

**Name:** Dionio Groza, Gospodin

**Ancestry:** Human (Varisian)

**Class:** Paladin (Iomedae)

**Alignment:** Lawful Good + Code of Conduct [never knowingly commit an evil act, never knowingly harm an innocent, must act with honor never cheating lying or taking advantage of others, respect lawful authority and legitimate ruler following laws that do not violate a higher tenet, must never abandon a companion in need dishonor self or refuse a challenge from an equal.]

**Background:** Esoteric Scion

**AC:** 20

**Fort:** +6

**Hit Points:** 56

**Hero Points:** 1/3

**Per Day:**

**Staff of Healing [3/3]:** OOO [also use a resonance]

**Limited Use:**

**Wand of Healing [10/10]:** OOOOO OOOOO [also use a resonance]

**Perception:** [Expert] +7

**Speed:** 15'

**Languages:** Common, Gnoll

**Skills:**

<b>Str:</b> +4 [18]	<b>Acrobatics:</b> -3	<b>Nature:</b> +5	<b>Esoteric Order of Palatine Lore:</b> +4 [Trained]
<b>Dex:</b> +0 [10]	<b>Arcana:</b> +2	<b>Occultism:</b> +2	<b>Lore:</b>
<b>Con:</b> +1 [12]	<b>Athletics:</b> +4 [Expert]	<b>Performance:</b> +3	<b>Lore:</b>
<b>Int:</b> +0 [10]	<b>Crafting:</b> +4 [Trained]	<b>Religion:</b> +7 [Trained]	<b>Lore:</b>
<b>Wis:</b> +3 [16]	<b>Deception:</b> +3	<b>Society:</b> +2	<b>Lore:</b>
<b>Cha:</b> +1 [12]	<b>Diplomacy:</b> +3	<b>Stealth:</b> -3	<b>Lore:</b>
	<b>Intimidation:</b> +3	<b>Survival:</b> +7 [Trained]	<b>Lore:</b>
	<b>Medicine:</b> +7 [Trained]	<b>Thievery:</b> -3	<b>Lore:</b>

**Weapons:**

**Shifting Disrupting Expert Staff of Minor Healing in Bastard-Sword Form:**

+9/+4/-1 to hit

1h: 1d8+4 [2d8+8] S

1h vs undead: 2d8+4 [3d8+8 +1d6 positive] S

2h: 1d12+4 [2d12+8] S

2h vs undead: 2d12+4 [3d12+8 +1d6 positive] S

**Free actions:**

- Maintain Balance [Acrobatics, free] +2
- Delay
- Drop Item
- Speak

**Reactions:**

- Grab Edge [Acrobatics, reaction] +2
- Aid [after having prepared to help]

**1 Actions:**

- Recall Knowledge [Arcana, action] +2
- Recall Knowledge [Lore, action] +4
- Recall Knowledge [Nature, action] +5
- Recall Knowledge [Occultism, action] +2
- Recall Knowledge [Religion, action] +7
- Recall Knowledge [Society, action] +2
- Balance [Acrobatics, action] -3
- Escape [Acrobatics, action] -3
- Tumble through [Acrobatics, action] -3
- Break Grapple [Athletics, action] +4 [May take 15]
- Break Open [Athletics, action] +4 [May take 15]
- Climb [Athletics, action] +4 [May take 15]
- Grapple [Athletics, action] +4 [May take 15]
- Shove [Athletics, action] +4 [May take 15]
- Swim [Athletics, action] +4 [May take 15]
- Trip [Athletics, action] +4 [May take 15]
- Create a Diversion [Deception, action] +3
- Lie [Deception, action] +3
- Request [Diplomacy, action] +3
- Demoralize [Intimidation, action] +3
- Administer First Aid [Medicine, action] +7
- Command an Animal [Nature, action] +3
- Handle an Animal [Nature, action] +3
- Perform [Performance, action] +3
- Assist
- Crawl
- Drop Prone
- Interact
- Leap
- Seek
- Stand

**2 Actions:**

- Ready
- Cast Light cantrip S,V
- Heal from Staff or wand, S,V [1 charge, 1 resonance]

**3 Actions:****Activities:**

- Squeeze [Acrobatics, activity] -3
- Repair [Crafting, activity] +4
- Impersonate [Deception, activity] +3
- Gather Information [Diplomacy, activity] +3
- Make an Impression [Diplomacy, activity] +3
- Coerce [Intimidation, activity] +3
- Subsist on the Streets [Society, activity] +2
- Sense Direction [Survival, activity] +7
- Survive in the Wild [Survival, activity] +7
- Craft [Crafting, trained, activity] +4
- Treat Disease [Medicine, trained, activity] +7

- Retributive Strike: Melee attack -2 against foe who hits an ally [before damage is rolled] success = enfeebled 1 [2 on crit], if foe is struck down no damage to ally.
- Shield block [when shield is raised]

- Arrest a Fall

- Conceal an Object [Stealth, action] -3
- Hide [Stealth, action] -3
- Sneak [Stealth, action] -3
- Palm an Object [Thievery, action] -3
- Steal an Object [Thievery, action] -3
- Disarm [Athletics, trained, action] -3
- High Jump [Athletics, action] +4 [May take 15]
- Long Jump [Athletics, action] +4 [May take 15]
- Treat Poison [Medicine, trained, action] +7
- Cover Tracks [Survival, trained, action] +7
- Track [Survival, trained, action] +7
- Material casting [free hand]
- Somatic casting [Free hand]
- Verbal casting [Loud clear voice]
- Lay on Hands [1 spell point, touch cast, may use weapon for touch cast] Ally gains 1d6+2 hit points and +1 conditional bonus AC 1 round; undead takes 1d6+2 hit points and -1 conditional penalty to AC
- Weapon surge [1 spell point]: Increase item bonus of own weapon by +1 [+1 to hit +1 die damage]
- Cast Shield cantrip S, Raise Shield
- Heal from Staff or wand, S [1 charge, 1 resonance] 1d8+4 hit points touch [Undead Fort save for 1/2, DC 17]
- Step
- Stride
- Strike
- Take Cover
- Breathe Deep
- Mount
- Point Out

1d8+4 hit points 1 target within 30' [Undead Fort save for 1/2, DC 17]

- Stabilize from Staff, S,V [1 resonance] target goes from 0 hit points to 1 hit point

- Identify Magic [Religion, trained, activity] +7 [only takes 10 minutes]
- Learn Divine Spell [Religion, trained, activity] +7
- Read Scripture [Religion, trained, activity] +7
- Practice a Trade [Lore, trained, activity] +4
- Prepare for Battle [3 spell points] Self and ally use higher of two initiative rolls; ends if used again, if initiative is rolled, or if a rest is taken
- Heal from Staff or wand, S,VM [1 charge, 1 resonance] 1d8+4 hit points all living or undead targets within 30' [Undead Fort save for 1/2, DC 17]