

Character Name  
Paladin (Oath of Labor) 6

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	18	+4	18	+4		
<b>DEX</b> Dexterity	12	+1	12	+1		
<b>CON</b> Constitution	12	+1	12	+1		
<b>INT</b> Intelligence	13	+1	13	+1		
<b>WIS</b> Wisdom	10	+0	10	+0		
<b>CHA</b> Charisma	16	+3	16	+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+10	= +5	+ +1	+ +1	+ +3	+ +0	+ <input type="text"/>
<b>REFLEX</b> (dexterity)	+7	= +2	+ +1	+ +1	+ +3	+ +0	+ <input type="text"/>
<b>WILL</b> (wisdom)	+9	= +5	+ +0	+ +1	+ +3	+ +0	+ <input type="text"/>

When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You suffer +1 point of damage from cold iron weapons.

<b>MELEE</b> attack bonus		TOTAL +10/+5	=	BASE ATTACK BONUS +6/+1	+	STAT +4	+	SIZE +0	+	MISC +0	+	EPIC +0	+	TEMP
<b>RANGED</b> attack bonus		+7/+2	=	+6/+1	+	+1	+	+0	+	+0	+	+0	+	
<b>CMB</b> attack bonus		+10/+5	=	+6/+1	+	+4	+	+0	+		+		+	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRU
<b>CMB</b>	+10/+5	+10/+5	+10/+5	+10/+5	+10	+10
<b>CMD</b>	22	22	22	22	22	22
	DIRTY TRICK	DRAW	REPOSITION	STEAL		
<b>CMB</b>	+10	+10	+10	+10		
<b>CMD</b>	22	22	22	22		

<b>UNARMED</b> (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+10/+5	1d3+4	20/x2	5 ft.
<b>Special Properties:</b>				

Player Name  
Human / Humanoid

WOUNDS/CURRENT HP

**HP**  
hit points

**58**

**AC**  
armor class

**19** : **18** : **12** = **10** + **7**

TOTAL FLAT TOUCH BASE ARMOR BONUS

**INITIATIVE**  
modifier

**+1** = **+1** + **+0**

TOTAL DEX MODIFIER MISC MODIFIER

**Encumbrance**

**Light**

None

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Deity

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Medium / 5 ft.

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SIZE / FACE

EYES				HAIR			
SUBDUAL DAMAGE				DAMAGE REDUCTION			
<div></div>				<div></div>			
+ 0	+ 1	+ 0	+ 0	+ 1	+ 0	+ 0	+
SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC- TION	DODGE	Morale	
MISS ANCE	25 Arcane Spell	-3 ARMOR CHECK	0 SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST

None  
Region  
6' 0" / 190 lbs.  
HEIGHT / WEIGHT

**HAIR**

**DAMAGE REDUCTION**

0 + 1 + 0 + 0 +

TURAL DEFLECTION DODGE Morale

ACID RESIST COLD RESIST ELECT. RESIST FIRE RESIST

Alignment  
Normal

**SPEED**

Walk 20 ft.

+ 0 + 0 + 0 + 0

Insight Sacred Profane MISC

TOTAL SKILLPOINTS: 36		SKILLS		MAX RANKS: 6/6		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	-2	= 1	+	-3
✓	Acrobatics (When Jumping)	DEX	-6	= 1	+	-7
✓	Appraise	INT	7	= 1 + 3	+	3
✓	Bluff	CHA	6	= 3 + 1	+	2
✓	Climb	STR	1	= 4	+	-3
	Craft (Blacksmithing)	INT	5	= 1 + 1	+	3
✓	Craft (Untrained)	INT	1	= 1		
	Craft (Wood)	INT	5	= 1 + 1	+	3
✓	Diplomacy	CHA	12	= 3 + 6	+	3
✓	Disguise	CHA	10	= 3 + 1	+	6
✓	Escape Artist	DEX	-2	= 1	+	-3
✓	Fly	DEX	-2	= 1	+	-3
	Handle Animal	CHA	7	= 3 + 1	+	3
✓	Heal	WIS	0	= 0		
✓	Intimidate	CHA	3	= 3		
	Knowledge (Local)	INT	5	= 1 + 1	+	3
	Knowledge (Nobility)	INT	5	= 1 + 1	+	3
	Knowledge (Religion)	INT	8	= 1 + 4	+	3
	Linguistics (Celestial)	INT	2	= 1 + 1		
✓	Perception	WIS	9	= 0 + 6	+	3
✓	Perform (Untrained)	CHA	3	= 3		
	Profession (Cook)	WIS	4	= 0 + 1	+	3
	Profession (Farmer)	WIS	4	= 0 + 1	+	3
	Profession (Innkeeper)	WIS	4	= 0 + 1	+	3
	Profession (Merchant)	WIS	4	= 0 + 1	+	3
	Profession (Soldier)	WIS	4	= 0 + 1	+	3
✓	Ride	DEX	-2	= 1	+	-3
✓	Sense Motive	WIS	9	= 0 + 6	+	3
	Spellcraft	INT	7	= 1 + 3	+	3
✓	Stealth	DEX	-2	= 1	+	-3
✓	Survival	WIS	0	= 0		
✓	Swim	STR	1	= 4	+	-3
	Use Magic Device	CHA	8	= 3 + 2	+	3
				=	+	+

*Masterwork Falchion		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Both	S	M	18-20/x2	5 ft.
+11/+6		DAMAGE				
		2d4+6				

*Masterwork Falchion [Power Attack (Two-Handed)]		HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS		Both	S	M	18-20/x2	5 ft.
+9/+4		DAMAGE				
		2d4+12				

Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
		To Hit	Dam			To Hit	Dam	
1H-P	+10/+5	1d4+4		2W-P-(OH)		+4/-1	1d4+4	
1H-O	+6/+1	1d4+2		2W-P-(OL)		+6/+1	1d4+4	
2H	+10/+5	1d4+4		2W-OH		+2	1d4+2	
		10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+7/+2	+5/+0		+3/-2	+1/-4	-1/-6		
Dam	1d4+4	1d4+4		1d4+4	1d4+4	1d4+4		

\*: weapon is equipped  
**1H-P**: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+1 Breastplate		Medium	+7	+3	-3	25
Shield, Heavy Steel		Heavy	+2		-2	15
*Ring of Protection +1			+1		+0	0

=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.		

Celestial Spirit

Uses per day

**Celestial Spirit (Sp):**Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 6 minutes. 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 it can be used to add any of the following weapon properties: defending, flaming, keen, merciful (+1), axiomatic, disruption, flaming burst, holy (+2), speed (+3), and brilliant energy (+4). Adding these properties consumes an amount of bonus equal to the property's cost. 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. You can use this ability 1 times per day. 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. [Paizo Inc. - Core Rulebook, p.63]

Lay on Hands

Uses 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 6 times per day. With one use of this ability, you can heal 3d6 hit points of damage. 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 3d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage. [Paizo Inc. - Core Rulebook, p.61]

**Channel Positive Energy:**You can unleash a wave of positive energy dealing 3d6 (DC 16 for half) / day. You can unleash a wave of positive energy. You must choose to deal 3d6 points of positive energy damage to undead creatures or to heal living creatures of 3d6 points of damage. Creatures that take damage from channeled energy receive a DC 16 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability. [Paizo Inc. - Core Rulebook]

Smite Evil

Uses per day

**Smite Evil (Su):**You can call out to the powers of good to aid you in your struggle against evil 2 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +6 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 +12. 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 +3 deflection bonus 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. [Paizo Inc. - Core Rulebook, p.60]

Longbow			Hand	Type	Size	Critical	Reach
			Carried	P	M	20/x3	5 ft.
Ammunition: Arrow							
Range: 30 ft.		To Hit: +7/+2		Damage: 1d8			
	100 ft.	200 ft.	300 ft.	400 ft.	500 ft.		
TH	+7/+2	+5/+0	+3/-2	+1/-4	-1/-6		
Dam	1d8	1d8	1d8	1d8	1d8		
	600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.		
TH	-3/-8	-5/-10	-7/-12	-9/-14	-11/-16		
Dam	1d8	1d8	1d8	1d8	1d8		

Battleaxe			Hand	Type	Size	Critical	Reach
			Carried	S	M	20/x3	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+10/+5	1d8+4	2W-P-(OH)		+4/-1		1d8+4
1H-O	+6/+1	1d8+2	2W-P-(OL)		+6/+1		1d8+4
2H	+10/+5	1d8+6	2W-OH		+0		1d8+2

