

Shioji Petilom

"The desire of gold is not for gold. It is for the means of freedom and benefit."



Like many halflings, Shioji has always been driven by an unlikely pairing of curiosity and luck. His parents, both slaves to Chelish nobles, were forced to aid in the conjuring of horrible monsters. They fostered in their only son a hunger for justice that was rivaled only by his optimism and determination. Perhaps the result of his parents' magical abilities, Shioji has always possessed a natural understanding of the mystical inner workings of magic—something he and his parents concealed from their Chelish overseers. Combining this with his devotion to Abadar, Shioji quickly developed great powers both arcane and divine.

Fearing his magical abilities would soon be discovered and that he too would be forced to partake in the dark rituals, Shioji's parents introduced him to an agent of the Bellflower Network that had implanted himself within their noble family. After a month of planning, the agent spirited him away in the dead of night after faking the boy's death.

By the time he became an adult, Shioji himself had become a proud member of the secret organization, and had even been able to rescue his mother from enslavement. Freed from having to hide his natural abilities, Shioji found the perfect fit for his curiosity, drive, and magical acumen in his new role. Unfortunately, it was too late for his father, who had been thrown into the maw of a ravenous fiend in order to buy a reckless Chelish summoner time to escape. Even after nearly a decade of searching for and rescuing fellow halfling slaves, the failure to rescue his father continued to haunt him. Ultimately, his father's demise would arouse in him an uncontrollable sense that he could've done more, that he could *still* do more—feelings that he now believes were guided by the hand of Abadar himself.

To combat his growing frustration, Shioji ultimately left the Bellflower Network, intending to travel the world in search of ever greater evils and injustices to fight as a paladin and evangelist of Abadar, whose orderly teachings brought him a sense of solace during his darkest times. During his travels, Shioji encountered numerous threats to various civilizations of the world. Over the course of the next fifty years, he thwarted the plots of powerful fiends and bandit kings, stopped the rampages of an ancient dragon, and even stalled an interplanar invasion of darkfolk led by an immortal being calling himself the Raven King. Shioji is also singlehandedly responsible for bringing order and law to many of the darker places of the world, orchestrating the beginnings of several new cities throughout the Inner Sea region, particularly throughout the Stolen Lands of the River Kingdoms.

Though Shioji rarely seeks out halfling slaves to rescue anymore, he still abhors the injustice of slavery, and continues to support the Bellflower network in his old age by sending them a steady stream of gold, supplies, and young apprentices trained in the arcane arts, healing, and spy craft.

Well into his retirement now, Shioji is most disquieted. Despite all of his great deeds, and his advanced age, Shioji can't shake the feeling that his job isn't done yet, that everything leading up to this point was merely to prepare him for an even greater destiny. He is certain that something even bigger and more horrible than anything he has ever faced is lurking just over the next horizon, waiting for the right time to reveal itself to the world—a living nightmare so terrible that even Shioji fears he will be unable to stop it.

Shioji Petilom

Male venerable halfling paladin 2/sorcerer 3/evangelist 10/oracle 1

LG Small humanoid (halfling)

Init +15; **Senses** Perception +22

Languages Common, Dwarven, Elven, Gnome, Goblin, Halfling

DEFENSE

AC 40, touch 27, flat-footed 25 (+8 armor, +13 Cha, +2 dodge, +1 insight, +5 natural, +1 size)

hp 154 (16 HD)

Fort +31, **Ref** +38, **Will** +32; +4 vs. effects from chaotic creatures, +2 vs. fear

Defensive Abilities divine grace +13, evasion, fated +3, protective grace +2; **Immune** fatigue

OFFENSE

Speed 20 ft. (4 squares)

Melee flail +11/+6 (1d6–1), or
kukri +11/+6 (1d3–1/18-20)

Ranged heavy crossbow +15 (1d8+3/19-20)

Special Attacks it was meant to be (1/day), smite evil 1/day (+13 attack and AC, +2 damage), sneaky bolt

Bloodline Spell-Like Abilities (CL 15th; Concentration +29)

16/day – touch of destiny (+8 insight bonus)

Evangelist Spell-Like Abilities (CL 16th; Concentration +31; choose one of the following each day)

3/day – *comprehend languages*

2/day – *calm emotions*

1/day – *glibness*

Paladin Spell-Like Abilities (CL 2nd; Concentration +17)

At Will – *detect evil*

Oracle Spells Known (CL 2nd; Concentration +17)

1st (7/day) – *bane*, *bless*, *cure light wounds*

0 (at will) – *create water*, *detect poison*, *guidance*, *purify food and drink*, *stabilize*

Sorcerer Spells Known (CL 15th; Concentration +29)

7th (6/day) – *banishment*, *greater age resistance*^{UM}

6th (8/day) – *disintegrate*, *greater heroism*, *mislead*^B, *permanent image*

5th (9/day) – *break enchantment*^B, *cone of cold*, *telekinesis*, *teleport*, *wall of force*

4th (9/day) – *ball lighting*^{APG}, *enervation*, *fire shield*, *freedom of movement*^B, *greater invisibility*

3rd (9/day) – *aqueous orb*^{APG}, *dispel magic*, *fireball*, *fly*, *protection from energy*^B

2nd (9/day) – *acid arrow*, *blur*^B, *disguise other*^{B UM}, *glitterdust*, *hideous laughter*, *knock*^B, *scorching ray*,
see invisibility

1st (10/day) – *alarm*^B, *endure elements*, *magic missile*, *protection from evil*, *shield*, *true strike*

0 (at will) – *arcane mark*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *open/close*,
prestidigitation, *read magic*

Bloodline destined; **Deity** Abadar; **Mystery** lore

STATISTICS

Abilities Str 8 (+1), Dex 16 (+5), Con 18 (+6), Int 17 (+5), Wis 13 (+3), Cha 37 (+15)

Base Atk +10; **CMB** +9; **CMD** 40

Feats Craft Wondrous Items, Defensive Combat Training, Deific Obedience, Eschew Materials^B, Maximize Spell^B, Noble Scion (scion of war), Reward of Life, Silent Spell, Spell Perfection (disintegrate), Still Spell

Skills Acrobatics +9 (+5 when jumping), Appraise +9, Bluff +34, Climb +5, Craft (all) +9, Diplomacy +34, Disguise +34 (+38 in cities), Escape Artist +9, Fly +11 (+17 with *fly*), Heal +7, Intimidate +19, Knowledge (arcana) +24, Knowledge (religion) +11, Perception +22, Perform (all) +19, Ride +9, Sense



Motive +7, Spellcraft +24, Stealth +28, Survival +7, Swim +5, Use Magic Device +28; **Racial Modifiers** +2 Perception

SQ aligned class (sorcerer), aura of good (moderate), bloodline arcana (gains a luck bonus to saves when casting personal-range spells), city dweller, code of conduct, detect evil, diplomat, esoteric training, fleet of foot, gift of tongues (dwarven, elven), lay on hands (1d6, 14/day), multitude of talents, obedience, oracle's curse: lame, senior guild member (wondrous items), sidestep secret, skilled (Disguise, Stealth), spellcasting guild member (80 fame, 80 PP), spiritual form (16 minutes/day), weapon familiarity

Combat Gear crossbow bolts (10), *potions (cure light wounds 10)*, *wand of cure light wounds* (50 charges); **Other Gear** *amulet of natural armor* +5, *belt of mighty constitution* +6, *bracers of armor* +8, *cloak of resistance* +4 (doubles as *muleback cords*), flail, gems (collectively worth 200gp), *hat of disguise*, *headband of alluring charisma* +6 (charisma), heavy crossbow, *ioun stones (clear spindle, dusty rose prism, iridescent spindle, pale blue rhomboid, pale green prism)*, kukri, masterwork backpack, merchant's scale, old keys, *pages of spell knowledge (disguise other, knock)*, *ring of evasion*, *robes of arcane heritage*, *stone of good luck*, tender (10gp, 200sp, 100cp), *tome of leadership and influence* +5 (read)

Encumbrance light 64 lb. 8 oz., medium 129 lb. 12 oz., heavy 195 lb.; **Weight Carried** 16 lb. 3 oz. (excluding tender)

SPECIAL ABILITIES

Aligned Class (Ex) You gain all the class features for one chosen class, essentially adding every evangelist level beyond 1st to your aligned class to determine what class features you gain. You still retain the Hit Dice, base attack bonus, saving throw bonuses, and skill ranks of the evangelist prestige class, but gain all other class features of your aligned class as well as those of the evangelist prestige class.

Bloodline Arcana Whenever you cast a spell with a range of personal, you gain a luck bonus equal to the spell's level on your saving throws for 1 round.

City Dweller (Ex) You never become lost in cities of more than 5,000 inhabitants—upon entering a city, even for the first time, you can always retrace your steps and intuit where particular districts must be. Furthermore, you pick up local accents and vernacular instantly, giving you the cant of a citizen. You also gain a +4 sacred or profane bonus on Disguise and Knowledge (local) checks while in the bounds of a city.

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

Fated (Su) You gain a +1 luck bonus on all of your saving throws and to your AC during surprise rounds and when you are otherwise unaware of an attack. At 7th-level and every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th-level.

Gift of Tongues You know an additional two languages, which you can speak and write fluently.

It Was Meant To Be (Su) You may reroll any one attack roll, critical hit confirmation roll, or level check made to overcome spell resistance. You must decide to use this ability after the first roll is made but before the results are revealed by the GM. You must take the second result, even if it is worse. At 9th-level, you can use this ability once per day. At 17th-level, you can use this ability twice per day.

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 ½ 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. 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.

Esoteric Training Due to your membership in a spellcasting guild (and Fame score of 80) you gain a +3 bonus to your caster level with sorcerer spells and a +1 bonus to your caster level with oracle spells (up to a maximum of your character level). These bonuses grant you additional spells known and spells per day for your modified caster level.

- Multitude of Talents (Ex)** You gain a +4 sacred bonus on any skill check attempted with a skill in which you have no ranks. This bonus applies only to skill checks that can be made untrained.
- Obedience (Ex)** In order to maintain the abilities granted by the evangelist prestige class, including all abilities gained from aligned class, you must perform a daily obedience to your chosen deity.
- Oracle's Curse: Lame** Your base land speed is reduced by 10 feet (included above). Additionally, your speed is never reduced due to encumbrance. You are immune to the fatigued condition (but not exhaustion).
- Protective Grace (Su)** You gain a +2 Dodge bonus to your armor class (included above).
- Sidestep Secret (Su)** Add your Charisma modifier (instead of your Dexterity modifier) to your Armor Class, CMD, and all Reflex saving throws. Your armor's maximum Dexterity bonus applies to your Charisma instead of your Dexterity.
- Skilled** Disguise and Stealth are always considered class skills for you.
- Smite Evil (Su)** Once 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.
- Sneaky Bolt (Ex)** Three times per day, you can snipe with a crossbow while hidden, and have little chance of revealing your location. You must declare your use of this ability before you roll your attack. You can use this ability only if your target is within 30 feet of you and unaware of your presence or precise location. Once you roll your attack, immediately attempt a Stealth check for sniping without the normal –20 penalty.
- Spiritual Form (Su)** You gain the ability to assume a spiritual form. Assuming this form is a standard action, and you can remain in spiritual form for a number of minutes per day equal to your character level. This duration does not need to be consecutive, but it must be used in 1-minute increments. Returning to your normal form is a free action. While in spiritual form, you gain a +4 bonus to Charisma and a pair of wings (granting you a fly speed of 40 feet with good maneuverability).
- Touch of Destiny (Sp)** You can touch a creature as a standard action, giving it an insight bonus on attack rolls, skill checks, ability checks, and saving throws equal to ½ your sorcerer level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- Weapon Familiarity** You are proficient with slings and treat any weapon with the word “halfling” in its name as a martial weapon.
- Within Reach (Su)** Your ultimate destiny is drawing near. Once per day, when an attack or spell that causes damage would result in your death, you may attempt a DC 20 Will save. If successful, you are instead reduced to –1 hit points and are automatically stabilized. The bonus from your fated ability applies to this save.