

## Gareth Lharz

Male human paladin 7

LG Medium humanoid

**Init** +2; **Senses** Perception +2

**Aura** courage (10 ft.)

**Languages** Common

---

### DEFENSE

**AC** 22, touch 12, flat-footed 20 (+7 armor, +2 Dex, +3 shield)

**hp** 76 (7 HD)

**Fort** +10, **Ref** +7, **Will** +10

**Defensive Abilities** divine grace +2; **Immune** disease, fear

---

### OFFENSE

**Speed** 30 ft. (6 squares)

**Melee** +1 *bastard sword* +12/+7 (1d10+4/19-20) or

+1 *bastard sword* +10 (1d10+4/19-20) and

+1 *kukri* +9 (1d4+4/×3) or

+1 *bastard sword* +8 (1d10+4/19-20) and

+1 *bashing shield* +7 (1d8+4) or

+1 *warhammer* +11/+6 (1d8+4/×3) or

+1 *bashing shield* +11/+6 (1d8+4) or

+1 *handaxe* +11/+6 (1d6+4/×3) or

+1 *kukri* +11/+6 (1d4+4/×3)

**Ranged** +1 *light crossbow* +10 (1d8+1/19-20)

**Special Attacks** smite evil 3/day (+2 attack and AC, +7 damage)

**Spell-Like Abilities** (CL 7<sup>th</sup>, Concentration +9)

At Will – *detect evil*

**Paladin Spells Prepared** (CL 4<sup>th</sup>, Concentration +6)

2<sup>nd</sup> (1/day) – *bull's strength*

1<sup>st</sup> (2/day) – *lesser restoration*, *protection from evil*

---

### STATISTICS

**Abilities** Str 16 (+3), Dex 15 (+2), Con 14 (+2), Int 10 (+0), Wis 14 (+2), Cha 14 (+2)

**Base Atk** +7; **CMB** +10; **CMD** 22

**Feats** Double Slice, Exotic Weapon Proficiency (bastard sword), Improved Shield Bash<sup>B</sup>, Two-Weapon Fighting, Weapon Focus (bastard sword)

**Skills** Diplomacy +12, Knowledge (religion) +10, Sense Motive +12; **Armor Check Penalty** –1

**SQ** aura of good (strong), channel positive energy (DC 15, 4d6), code of conduct, divine bond (weapon +1, 1/day), lay on hands (3d6, 5/day), mercy (diseased, fatigue)

**Combat Gear** crossbow bolts (20), *wands of cure light wounds* (2, 50 charges each); **Other Gear** +1 *bashing heavy mithral shield*, +1 *bastard sword*, +1 *handaxe*, +1 *kukri*, +1 *light crossbow*, +1 *mithral breastplate*, +1 *warhammer*, backpack, bedroll, *cloak of resistance* +1, everburning torch, silk rope (50 ft. worth), tender (58gp, 9sp), trail rations (2)

**Encumbrance** light 76 lb., medium 153 lb., heavy 230 lb.; **Weight Carried** 52 lb. 10 oz. (excluding tender)

---

### SPECIAL ABILITIES

**Aura of Courage (Su)** You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

**Aura of Good (Ex)** You possess a strong aura of good at all times.

**Channel Positive Energy (Su)** By expending two uses of your lay on hands ability, you may release a burst of positive energy in a 30-ft. radius burst as a standard action. When doing so you can choose to harm



undead creatures in the area (4d6 damage, Will DC 14 half) or to heal the living (4d6 healing). You may exclude up to 3 targets in the area from this effect.

**Detect Evil (Sp)** At will, you can use detect evil, as the spell. You can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.

**Divine Bond (Sp)** Once per day you may enhance a weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +1 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *axiomatic*, *brilliant energy*, *defending*, *disruption*, *flaming*, *flaming burst*, *holy*, *keen*, *merciful*, and *speed*. Adding these properties consumes an amount of bonus equal to the property's cost modifier. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. If a weapon bonded with a celestial spirit is destroyed, you lose the use of this ability for 30 days, or until you gain a level, whichever comes first. During this 30-day period, you take a –1 penalty on attack and weapon damage rolls.

**Divine Grace (Su)** You gain a bonus equal to your Charisma bonus on all saving throws (included above).

**Divine Health (Ex)** You are immune to all diseases, including supernatural and magical diseases.

**Lay On Hands (Su)** Five times per day, you can heal wounds (your own or those of others) by touch. With one use of this ability, you can heal 3d6 points of damage. Using this ability is a standard action, unless you target herself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 3d6 points of damage. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

**Mercy (Su)** When you use your lay on hands ability to heal damage to one target, the target also receives the additional effects from all of your mercies (shown below). A mercy can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the mercy actually removes the affliction that causes the condition. Your mercies allow you to remove the following conditions: disease and fatigue.

**Smite Evil (Su)** Three times per day, as a swift action, you can choose one target within sight to smite. If this target is evil, you add your Charisma bonus to your attack rolls and add your paladin level to all damage rolls made against the target of your smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per paladin level you possess. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a deflection bonus equal to your Charisma modifier to your AC against attacks made by the target of the smite. If you target a creature that is not evil, your smite is wasted with no effect. The smite evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.