

Kharzod d’Kunderak

Male dwarf paladin 15

LG Medium humanoid (dwarf)

Init +2; **Senses** darkvision 90 ft., minesight, stonecunning; Perception +17

Aura courage (10 ft.), faith (10 ft.), justice (10 ft.), resolve (10 ft.)

Languages Common, Dwarven, Giant, Goblin, Orc, Undercommon

DEFENSE

AC 30, touch 11, flat-footed 29 (+14 armor, +1 Dex, +5 natural)

hp 205 (15 HD)

Fort +24, **Ref** +17, **Will** +21; +2 vs. death effects, +4 vs. spells and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **Immune** charm, disease, fear, poison; **SR** 20 with *holy avenger*

Weaknesses vulnerability to cold iron

OFFENSE

Speed 20 ft. (4 squares)

Melee *redeemer* +25/+20/+15 (1d12+12/×3) or

redeemer +25/+20/+15 (1d12+12 plus 2d6/×3) vs. evil, or

redeemer +21/+16/+11 (1d12+24/×3) with Power Attack, or

redeemer +21/+16/+11 (1d12+24 plus 2d6/×3) with Power Attack vs. evil, or

life and death +25/+20/+15 (1d4+10) with divine bond, or

life and death +27/+22/+17 (1d4+12 plus 2d6) with divine bond against bane subject

Ranged +1 *adaptive composite longbow* +18/+13/+8 (1d8+6/×3)

Special Attacks +1 on attack rolls against giant humanoids, channel positive energy (DC 22, 7d6), smite evil 5/day (+5 attack and AC, +19 damage)

Paladin Spell-Like Abilities (CL 15th; Concentration +20)

At-will – *detect evil*, *greater dispel magic* (area target only)

Paladin Spells Prepared (CL 12th; Concentration +17)

4th (2/day) – *divine power* (2)

3rd (3/day) – *haste* (2), *prayer*

2nd (3/day) – *heroism* (3)

1st (5/day) – *divine favor* (2), *timely inspiration*^{APG} (3)

STATISTICS

Abilities Str 20 (+5), Dex 14 (+2), Con 20 (+5), Int 20 (+5), Wis 14 (+2), Cha 20 (+5)

Base Atk +15; **CMB** +20; **CMD** 32 (36 vs. bull rush/trip)

Feats Combat Reflexes (3 AoO’s/round), Craft Magic Arms and Armor, Craft Wondrous Items, Dazing Assault, Fey Foundling, Power Attack (–4 attack, +4/+8/+12 damage), Steel Soul, Unsanctioned Knowledge (*divine power*, *haste*, *heroism*, *timely inspiration*^{APG})

Skills Acrobatics +17, Diplomacy +23, Heal +20, Knowledge (religion) +23, Perception +17 (+19 vs. unusual stonework), Spellcraft +23, Use Magic Device +20; **Armor Check Penalty** –0; **Racial Modifiers** +2 Craft with metal or stone, +2 Perception vs. unusual stonework, +2 Profession with metal or stone, +2 Survival to track giants

SQ aura of good (overwhelming), code of conduct, divine bond (weapon +4, 3/day), lay on hands (7d6, 12/day), mercies (cursed, diseased, fatigued, paralyzed, poisoned), weapon familiarity



Combat Gear durable arrows (20), *potions of fly* (5); **Other Gear** +1 *adaptive composite longbow*, +5 *adamantine dwarven longaxe*, +5 *righteous full plate* (enchanted to look like bone), *amulet of natural armor* +5, *belt of physical might* +6 (strength, constitution), *bracers of the avenging knight*, *cloak of resistance* +5, *headband of mental prowess* +6 (intelligence, charisma; Acrobatics, Perception, Use Magic Device), *lesser metamagic rod* (extend), *life and death* (+1 *undead bane* and +1 *evil outsider bane spiked gauntlet*, respectively), paladin's kit, *redeemer* (as *holy avenger*, but adamantite dwarven longaxe instead of cold iron longsword), spell component pouch, tender (104gp)

Encumbrance light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 111 lb. 5 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 Faith (Su) Your weapons are treated as good-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of you is treated as good-aligned for the purposes of overcoming damage reduction. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Justice (Su) You can expend two uses of your smite evil ability to grant the ability to smite evil to all allies within 10 feet, using your bonuses. Allies must use this smite evil ability by the start of your next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

Aura of Resolve (Su) You are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability functions only while you are conscious, not if you are unconscious or dead.

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 (7d6 damage, Will DC 22 half) or to heal the living (7d6 healing, 7d6+14 to yourself).

Craftsman You receive a +2 racial bonus on all Craft or Profession checks related to metal or stone.

Defensive Training You gain a +4 dodge bonus to AC against attacks made by Giants.

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) Three times 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 +4 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 such as mummy rot.

- Giant Hunter** You gain a +1 bonus on attack rolls against humanoids with the giant subtype. Furthermore, you gain a +2 bonus on Survival checks to find and follow tracks made by humanoids with the giant subtype.
- Hardy** You receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
- Lay On Hands (Su)** You can heal wounds (your own or those of others) by touch. Each day you can use this ability a number of times equal to $\frac{1}{2}$ your paladin level plus your Charisma modifier. With one use of this ability, you can heal 1d6 hit points of damage for every two paladin levels you possess, unless you target yourself, in which case you heal an additional +2 hit points of damage per die rolled. Using this ability is a standard action, unless you target yourself, 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 1d6 points of damage for every two paladin levels you possess. 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)** Each mercy adds an effect to your lay on hands ability. Whenever you use lay on hands to heal damage to one target, the target also receives the additional effects from all of the mercies possessed by you. 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. These abilities are cumulative (that is, you cure all listed afflictions at once).
- Minesight** The range of your darkvision is 90 feet, rather than 60 ft.; however, you are automatically dazzled in bright light and take a -2 penalty on saving throws against effects with the light descriptor.
- Smite Evil (Su)** Five times per day you can call out to the powers of good to aid you in your struggle against evil. As a swift action, 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 (if any) to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the 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.
- Stability** You receive a +4 racial bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.
- Stonecunning** You receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. You receive a check to notice such features whenever you pass within 10 feet of them, whether or not you are actively looking.
- Vulnerability to Cold Iron (Su)** You take 1 additional point of damage when attacked by cold iron weapons.
- Weapon Familiarity** You are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.