Masterwork Warhammer [Furious Focus (One-Handed)]			Hand	Type	Size	Critical	Reach
			Temp Bonus	B	M	20/x3	5 ft.
	To Hit	Dam	To Hit			Dam	
1H-P	+11/+6	1d8+8	2W-P-(OH)			+5/+0 1d8+8	
1H-O	+7/+2	1d8+6	2W-P-(OL)			+7/+2 1d8+8	
2H	+11/+6	1d8+10	2W-OH			+1 1d8+6	

Masterwork Warhammer			Hand	Type	Size	Critical	Reach
			Carried	B	M	20/x3	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+11/+6	1d8+4	2W-P-(OH)		+5/+0		1d8+4
1H-O	+7/+2	1d8+2	2W-P-(OL)		+7/+2		1d8+4
2H	+11/+6	1d8+6	2W-OH		+1		1d8+2

Shield, Heavy Steel	Hand	Type	Size	Critical	Reach
	Carried		M	20/x2	5 ft.
TOTAL ATTACK BONUS					
+10/+5		DAMAGE 1d4+4			











Silver Warhammer			Hand	Type	Size	Critical	Reach
			Carried	B	M	20/x3	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+10/+5	1d8+4	2W-P-(OH)		+4/-1		1d8+4
1H-O	+6/+1	1d8+2	2W-P-(OL)		+6/+1		1d8+4
2H	+10/+5	1d8+6	2W-OH		+0		1d8+2

Special Properties: silver

Sting			Hand	Type	Size	Critical	Reach
			Carried	P	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+11/+6	1d6+5	2W-P-(OH)		+5/+0		1d6+5
1H-O	+7/+2	1d6+3	2W-P-(OL)		+7/+2		1d6+5
2H	+11/+6	1d6+5	2W-OH		+3		1d6+3

**Special Properties:** silver, (+1 Short Sword)

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Masterwork Falchion	Equipped	1	8 / 375	
Ring of Protection +1	Equipped	1	0 / 2,000	
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 1,000 gp, Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring, Slot: ring				
+1 Breastplate	Equipped	1	30 / 1,350	
Cloak of Resistance +1	Equipped	1	1 / 1,000	
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 500 gp, Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus, Slot: shoulders				
Backpack, Masterwork	Equipped	1	4 / 50	
4 lbs., 4 Torch				
Torch	Backpack, Masterwork	4	1 (4) / 0 (0)	
□□□□ Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.				
Potion of Enlarge Person	Equipped	1	0 / 50	
□ Target's size category increases to next larger category for 1 minuteAura: faint transmutation, Caster Level: 1st, Construction Cost: 25 gp, Construction Requirements: Brew Potion, enlarge person, Slot: none				
Scroll of Identify	Equipped	1	NaN / 25	
□ Gives +10 bonus to identify magic items.Aura: faint divination, Caster Level: 1st, Construction Cost: 12 gp 5 sp, Construction Requirements: Scribe Scroll, identify, Slot: none				
Potion of Darkvision	Equipped	1	0 / 300	
□ Grants darkvision (60 ft.) for 3 hoursAura: faint transmutation, Caster Level: 3rd, Construction Cost: 150 gp, Construction Requirements: Brew Potion, darkvision, Slot: none				
Scroll of Protection from Evil (Divine)	Equipped	2	NaN (NaN) / 25 (50)	
□□ +2 to AC and saves, plus additional protection against selected alignment.Aura: faint abjuration [good], Caster Level: 1st, Construction Cost: 12 gp 5 sp, Construction Requirements: Scribe Scroll, protection from evil, Slot: none				
Scroll of Cure Light Wounds	Equipped	4	NaN (NaN) / 25 (100)	
□□□□ Cures 1d8 damage + 1/level (max +5).Aura: faint conjuration (healing), Caster Level: 1st, Construction Cost: 12 gp 5 sp, Construction Requirements: Scribe Scroll, cure light wounds, Slot: none				
Artisan's Tools, Masterwork	Equipped	1	5 / 55	
TOTAL WEIGHT CARRIED/VALUE		97.57 lbs.	8,190.5gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Plural: No				
Dagger	Carried	2	1 (2) / 2 (4)	
Longbow	Carried	1	3 / 75	
7.5 lbs., 50 Arrow				
Arrow	Longbow	50	NaN (NaN) / 0.1 (2.5)	
         				
