

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

Fighter Dedication

Items Breastplate, +1 Striking Falchion, Fear Gem (talisman), Tiger Menuki (talisman), 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 ➤ +1 striking 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.

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