

Dustin Powers

Player: Aaron Brooks

Male human (Azlanti) paladin 3, The Exchange faction - CR 2

Lawful Good Humanoid (Human); Deity: **Iomedae**; Age: **18**;
Height: **5' 9"**; Weight: **175 lb.**; Eyes: **Green**; Hair: **Brown**;
Skin: **Tan**

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	11	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	11	0	
WIS WISDOM	15	+2	
CHA CHARISMA	15	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+3	+2		+2	
REFLEX (DEXTERITY)	+3	=	+1			+2	
WILL (WISDOM)	+7	=	+3	+2		+2	

Immunity to Disease				Immunity to Fear (Ex)				
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16	=	+5	+1					
Touch AC	10	Flat-Footed AC			16			
		BAB	Strength	Size	Misc			
CM Bonus	+5	=	+3	+2	-	-		
			BAB	Strength	Dexterity	Size		
CM Defense	15	= 10	+3	+2	+0	-		

Base Attack	+3	HP	36
Initiative	+0	Damage / Current HP	
Speed	30 / 20 ft		

Greatsword

Both hands: **+5, 2d6+3** Crit: 19-20/x2
2-hand, S

Longsword

Main hand: **+5, 1d8+2** Crit: 19-20/x2
Both hands: **+5, 1d8+3** 1-hand, S

Shortbow

Ranged, both hands: **+3, 1d6** Crit: x3
Rng: 60'
2-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (0)	1	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	-2	STR (2)	-	
Diplomacy	+7	CHA (2)	2	
Disguise	+2	CHA (2)	-	
Escape Artist	-4	DEX (0)	-	
Fly	-4	DEX (0)	-	
Heal	+6	WIS (2)	1	
Intimidate	+2	CHA (2)	-	
Knowledge (local)	+7	INT (0)	3	
Perception	+2	WIS (2)	-	
Profession (soldier)	+6	WIS (2)	1	
Ride	+0	DEX (0)	1	
Sense Motive	+6	WIS (2)	1	
Spellcraft	+4	INT (0)	1	
Stealth	-4	DEX (0)	-	
Survival	+2	WIS (2)	-	
Swim	-2	STR (2)	-	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Believer's Boon
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Step Up
Toughness

Traits

Armor Expert
Family Ties

Special Abilities

Aura of Courage +4 (10 ft.) (Su)
Aura of Good (Ex)
Believer's Boon Domain (Tactics)
Lay on Hands (1d6 hit points, 3/day) (Su)
Mercy (Sickened) (Su)
Seize the Initiative (1/day) (Su)
Smite Evil (1/day) (Su)

Spell-Like Abilities

Detect Evil (At will) (Sp)

Light steel shield

+1

Max Dex: -, Armor Check: -1
Spell Fail: 5%, Shield

Scale mail

+5

Max Dex: +3, Armor Check: -3
Spell Fail: 25%, Medium, Slows

Gear

Total Weight Carried: 54.7/200 lbs, Light Load
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

Arrows x20	0.15 lbs
Backpack (empty)	0.5 lbs
Greatsword	8 lbs
Holy symbol, wooden (A small necklace)	-
Hot Weather outfit (Free)	-
Light shield bash	-
Light steel shield	6 lbs
Longsword	4 lbs
Money	1.16 lbs
Potion of cure light wounds	-
Scale mail	30 lbs
Shortbow	2 lbs

Tracked Resources

Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lay on Hands (1d6 hit points, 3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Seize the Initiative (1/day) (Su)	<input type="checkbox"/>
Smite Evil (1/day) (Su)	<input type="checkbox"/>

Languages

Azlantian
Common

Varisian

Spells & Powers

Paladin spells memorized (CL 0th; concentration +2)
Melee Touch +5 Ranged Touch +3

Background

Longsword - Striker

Greatsword - Harmony

Sourcebooks Used

- **Advanced Class Guide** - Believer's Boon (feat)
- **Advanced Player's Guide** - Tactics (special ability)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Armor Expert (trait)
- **Inner Sea Races / Inner Sea World Guide** - Azlantian (race option); Azlantian (language); Varisian (language)
- **Rise of the Runelords Anniversary Edition** - Family Ties (trait)

Experience & Wealth

Experience Points: **5000**/9,000
Current Cash: **58 gp**
The Exchange: **Fame: 0, PP: 0**

Dustin Powers – Abilities & Gear

Believer's Boon Feat

Your deity rewards you for your faithfulness.

Prerequisites: Wis 13, alignment must be within one step of your deity's.

Benefit: When you take this feat, choose one domain granted by your deity. You can use the 1st-level domain ability that clerics of that domain can use a number of times or rounds per day, but you can use it only once per day or 1 round per day, whichever is appropriate. Your effective cleric level in regard to this ability is 1st level. If the domain has a 1st-level ability that does not meet this specification, you cannot use it.

Special: You can take this feat twice. When you take it a second time, you choose another domain granted by your deity.

If you grossly violate the code of conduct required by your deity, your alignment shifts so that it is more than one step away from your deity's, or you no longer worship your deity, you lose access to this feat. You can regain it once you atone for your misdeeds to your deity (see the *atonement* spell on page 245 of the *Pathfinder RPG Core Rulebook*).

Appears In: Advanced Class Guide

Step Up Feat

You can close the distance when a foe tries to move away.

Prerequisite: Base attack bonus +1.

Benefit: Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Toughness Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Armor Expert Trait

You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero. Your childhood armor wasn't the real thing as far as protection, but it did encumber you as much as real armor would have, and you've grown used to moving in such suits with relative grace. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Family Ties Trait

While not ethnically a Varisian, you have been raised among Varisians and they consider you one of their own. Furthermore, you managed to get in good with a group of Sczarni and consider them your new family. After being run out of the last place your Sczarni family camped, you tracked down a friend of the family in Sandpoint - a ruthless thug named Jubrayl Vhiski at the Fatman's Feedbag. During your time with the Sczarni, you learned a few tricks of the trade. You gain a +1 trait bonus on Knowledge (local) checks and Knowledge (local) is always a class skill for you. In addition, you begin play able to speak and read Varisian.

Appears In: Rise of the Runelords Anniversary Edition

Immunity to Disease Unknown

You are immune to diseases.

Immunity to Fear (Ex) Unknown

You are immune to all fear effects.

Aura of Courage +4 (10 ft.) (Su) Class Ability (Paladin)

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

Aura of Good (Ex) Class Ability (Paladin)

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Detect Evil (At will) (Sp) Class Ability (Paladin)

At will, a paladin can use *detect evil*, as the spell. A paladin 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, the paladin does not *detect evil* in any other object or individual within range.

Lay on Hands (1d6 hit points, 3/day) (Su) Class Ability (Paladin)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal 1d6 hit points of damage for every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability.

Alternatively, a paladin can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the paladin possesses. 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 (Sickened) (Su) Class Ability (Paladin)

When you use your lay on hands ability, it also removes the sickened condition.

Seize the Initiative (1/day) (Su) Class Ability (Believer's Boon,)

Whenever you and your allies roll for initiative, you can grant one ally within 30 feet the ability to roll twice and take either result. This decision is made before results are revealed. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Dustin Powers – Abilities & Gear

Smite Evil (1/day) (Su) **Class Ability (Paladin)**

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her 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 level the paladin possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets 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 the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

Note: Either activation checkbox on the in-play tab will apply the to-hit and AC modifiers, select "Activated" for x1 damage or "Double Damage" for x2.

Title - Dustin Powers (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/07/12

XP Reward: 5000 XP; **Net Cash:** 11 gp

- no notes -