

## Legatus Thanos Stought

Player: Scott David Gray

Male versatile human (Chelaxian) bloodrager (urban bloodrager) 1/brawler (wild child) 1/Hellknight 2/paladin (oath of vengeance, temp, Dark Archive faction - CL7 - CR 6

Lawful Good Humanoid (Human); Atheist; Age: 17; Height: 5' 9"; Weight: 175 lb.; Eyes: Black; Hair: White; Skin: Pale

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	23/27	+6/+8	
<b>DEX</b> DEXTERITY	10	0	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	7	-2	
<b>CHA</b> CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+13	=	+8	+2	+1	+2	
Deathtouched: +2 trait bonus against mind-affecting effects							

<b>REFLEX</b> (DEXTERITY)	+7	=	+4		+1	+2	
Deathtouched: +2 trait bonus against mind-affecting effects							

<b>WILL</b> (WISDOM)	+5	=	+4	-2	+1	+2	
Deathtouched: +2 trait bonus against mind-affecting effects							

### Immunity to Disease      Immunity to Fear (Ex)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 22	=	+10			+1	+1		

<b>Touch AC</b> 11	<b>Flat-Footed AC</b> 22		
BAB	Strength	Size	Misc

<b>CM Bonus</b> +15	=	+7	+8	-	-
---------------------	---	----	----	---	---

<b>CM Defense</b> 26	=	10	+7	+8	+0	-
----------------------	---	----	----	----	----	---

<b>Base Attack</b>	+7	<b>HP</b>	63
--------------------	----	-----------	----

<b>Initiative</b>	+0	Damage / Current HP	
-------------------	----	---------------------	--

<b>Speed</b>	30 ft
--------------	-------

### +1 keen adamantine glaive

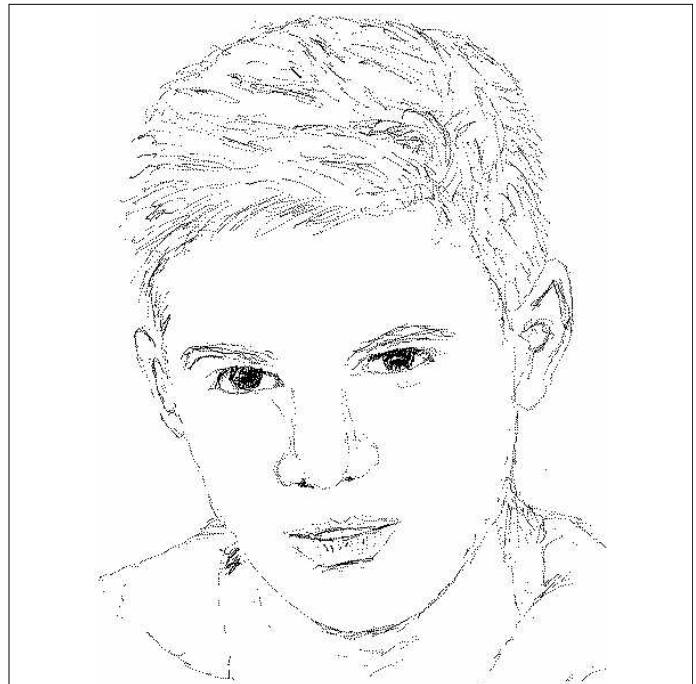
Both hands: +16/+11, 1d10+13      Crit: 19-20/x3  
2-hand, S, Reach

### +1 hellknight plate

+10

Max Dex: +2, Armor Check: -4  
Spell Fail: 35%, Heavy

Character Number: 14034 - 5



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-4	DEX (0)	-	
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+2	CHA (2)	-	
<b>Climb</b>	+4	STR (8)	-	
<b>Craft (All)</b>	-2	INT (0)	-	
<b>Diplomacy</b>	+12	CHA (2)	7	
<b>Disguise</b>	+2	CHA (2)	-	
<b>Escape Artist</b>	-4	DEX (0)	-	
<b>Fly</b>	-4	DEX (0)	-	
<b>Heal</b>	-2	WIS (-2)	-	
<b>Intimidate</b>	+12	CHA (2)	7	
<b>Knowledge (planes)</b>	+2	INT (0)	2	
<b>Knowledge (religion)</b>	+4	INT (0)	1	
<b>Perception</b>	-2	WIS (-2)	-	
<b>Ride</b>	-4	DEX (0)	-	
<b>Sense Motive</b>	-2	WIS (-2)	-	
<b>Stealth</b>	-4	DEX (0)	-	
<b>Survival</b>	-2	WIS (-2)	-	
Wayfinder: +2 circumstance bonus to avoid becoming lost				
<b>Swim</b>	+4	STR (8)	-	
<b>Use Magic Device</b>	+8	CHA (2)	3	

## Activated Abilities & Adjustments

Furious Focus

## 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.

### Cornuçon Smash

When you damage an opponent with a Power Attack, you may make an immediate Intimidate check as a free action to attempt to demoralize your opponent.

### Extra Rage

+6 rounds/day of Rage.

### Furious Focus

If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

### Improved Unarmed Strike

Unarmed strikes don't cause attacks of opportunity, and can be lethal.

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

### Shield Proficiency

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

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

## Traits

### Deathtouched (+2 vs. mind-affecting effects)

At some point you were tainted with the corruption of the undead, and you have gained some of their defenses. You gain either a +1 trait bonus on Fortitude saving throws or a +2 trait bonus on saving throws against mind-affecting effects

### Hellknight Ancestry

You gain a +2 trait bonus on Diplomacy checks to influence Hellknights and a +2 trait bonus on Intimidate checks to influence enemies of the Hellknights.

## Chakram

Main hand: **+14/+9, 1d8+8**

Crit: x2

Both hands: **+14/+9, 1d8+12**

Rng: 30'

Main w/ offhand: **+8/+3, 1d8+8**

1-hand, S

Main w/ light off: **+10/+5, 1d8+8**

Offhand: **+4, 1d8+4**

Ranged: **+7, 1d8+8**

Ranged, both hands: **+7, 1d8+8**

Ranged w/ offhand: **+1, 1d8+8**

Ranged w/ light off: **+3, 1d8+8**

Ranged offhand: **-3, 1d8+4**

### Gauntlet (from armor)

Main hand: **+15/+10, 1d3+8**

Crit: x2

Main w/ offhand: **+9/+4, 1d3+8**

Light, B

Main w/ light off: **+11/+6, 1d3+8**

Offhand: **+7, 1d3+4**

## Glaive

Both hands: **+15/+10, 1d10+12**

Crit: x3

2-hand, S, Reach

## Experience & Wealth

Experience Points: **20/21**

Current Cash: **661 pp, 2 gp**

Dark Archive: **Fame: 32, PP: 21**

## Unarmed strike

Main hand: **+15/+10, 1d6+8**

Crit: x2

Main w/ offhand: **+9/+4, 1d6+8**

Light, B

Main w/ light off: **+11/+6, 1d6+8**

Offhand: **+7, 1d6+4**

## Gear

**Total Weight Carried: 94.5/1040 lbs,**

**Encumbrance Ignored**

**(Light: 346 lbs, Medium: 693 lbs, Heavy: 1040 lbs)**

+1 hellknight plate 50 lbs

+1 keen adamantite glaive 10 lbs

Amulet of natural armor +1 -

Backpack (14 @ 13 lbs) 2 lbs

Bandolier (5 @ 5 lbs) -

Bedroll <In: Backpack (14 @ 13 lbs)> 5 lbs

Belt of giant strength +4 1 lb

Belt pouch (2 @ 1 lbs) 0.5 lbs

Blanket <In: Backpack (14 @ 13 lbs)> 1 lb

Chakram x5 <In: Bandolier (5 @ 5 lbs)> 1 lb

Chronicler (empty, 1/session) -

Cloak of resistance +1 1 lb

Explorer's outfit (Free) -

Flint and steel <In: Belt pouch (2 @ 1 lbs)> -

Glaive 10 lbs

Money -

Porter (empty) -

Ring of protection +1 -

Signal whistle -

Soap x8 <In: Backpack (14 @ 13 lbs)> 0.5 lbs

Sunrod x3 <In: Backpack (14 @ 13 lbs)> 1 lb

Wand of bless (11 charges) -

Wand of cure light wounds (15 charges) <In: Backpack -

Wayfinder (empty) 1 lb

Whetstone <In: Belt pouch (2 @ 1 lbs)> 1 lb

## Special Abilities

### Aura of Courage +4 (10 ft.) (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

### Aura of Good (Ex)

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

### Bloodrage (12 rounds/day) (Su)

The bloodrager's source of internal power grants him the ability to bloodrage.

At 1st level, a bloodrager can bloodrage for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can

### Controlled Bloodrage

When an urban bloodrager rages, she does not gain the normal benefits.

Instead, she can apply a +4 morale bonus to her Constitution, Dexterity, or Strength. This bonus increases to +6 when she gains greater bloodrage and

### [N/A] Fast Movement +10 (Ex)

A barbarian's base speed is faster than the norm for her race by 10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the

## Legatus Thanos Stought – Abilities & Gear

### Cornugon Smash Feat

Your terrible attacks strike fear into your enemies.

**Prerequisites:** Power Attack, Intimidate 6 ranks.

**Benefit:** When you damage an opponent with a Power Attack, you may make an immediate Intimidate check as a free action to attempt to demoralize your opponent.

**Appears In :** Cheliox, Empire of Devils

### Extra Rage Feat

You can use your rage ability more than normal.

**Prerequisite:** Rage class feature.

**Benefit:** You can rage for 6 additional rounds per day.

**Special:** You can gain Extra Rage multiple times. Its effects stack.

### Furious Focus Feat

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

**Prerequisites:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

**Appears In :** Advanced Player's Guide

### Improved Unarmed Strike Feat

You are skilled at fighting while unarmed.

**Benefit:** You are considered to be armed even when unarmed – you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

**Normal:** Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

### Power Attack -2/+4 Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one-handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

**Addition from Furious Focus :** When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

### Deathtouched (+2 vs. mind-affecting effects) Trait

At some point you were tainted with the corruption of the undead, and you have gained some of their defenses. You gain either a +1 trait bonus on Fortitude saving throws or a +2 trait bonus on saving throws against mind-affecting effects (your choice).

**Appears In :** Ultimate Campaign

### Hellknight Ancestry Trait

**This social trait is available to all Chelish characters.**

At least one of your parents was a Hellknight, and you see the orders as the embodiment of civic virtue. You gain a +2 trait bonus on Diplomacy checks to influence Hellknights and a +2 trait bonus on Intimidate checks to influence enemies of the Hellknights.

**Appears In :** Cheliox, Empire of Devils

### Immunity to Disease Unknown

You are immune to diseases.

### Immunity to Fear (Ex) Unknown

You are immune to all fear effects.

### Unarmed Strike (1d6) Unknown

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk can apply his full Strength bonus on damage rolls for all his unarmed strikes. A monk's unarmed strikes deal lethal damage, although he can choose to deal nonlethal damage with no penalty on his attack roll. He can make this choice while grappling as well.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage dealt by a monk's unarmed strike is determined by the unarmed damage column on Table 1–2: Monk. The damage listed is for Medium monks. The damage for Small or Large monks is listed below.

### Versatile Human Unknown

While they lack some of the training of other humans, the natural talents of versatile humans more than make up for this lack. Replace the +2 bonus to any ability score, the skilled racial trait, and the bonus feat racial trait with dual talent.

**Appears In :** Advanced Race Guide

### Aura of Courage +4 (10 ft.) (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.

### 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.

### Bloodrage (12 rounds/day) (Su) Class Ability (Bloodrager)

Fly into a rage, giving you +4 Str, +4 Con, +2 to Will saves and -2 to Armor Class. Many skills and abilities cannot be used while the character is enraged. At the end of the rage, the barbarian becomes fatigued (-2 Str, -2 Dex, can't charge or run) for a number of rounds equal to twice the number of rounds spent raging.

## Legatus Thanos Stought – Abilities & Gear

### **Controlled Bloodrage** Class Ability (Bloodrager)

When an urban bloodrager rages, she does not gain the normal benefits. Instead, she can apply a +4 morale bonus to her Constitution, Dexterity, or Strength. This bonus increases to +6 when she gains greater bloodrage and to +8 when she gains mighty bloodrage. She can apply the full bonus to one ability score or split the bonus between several scores in increments of 2. When using a controlled bloodrage, an urban bloodrager gains no bonus on Will saves, takes no penalties to AC, and can still use Charisma-, Dexterity-, and Intelligence-based skills. A controlled bloodrage still counts as a bloodrage for the purposes of any spells, feats, and other effects. This ability alters bloodrage.

**Note:** To implement this ability, use the activated abilities on the In-Play tab, dividing up the bonus as desired. As you increase the other statistics, the Strength bonus will decrease. If you want a controlled bloodrage with only a strength bonus, and no Dexterity or Constitution modifiers (and no AC penalty or Will save bonus), activate this ability on the In-Play tab, then activate Rage.

### **Detect Chaos (At will) (Sp)** Class Ability (Hellknight)

This ability functions like a paladin's detect evil ability, save that it rants the use of *detect chaos* instead.

### **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.

### **Discern Lies (5/day) (Sp)** Class Ability (Hellknight)

At 2nd level, a Hellknight can use *discern lies* as a spell-like ability a number of times per day equal to 3 plus his Charisma modifier. His caster level equals his total character level.

### **Fast Movement +10 (Ex)** Class Ability (Bloodrager)

A barbarian's base speed is faster than the norm for her race by 10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's base speed.

### **Frightful Charger (1 round) (Sp)** Class Ability (Bloodrager)

At 1st level, when you hit a creature with a charge attack, that creature becomes shaken for a number of rounds equal to 1/2 your bloodrager level (minimum 1). This effect does not cause an existing shaken or frightened condition (from this ability or another source) to turn into frightened or panicked. This is a mind-affecting fear effect.

### **Hellknight Armor 1 (Ex)** Class Ability (Hellknight)

At 2nd level, a Hellknight earns the right to wear Hellknight armor (see page 290). While wearing this armor, the Hellknight reduces the armor check penalty by 1, increases the maximum Dexterity bonus allowed by 1, and moves at full speed. At 5th level, these adjustments increase to 2. At 8th level, these adjustments increase to 3.

### **Lay on Hands (1d6 hit points, 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.

### **Martial Flexibility (move action, 4/day) (Ex)** Class Ability (Brawler)

A brawler can take a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feat's prerequisites. She may use this ability a number of times per day equal to 3 + 1/2 her brawler level (minimum 1).

The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 6th level, a brawler can use this ability to gain the benefit of two combat feats at the same time. She may select one feat as a swift action or two feats as a move action. She may use one of these feats to meet a prerequisite of the second feat; doing so means that she cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 10th level, a brawler can use this ability to gain the benefit of three combat feats at the same time. She may select one feat as a free action, two feats as a swift action, or three feats as a move action. She may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability.

At 12th level, a brawler can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. Each individual feat selected counts toward her daily uses of this ability.

At 20th level, a brawler can use this ability to gain the benefit of any number of combat feats as a swift action. Each feat selected counts toward her daily uses of this ability.

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

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

### **Smite Chaos (1/day) (Su)** Class Ability (Hellknight)

This ability functions as the paladin's smite evil ability, but against chaotic-aligned creatures. This ability is twice as effective against outsiders with the chaotic subtype, chaotic-aligned aberrations, and fey.

**Note:** Either activation checkbox on the in-play tab will apply the to-hit and AC modifiers, select "Activated" for x1 damage or "Double Damage" for x2.

## Legatus Thanos Stought – Abilities & Gear

### Smite Evil (1/day) (Su) Class Ability (Paladin)

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

**Note:** Either activation checkbox on the in-play tab will apply the to-hit and AC modifiers, select "Activated" for x1 damage or "Double Damage" for x2.

