), Whip Mastery, base attack bonus +5.

Benefit: While wielding a whip, you threaten the area of your natural reach plus 5 feet. You can also use a whip to grasp an unattended Small or Tiny object within your whip's reach and pull that object into your square. To do so, you must hit AC 10 with a melee touch attack. Further, you can use the whip to grasp onto an object within your whip's reach, using 5 feet of your whip as if it were a grappling hook, allowing you to use the rest of your whip to swing on like a rope. As a free action, you can release the object your whip is grasping, but you cannot use the whip to attack while the whip is grasping an object.

Appears In: Ultimate Combat

Quick Dirty Trick **Feat**

You can perpetrate a dirty trick and deliver an attack before your opponent is the wiser.

Prerequisites: Int 13, Combat Expertise, Improved Dirty Trick, base attack bonus +6.

Benefit: On your turn, you can perform a single dirty trick combat maneuver (*Advanced Players Guide* 320) in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the dirty trick combat maneuver.

Normal: A dirty trick combat maneuver is a standard action.

Appears In: Ultimate Combat

Shield Focus **Feat**

You are skilled at deflecting blows with your shield.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefit: Increase the AC bonus granted by any shield you are using by 1.

Weapon Focus (Whip) **Feat**

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Whip Mastery **Feat**

Your superior expertise with this weapon does not provoke attacks of opportunity from your enemies.

Prerequisites: Weapon Focus (whip), base attack bonus +2.

Benefit: You no longer provoke attacks of opportunity when attacking with a whip. You can deal lethal damage with a whip, although you can still deal nonlethal damage when you want. Further, you can deal damage with a whip despite a creature's armor bonus or natural armor bonus.

Normal: Attacking with a whip provokes attacks of opportunity as if you used a ranged weapon. A whip deals no damage to a creature that has an armor bonus of +1 or natural armor bonus of +3.

Appears In: Ultimate Combat

Armor Expert **Trait**

You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero. Your childhood armor wasn't the real thing as far as protection, but it did encumber you as much as real armor would have, and you've grown used to moving in such suits with relative grace. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Eyes and Ears of the City **Trait**

Your religious training involved serving in the city watch of a large city, the primary duty of which was standing sentinel on a city wall. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

Appears In: Legacy of Fire, Advanced Player's Guide Traits, Ultimate Campaign

Immunity to Disease **Unknown**

You are immune to diseases.

Immunity to Fear (Ex) **Unknown**

You are immune to all fear effects.

Aura of Courage +4 (10' radius) (Su) **Class Ability (Paladin)**

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

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Aura of Good (Ex) Class Ability (Paladin)

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Bastion of Good (10 ft) (1/day) (Su) Class Ability (Paladin)

At 1st level, a sacred shield can call upon the powers of good to defend her and her allies against evil. This ability functions as smite evil, except that the paladin gains no benefit on attack or damage rolls against her target. Instead, any attacks the target makes against allies within 10 feet of the paladin deal half damage. Attacks against the paladin deal full damage, but the paladin gains a deflection bonus to her AC equal to her Charisma bonus (if any) against attacks made by the target of the smite. This bonus increases by +1 for every four paladin levels (to a maximum of +6 at 20th level). As with smite evil, if the paladin targets a creature that is not evil, her bastion of good ability is wasted with no effect. Feats, abilities, and the like that increase a paladin's number of uses of smite evil per day increase a sacred shield's uses of bastion of good per day. This ability replaces smite evil.

At 11th level, the radius of a sacred shield's bastion of good ability increases to 20 feet. This ability replaces the paladin's aura of justice.

At 20th level, a sacred shield and her allies within 20 feet gain regeneration 10 against the target of her bastion of good ability (essentially regeneration that is overcome by any damage not caused by the target). This ability replaces the sacred shield's holy champion ability.

Appears In: Ultimate Combat

Bravery +3 (Ex) Class Ability (Fighter)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Detect Evil (At will) (Sp) Class Ability (Paladin)

At will, a paladin can use *detect evil*, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not *detect evil* in any other object or individual within range.

Lay on Hands (1d6) (3/day) (Su) Class Ability (Paladin)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal 1d6 hit points of damage for every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability.

Alternatively, a paladin can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Mercy (Fatigued) (Su) Class Ability (Paladin)

When you use your lay on hands ability, it also removes the fatigued condition.

Weapon Training (Close) +1 (Ex) Class Ability (Fighter)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Close: gauntlet, heavy shield, light shield, punching dagger, sap, spiked armor, spiked gauntlet, spiked shield, and unarmed strike.

Weapon Training (Flails) +2 (Ex) Class Ability (Fighter)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a fighter becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a fighter reaches 9th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A fighter also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the fighter's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Flails: dire flail, flail, heavy flail, morningstar, nunchaku, spiked chain, and whip.

Ghost touch (+1 ghost touch heartseeker whip) Weapon Power

A *ghost touch* weapon deals damage normally against incorporeal creatures, regardless of its bonus. An incorporeal creature's 50% reduction in damage from corporeal sources does not apply to attacks made against it with *ghost touch* weapons. The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a *ghost touch* weapon counts as both corporeal or incorporeal. This special ability can only be placed on melee weapons and ammunition.

Construction

Requirements: Craft Magic Arms and Armor, *plane shift*; **Cost** +1 Bonus

Aleksi Mikhailovich Barstoi – Abilities & Gear

Heartseeker (+1 ghost touch heartseeker whip) Weapon Power

This special ability can only be placed on melee weapons. A *heartseeker* weapon is drawn unerringly toward beating hearts. A *heartseeker* weapon ignores the miss chance for concealment against most living targets, though the attack must still target the proper square. This special ability does not apply against aberrations, oozes, plants, outsiders with the elemental subtype, or any creature specifically noted to lack a heart.

Construction

Requirements Craft Magic Arms and Armor, *death knell*; **Cost** +1 Bonus

Appears In: Ultimate Equipment

Merciful (+4/+1 mrcfl shck rdnt mthrl hvy spkd shld) Weapon Power

A *merciful* weapon deals an extra 1d6 points of damage, but all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until told to resume it (allowing it to deal lethal damage, but without any bonus damage from this ability).

Construction

Requirements: Craft Magic Arms and Armor, *cure light wounds*

Cold weather outfit Gear

This outfit is designed for mountaineering or hunting and traveling in icy climates. It includes a coat of wool or thick animal fur, a linen shirt, a wool cap, a heavy cloak, a heavy skirt or pants, and waterproof leather boots. In some regions, the outfit may be composed primarily of fur and animal pelts. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Hot weather outfit Gear

Covering your body from head to foot in light, airy cloth keeps you cooler than baring your skin to the sun. This outfit typically consists of a loose linen robe and either a turban or loose head covering and veil. The outfit provides a +2 bonus on Fortitude saves to resist warm or hot weather. This does not stack with any bonuses gained from the Survival skill.

Appears In: Advanced Player's Guide, Adventurer's Armory, Ultimate Equipment

Absalom Townhouse (empty) (1/session) Vanity

Finding that you enjoy life in the big city, you have made a home for yourself near the Grand Lodge in the City at the Center of the World. You gain a +4 circumstance bonus, usable once per game session, on any Knowledge (local) check or Diplomacy check made to gather information regarding your home district, and a permanent +2 circumstance bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks made against residents of that district.

Appears In: Pathfinder Society Field Guide

Silver Crusader Vanity

You may use the honorific "silver crusader" before your name, earning you a reputation as a soldier of the forces of good in the world. You gain a +3 bonus on Intimidate checks against evil clerics and antipaladins.

Appears In: Pathfinder Society Field Guide

The Cost of Beneficence Vanity

Whenever you give magical healing that you have rightfully paid for to an NPC, the Silver Crusade reimburses you for half the cost of replacing such resources. For example, if you give a lost orphan a *potion of cure light wounds* you purchased at the start of an adventure, at the session's conclusion, the Silver Crusade would reimburse you 25 gp to help defer the cost of your generosity. You receive no reimbursement for expended healing paid for with Prestige Points only or found in the course of an adventure (as no gp were expended to purchase it).

Appears In: Pathfinder Society Field Guide

Ring of protection +2 Ring

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 4,000 gp

Wand of cure light wounds (41 charges) Wand

Cure Light Wounds, Will half (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Amulet of natural armor +2 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +2.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 4,000 gp

Bead of force Wondrous Item

This small black sphere appears to be a lusterless pearl. A *bead of force* can be thrown up to 60 feet with no range penalties. Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force damage to all creatures within a 10-foot radius.

Once thrown, a *bead of force* functions like a *resilient sphere* spell (Reflex DC 16 negates) with a radius of 10 feet and a duration of 10 minutes. A globe of shimmering force encloses a creature, provided the latter is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, *disintegrate*, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the globe cannot be physically moved either by people outside it or by the struggles of those within. The explosion completely consumes the bead, making this a one-use item.

Construction

Requirements Craft Wondrous Item, *resilient sphere*; **Cost** 1,500 gp

Belt of physical perfection +2 Wondrous Item (Belt)

This belt has a large platinum buckle, usually depicting the image of a titan. The belt grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bear's endurance*, *bull's strength strength*, *cat's grace*; **Cost** 8,000 gp

Chime of opening (10 uses) Wondrous Item

A *chime of opening* is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A *chime of opening* also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a wizard of lower than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck and a clear tone rings forth. The wielder can make a caster level check against the lock or binding, using the chime's caster level of 11th. The DC of this check is equal to the Disable Device DC to open the lock or binding. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and *arcane locked*, it takes four successful uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. A brand new chime can be used a total of 10 times before it cracks and becomes useless.

Construction

Requirements Craft Wondrous Item, *knock*; **Cost** 1,500 gp

Cloak of resistance +5 Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 12,500 gp

Headband of mental superiority +2 (Fly) Wondrous Item (Headband)

This ornate headband is decorated with numerous small white gemstones. The headband grants the wearer an enhancement bonus to all mental ability scores (Intelligence, Wisdom, and Charisma) of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. The headband also grants skill ranks as a Headband of vast intelligence.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*, *fox's cunning*, *owl's wisdom*; **Cost** 8,000 gp

Ioun stone (dusty rose prism) Wondrous Item

This stone grants the bearer a +1 insight bonus to AC.

A Prism is usually faceted, with a long shape where top and bottom have the same number of sides. Normally the width and angle of all sides are uniform.

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape.

Resonant Power:

+2 insight bonus on CMB and to CMD.

Construction

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 2,500 gp

Wayfinder, shining (1 @ 0 lbs) Wondrous Item

A *shining wayfinder* is a polished silver compass favored by members of the Shining Crusade. In addition to the usual functions of a *wayfinder* (including the ability to create *light*), a *shining wayfinder* can be used to cast *detect evil*—when so used, its needle points not to the north but rather to the nearest source of evil within 60 feet. Once per day, a *shining wayfinder* can be used to cast *protection from evil* upon the *wayfinder's* bearer. A *shining wayfinder* functions only for a creature that is good-aligned. When held by an evil creature, the *shining wayfinder's* needle spins in a frantic circle. When held by any creature that is both nonevil and nongood, the needle simply hangs limply, not pointing to anything at all (not even to true north).

Construction

Requirements Craft Wondrous Item, *detect evil*, *light*, *protection from evil*; **Cost** 1,000 gp

Appears In: Pathfinder Society Field Guide

Winged boots (3/day) Wondrous Item (Feet)

These boots appear to be ordinary footwear. On command, they sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell (including a +4 bonus on Fly skill checks). He can fly three per times day for up to 5 minutes per flight.

Construction

Requirements Craft Wondrous Item, *fly*; **Cost** 8,000 gp