

Character Name
Paladin (Oath of Labor) 3

ABILITY NAME	BASE	BASE	ABILITY	ABILITY	TEMP	TEMP
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	FORTITUDE		REFLEX		WILL	
	(constitution)	(dexterity)	(wisdom)			
SAVE	+8	+3	+2	+1	+1	+1
	+5	+1	+1	+1	+1	+1
	+6	+3	+0	+1	+1	+1

You suffer +1 point of damage from cold iron weapons.

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+6	1d3+3	20/x2	5 ft.
Special Properties:				

*Shield, Heavy Steel	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand		M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
-4	1d4+1				

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.

Player Name	Human / Humanoid
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WOUNDS/CURRENT HR

Category	Sub-category	Item	Value	Unit	Notes
GIC	MISC	EPIC	TEMP		

Deity
Medium / 5 ft.
SIZE / FACE

Region
6' 0" / 190 lbs.
HEIGHT / WEIGHT

Alignment
Normal
VISION
25
Points

TOTAL SKILLPOINTS: 18		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	-6	=	1		+	-7
✓	Acrobatics (Jump)	DEX	-10	=	1		+	-11
✓	Appraise	INT	6	=	1	+	2	+
✓	Bluff	CHA	5	=	3		+	2
✓	Climb	STR	-4	=	3		+	-7
	Craft (Blacksmithing)	INT	2	=	1	+	1	
✓	Craft (Untrained)	INT	1	=	1			
	Craft (Wood)	INT	2	=	1	+	1	
✓	Diplomacy	CHA	6	=	3	+	3	
✓	Disguise	CHA	10	=	3	+	1	+
✓	Escape Artist	DEX	-6	=	1		+	-7
✓	Fly	DEX	-6	=	1		+	-7
	Handle Animal	CHA	4	=	3	+	1	
✓	Heal	WIS	0	=	0			
✓	Intimidate	CHA	3	=	3			
	Knowledge (Local)	INT	5	=	1	+	1	+
	Knowledge (Nobility)	INT	2	=	1	+	1	
	Knowledge (Religion)	INT	3	=	1	+	2	
✓	Perception	WIS	6	=	0	+	3	+
✓	Perform (Untrained)	CHA	3	=	3			
	Profession (Cook)	WIS	1	=	0	+	1	
	Profession (Innkeeper)	WIS	1	=	0	+	1	
✓	Ride	DEX	-6	=	1		+	-7
✓	Sense Motive	WIS	2	=	0	+	2	
	Spellcraft	INT	2	=	1	+	1	
✓	Stealth	DEX	-6	=	1		+	-7
✓	Survival	WIS	0	=	0			
✓	Swim	STR	-4	=	3		+	-7
	Use Magic Device	CHA	7	=	3	+	1	+
				=		+		+
				=		+		+

✓: can be used untrained. x: exclusive skills. *: Skill Mastery.

Lay on Hands (Su): You can heal wounds (your own or those of others) by touch. Each day you can use this ability 4 times per day. With one use of this ability, you can heal 1d6 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 1d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and does not provide an attack of opportunity. Undead do not receive a saving throw against this damage. [Paizo Inc. - Core Rulebook, p.61]

Smite Evil (Su): You can roll out to the powers of good to aid you in your struggle against evil 1 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 +3 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 +6. 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]

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+6		1d4+3				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+4	+2	+0	-2	-4	
Dam	1d4+3	1d4+3	1d4+3	1d4+3	1d4+3	

Longbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
Ammunition: Arrow						
Range: 30 ft.		To Hit: +4		Damage: 1d8		
	100 ft.	200 ft.	300 ft.	400 ft.	500 ft.	
TH	+4	+2	+0	-2	-4	
Dam	1d8	1d8	1d8	1d8	1d8	
	600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.	
TH	-6	-8	-10	-12	-14	
Dam	1d8	1d8	1d8	1d8	1d8	

Battleaxe		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	20/x3	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+6		1d8+3				

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Masterwork Warhammer	Equipped	1	5 / 312	
Shield, Heavy Steel	Equipped	1	15 / 20	
Chainmail	Equipped	1	40 / 150	
Backpack, Masterwork	Equipped	1	4 / 50	
4 lbs., 4 Torch				
Torch	Backpack,	4	1 (4) / 0 (0)	
□□□□	Masterwork			
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				
Dagger	Carried	2	1 (2) / 2 (4)	
Longbow	Carried	1	3 / 75	
7.5 lbs., 50 Arrow				
Arrow	Longbow	50	0.1 (7.5) / 0.1 (2.5)	
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Battleaxe	Carried	1	6 / 10	
TOTAL WEIGHT CARRIED/VALUE		86.5 lbs.	673.5gp	

WEIGHT ALLOWANCE					
Light	86	Medium	173	Heavy	260
Lift over head	260	Lift off ground	520	Push / Drag	1300

MONEY	
	Total= 0 gp

MAGIC
Languages
Common, Infernal
Other Companions

Archetypes	
Oath of Labor	[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	
Smite Evil (Su)	[Paizo Inc. - Core Rulebook, p.60]
You can call out to the powers of good to aid you in your struggle against evil 1 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 +3 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 +6. 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	
Aura of Courage (Su)	[Paizo Inc. - Core Rulebook, p.61]
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 Good (Ex)	[Paizo Inc. - Core Rulebook]
You project a moderate good aura.	
Blessing of Prosperity (Su)	[Allard Hoeve - Houserules]
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.	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	

Rebellion Rank 02 (Appraise)	[Paizo Inc. - Hell's Rebels Player's Guide]
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.	
Rebellion Rank 03	[Paizo Inc. - Hell's Rebels Player's Guide]
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.	
Rebellion Rank 04 (Deceitful)	[Paizo Inc. - Hell's Rebels Player's Guide]
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.	
Code of Conduct	[Allard Hoeve - Houserules, p.61]
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.

Detect Evil (Sp) [Paizo Inc. - Core Rulebook, p.60]

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.

Divine Health (Ex) [Paizo Inc. - Core Rulebook, p.61]

You are immune to all diseases, including supernatural and magical diseases, including mummy rot.

Eye for Profit [Allard Hoeve - Houserules]

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.

Lay on Hands (Su) [Paizo Inc. - Core Rulebook, p.61]

You can heal wounds (your own or those of others) by touch. Each day you can use this ability 4 times per day. With one use of this ability, you can heal 1d6 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 1d6 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.

Skilled [Paizo Inc. - Core Rulebook, p.27]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

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

Temporary Bonus
Power Attack (One-Handed)

Feats

Fey Foundling [Paizo Inc. - Inner Sea World Guide, p.286]

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).

Power Attack [Paizo Inc. - Core Rulebook, p.131]

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 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.

Step Up [Paizo Inc. - Core Rulebook, p.135]

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.

Deceitful [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, Dogslicer, 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

Class Spell-like Abilities					
Name	School	Time	Duration	Range	Source
At Will Detect Evil	Divination	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No]					
* =Domain/Speciality Spell					
Class Spell-like Abilities					
At Will	Detect Evil				

Damiro

RACE	Human
AGE	31
AGE	
GENDER	Male
VISION	
ALIGNMENT	Lawful Good
ALIGNMENT	
DOMINANT HAND	Right
HEIGHT	6' 0"
WEIGHT	190 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
REGION	None
DEITY	None
Race Type	Humanoid

Race Sub Type

Description:
Biography: