

CE	MEDIUM	HUMANOID	HUMAN	AASIMAR
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**Perception** +11; darkvision

**Languages** common, celestial

**Skills** Intimidation +11, Medicine +13, Religion +11, Survival +11 (Assurance), Lamashtu Lore +7

**Str** +4, **Dex** +1, **Con** +2, **Int** +0, **Wis** +4, **Cha** +2

**Incredible initiative** +2 to initiative

**Emblazoned Armament** Weapon serves as holy symbol

+1 status bonus to damage using the Falchion (already included)

**Intimidating Prowess** +1 to intimidation

**Items** Breastplate, +1 Striking Falchion, Sihedron Medallion, Composite Longbow

**AC** 22 (23 with shield spell); **Fort** +11, **Ref** +8, **Will** +13

**HP** 63 (Toughness)

**Shield Block** ➤ Hardness 10 from shield spell. Once used cannot be used again for 10 minutes.

**Speed** 25 feet

**Melee** ➤ falchion +12 (sweep, forceful, emblazoned), **Damage** 2d10+5 slashing

**Ranged** ➤ composite longbow +9 (Deadly d10, Propulsive, Volley 30 ft.), **Damage** 1d8+2 piercing

**Divine Spells** DC 21, attack +11 ; **3rd** *Animal Form, Fear, Harm, Harm, Harm*; **2nd** *Dispel Magic, See Invisibility, Spiritual Weapon*; **1st** *Command, Protection, Sanctuary, Athletic Rush* (focus); **Cantrips (3rd)** *Light* (innate), *Detect Magic, Divine Lance, Message, Prestidigitation, Shield* (hardness 10)

**Athletic Rush** ➤ (focus, transmutation, somatic) Duration 1 round. Your body fills with physical power and skill. You gain a +10-foot status bonus to Speed and a +2 status bonus to Athletics checks. As a part of Casting this Spell, you can use a Stride, Leap, Climb, or Swim action. The spell's bonuses apply during that action.

**Intimidating Glare** ➤ (Visual, Concentrate, Emotion, Mental) With just a glance you can shake an enemy's resolve. Choose a creature within 30 feet of you who you're aware of. Attempt an Intimidation check (adding 1 for Intimidating Prowess) against that target's Will DC. The target must be able to clearly see you. Regardless of your result, the target is temporarily immune to your attempts to Demoralize it for 10 minutes.

**Critical Success** The target becomes frightened 2.

**Success** The target becomes frightened 1.

**Channel Smite** ➤➤ (Divine, Necromancy) You siphon the destructive energies of positive or negative energy through a melee attack and into your foe. Make a melee Strike and add the spell's damage to the Strike's damage. This is negative damage if you expended a harm spell or positive damage if you expended a heal spell. The spell is expended with no effect if your Strike fails or hits a creature that isn't damaged by that energy type (such as if you hit a non-undead creature with a heal spell).

**Shield** ➤ Nualia casts shield whenever she has a 3rd action free