



CHARACTER			
NAME Dionio Groza, Gospodin		PLAYER Scott David Gray	
CLASS/LEVEL Paladin 4	ANCESTRY Human	EXPERIENCE 3000	
BACKGROUND Esoteric Scion	ALIGNMENT Lawful Good	DEITY Iomedae	
SIZE Medium	AGE 32	HEIGHT 70	WEIGHT 160
GENDER Male	HAIR Dark, curly with beard	EYES Dark brown	SKIN Olive
LANGUAGE(S) Common, Gnoll			





SPEED, CLASS DC, AND HERO POINTS		
SPEED	CLASS DC	HERO POINTS
15 ft.	18	1

HIT POINTS		
MAXIMUM	CURRENT	TEMPORARY
56	56	0

SENSES						
	TOTAL	ABILITY MOD	T	E	M	L PROF ITEM
Perception (Wis)	+7	= +4	●	●	●	● +4 +0

SAVING THROWS						
	TOTAL	ABILITY MOD	T	E	M	L PROF ITEM
Fort (Con)	+6	= +5	●	●	●	● +5 +0
Ref (Dex)	+4	= +4	●	●	●	● +4 +0
Will (Wis)	+8	= +5	●	●	●	● +5 +0

ARMOR CLASS						
	TOTAL	ABILITY MOD	T	E	M	L PROF ITEM
AC ARMOR CLASS	20	=10+0	●	●	●	● +4 +6
TAC TOUCH ARMOR CLASS	16	=10+0	●	●	●	● +4 +2

SKILLS							
	TOTAL	ABILITY MOD	T	E	M	L PROF	ITEM & MISC
<input type="checkbox"/> ACROBATICS  (DEX)	-3	= +0	•	•	•	• +2	-5
<input type="checkbox"/> ARCANA (INT)	+2	= +0	•	•	•	• +2	+0
<input checked="" type="checkbox"/> ATHLETICS  (STR)	+4	= +4	●	●	•	• +5	-5
<input checked="" type="checkbox"/> CRAFTING (INT)	+4	= +0	●	•	•	• +4	+0
<input type="checkbox"/> DECEPTION (CHA)	+3	= +1	•	•	•	• +2	+0
<input checked="" type="checkbox"/> DIPLOMACY (CHA)	+3	= +1	•	•	•	• +2	+0
<input checked="" type="checkbox"/> ESOTERIC ORDER OF THE PALATINE EYE LORE (INT)	+4	= +0	●	•	•	• +4	+0
<input type="checkbox"/> INTIMIDATION (CHA)	+3	= +1	•	•	•	• +2	+0
<input checked="" type="checkbox"/> MEDICINE (WIS)	+7	= +3	●	•	•	• +4	+0
<input type="checkbox"/> NATURE (WIS)	+5	= +3	•	•	•	• +2	+0
<input type="checkbox"/> OCCULTISM (INT)	+2	= +0	•	•	•	• +2	+0
<input type="checkbox"/> PERFORMANCE (CHA)	+3	= +1	•	•	•	• +2	+0
<input checked="" type="checkbox"/> RELIGION (WIS)	+7	= +3	●	•	•	• +4	+0
<input type="checkbox"/> SOCIETY (INT)	+2	= +0	•	•	•	• +2	+0
<input type="checkbox"/> STEALTH  (DEX)	-3	= +0	•	•	•	• +2	-5
<input type="checkbox"/> SURVIVAL (WIS)	+7	= +3	●	•	•	• +4	+0
<input type="checkbox"/> THIEVERY  (DEX)	-3	= +0	•	•	•	• +2	-5
<input checked="" type="checkbox"/> Signature skill  Armor check penalty applies							

ACTIONS, REACTIONS AND ACTIVITIES	
Retributive Strike Make Strike at -2 before foe rolls damage for hitting ally in reach. If you hit, inflict enfeebled 1 (or 2 if critical success) for the remainder of the foe's turn or until they attack you. If your strikes down foe, no damage to your ally.	

ABILITY SCORES		
	SCORE	ABILITY MOD
STR Strength	18	+4
DEX Dexterity	10	+0
CON Constitution	12	+1
INT Intelligence	10	+0
WIS Wisdom	16	+3
CHA Charisma	12	+1

RESONANCE POINTS				
MAXIMUM	CURRENT	OVERSPENT	CHA	LVL
5	5	0	+1	+4

EQUIPMENT	
NAME	BULK
Weapons	
(9×) Dagger (Trained)	0.9
Fist (Trained)	
Gauntlet (Trained)	L
Longsword (Trained)	1
Shifting staff of healing, minor (3 /day) (Trained)	1
Armor	
Full plate (Trained)	4
Gear	
Backpack (1 @ 0.1 blk)	L
Belt pouch (1 @ 0 blk)	–
Clothing, ordinary (13 @ 1.3 blk)	–
Flint and steel	–
Healer's tools	L
Religious symbol, wooden	L
Waterskin	L
Magic Items	
Wand of heal (×10)	L
6/14 bulk	

WEALTH
6 cp 0 sp 0 gp 0 pp

OTHER

WEAPONS	
NAME	WEAPON PROPERTIES
	Ranged +4 / +0 / -4 P, S Damage 1d4+4 P, S Critical 2d4+8
(9×) Dagger (Trained)	Melee +8 / +4 / +0 Damage 1d4+4 P, S Critical 2d4+8 Traits Agile, finesse, thrown (10 ft.), Versatile S
Fist (Trained)	Melee +8 / +4 / +0 Damage 1d4+4 B Critical 2d4+8 Traits Agile, finesse, nonlethal, unarmed
Gauntlet (Trained)	Melee +8 / +4 / +0 Damage 1d4+4 B Critical 2d4+8 Traits Agile, free-hand
Longsword (Trained)	Melee +8 / +3 / -2 Damage 1d8+4 P, S Critical 2d8+8 Traits Versatile P
Shifting staff of healing, minor (3 /day) (Trained)	Melee +9 / +4 / -1 Damage 1d12+4 S Critical 2d12+8 Traits Two-Hand d8

TRADITION SPELLS	
Cantrip	
Shield	Unlimited Usage
Light	Unlimited Usage

POWERS
1st-level
Lay on Hands (Spell Roll +5)
Weapon Surge

SPELL POINTS	
MAXIMUM	CURRENT
4	4
4	4

ACTIONS, REACTIONS AND ACTIVITIES	
	Retributive Strike Make Strike at -2 before foe rolls damage for hitting ally in reach. If you hit, inflict enfeebled 1 (or 2 if critical success) for the remainder of the foe's turn or until they attack you. If your strikes down foe, no damage to your ally.

WEAPON PROFICIENCIES	ARMOR PROFICIENCIES
TRAINED WEAPON PROFICIENCIES All Simple Weapons, All Martial Weapons	TRAINED ARMOR PROFICIENCIES All Light Armor, All Medium Armor, All Heavy Armor, All Shields, Unarmored defense

ABILITIES AND FEATS
Assurance (Athletics) Forgo rolling a Athletics check to instead use a result of 15.
Blade Ally (Shifting staff of healing, minor [3 /day]) During daily preparations, choose one weapon to gain your choice of <i>disrupting</i> , <i>ghost touch</i> , <i>returning</i> , or <i>shifting</i> for free, and can use it's critical specialization effect.
Code of Conduct Must follow a code or else lose class abilities.
Hospice Knight Increase the healing from <i>lay on hands</i> from d4s to d6s.
Quick Identification Identify Magic takes 10 minutes.
Quick Jump As a single action use High Jump or Long Jump.
Retributive Strike Make Strike at -2 before foe rolls damage for hitting ally in reach. If you hit, inflict enfeebled 1 (or 2 if critical success) for the remainder of the foe's turn or until they attack you. If your strikes down foe, no damage to your ally.
Toughness +1 circumstance bonus to recovery saves (see page 295).
Warded Touch You can cast and deliver <i>lay on hands</i> while using a shield or weapon.

WEAPONS	AMMUNITION	ARMOR

GEAR	SNARES	ALCHEMICAL ITEMS	MAGIC ITEMS

EXPERIENCE POINTS	NOTES														
<table><tr><th>EXPERIENCE</th><th>NEXT LEVEL</th></tr><tr><td>3000 XP</td><td>4000 XP</td></tr><tr><td colspan="2">Gained:</td></tr><tr><td colspan="2"></td></tr><tr><td colspan="2"></td></tr><tr><td colspan="2"></td></tr><tr><td colspan="2"></td></tr></table>	EXPERIENCE	NEXT LEVEL	3000 XP	4000 XP	Gained:										<div></div> <div></div> <div></div> <div></div> <div></div> <div></div>
EXPERIENCE	NEXT LEVEL														
3000 XP	4000 XP														
Gained:															

EQUIPMENT DESCRIPTIONS
Weapons
Dagger
Fist
Gauntlet
Longsword
Shifting staff of healing, minor (3 /day) Made of smooth white wood, this staff is capped at each end with a golden cross adorned with a multitude of ruby cabochons. A <i>staff of healing</i> adds an item bonus to the Hit Points you restore any time you cast the <i>heal</i> spell using your own spell slots, using charges from the staff, or from channel energy.
Maximum Charges 3 The item bonus to <i>heal</i> spells is +1. <ul style="list-style-type: none">• <i>stabilize</i> (cantrip)• <i>heal</i> (level 1)
Craft Requirements Supply a casting of all listed spells.
Armor
Full plate
Gear
Backpack (1 @ 0.1 blk) A backpack can hold up to 4 Bulk worth of items. If you are carrying or stowing a backpack rather than wearing it on your back, it has light Bulk instead of negligible.
Belt pouch (1 @ 0 blk) A belt pouch can hold up to 4 items of light Bulk.
Clothing, ordinary Ordinary clothing is functional and decently tailored, such as peasant garb, monk’s robes, traveler’s attire, or work clothes.
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 possible during an encounter. Even in ideal conditions, using flint and steel to light a flame requires at least 3 actions, and often significantly longer.
Healer's tools This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat a Disease, or Treat a Poison. Expert-quality healer’s tools provide a +1 item bonus to such checks.
Religious symbol, wooden This piece of wood or silver is emblazoned with an image representing a deity. Some divine spellcasters, such as clerics, can use a religious symbol of their deity as a divine focus to use certain abilities and cast some spells. A religious symbol must be held in one hand to use it.
Waterskin
Magic Items

Wand of heal (×10)

Short, slender items typically made of wood, wands let you cast a specific spell. They can be used only a certain number of times before burning out. Each wand holds a specific spell of a certain level, determined when the wand is created. The spell can't be heightened.

Casting Spells from a Wand

Casting a spell from a wand requires holding the wand in one hand and performing a Cast a Spell activity using the normal spellcasting actions for the spell. You activate the wand as part of the first spellcasting action you use, and you must spend 1 Resonance Point at this time. At the same time, you expend one of the wand's charges.

To cast a spell from a wand, you must have the spell on your spell list and be able to use the spellcasting actions listed in the spell's entry. Because you're the one casting the spell, use your spell roll and spell DC, up to a maximum depending on the wand's level (see Table 11-6: Wand Statistics). The spell also gains the appropriate trait for your tradition (arcane, divine, occult, or primal).

Any physical material components and cost were provided when the wand was crafted, but you must spend a Somatic Casting action in place of each Material Casting action required to cast the spell. If the spell requires a focus, you must still have that focus to cast the spell. In many cases, this focus is built into the wand (increasing the wand's price by the focus's price).

While holding a wand, you can use Somatic Casting actions even without a hand free by gesturing with the wand instead of your hand, regardless of whether you're casting spells from the wand or any of your other spells.

ABILITY DESCRIPTIONS

Assurance (Athletics)

Even in the worst circumstances, you can perform basic tasks with your skill. Choose a skill you're trained in when you first select this feat. You can forgo rolling a skill check for your chosen skill to instead receive a result of 10 (do not apply any of your bonuses, penalties, or modifiers).

If you're an expert in your chosen skill, you receive a result of 15; if you're a master, you receive a result of 20; and if you're legendary, you receive a result of 30.

Blade Ally (Shifting staff of healing, minor [3 /day])

A spirit of valor inhabits your weapon, granting it additional power. Select one weapon each morning when you make your daily preparations. In your hands, the weapon gains your choice of the *disrupting*, *ghost touch*, *returning*, or *shifting* property (see page 370), without it counting against the weapon's maximum number of properties. In addition, you gain access to the weapon's critical specialization effect.

Note: To account for this ability, select a weapon, then add one of the indicated runes for free.

Code of Conduct

Paladins are divine champions of a deity. You must be lawful good and worship a deity that allows lawful good clerics. See the list of deities on page 72.