### Chronicler (empty, 1/session) Vanity

A Pathfinder has a lot to remember, especially if she hopes to report every detail back to the Decemvirate for publication. Some memory-challenged Pathfinders employ ambitious underlings to document their accomplishments, their interactions, and sometimes even their frustrated mumbblings for posterity. Once per game session, you may ask your GM to repeat a detail about your mission, some esoteric backstory element, or the name of an NPC that you have otherwise forgotten by consulting with your chronicler.

**Appears In :** Pathfinder Society Field Guide

### Porter (empty) Vanity

You procure the services of a strong porter to help you carry heavy or bulky spoils from your many explorations. A porter can generally be used to carry up to 100 pounds of gear without slowing down, or up to 300 pounds of gear at encumbered speed. The porter may not assist with any other Strength-based checks.

**Appears In :** Pathfinder Society Field Guide

### Ring of protection +1 Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 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** 1,000 gp

### Wand of bless (11 charges) Wand

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels bane.

### Wand of cure light wounds (15 charges) Wand

#### Cure Light Wounds

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 +1 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 +1.

#### Construction

**Requirements:** Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 1,000 gp

### Belt of giant strength +4 Wondrous Item (Belt)

This belt is a thick leather affair, often decorated with huge metal buckles. The belt grants the wearer an enhancement bonus to Strength of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

#### Construction

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

### Cloak of resistance +1 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 +1 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** 500 gp

### Wayfinder (empty) Wondrous Item

A small magical device patterned on the design of ancient Azlanti relics, a *wayfinder* is a compact compass typically made from silver and bearing gold accents. While it serves as a badge of office for agents of the Pathfinder Society, a *wayfinder* is as much a handy tool as a status symbol. With a command word, the bearer can cause a *wayfinder* to shine (as per *light*). A *wayfinder* also acts as a nonmagical (magnetic) compass, granting a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* feature a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants the bearer its normal benefits as if it was orbiting her head, and resonates its powers with the *wayfinder*, replacing its ability to shine with a different power-see *Wayfinders and Resonance* on page 149.

**Note:** This item costs only 250 gp for members of the Pathfinder Society

#### Construction

**Requirements** Craft Wondrous Item, *light*; **Cost** 250 gp

**Appears In :** Seekers of Secrets, Inner Sea World Guide, Shattered Star, Pathfinder Society, Adventurer's Guide, Ruins of Azlant

## Special Abilities

### Frightful Charger (1 round) (Sp)

At 1st level, when you hit a creature with a charge attack, that creature becomes shaken for a number of rounds equal to 1/2 your bloodrager level (minimum 1). This effect does not cause an existing shaken or frightened condition (from this

### Hellknight Armor 1 (Ex)

At 2nd level, a Hellknight earns the right to wear Hellknight armor (see page 290). While wearing this armor, the Hellknight reduces the armor check penalty by 1, increases the maximum Dexterity bonus allowed by 1, and moves at full

### Lay on Hands (1d6 hit points, 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

### Martial Flexibility (move action, 4/day) (Ex)

A brawler can take a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feat's prerequisites. She may use this ability a number of times per day equal to

### Mercy (Fatigued) (Su)

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

### Smite Chaos (1/day) (Su)

This ability functions as the paladin's smite evil ability, but against chaotic-aligned creatures. This ability is twice as effective against outsiders with the chaotic subtype, chaotic-aligned aberrations, and fey.

### Smite Evil (1/day) (Su)

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any)

### Unarmed Strike (1d6)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand

### Versatile Human

While they lack some of the training of other humans, the natural talents of versatile humans more than make up for this lack. Replace the +2 bonus to any ability score, the skilled racial trait, and the bonus feat racial trait with dual

## Spell-Like Abilities

Detect Chaos (At will) (Sp)

Detect Evil (At will) (Sp)

Discern Lies (5/day) (Sp)

## Tracked Resources

Bloodrage (12 rounds/day) (Su)

Chakram

Chronicler (empty, 1/session)

Lay on Hands (1d6 hit points, 3/day) (Su)

Martial Flexibility (move action, 4/day) (Ex)

Smite Chaos (1/day) (Su)

Smite Evil (1/day) (Su)

Sunrod

Wand of bless (11 charges)

Wand of cure light wounds (15 charges)

## Languages

Common

## Spells & Powers

**Bloodrager (Urban Bloodrager) spells known** (CL 0th; concentration +2)  
**Melee Touch +15 Ranged Touch +7**

## Companions

**Gus the Cat** CR –

Male cheetah

N Small animal

**Init +5; Senses** low-light vision, scent; Perception +5

### Defense

**AC** 17, touch 16, flat-footed 12 (+5 Dex, +1 natural, +1 size)

**hp** 11 (2d8+2)

**Fort +4, Ref +8, Will +3**

### Offense

**Speed** 50 ft.

**Melee** unarmed strike +3 (1d2+1 nonlethal) or bite +3 (1d4+1), 2 claws +3 (1d2+1)

### Statistics

**Str** 12, **Dex** 21, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +1; **CMD** 16 (20 vs. trip)

**Feats** Iron Will

**Tricks** Come, Deliver, Fetch, Get Help, Perform, Seek, Sneak

**Skills** Acrobatics +5 (+13 to jump), Perception +5, Stealth +13 (+17 in Tall Grass); **Racial Modifiers** +4 Stealth in Tall Grass

**SQ** come, deliver, fetch, get help, perform, seek, sneak

## Situational Modifiers

All Saves

**Deathtouched:** +2 trait bonus against mind-affecting effects

Survival

**Wayfinder:** +2 circumstance bonus to avoid becoming lost

## Background

Thanos was born on the 25th day of Desnus in 4702. He is ironically named; in Mumsy's first trimester she was unaware of her pregnancy, conducted a mission into Geb while subject to an "Undead Anatomy" effect, and Thanos shows subtle signs of undead taint.

The whole family sees Thanos as something of a wash-out, and have been putting pressure on him to get some sort of backbone. Thanos's mother, with some sort of connection to an order of Scouts called the Pathfinders, make Thanos join up. And Auntie Rouen Stought, Lictor and head of the perfectly ghastly Order of the Pyre, has made Thanos join the Order of the Pyre, appointing him Legatus in charge of certain ceremonial functions, and is getting him fitted for Hellknight armor, promising father to make" something of him.

Thanos, of course, thinks that he should have some say as to whether or not anything will be made of him. But not wanting to upset the family or lose his stipend, he plays the part of a dutiful Pathfinder and Hellknight.

Reginald Beach, Gentleman's Gentleman (Chronicler)

## Sourcebooks Used

- **Advanced Class Guide** - Bloodrager (class); Brawler (class); Undead (special ability); Wild Child (archetype)
- **Advanced Player's Guide** - Furious Focus (feat)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ranged Tactics Toolbox / Ultimate Equipment** - Chakram (weapon)
- **Advanced Race Guide** - Dual Talent (alternate racial trait); Versatile Human (alternate racial trait)
- **Adventurer's Guide / Council of Thieves / Inner Sea World Guide** - Hellknight plate (armor); Hellknight (class)
- **Adventurer's Guide / Council of Thieves / Inner Sea World Guide / Path of the Hellknight** - Order of the Pyre (special ability)
- **Chelax, Empire of Devils** - Cornugon Smash (feat); Hellknight Ancestry (trait)
- **Heroes of the Streets** - Urban Bloodrager (archetype)
- **Inner Sea Races / Inner Sea World Guide** - Chelaxian (race option)
- **Pathfinder Society Field Guide** - Chronicler (equipment); Porter (equipment)
- **Ultimate Campaign** - Deathtouched (trait)
- **Ultimate Equipment** - Bandolier (equipment)
- **Ultimate Magic** - Oath of Vengeance (archetype)
- **Weapon Master's Handbook** - Tempered Champion (archetype)