

SEELAH

CHAMPION

1

ANCESTRY HUMAN (SKILLED) **BACKGROUND** STREET URBIN
SPEED 25 FEET **PERCEPTION** +3 (TRAINED)
ALIGNMENT LAWFUL GOOD
LANGUAGES COMMON, OSIRIAN

STRENGTH **STR** 16 MODIFIER (+3) **DEXTERITY** **DEX** 12 MODIFIER (+1) **CONSTITUTION** **CON** 14 MODIFIER (+2)
INTELLIGENCE **INT** 10 MODIFIER (+0) **WISDOM** **WIS** 10 MODIFIER (+0) **CHARISMA** **CHA** 16 MODIFIER (+3)

STRIKES

MELEE ♦ longsword +6 (versatile P), 1d8+3 slashing
RANGED ♦ shortbow +4 (deadly 1d10, range increment 60 feet), 1d6 piercing

SKILLS

ACROBATICS [DEX] +1	ARCANA [INT] +0	ATHLETICS [STR] +6 •
CRAFTING [INT] +3 •	DECEPTION [CHA] +3	DIPLOMACY [CHA] +6 •
INTIMIDATION [CHA] +6 •	ABSALOM LORE [INT] +3 •	LORE [OTHER: INT] +0
MEDICINE [WIS] +0	NATURE [WIS] +0	OCCULTISM [INT] +0
PERFORMANCE [CHA] +3	RELIGION [WIS] +3 •	SOCIETY [INT] +3 •
STEALTH [DEX] +4 •	SURVIVAL [WIS] +0	THIEVERY [DEX] +4 •

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES Natural Skill*
CLASS FEATS Ranged Reprisal
GENERAL FEATS Shield Block
SKILL FEATS Pickpocket
CLASS ABILITIES champion's code, lay on hands, Retributive Strike

*Abilities with an asterisk have already been calculated into Seelah's statistics and do not appear elsewhere.

DEFENSES

HIT POINTS 20	ARMOR CLASS 17	AC WITH SHIELD RAISED 19
FORTITUDE +7	REFLEX +4	WILL +5

PATHFINDER

EQUIPMENT

BULK Worn: 5, 2 L; Stowed: 2
WORN backpack, scale mail, minor elixir of life, longsword, steel shield (Hardness 5, HP 20, BT 10), shortbow (20 arrows)
STOWED bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), repair kit, rope (50 feet), soap, torch (5), waterskin
WEALTH 2 gp, 3 sp



WHAT IS A CHAMPION?


You are an emissary of a deity, a devoted servant who has taken up a weighty mantle. You protect your allies from harm while upholding a strict code that sets you apart from those around you.

EQUIPMENT

The following rules apply to Seelah's equipment.

Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

Deadly (trait): On a critical hit, the weapon adds a weapon damage die of the listed size; this is added after doubling the weapon's damage.


☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing) **Activate**  (Interact); **Effect** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.


Repair Kit: A repair kit is required to Repair items with the Crafting skill.

Versatile (trait): A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

SHIELD ACTIONS

While she has a shield equipped, Seelah can use the following actions.

Raise Shield  While wielding a shield, you position it to protect yourself until the beginning of your next turn. This grants you a +2 circumstance bonus to AC, and you can use the Shield Block reaction.

Shield Block  **Trigger** You would be damaged by a physical attack while your shield is raised; **Effect** You interpose your shield between yourself and the attack, reducing the damage by 5. You and your shield each take any remaining damage, possibly breaking or destroying the shield (the shield gains the broken condition after taking 10 or more damage and is destroyed once it's taken 20 damage).

FEATS AND ABILITIES


Seelah's feats and abilities are described below.

Champion's Code: As a paladin of Iomedae, you have vowed to uphold a particular code of conduct. You follow these edicts, with the earlier entries being more important than subsequent ones:


- You must not commit an evil act (such as murder, torture, or casting an evil spell), nor shall you perform acts anathema to Iomedae: abandoning a companion in need, dishonoring yourself, or refusing a challenge from an equal.
- You must never knowingly harm an innocent, or allow immediate harm to one through inaction when you know you could reasonably prevent it. This tenet doesn't force you to take action against possible harm to innocents an indefinite time in the future, nor does it require you sacrifice your life to protect them.
- You must act with honor, never taking advantage of others, lying, or cheating.
- You must respect the lawful authority of legitimate leadership wherever you go, and follow its laws.

Pickpocket: You can Steal or Palm an Object that's closely guarded, such as in a pocket, without taking the -5 penalty (outright theft may violate your code, but using these abilities to thwart or trick the forces of evil is well within your purview). You can't steal objects that would be extremely noticeable or time consuming to remove (such as a worn suit of armor).

Ranged Reprisal: You can use Retributive Strike with a ranged weapon. In addition, if the foe that triggered your reaction is within 5 feet of your reach but not in your reach, as part of your reaction you can Step to put the foe in your reach before making a melee Retributive Strike.

Retributive Strike  **Trigger** An enemy damages your ally, and both are within 15 feet of you; **Effect** The ally gains resistance 3 against the triggering damage, and if the foe is within reach, you can make a melee Strike against it.

☐ **Focus Points:** You gain a pool of Focus Points that allow you to cast your devotion spell: *lay on hands*. Each use of this spell uses 1 Focus Point and Seelah currently has a total Focus Point pool of 1.

Lay On Hands (healing, necromancy, positive) **Cast**  somatic; **Range** touch; **Targets** 1 willing living creature or 1 undead creature; **Effect** You restore 6 Hit Points to a willing, living target; if the target is one of your allies, they also gain a +2 status bonus to AC for 1 round. Against an undead target, you deal 1d6 damage and it must attempt a DC 16 basic Fortitude save; if it fails, it also takes a -2 status penalty to AC for 1 round.