

Name :
Race : Human
Age : 25
Align : Lawful Good
Deity : Sarenrae

Class and Level : Fighter 1 (Drill sergeant)/ Paladin 5 (Sacred Shield)
Favored Class(es) : Paladin
Favored Class Bonus : 1 hp
Languages: Common (Taldane), Abyssal, Draconic, Goblin, Halfling, Infernal, Giant
(здрасте, я тупорылый имбецил с 7 интеллекта, но паизо дали мне бекграунд скиллы!
В свободное от данжей время я подучиваю инфернальный, но моя главная страсть –
это грамматика драконьего.)

Strength : 17 (+3)
Dexterity : 12 (+1)
Constitution : 12 (+1)
Intelligence : 7 (-2)
Wisdom : 10 (+0)
Charisma : 18 (+4)

Боевая информация

Hit Points : 6d10+11
Base Attack (BAB) : +6/+1
Initiative : +1
Combat Maneuver : +9 <- CMB
Maneuver Defense : 20 <- CMB (+? vs bull rush and overrun)
Armor Class/ Touch/ FF : 26 / 14 / 25

Fortitude : +12 (1 Con+4 Cha+2 Fighter+4 Paladin+1 Cloak)
Reflex : +7 (1 Dex+4 Cha+1 Paladin+1 Cloak)
Will : +10 (4 Cha+4 Paladin+1 Trait+1 Cloak) (+14 vs charm and compulsion)

Weapon: Sibat
Attack| +8/+0| 1d6+3/1d6+3| x3| P or S |

Weapon: Sibat
Fighting Defensively| +4/-4| 1d6+3/1d6+3| x3| P or S |

Armor: Full plate +? (+9 AC, max Dex bonus +1), Tower Shield +? (+4 AC)

Классовые особенности

Aura of Good (Ex)

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

Detect Evil (Sp)

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.

Divine Grace (Su)

At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all Saving Throws.

Lay On Hands (Su)

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.

Aura of Courage (Su)

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.

Divine Health (Ex)

At 3rd level, a paladin is immune to all diseases, including supernatural and magical diseases, including mummy rot.

Mercy (Su)

At 3rd level, and every three levels thereafter, a paladin can select one mercy. Each mercy adds an effect to the paladin's lay on hands ability. Whenever the paladin uses lay on hands to heal damage to one target, the target also receives the additional effects from all of the mercies possessed by the paladin. 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.

Spells

Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells which are drawn from the paladin spell list. A paladin must choose and prepare her spells in advance.

To prepare or cast a spell, a paladin must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a paladin's spell is 10 + the spell level + the paladin's Charisma modifier.

Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Paladin. In addition, she receives bonus spells per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Spells). When Table: Paladin indicates that the paladin gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.

A paladin must spend 1 hour each day in quiet prayer and meditation to regain her daily allotment of spells. A paladin may prepare and cast any spell on the paladin spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a paladin has no caster level. At 4th level and higher, her caster level is equal to her paladin level – 3.

Bastion of Good (Su)

At 1st level, a sacred shield can call upon the powers of good to defend her and her allies against evil. This ability functions as smite evil, except that the paladin gains no benefit on attack or damage rolls against her target. Instead, any attacks the target makes against allies within 10 feet of the paladin deal half damage. Attacks against the paladin deal full damage, but the paladin gains a deflection bonus to her AC equal to her Charisma bonus (if any) against attacks made by the target of the smite. This bonus increases by +1 for every four paladin levels (to a maximum of +6 at 20th level). As with smite evil, if the paladin targets a creature that is not evil, her bastion of good ability is wasted with no effect. Feats, abilities, and the like that increase a paladin's number of uses of smite evil per day increase a sacred shield's uses of bastion of good per day.

Holy Shield (Su)

At 4th level, a sacred shield can channel her faith into her shield, protecting any nearby allies. All allies adjacent to the paladin gain a shield bonus equal to the sacred shield's own shield bonus, including any increase from the shield's enhancement bonus. This bonus does not stack with any existing shield bonuses. The paladin herself radiates light as a light spell while the shielding is active.

At 11th level, this protection expands to cover any allies within 10 feet and the radiance increases to the effects of a daylight spell.

At 20th level, any allies within 20 feet are protected.

Using this ability consumes two uses of the sacred shield's lay on hands ability, and the effects last for 3 rounds plus a number of rounds equal to her Charisma bonus (if any).

Divine Bond (Su)

At 5th level, instead of forming a divine bond with her weapon or a mount, a sacred shield forms a bond with her shield. As a standard action, a sacred shield can enhance her shield

by calling on the aid of a celestial spirit. This bond lasts for 1 minute per paladin level. When called, the spirit causes the shield to shed light like a torch. At 5th level, the spirit grants the shield a +1 enhancement bonus. For every three levels beyond 5th, the shield gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the shield, stacking with existing enhancement bonuses to a maximum of +5, or they can be used to add any of the following armor special abilities: arrow deflection, bashing, blinding, fortification (any), reflecting, and spell resistance (any). The reflecting enhancement may be used once each time the sacred shield makes use of her divine bond. Adding these armor special abilities consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the shield already has, but duplicate special abilities do not grant any extra benefit. If the shield is not magical, at least a +1 enhancement bonus must be added before any other special abilities can be added. The bonus and special abilities 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 shield is used by anyone other than the sacred shield, but it resumes giving bonuses if the sacred shield resumes using the shield. A sacred shield can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a maximum of four times per day at 17th level.

