

PALADIN (LEVEL 1)

A young paladin, Seelah believes she allowed the knight Acemi to die, and wears her hair in the same style in tribute. She hopes to carry on the good work that Acemi might have done.

SEELAH

Female human paladin of Iomedae 1

LG Medium humanoid (human)

Init +0; **Senses** Perception +1

DEFENSE

AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield)

hp 13 (1d10+3)

Fort +4, **Ref** +0, **Will** +3

OFFENSE

Speed 20 ft.

Melee longsword +5 (1d8+3/19–20)

Ranged shortbow +1 (1d6/×3)

Special Attacks smite evil 1/day (+2 attack and AC, +1 damage)

Paladin Spell-Like Abilities (CL 1st; concentration +3)

At will—*detect evil*

STATISTICS

Str 16, **Dex** 10, **Con** 14, **Int** 10, **Wis** 13, **Cha** 15

Base Atk +1; **CMB** +4; **CMD** 14

Feats Power Attack, Weapon Focus (longsword)*

Skills Diplomacy +6, Knowledge (religion) +4, Sense Motive +5, Survival +2; **Armor Check Penalty** –5

Traits armor expert*, poverty-stricken*

Languages Common, Osiriani

SQ aura (faint good), code of conduct

Combat Gear holy water; **Other Gear** scale mail, heavy wooden shield, longsword, shortbow, with 20 arrows, sunrod (2), backpack, wooden holy symbol, trail rations (4), 13 gp

* The effects of this ability have already been calculated into Seelah's statistics.

SPECIAL ABILITIES

Smite Evil Once per day as a swift action, Seelah can choose one target in sight to smite. If it's evil, she adds her Charisma bonus to her attack rolls and paladin level to damage rolls against it. If it's an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus on the damage roll on the first attack increases to 2 points per paladin level. The smite also bypasses the creature's DR. Seelah also gains a deflection bonus to AC equal to her Charisma modifier against the target's attacks. The smite lasts until the target is dead or Seelah rests and regains the use of this ability. If Seelah attempts to smite a nonevil creature, the smite is wasted.

Detect Evil As a standard action as often as she wants, Seelah can detect the presence of evil in a 60-foot cone.

Power Attack Before attacking, Seelah may choose to take a –1 penalty on all melee attack rolls and combat maneuver checks until her next turn and gain a +3 bonus on melee damage rolls.

Armor Check Penalty Seelah's armor weighs her down when she attempts physical tasks. She takes a –5 penalty on skill checks with Dexterity- and Strength-based skills. This penalty is lower than most characters would take because Seelah has the armor expert trait.

Aura Seelah has an aura of good equal to her paladin level. It can be detected with the *detect good* spell.

Code of Conduct If Seelah willingly commits an evil act, she loses all class features except proficiencies.

Seelah faced numerous tragedies in her young life. The loss of her home brought her family to the city of Solku in Katapesh, and there she lost her family to gnoll raids. At 14, she was orphaned and poor on the streets of a strange town, doing what she had to in order to survive—stealing, mugging, conning travelers, even attempting to make her way as a young mercenary. Eventually, a band of Iomedean paladins came to Solku to help defend it against the gnoll hordes. Immediately enamored with the shining steel of the foreign defenders, Seelah stole one of their helmets, a great helm emblazoned with the image of a golden bird.

During the Battle of Red Hail, Seelah realized that one of the bravest knights, a woman named Acemi, fought the battle without her helm. While holding Solku's gates, the knight took a mortal wound to the skull, winning the day but dying of her wound that evening.

Wracked with guilt, Seelah approached Acemi's body as her companions prepared her pyre. They watched silently as Seelah placed the stolen helm over the dead woman's head, and then climbed onto the pyre beside her. The paladins had known from the start that Seelah stole the helm, but Acemi had forbidden them from collecting it, hoping the helm would win the desperate orphan coin enough for a few meals. That night, the knights of Iomedae took Seelah in. Although she has come to terms with Acemi's death, Seelah still regrets the theft that brought her into Iomedae's arms. As the years passed, Seelah's guilt has transformed into a powerful love and faith in her goddess.

The young paladin wears her hair in Acemi's style and trains relentlessly in the use of the longsword. In so doing, she hopes to carry on the good work that Acemi might have done had she not fallen. It's the least Seelah feels she can do to make up for the death she caused.



“Iomedae is my sight and my strength. She will guide my sword into the heart of evil!”

PALADIN (LEVEL 4)

A young paladin, Seelah believes she allowed the knight Acemi to die, and wears her hair in the same style in tribute. She hopes to carry on the good work that Acemi might have done.

SEELAH

Female human paladin of Iomedae 4

LG Medium humanoid (human)

Init +0; **Senses** Perception +1

Aura courage (10 ft.)

DEFENSE

AC 22, touch 10, flat-footed 22 (+10 armor, +2 shield)

hp 40 (4d10+12)

Fort +9, **Ref** +4, **Will** +8

Immune disease, fear

OFFENSE

Speed 20 ft.

Melee +1 *longsword* +9 (1d8+4/19–20)

Ranged mwk composite longbow +5 (1d8+3/×3)

Special Attacks channel positive energy (DC 15, 2d6), smite evil 2/day (+3 attack and AC, +4 damage)

Paladin Spell-Like Abilities (CL 4th; concentration +7)

At will—*detect evil*

Paladin Spells Prepared (CL 1st; concentration +4)

1st—*lesser restoration*

STATISTICS

Str 16, **Dex** 10, **Con** 14, **Int** 10, **Wis** 13, **Cha** 16

Base Atk +4; **CMB** +7; **CMD** 17

Feats Extra Lay on Hands*, Power Attack, Weapon Focus (*longsword*)*

Skills Diplomacy +10, Knowledge (religion) +7, Sense Motive +8, Survival +2; **Armor Check Penalty** –6

Traits armor expert*, poverty-stricken*

Languages Common, Osiriani

SQ aura (moderate good), code of conduct, lay on hands (2d6, 7/day), mercy (sickened)

Combat Gear *wand of cure light wounds* (15 charges), holy water;

Other Gear +1 *full plate*, heavy wooden shield, +1 *longsword*, mwk composite longbow with 20 arrows, backpack, silver holy symbol, sunrod (2), trail rations (4), 44 gp

* The effects of this ability are already calculated into Seelah's statistics.

SPECIAL ABILITIES

Smite Evil Twice per day as a swift action, Seelah can choose one target in sight to smite. If it's evil, she adds her Charisma bonus to her attack rolls and paladin level to damage rolls against it. If it's an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first attack increases to 2 points per

paladin level. The smite also bypasses the creature's DR. Seelah also gains a deflection bonus to AC equal to her Charisma modifier against the target's attacks. The smite lasts until the target is dead or Seelah rests and regains the use of this ability. If Seelah attempts to smite a nonevil creature, the smite is wasted.

Aura of Courage While Seelah is conscious, each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

Channel Positive Energy Seelah can spend two uses of lay on hands to release a wave of positive energy. This energy can be used to deal damage to undead creatures or to heal living creatures. Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on Seelah. This is a standard action that does not provoke an attack of opportunity. Seelah can choose whether or not to include herself in this effect. She must be able to present her holy symbol to use this ability.

Detect Evil As a standard action as often as she wants, Seelah can detect the presence of evil in a 60-foot cone.

Lay on Hands Seelah can heal 2d6 points of damage with a touch seven times per day as a standard action (or a swift action if she heals herself). She can use this ability to damage undead by making a melee touch attack that doesn't provoke attacks of opportunity.

Mercy When Seelah uses lay on hands to heal damage, the target also loses the sickened condition.

Power Attack Before attacking, Seelah may choose to take a –2 penalty on all melee attack rolls and combat maneuver checks until her next turn and gain a +6 bonus on melee damage rolls.

Spells Seelah can cast the following spell. For a full spell description, see page 334 of the *Pathfinder RPG Core Rulebook*.

Lesser Restoration: This spell dispels magical effects reducing one of a creature's ability scores or heals 1d4 points of temporary ability damage to one of its ability scores. It also removes fatigue or improves exhausted to fatigued.

Aura Seelah has an aura of good equal to her paladin level. It can be detected with the *detect good* spell.

Code of Conduct If she willingly commits an evil act, she loses all class features except proficiencies.

By the age of 14, Seelah was orphaned and poor on the streets of Solku after her family was killed in gnoll raids. She resorted to stealing and mugging in order to survive. When Iomedean paladins came to defend against the gnoll hordes, Seelah stole one of their helmets. During the Battle of Red Hail, Seelah realized the bravest knight—Acemi—fought the battle without her helm. While holding Solku's gates, Acemi took



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a mortal wound to the skull, winning the day but dying that evening. Wracked with guilt, Seelah approached Acemi's body as her companions prepared her pyre, placed the stolen helm over the dead woman's head, and then climbed onto the pyre beside her. That night, the knights of Iomedae took Seelah in. She still regrets the theft that brought her into Iomedae's arms, though her guilt has transformed into a powerful love.

PALADIN (LEVEL 7)

A young paladin, Seelah believes she allowed the knight Acemi to die, and wears her hair in the same style in tribute. She hopes to carry on the good work that Acemi might have done.

SEELAH

Female human paladin of Iomedae 7

LG Medium humanoid (human)

Init +0; **Senses** Perception +1

Aura courage (10 ft.)

DEFENSE

AC 25, touch 10, flat-footed 25 (+11 armor, +4 shield)

hp 67 (7d10+21)

Fort +11, **Ref** +6, **Will** +10

Immune disease, fear

OFFENSE

Speed 20 ft.

Melee +1 *longsword* +13/+8 (1d8+5/19–20)

Ranged +1 *composite longbow* +8/+3 (1d8+5/×3)

Special Attacks channel positive energy (DC 16, 4d6), smite evil 3/day (+3 attack and AC, +7 damage)

Paladin Spell-Like Abilities (CL 7th; concentration +10)

At will—*detect evil*

Paladin Spells Prepared (CL 4th; concentration +7)

2nd—*eagle's splendor*

1st—*divine favor*, *lesser restoration*

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 10, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +11; **CMD** 21

Feats Cleave, Extra Lay on Hands*, Power Attack, Vital Strike, Weapon Focus (longsword)*

Skills Diplomacy +13, Knowledge (religion) +10, Sense Motive +11, Survival +2; **Armor Check Penalty** –5

Traits armor expert*, poverty-stricken*

Languages Common, Osiriani

SQ aura (strong good), code of conduct, divine bond (weapon +1, 1/day), lay on hands (3d6, 8/day), mercies (diseased, sickened)

Combat Gear *wand of cure moderate wounds* (38 charges), holy water; **Other Gear** +2 *full plate*, +2 *heavy wooden shield*, +1 *longsword*, +1 *composite longbow* (+5 Str) with 20 arrows, *belt of giant strength* +2, *cloak of resistance* +1, backpack, silver holy symbol, sunrod (2), trail rations (4), 99 gp

* The effects of this ability have already been calculated into Seelah's statistics.

SPECIAL ABILITIES

Smite Evil Three times per day as a swift action, Seelah can choose one

target in sight to smite. If it's evil, she adds her Charisma bonus to her attack rolls and paladin level to damage rolls against it. If it's an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first attack increases to 2 points per paladin level. The smite also bypasses the creature's DR. Seelah also gains a deflection bonus to AC equal to her Charisma modifier against the target's attacks. The smite lasts until the target is dead or Seelah rests and regains the use of this ability. If Seelah attempts to smite a nonevil creature, the smite is wasted.

Aura of Courage While Seelah is conscious, each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

Channel Positive Energy Seelah can spend two uses of lay on hands to release a wave of positive energy. This energy can be used to deal damage to undead creatures or to heal living creatures. Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on Seelah. This is a standard action that does not provoke an attack of opportunity. Seelah can choose whether or not to include herself in this effect. She must be able to present her holy symbol to use this ability.

Cleave As a standard action, Seelah can make a single melee attack. If she hits, she deals damage normally and makes another attack against a foe that is adjacent to the first and within reach. She can make only one additional attack per round with this feat, and takes a –2 penalty to AC until her next turn when she uses it.

Detect Evil As a standard action as often as she wants, Seelah can detect the presence of evil in a 60-foot cone.

Lay on Hands Seelah can heal 3d6 points of damage with a touch eight times per day as a standard action (or a swift action if she heals herself). She can use this ability to damage undead by making a melee touch attack that doesn't provoke attacks of opportunity.

Mercy When Seelah uses lay on hands to heal damage, the target also loses the diseased and sickened conditions.

Power Attack Before attacking, Seelah may choose to take a –2 penalty on all melee attack rolls and combat maneuver checks until her next turn and gain a +6 bonus on melee damage rolls.

Vital Strike When using the attack action, Seelah can make one attack at her highest base attack bonus that deals additional damage. She rolls the damage dice twice and adds them together before adding other bonuses. These dice aren't multiplied on a critical hit.

Aura Seelah has an aura of good equal to her paladin level. It can be detected with the *detect good* spell.

Code of Conduct If she willingly commits an evil act, she loses all class features except proficiencies.



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