Actions fundamentally opposed to your deity's alignment or ideals are anathema to your faith. A few examples of acts that would be considered anathema appear in each deity's entry. You and your GM will determine whether other acts count as anathema.

In addition, you must follow the paladin's code below. Deities often add additional strictures for their own paladins (for instance, Shelyn's paladins never attack first except to protect an innocent, and they choose and perfect an art form).

If you stray from lawful good, perform acts anathema to your deity, or violate your code of conduct, you lose your Spell Point pool and righteous ally until you demonstrate your repentance by conducting an *atone* ritual (see page 275), but keep any other paladin abilities that don't require those class features.

The Paladin's Code

The following is the fundamental code all paladins follow. The 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 most important tenet. For instance, if an evil king asked you if innocent lawbreakers were hiding in your church so he could execute them, you could lie to him, since the tenet forbidding you to lie is less important than the tenet prohibiting the harm of an innocent. An attempt to subvert the paladin code by engineering a situation allowing you to use a higher tenet to ignore a lower tenet (telling someone that you won't respect lawful authorities so that the tenet of not lying supersedes the tenet of respecting lawful authorities, for example) is a violation of the paladin code.

- You must never willingly commit an evil act, such as murder, torture, or the casting an evil spell, and you must never perform acts anathema to your deity.
- You must not use actions that you know will harm an innocent, or through inaction cause an innocent immediate harm when you knew your action could reasonably prevent it. This tenet doesn't force you to take action against possible harm to innocents or to sacrifice your life and potential to attempt to protect an innocent.
- You must act with honor, never cheating, lying, or taking advantage of others.
- You must respect the lawful authority of the legitimate ruler or leadership in whichever land you may be, following their laws unless they violate a higher tenet.

Hospice Knight

Your long hours in the hospice have taught you additional techniques for treating wounds. Your proficiency rank in Medicine increases to trained, and Medicine is a signature skill for you. Increase the healing from *lay on hands* from d4s to d6s.

Quick Identification

You take only 10 minutes when using Identify Magic to determine the properties of an item, ongoing effect, or location, rather than 1 hour. If you're an expert, it takes 5 minutes; if you're a master, it takes 1 minute; and if you're legendary, it takes 3 rounds.

Quick Jump

You can use High Jump and Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride, and you don't need to have moved 10 feet.

Retributive Strike

As a paladin, you are a stalwart protector of those under your charge. You gain the Retributive Strike reaction.

(R) RETRIBUTIVE STRIKE

[Paladin] **Trigger** A creature within your reach hits an ally or friendly creature.

Make a melee Strike against the triggering creature at a -2 penalty before the opponent rolls the damage for the triggering hit. If your attack hits, the target is enfeebled 1 for the remainder of its turn, or enfeebled 2 for the remainder of its turn if your Strike was a critical hit. The enfeebled condition ends immediately if the creature makes a Strike against you. If Retributive Strike incapacitates or kills the triggering creature, the triggering hit deals no damage.

Toughness

You can withstand more punishment than most before going down. Increase your maximum Hit Points by your level or 4, whichever is higher. When you reach level 5 and every time you gain a level thereafter, adjust your maximum Hit Points gained from Toughness accordingly (for example, at level 7, this feat would increase your maximum Hit Points by 7). You also gain a +1 circumstance bonus to recovery saves (see page 295).

Warded Touch

You cast *lay on hands* in a simple motion without any complicated gestures. The Somatic Spellcasting action for *lay on hands* loses the manipulate trait, and you can cast it and deliver your touch with a hand holding a weapon or shield.

SPELL DESCRIPTIONS

Light

The object begins to glow with pure light, casting bright light in a 20-foot radius like a torch. If you cast this spell again on another object, the light on the last object you cast it on is dismissed.

Heightened (4th) The object instead sheds bright light in a 60-foot radius.

Shield

You raise a magical shield of force to protect you. This counts as using the Raise a Shield action (see the sidebar) to gain a +1 circumstance bonus to AC until the start of your next turn, though it doesn't require a hand to use.

While the spell is in effect, you can also use the Shield Block reaction with your magic shield. The shield has Hardness 4. After you use Shield Block, the spell is dismissed and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

Heightening the spell increases the Hardness.

Heightened (3rd) Hardness 10.

Heightened (5th) Hardness 15.

Heightened (7th) Hardness 20.