Battleaxe	Carried	1	6 / 10	
Masterwork Warhammer	Carried	1	5 / 312	
Shield, Heavy Steel	Carried	1	15 / 20	
Silver Warhammer	Carried	1	5 / 102	
silver				
<b>Sting</b>	Carried	1	2 / 2,310	
silver, (+1 Short Sword)				
<b>TOTAL WEIGHT CARRIED/VALUE</b>		<b>97,57 lbs.</b>	<b>8,190.5gp</b>	

WEIGHT ALLOWANCE					
Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

MONEY		Total= 0 gp
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MAGIC
Languages

Languages	
Celestial, Common, Infernal	

Other Companions

Archetypes	
<b>Oath of Labor</b>	[Allard Hoeve - Houserules, p.60]
When you take this oath, you become a protector of labor, protecting the common people, their trade and their commerce.	

Traits	
Fed-Up Citizen	[Paizo Inc. - Hell's Rebels Player's Guide, p.10]

Kintargo is a tough place to live if you count yourself as a law-abiding citizen. While you likely agree with most others of Kintargo that many of the laws put in place by House Thrune seem excessive, you always respected the law and honored it as best you could. You likely worship a deity such as Abadar or Iomedae -a lawful neutral or perhaps lawful good power allowed to practice within Cheliah, but only under restrictions. Yet despite this, Thrune has always made Cheliah a safer place to live. But with recent events, enough is enough. As much as it pains you to admit, the law of the land is now manifestly and obviously not correct, and something must be done to oppose this misuse of power. You're good at hiding your true colors and faith to avoid attracting the wrong kind of attention. You gain a +1 bonus on Disguise checks, and Disguise is always a class skill for you. In addition, when someone uses detect good or detect law on you, your effective Hit Dice are 4 lower than their actual total when someone discerns the strength of your aura. If you are a cleric, paladin, or similar divine spellcaster, you treat yourself as if you were a standard-aligned creature rather than a divine spellcaster for these purposes. This means that until you become 9th level, you won't radiate an aura of good or law at all when someone casts one of these detection spells. Finally, your internal convictions that you're on the actual right of law help bolster your mindset, and you gain a +1 trait bonus on all saving throws against mind-affecting effects

**Magical Knack (Paladin)** [Paizo Inc. - Advanced Player's Guide, p.329]  
 You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks. Your caster level in Paladin gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.

Special Attacks	
Channel Positive Energy (Su)	[ CR ]

You can unleash a wave of positive energy dealing 3d6 (DC 16 for half) /day. You can unleash a wave of positive energy. You must choose to deal 3d6 points of positive energy damage to undead creatures or to heal living creatures of 3d6 points of damage. Creatures that take damage from channeled energy receive a DC 16 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.

**Smite Evil (Su)** [ CR ]

You can call out to the powers of good to aid you in your struggle against evil 2 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +6 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 +12. 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 +3 deflection bonus 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.

Special Qualities	
<b>Aura of Courage (Su)</b> [ CR ]	
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.	
<b>Aura of Good (Ex)</b> [ CR ]	
You project a strong good aura.	
<b>Blessing of Prosperity (Su)</b> [ House ]	
A paladin that swears an oath of labor is a patron of wealth and seeks to even the playing field for those who have unfair economic disadvantages. By expending a use of lay on hands, the paladin can instead grant a blessing to herself or a creature touched as a standard action. A blessing of prosperity lasts up to 1 hour, though the paladin who bestowed it can end a blessing's benefits early (whether it affects her or another creature) as a free action. A character who has benefited from a blessing of prosperity cannot benefit from such a blessing again for 24 hours. When using this ability, the paladin chooses one of two blessings: Either the target gains a +4 sacred bonus on Craft, Perform, and Profession checks or the target gains a +4 sacred bonus on Appraise and Sense Motive checks. This replaces the mercy gained at 3rd level.	
<b>Bonus Feat</b> [ CR ]	
Humans select one extra feat at 1st level.	
<b>Rebellion Rank 02 (Appraise)</b> [ HRAP ]	
Training: At rank 2, then again at ranks 7, 12, and 17, each PC gains a bonus skill rank that can be immediately applied to any skill. This represents training the PC has gained through association with the increasing number of skilled workers and rebels who have joined the cause. This bonus skill rank can be applied to any skill, as if it were a bonus rank gained by earning a level in a favored class. It stacks with all other sources of skill ranks, but a character's maximum rank in any skill remains unchanged; the PC can never have more ranks in any one skill than he or she has Hit Dice. Subsequent training bonuses can be applied to the same skill or a different skill, as the PC wishes.	
<b>Rebellion Rank 03</b> [ HRAP ]	
Gift: At rank 3, then again at ranks 6, 8, 11, 13, 16, and 18, admirers among the rebellion's supporters supply gifts and tributes to each PC. At rank 3, the gift is a single potion worth 300 gp or less. The gifts given at ranks 6, 11, and 16 are all provided as tributes of gold pieces in the amounts listed; each PC gains the listed amount. At rank 8, the gift is a piece of armor or wand worth 1,200 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 13, the gift is a wand or weapon worth 5,000 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 18, the gift is any magic item worth 10,000 gp or less.	
<b>Rebellion Rank 04 (Deceitful)</b> [ HRAP ]	
Title: At rank 4, then again at ranks 9, 14, and 19, the PCs earn a title as befits their growing power in the rebellion. While the title itself is largely just an honorific, it also coincides with the acquisition of a bonus feat or other benefit each PC has earned through a combination of training with rebellion members and self-confidence gained from the rebellion's growing strength. With the title of Guardian at rank 4, each PC gains one of the following as a bonus feat: Alertness, Deceitful, Persuasive, or Stealthy.	
<b>Celestial Spirit (Sp)</b> [ CR ]	
Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 6 minutes. 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 it can be used to add any of the following weapon properties: defending, flaming, keen, merciful (+1), axiomatic, disruption, flaming burst, holy (+2), speed (+3), and brilliant energy (+4). Adding these properties consumes an amount of bonus equal to the property's cost. 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. You can use this ability 1 times per day. 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.	
<b>Code of Conduct</b> [ House ]	
All creatures are inherently equal, and those that deny this fact for their own gain do the common man harm. A struggle is meaningless if it is not done together for a greater purpose than oneself. Stand and fight with your brothers and sisters for the betterment of all. Give respect, love and kindness to the disenfranchised that find themselves without any. They are your comrades and the reason you fight. The world must change if it is to be better, and it will not change if we do not act. Do your part to make a more just future. You are not above the work that the common man does. Whenever you have the chance, labor with them as they do and work to ease their difficult lot in life.	
<b>Detect Evil (Sp)</b> [ CR ]	
At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item 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.

<b>Mercy (Diseased) (Su)</b> [ CR ]	
Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Disease with a caster level of 6.	
<b>Divine Health (Ex)</b> [ CR ]	
You are immune to all diseases, including supernatural and magical diseases, including mummy rot.	
<b>Eye for Profit</b> [ House ]	
A knight of coins adds Appraise, Knowledge (local), Perception, and Use Magic Device to her list of class skills. She gains a number of skill ranks equal to 4 + her Intelligence modifier at each level, instead of a number of skill ranks equal to 2 + her Intelligence modifier.	
<b>Lay on Hands (Su)</b> [ CR ]	
You can heal wounds (your own or those of others) by touch. Each day you can use this ability 6 times per day. With one use of this ability, you can heal 3d6 hit points of damage. 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 3d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.	
<b>Skilled</b> [ CR ]	
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	

Feats	
<b>Fey Foundling</b> [ISWG]	
You were found in the wilds as a child, bearing a mark of the First World. Magical healing works better on you.	
You were found in the wilds as a child, bearing a mark of the First World. Your strange connection to the First World and the fey infuses you with life, and whenever you receive magical healing, you heal an additional 2 points/die rolled. You gain a +2 bonus on all saving throws against death effects. Unfortunately, you also suffer +1 point of damage from cold iron weapons (although you can wield cold iron weapons without significant discomfort).	
<b>Furious Focus</b> [APG]	
Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.	
When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.	
<b>Power Attack</b> [CR]	
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.	
You can choose to take a -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	
<b>Step Up</b> [CR]	
You can close the distance when a foe tries to move away.	
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.	
<b>Deceitful</b> [Paizo Inc. - Core Rulebook, p.121]	
You are skilled at deceiving others, both with the spoken word and with physical disguises.	
You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	
Proficiencies	
Aldori Dueling Sword, Amentum, Atlatl, Throwing Axe, Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Nine Ring Broadsword, Butterfly Sword, Cestus, Chakram, Club, Heavy Crossbow, Light Crossbow, Dagger, Chain Dagger, Punching Dagger, Dart, Dagslicer, Double Chicken Saber, Earth Breaker, Falchion, Light Flail, Heavy Flail, Gaff, Gauntlet, Spiked Gauntlet, Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Light Hammer, Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Kasatha Spinal Sword, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Heavy Pick, Light Pick, Pilum, Pliers, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Skull, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Spiked Armor, Splash Weapon, Stake, Starknife, Bastard Sword, Short Sword, Tri-Point Double-Edged Sword,	

Sword Cane, Tepoztopilli, Terbutje, Great Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, War Razor, Dwarven Waraxe, Warhammer, Wushu Dart
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Temporary Bonus
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Power Attack (Two-Handed)
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Furious Focus (One-Handed)
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Class Spell-like Abilities

At Will Detect Evil

Class Spell-like Abilities					
Name	School	Time	Duration	Range	Source
At Will <b>Detect Evil</b>	Divination	1 standard action	Concentration, up to 60 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You can sense the presence of evil. [SR:No]					
* =Domain/Speciality Spell					
Paladin Spells					

LEVEL	0	1	2	3	4
PER DAY	—	2	—	—	—
Concentration	+8				

LEVEL 1 / Per Day:2 / Caster Level:5					
Name	School	Time	Duration	Range	Source
■■■■■ <b>Animal Purpose Training</b>	Enchantment (Compulsion) [Mind-Affecting]	1 minute	5 hours	Close (35 ft.)	ACG:p.173
[V, S, M] TARGET: one indifferent or friendly animal; <i>EFFECT</i> : Animal gains a new general purpose. [SR:yes; DC:14, none]					
■■■■■ <b>Bless</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 minutes	50 ft.	CR:p.249
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; <i>EFFECT</i> : Bless fills your allies with courage. [SR:Yes (harmless)]					
■■■■■ <b>Blessed Fist</b>	Transmutation [Good]	1 standard action	5 minutes	Touch	ACG:p.175
[V, S] TARGET: creature touched; <i>EFFECT</i> : Target doesn't provoke attacks of opportunity with unarmed strikes. [SR:yes; DC:14, none]					
■■■■■ <b>Bless Water</b>	Transmutation [Good]	1 minute	Instantaneous	Touch	CR:p.249
[V, S, M] TARGET: Flask of water touched; <i>EFFECT</i> : This transmutation imbues a flask of water with positive energy, turning it into holy water. [SR:Yes (object); DC:14, Will negates (object)]					
■■■■■ <b>Bless Weapon</b>	Transmutation	1 standard action	5 minutes	Touch	CR:p.250
[V, S] TARGET: Weapon touched; <i>EFFECT</i> : This transmutation makes a weapon strike true against evil foes. [SR:No]					
■■■■■ <b>Bowstaff</b>	Transmutation	1 swift action	5 rounds [D]	Personal	UC:p.224
[V] TARGET: one weapon [bow]; <i>EFFECT</i> : A shortbow may double as a club, or a longbow as a quarterstaff. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
■■■■■ <b>Build Trust</b>	Divination	1 standard action	5 days; see text	Close (35 ft.)	UI:p.205
[V,S,M] TARGET: One creature; <i>EFFECT</i> : Gain various bonuses when interacting with the target. [SR:Yes; DC:14, Will negates]					
■■■■■ <b>Challenge Evil</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 minutes [D]	Close (35 ft.)	APG:p.210
[V, DF] TARGET: one evil creature; <i>EFFECT</i> : Sickens creature if it refuses to fight you. [SR:Yes; DC:14, Will negates]					
■■■■■ <b>Compel Hostility</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 rounds	Personal	UC:p.226
[V, S, M] TARGET: You; <i>EFFECT</i> : Compels opponents to attack you instead of your allies. [SR:see text; DC:14, see text]					
■■■■■ <b>Conditional Favor</b>	Abjuration	1 swift action	5 days [D]	See text	UI:p.206
[V] TARGET: One creature; <i>EFFECT</i> : Provide another spell whose effects reverse if the target breaks a restriction. [SR:Yes; DC:14, None; see text]					
■■■■■ <b>Create Water</b>	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.262
[V, S] TARGET: Up to 10 gallons of water; <i>EFFECT</i> : This spell generates wholesome, drinkable water, just like clean rain water. [SR:No]					
■■■■■ <b>Cure Light Wounds</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
■■■■■ <b>Detect Poison</b>	Divination	1 standard action	Instantaneous	Close (35 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; <i>EFFECT</i> : You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
■■■■■ <b>Detect the Faithful</b>	Divination	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	UI:p.212
[V,S,DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Find others of the same faith. [SR:No]					
■■■■■ <b>Detect Undead</b>	Divination	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	CR:p.269
[V, S, M/DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You can detect the aura that surrounds undead creatures. [SR:No]					
■■■■■ <b>Diagnose Disease</b>	Divination	1 standard action	Instantaneous	Close (35 ft.)	UM:p.216
[V, S] TARGET: One creature, one object, or a 5-ft. cube; <i>EFFECT</i> : Detect and identify diseases. [SR:No]					
■■■■■ <b>Divine Favor</b>	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF] TARGET: You; <i>EFFECT</i> : Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls.					
■■■■■ <b>Endure Elements</b>	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; <i>EFFECT</i> : A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ <b>Ghostbane Dirge</b>	Transmutation	1 standard action	5 rounds	Close (35 ft.)	APG:p.225
[V, S, M/DF] TARGET: one incorporeal creature; <i>EFFECT</i> : Incorporeal creature takes half damage from nonmagical weapons. [SR:Yes; DC:14, Will negates]					
■■■■■ <b>Grace</b>	Abjuration	1 swift action	see text	Personal	APG:p.226
[V] TARGET: You; <i>EFFECT</i> : Movement doesn't provoke attacks of opportunity.					
■■■■■ <b>Hero's Defiance</b>	Conjuration (Healing)	1 immediate action	Instantaneous	Personal	APG:p.226
[V] TARGET: You; <i>EFFECT</i> : Allows the use of lay on hands while falling unconscious.					
■■■■■ <b>Honeyed Tongue</b>	Transmutation	1 standard action	50 minutes	Personal	APG:p.228
[V, M/DF] TARGET: You; <i>EFFECT</i> : Roll 2 dice when using Diplomacy, take higher roll.					
■■■■■ <b>Horn of Pursuit</b>	Evocation [Sonic]	1 standard action	1 round	Personal	UM:p.223
[S] TARGET: 3 peals of a horn; <i>EFFECT</i> : Create three notes heard miles away. [SR:No]					
■■■■■ <b>Knight's Calling</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (35 ft.)	APG:p.230
[V, DF] TARGET: one creature; <i>EFFECT</i> : Forces target to move toward you and fight you. [SR:Yes; DC:14, Will negates]					
■■■■■ <b>Know Peering</b>	Divination [Mind-Affecting]	1 standard action	50 minutes	Touch	UI:p.218
[V,S,M] TARGET: Creature touched; <i>EFFECT</i> : Target uses your Knowledge [nobility] ranks. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ <b>Know the Enemy</b>	Divination	1 minute	Instantaneous	Personal	UM:p.226
[V, S, DF] TARGET: You; <i>EFFECT</i> : Gain +10 on a monster Knowledge check. [SR:No]					
■■■■■ <b>Liberating Command</b>	Transmutation	1 immediate action	instantaneous	Close (35 ft.)	UC:p.233
[V] TARGET: one creature; <i>EFFECT</i> : Target makes an Escape Artist check as an immediate action and gains a bonus on it. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ <b>Litany of Sloth</b>	Enchantment (Compulsion) [Language-Dep]	1 swift action	1 round	Close (35 ft.)	UC:p.235
[V, S, DF] TARGET: one creature; <i>EFFECT</i> : Single target cannot make attacks of opportunity for 1 round. [SR:Yes; DC:14, Will negates]					
■■■■■ <b>Longshot</b>	Transmutation	1 standard action	5 minutes	Personal	UC:p.236
[V, S, M/DF] TARGET: You; <i>EFFECT</i> : Grants a +10 foot bonus to the range increment for any ranged weapon fired.					
■■■■■ <b>Magic Weapon</b>	Transmutation [MetalSchool]	1 standard action	5 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; <i>EFFECT</i> : Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
■■■■■ <b>Protection from Chaos</b>	Abjuration [Lawful]	1 standard action	5 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]					
■■■■■ <b>Protection from Evil</b>	Abjuration [Good]	1 standard action	5 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]					
■■■■■ <b>Rally Point</b>	Enchantment (Compulsion) [Good, Mind-Af]	1 standard action	5 minutes [D]	5 ft.	APG:p.237
[V, S, DF] TARGET: one 5-ft. square; <i>EFFECT</i> : Square gives good creatures bonuses. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
■■■■■ <b>Read Magic</b>	Divination	1 standard action	50 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; <i>EFFECT</i> : You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
■■■■■ <b>Resistance</b>	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
* =Domain/Speciality Spell					