If a shield with a celestial spirit is destroyed, the sacred shield loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this period, the sacred shield takes a –1 penalty to her armor class and on saving throws.

Навыки, таланты, черты

-1(-10) Acrobatics (3)(+1 Dex)(-5 armor)(-9 shield)
+5(-4) Climb (4)(+3 Str)(+3 Class)(-5 armor)(-9 shield)
+5(-4) Swim (4)(+3 Str)(+3 Class)(-5 armor)(-9 shield)
+8 Diplomacy (1)(+4 Cha)(+3 Class)
+2 Spellcraft (1)(-2 Int)(+3 Class)

+4 Linguistics (6)(-2 Int)
+7 Knowledge (engineering) (6)(-2 Int)(+3 Class)

Traits and Feats

Trait #1: Helpful (Halfling) (Race)

You see nothing wrong with letting others achieve greatness so long as the job gets done.

Benefit: Whenever you successfully perform an aid another action, you grant your ally a +4 bonus instead of the normal +2.

Trait #2: Irrepressible (Faith)

Your hope for a brighter future blessed by the gods, combined with your powerful personality, allows you to force your way free of spells that cloud the mind.

Benefit(s): You can use your Charisma modifier in place of your Wisdom modifier when attempting Will saving throws against charm and compulsion effects.

Trait #3: Defender of the Society (Fighter, Society) (Combat)

Your time spent fighting and studying the greatest warriors of the society has taught you new defensive skills while wearing armor.

Benefit: You gain a +1 trait bonus to Armor Class when wearing medium or heavy armor.

Trait #4: **Freed Slave (Andoran)**

Requirement(s) Andoran

You were either born or sold into slavery, but were freed by Andoren abolitionists. Your strong will helped you persevere in captivity, and gave you strength to start again from nothing in your new life in Andoran. You gain a +1 trait bonus on Will saves.

Level 2 Background Feat: **Racial Heritage (Halfling)**

The blood of a non-human ancestor flows in your veins.

Prerequisite: Human.

Benefit: Choose another humanoid race. You count as both human and that race for any effects related to race. For example, if you choose dwarf, you are considered both a human and a dwarf for the purpose of taking traits, feats, how spells and magic items affect you, and so on.

Level 4 Background Feat: **Additional Traits**

You have more traits than normal.

Benefit: You gain two character traits of your choice. These traits must be chosen from different lists, and cannot be chosen from lists from which you have already selected a character trait. You must meet any additional qualifications for the character traits you choose — this feat cannot enable you to select a dwarf character trait if you are an elf, for example.

Level 6 Background Feat: **Cautious Fighter**

You care more about survival than victory.

Prerequisites: Halfling.

Benefit: When fighting defensively or using total defense, your dodge bonus to AC increases by 2.

Human Bonus Feat: **Combat Reflexes (Combat)**

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Fighter Bonus Feat: **Bodyguard**

Your swift strikes ward off enemies attacking nearby allies.

Prerequisite: Combat reflexes.

Benefit: When an adjacent ally is attacked, you may use an attack of opportunity to attempt the aid another action to improve your ally's AC. You may not use the aid another action to improve your ally's attack roll with this attack.

Level 1 Feat: **Shield Focus (Combat)**

You are skilled at deflecting blows with your shield.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefit: Increase the AC bonus granted by any shield you are using by 1.

Level 3 Feat: **Mobile Bulwark Style (Combat)**

You are able to swing your tower shield around quickly.

Prerequisite(s): Str 13, Shield Focus, Tower Shield Proficiency, base attack bonus +1.

Benefit(s): While using a tower shield, add the shield's bonus to AC (including its enhancement bonus) to your CMD against bull rush and overrun combat maneuvers. While using this style, you can use a tower shield to grant you total cover along one edge of your space as a move action.

Level 5 Feat: **Mobile Fortress (Combat)**

You use your tower shield to defend yourself or an ally at a moment's notice.

Prerequisite(s): Str 15, Mobile Bulwark Style, Shield Focus, Tower Shield Proficiency, base attack bonus +4.

Benefit(s): While using a tower shield, you add half of the shield's bonus to AC (including its enhancement bonus) to your touch AC and take only a –1 penalty on attack rolls because of the shield's encumbrance. While using Mobile Bulwark Style, whenever you would use a tower shield to gain total cover, you also grant any adjacent ally total cover against attacks passing through the selected edge of your space.

Экипировка

Capacity: