

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.



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

Orphaned and poor on the streets of Solku after her family was killed in gnoll raids, Seelah stole and mugged in order to survive. Iomedean paladins came to defend against the gnoll hordes, and Seelah stole one of their helmets. The knight Acemi fought the battle without her helm, and took a mortal wound to the skull, winning the day but dying that evening. Wracked with guilt, Seelah approached Acemi's body and climbed onto the pyre beside her. The knights of Iomedae took Seelah in.