

Name: Legatus Thanos Stought **PFS:** #14034-05
Initiative: +0 Dexterity Rage +2
AC: 22 (Touch 11, FF 22) [Smite Evil +2 (+2, +2) vs evil target of smite] Dexterity Rage +1(+1,+0)
CMD: 26 (FF 26) Strength Rage: +2 (+2) Dexterity Rage +2 (0)
Fight Defensively: +2 (+2, +0) / +2 (+0) **Total Defense:** +4 (+4, +0) / +4 (+0)
Fort: +13 [+2 vs Mind-Affecting] Con Rage +2 **Reflex:** +7 [+2 vs Mind-Affecting] Dex Rage +2
Will: +5 [+2 vs Mind-Affecting]
HP: 63 Constitution Rage: +14
BAB: +7/+1 **Performance Combat:** +4
CMB: +15 (Strength Rage +2) **Speed:** 30'
Languages: Taldane **Disrepute/Infamy:** 20/20

Per-scenario Abilities:

1 Reroll O

1 Chronicler O [Reginald Beach, Gentleman's Gentleman] 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.

1 Enduring Scholar O +3 to save against a spell

1 Magical Tinkerer O Use UMD at +13

Per-day Abilities:

1 Smite Chaos O

1 Smite Evil O

3 Lay on Hands OOO 1d6

4 Martial Flexibility OOOO

5 Discern Lies OOOOO (Sp) up to 7 creatures, 7 rounds; Will save DC 15

12 Urban Bloodrage OOOOO OOOOO OO

Limited Use Items:

3 Sunrods OOO

15/15 Wand Cure Light Wounds OOOOO OOOOO OOOOO

11/11 Wand Bless OOOOO OOOOO O

Skills:

Str: +8*S	Acrobatics: -4*D [untrained]	Fly: -4*D [untrained]	Ride: -4*D [untrained]
Dex: +0*D	Appraise: +0 [untrained]	Heal: -2 [untrained]	Sense Motive: -2 [untrained]
Con: +2*C	Bluff: +2 [untrained]	Intimidate: +12 [+2 to influence enemies of Hellknights]	Sleight of Hand: - [untrained] [003: +1 bonus to conceal a small item on person; one such item under a 'nondetection' spell with a DC of 6+ character level]
Int: +0	Climb: +4*S [untrained]	Knowledge [All]: - [Untrained]	Stealth: -4*D [untrained]
Wis: -2	Craft [All]: -2 [untrained]	Knowledge Dungeoneering: - [Untrained]	Survival: -2 [Wayfinder: +2 to avoid becoming lost] [untrained]
Cha: +2	Diplomacy: +12 [+2 to influence Hellknights] [Avast Ye! 010 Spend 1-5 disrepute for a like bonus vis pirates or aquatic creatures]	Knowledge Planes: +2	Swim: +4*S [Untrained]
	Disguise: +2 [untrained]	Knowledge Religion: +4	Use Magic Device: +8 [Magical Tinkerer +13 1x / day]
	Escape Artist: -4*D [untrained]	Perception: -2 [untrained]	

***D Affected by Dex Rage +2 or fatigue -1 *S Affected by Str Rage +2 or fatigue -1**

***C Affected by Con Rage +2**

Always on:

Faint aura of good, Strong aura of law

Immune to disease, Immune to Fear

10' Aura of Courage (+4 to saves)

Proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (except tower shields)

-1 penalty on the attack rolls, damage rolls, skill checks, and saving throws of all Aspis Consortium agents and hirelings she encounters (this penalty is not cumulative with other copies of the boon). (002s)

Reginald Beach (Porter): 100 pounds, or 300 pounds heavily encumbered

Beginning of Adventure:

OO Whispers of Evil (003): +1 circumstance on perception and sense motive for whole adventure.

Reactions:**Free actions:**

Bloodrage (1 round): +4 to Strength, to Constitution, or to Dexterity (4 total); then fatigued.

OO You Be Goblin Whelp: Hurt Words (004): +5 intimidate check to demoralize target.