# Paladin Spells

☐☐☐☐☐ <b>Restoration (Lesser)</b>	<b>Conjuration (Healing)</b>	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ <b>Sanctify Corpse</b>	<b>Evocation [Good]</b>	1 standard action	24 hours	Touch	UM:p.236
[V, S, DF, M] <b>TARGET:</b> Corpse touched; <b>EFFECT:</b> Prevent a corpse from becoming an undead creature. [SR:No]					
☐☐☐☐☐ <b>Shield of Fortification</b>	<b>Abjuration</b>	1 standard action	5 minutes	Touch	ACG:p.192
[V, S, DF] <b>TARGET:</b> creature touched; <b>EFFECT:</b> Target gains a 25% chance to treat critical hits and sneak attacks as normal hits. [SR:yes (harmless); DC:14, Fortitude negates (harmless)]					
☐☐☐☐☐ <b>Stunning Barrier</b>	<b>Abjuration</b>	1 standard action	5 rounds or until discharged	Personal	ACG:p.194
[V, S] <b>TARGET:</b> you; <b>EFFECT:</b> Magical field grants a +1 bonus to AC and on saves, and stuns one creature attacking you. [SR:no and yes (see text); DC:14, none and Will negates (see text)]					
☐☐☐☐☐ <b>Sun Metal</b>	<b>Transmutation [Fire]</b>	1 standard action	5 rounds [see text]	Touch	UC:p.245
[V, S] <b>TARGET:</b> one melee weapon; <b>EFFECT:</b> Weapon touched bursts into flames. [SR:Yes (object); DC:14, Fortitude negates (object)]					
☐☐☐☐☐ <b>Tactical Acumen</b>	<b>Enchantment (Compulsion) [Mind-Affecting]</b>	1 standard action	5 rounds [D]	30ft.	UC:p.246
[V, S, M/DF] <b>TARGET:</b> The caster and all allies within a 30-ft.-radius burst, centered on the caster; <b>EFFECT:</b> You gain an additional +1 on attack rolls or to AC due to battlefield positioning. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ <b>True Strike</b>	<b>Divination</b>	1 standard action	See text	Personal	CR:p.363
[V, F] <b>TARGET:</b> You; <b>EFFECT:</b> You gain temporary, intuitive insight into the immediate future during your next attack.					
☐☐☐☐☐ <b>Unbreakable Heart</b>	<b>Enchantment (Compulsion) [Mind-Affecting]</b>	1 standard action	5 rounds	Close (35 ft.)	ISWG:p.296
[V, S] <b>TARGET:</b> One creature; <b>EFFECT:</b> Creature gains +4 morale bonus on saves against mind-affecting effects that rely on negative emotions or that would force him to harm an ally. Supresses such effects already in place. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐☐ <b>Veil of Positive Energy</b>	<b>Abjuration [Good]</b>	1 standard action	50 minutes [D]	Personal or 5 ft.; see t	APG:p.254
[V, S, DF] <b>TARGET:</b> You or all creatures within 5 ft.; see text; <b>EFFECT:</b> +2 AC, +2 on saves vs. undead.					
☐☐☐☐☐ <b>Virtue</b>	<b>Transmutation</b>	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					
☐☐☐☐☐ <b>Wartrain Mount</b>	<b>Enchantment (Compulsion) [Mind-Affecting]</b>	1 minute	5 hours	Close (35 ft.)	UM:p.248
[V, S, M] <b>TARGET:</b> One indifferent or friendly animal; <b>EFFECT:</b> Animal gains combat training. [SR:Yes]					
☐☐☐☐☐ <b>Word of Resolve</b>	<b>Abjuration</b>	1 immediate action	Instantaneous	Close (35 ft.)	UM:p.249
[V, DF] <b>TARGET:</b> One ally; <b>EFFECT:</b> Ally rerolls a save against charm or fear. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
* =Domain/Speciality Spell					

# Damiro

Human

RACE

31

AGE

Male

GENDER

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

6' 0"

HEIGHT

190 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:  
Biography: