

Jotun, the Frost Child

"They are distant kindred at best, I do not even speak their tongue."

Many seasons past, the mothers and fathers of my tribe abandoned me to the icy wastes. This is how it is told to me by my ack-lite brothers and sisters, and I am not so good with words, so listen closely! I wish not to repeat this sad tale more than is needed.

Though I was still a babe, I was very small, smaller than any of the brothers and sisters of my tribe, even though many were of the same age as me. While I lay out on the cold steppes, I was discovered by Ee-ori, who saw in me not the flaws as my kin did, but the perfection that I could one day be. And so it was that I was rescued by an Ee-ori monk, who brought me here to my new home and would call himself "father" to me. He is gone now, and I have since grown, but not old as he did. I am yet young and strong.

The temple's priests taught me that I am human as they are, at least in part, and that, that is why the frost giants set me out to die—they believed I was not strong, could not be strong. The ack-lites here saved me, raised me, and taught me to be strong. Even though I was already stronger than most of them from the outset, many ack-lites still think there is a long road before me.

I will show them! I will show the frost giants! I will show everybody, even Ee-ori who shall surely test me! I will aspire to greatness, perhaps even to perfection as Ee-ori did, but that is not something I feel I can do here trapped in this mon-stary under the mountain. I am less good with writing than I am with words, and it saddens me to see them all in pain, and that is why I tell you all of this young child, so you can tell my brothers and sisters of the temple that I have gone from here. There now, I have healed all of your wounds; do this for me and I will consider myself repaid. Please thank them for all they have done for me. For without them, I could not have found the long road ahead.



Jotun, the Frost Child

Male human paladin 8 (Iroran Paladin)

LG Medium humanoid

Init +2; **Senses** Perception +1

Languages Common

DEFENSE

AC 20, touch 14, flat-footed 16 (+6 armor, +2 Cha, +2 Dex)

hp 79 (8 HD)

Fort +12, **Ref** +8, **Will** +11; +2 vs cold climates, or to avoid slipping and falling

Defensive Abilities divine grace; **Immune** charm, disease; **Resist** cold 8

OFFENSE

Speed 30 ft. (6 squares)

Melee unarmed strike +14/+9 (1d8+6 plus 2d6 cold) or

unarmed strike +17/+12 (1d8+9 plus 2d6 cold) with Personal Trial, or

unarmed strike +11/+6 (1d8+12 plus 2d6 cold) with Power Attack, or

unarmed strike +14/+9 (1d8+15 plus 2d6 cold) with Personal Trial and Power Attack, or

+1 *large battleaxe* +14/+9 (2d6+8/×3) or

+1 *large battleaxe* +17/+12 (2d6+11/×3) with Personal Trial, or

+1 *large battleaxe* +11/+6 (2d6+17/×3) with Power Attack, or

+1 *large battleaxe* +14/+9 (2d6+20/×3) with Personal Trial and Power Attack

Ranged +1 *adaptive composite longbow* +11/+6 (1d8+5/×3) or

+1 *adaptive composite longbow* +14/+9 (1d8+8/×3) with Personal Trial

Special Attacks divine body (+2 bonus, 1/day), personal trial 3/day (+3 attack, AC, and saves)

Paladin Spells Prepared (CL 5th, Concentration +7)

2nd (2/day) – *bull's strength*, *eagle's splendor*

1st (2/day) – *challenge evil*^{APG}, *divine favor*

STATISTICS

Abilities Str 20 (+5), Dex 14 (+2), Con 14 (+2), Int 8 (–1), Wis 12 (+1), Cha 14 (+2)

Base Atk +8; **CMB** +13; **CMD** 25 (27 vs. trip)

Feats Born of Frost, Icy Stare, Improved Unarmed Strike^B, Power Attack, Racial Heritage (frost giant^B), Sure on Ice

Skills Acrobatics +8 (+10 in slippery conditions), Climb +11 (+13 in slippery conditions, +17 on ice); **Armor Check Penalty** –1

Combat Gear durable arrows (20), *potions (enlarge person 10)*; **Other Gear** +1 *adaptive composite longbow*, +1 *frost amulet of mighty fists*, +1 *large battleaxe with effortless lace*, +2 *chain shirt*, *cloak of resistance* +2, tender (100sp)

SQ aura of law (strong), code of conduct, heart of the snows, ki pool (6 points, magic), lay on hands (4d6, 6/day), mercy (diseased, fatigue), sense perfection

Encumbrance light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 45 lb. 10 oz. (excluding tender)

SPECIAL ABILITIES

Aura of Excellence (Su) You are immune to any effect that would force you to reroll a die against your will or roll twice and take the lower result. Whenever an ally within 10 feet of you would reroll a die against their will, they can roll twice and take the higher result. Whenever an ally within 10 feet would be forced to roll twice and take the lower result, they can instead roll three times and take the second-lowest result. This ability functions only while you are conscious.

Aura of Law (Ex) You possess a strong aura of law at all times.

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.



- Confident Defense (Ex)** When wearing light or no armor and not using a shield, you add 1 point of your Charisma bonus (if any) per paladin class level to your Dexterity bonus to your Armor Class. If you are caught flat-footed or otherwise denied your Dexterity bonus, you also lose this bonus.
- Divine Body (Su)** Once per day you may enhance your unarmed strikes as a standard action by calling upon the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes you to shed light as a torch. This spirit grants your unarmed strikes a +2 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 your unarmed strikes already have, but duplicate abilities do not stack. If your unarmed strikes are 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.
- 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, including mummy rot.
- Heart of the Snows** You treat cold climates as one category less severe. Additionally, you gain a +2 racial bonus on Fortitude saving throws against the effects of cold climates, on any check or saving throw to avoid slipping and falling, and to CMD against trip combat maneuvers. This bonus applies on Acrobatics and Climb checks made in slippery conditions.
- Ki Pool (Su)** You gain a number of ki pool points equal to $\frac{1}{2}$ your paladin level + your Charisma modifier. As long as you have at least 1 point in your ki pool, you can make a ki strike. Ki strikes allow your unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. Your unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a flurry of blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.
- 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. 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)** 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.
- Personal Trial (Su)** Three times per day, you can declare one target within line of sight as your personal trial as a swift action. You gain a +3 insight bonus on attack rolls and damage rolls against that creature, to your AC against attacks made by the target, and on saving throws against the target's spells and special abilities. The personal trial effect remains until the target of the trial is dead or the next time you rest and regain daily uses of this ability.
- Sense Perfection (Su)** At will, you can detect life forces as if you were using a paladin's detect evil class ability; however, instead of sensing evil creatures, you sense creatures that have a ki pool. Each such creature has an aura like a cleric of an aligned deity, and treats its current number of ki points as its Hit Dice for the purposes of this ability.