O Great Goblin Relics: Eye Patch of Selective Blindness (004): When subject to a gaze attack, may immediately avert gaze; if already averting gaze, the chance to be affected is reduced another 25%

OO Firebreaker (006): After failing a skill, ability, or save related to putting out a fire or to fire damage, reroll.

OO You Really Be Goblin: Hurt Words (007): +5 intimidate check to demoralize target.

Immediate Actions:**Swift actions:**

Smite Chaos: One enemy in sight. If evil, +2 deflection bonus to AC, +2 to hit, +2 Damage [+2 more in first successful strike against a chaotic outsider, chaotic aberration, or fey] and bypass DR Use one smite.

Smite Evil: One enemy in sight. If evil, +2 deflection bonus to AC, +2 to hit, +3 Damage [+3 more in first successful strike against an evil outsider, evil dragon, or undead] and bypass DR Use one smite.

Lay on Hands, self

O Infernal True Name (005): Give one devil seen within 60' the sickened condition for 1 hour; or give one devil you have summoned the effects of *herosim* for 1 hour.

Move actions:

Detect Evil on a single individual or item within 60' as though studied 3 rounds

Use Martial Flexibility to gain a fighter feat:

- Aquatic Combatant: You are trained to fight underwater [Ultimate Wilderness]
- Belier's Bite: +1d4 bleed damage with unarmed strikes [Companion: Empire of Devils]
- Blind Fight: Reroll miss chances for concealment [Core Rulebook]
- Bludgeoner: No attack penalty using lethal weapon to do nonlethal damage [Ultimate Combat]
- Catch Off-Guard: No penalties for improvised melee weapons. Unarmed opponents flat-footed against attacks from improvised melee weapons. [Core Rulebook]
- Cleave: Make an additional attack if the first one hits [Core Rulebook]
- Deducted Adversary: (Gain favored enemy 1 creature +2 att dmg etc [Dirty Tactics Toolbox]
- Distance Thrower: Reduce ranged penalties for thrown weapons by 2 [Ultimate Combat]
- Dodge: +1 dodge bonus to AC [Core Rulebook]
- Exotic Weapon Proficiency [Core Rulebook]
- Footslasher: Standard action reduce enemy speed. [Campaign Setting: Rival Guide]
- Improved Bull Rush: +2 bonus on bull rush attempts, no attack of opportunity [Core Rulebook]
- Improved Drag: +2 bonus on drag attempts, no attack of opportunity [Advanced Players guide]
- Improved Grapple: +2 bonus on grapple attempts, no attack of opportunity [Core Rulebook]
- Improved Initiative: +4 bonus on initiative checks [Core Rulebook]
- Improved Overrun: +2 bonus on overrun attempts, no attack of opportunity [Core Rulebook]
- Improved Sunder: +2 bonus on sunder attempts, no attack of opportunity [Advanced Players guide]
- Phalanx Formation When you wield a reach weapon with which you are proficient, allies don't provide soft cover to opponents you attack with reach. [Melee Tactics Toolbox]
- Point Blank Shot: +1 attack and damage on targets within 30 feet [Core Rulebook]
- Shrug On As a full-round action, you can shrug yourself into the largest and most protective section of a suit of armor with which you are proficient. [Melee tactics Toolbox]
- Step Up: Take a 5-foot step as an immediate action [Core Rulebook]
- Throw Anything: No penalties for improvised ranged weapons [Core Rulebook]
- Uncivilized Tactics Prevent an opponent from using an arm or natural attack [Heroes of the Wild]
- Weapon Focus: +1 bonus on attack rolls with one weapon [Core Rulebook]

Standard actions:

Wayfinder: Cast Light

OOO Champion of the Fairheavens (006): Summon small feathered bear (Dire Badger statistics) as *Summon Monster II* with character level as caster level

To the Seas Ya Landlubber (011) 3 Disrepute to cast touch of the sea (up to 6 additional targets, at +3 disrepute per target)

CMB: +15

Strength Raging CMB: +17

+1 Adamantine Keen Glaive **Strength Raging Power Attack:** +18/11 to hit (19-20/x3) | 1d10+22 S Reach + immediate **intimidate to demoralize**

+1 Adamantine Keen Glaive **Power Attack:** +16/9 to hit (19-20/x3) | 1d10+19 S Reach + immediate **intimidate to demoralize**

+1 Adamantine Keen Glaive **Strength Raging Attack:** +18/13 to hit (19-20/x3) | 1d10+16 S Reach

+1 Adamantine Keen Glaive **Attack:** +16/11 to hit (19-20/x3) | 1d10+13 S Reach

Glaive **Strength Raging Power Attack:** +15/8 to hit (20/x3) | 1d10+21 S Reach + immediate **intimidate to demoralize**

Glaive **Power Attack:** +17/12 to hit (20/x3) | 1d10+18 S Reach + immediate **intimidate to demoralize**

Glaive **Strength Raging Attack:** +17/12 to hit (20/x3) | 1d10+15 S Reach

Glaive **Attack:** +15/10 to hit (20/x3) | 1d10+12 S Reach

Unarmed **Strength Raging Power Attack:** +15/10 to hit (20/x2) | 1d6+14 B + immediate **intimidate to demoralize**

Unarmed **Power Attack:** +13/8 to hit (20/x2) | 1d6+12 B + immediate **intimidate to demoralize**

Unarmed **Strength Raging Attack:** +17/12 to hit (20/x2) | 1d6+10 B

Unarmed **Attack:** +15/10 to hit (20/x2) | 1d6+8 B

Chakram **Strength Raging Power Attack:** +14/9 to hit (20/x2) | 1d8+14 S DC 15 Reflex or wielder takes 1d4+2 damage + immediate **intimidate to demoralize**

Chakram **Power Attack:** +12/7 to hit (20/x2) | 1d8+12 S DC 15 Reflex or wielder takes 1d4+2 damage + immediate **intimidate to demoralize**

Chakram **Strength Raging Attack:** +16/11 to hit (20/x2) | 1d8+0 S DC 15 Reflex or wielder takes 1d4 damage

Chakram **Attack:** +14/9 to hit (20/x2) | 1d8+8 S DC 15 Reflex or wielder takes 1d4 damage

Full Round attack actions:

Charge Attack: +2 to hit, -2 to AC

Charge Attack When Raging (Frightful Charger): If creature is hit it is **shaken** for 1 round (this does not upgrade a fear condition).

Ranged:

Strength Raging Chakram: +7 to hit (20/x2) | 1d8+10 S 30'

Dexterity Raging Chakram: +9 to hit (20/x2) | 1d8+8 S 30'

Chakram: +7 to hit (20/x2) | 1d8+8 S 30'

Modifiers for attacks:

Smite Chaos: +2 to hit, +2 to damage [+2 more in first successful strike against a chaotic outsider, chaotic aberration, or fey]

Smite Evil: +2 to hit, +3 to damage [+3 more in first successful strike against an evil outsider, evil dragon, or undead]

Fatigue: 1h: -1 to hit, -1 damage **2h:** -1 to hit -2 damage

Fighting Defensively: -4 to hit each attack

Total Defense: No attacks that round

Long actions:

Delayed Bonuses:

OOO Piercing the Veil (008): At start of adventure check a box; +1 on all perception and sense motive checks, and will save to resist or disbelieve illusions.

Gus the Cat

An orange feline of unusual size, that intensely dislikes being roused from its sleep.

Neutral Small Animal (Cheetah)

Initiative: +5

AC: 17 (Touch 16, FF 22) CMD: 16 (FF 11) [20 (16) vs Trip]

Fort: +4

Reflex: +8

Will: +3

HP: 11

Speed: 50'

S 12 (+1), D 21 (+5), C 13 (+1), Int 2 (-4), W 12 (+1), Ch 6 (-2)

Acrobatics +5 (+13 Jump), Perception +5, Stealth +13 (+17 in tall grass)

Tricks: come, deliver, fetch, get help, perform, seek, sneak

CMB: +1

Bite: +3 (1d4+1), 2 Claws: +3 (1d2+1)

Reginald Beach, Gentleman's Gentleman (Chronicler, Porter)

A gentleman in a fine hat with grave, finely chiselled features and a head that stuck out at the back, indicating great brain power. Beach is always ready with to help with an answer, and is a perfect example of the feudal spirit. Can carry 100 pounds without slowing, 300 pounds at full encumbrance.