

Kronus

Male Gnoll, Ranger 5

CN Medium Humanoid(Human)

Init Senses Perception + 10

DEFENSE

AC 14, touch 12, flat-footed 12 CMD 20

hp 54

Fort +7, Ref +6, Will + 3

OFFENSE

Spd ft. 30 ft

Bite +8 1d4+3

Claw +8 1d4+3

Male Rogue 4 / Fame (5)

Init +5; **Senses** Perception +8, Darkvision 60 ft

==**DEFENSE**==

AC 21, touch 15, flat-footed 16 (+5 armor, +5 dex, +1 natural armor)

hp 42 (5d8+5)

SR 0

Fort +2, **Ref** +9, **Will** +1

Armor Mithral Chain Shirt +1, Light

Defensive Abilities Scaled Skin (PFARG 169), Evasion (PFCR 68), Uncanny Dodge (PFCR 34)

==**OFFENSE**==

Spd 30 ft/x4

Melee +1 Melee Dagger +10 (1d4+1) 19-20/x2 CM +2

Special Attacks Darkness (PFBty 264), Sneak Attack [3d8] (PFCR 68)

==**STATISTICS**==

Str 10, **Dex** 20, **Con** 12, **Int** 16, **Wis** 10, **Cha** 8

BAB +3, **CMB** +3, **CMD** +18

Feats Armor Proficiency (LIGHT) (PFCR 118), Two-Weapon Fighting (PFCR 136), Weapon Finesse (PFCR 136), Weapon Focus (Dagger, Melee) (PFCR 136-137)

Skills Acrobatics +13, Appraise +11, Bluff +9, Diplomacy +7, Disable Device +13, Escape Artist +13, Knowledge (local) +11, Perception +8, Sleight of Hand +12, Stealth +15, Survival +1, Use Magic Device +7

SQ Sneaky (PFBty 264)

MC Hidden Blade (PFUC 72), Rogue Talent: Offense Defense (PFCR 68-70)Rogue Talent: Minor Magic (Prestidigitation)

Traits Reclaiming your Roots (Campaign: Legacy of Fire) (PFAP: LoFR PG 10), Sacred Touch (Faith) (PFAPG 329)

Racial Traits Prehensile Tail, Scaled Skin

Languages Abyssal, Common, Draconic, Elven, Infernal

Gear Spring loaded wrist coil (+1 Dagger), Spring loaded wrist coil (+1 Dagger)

Cash 3786gp

Daily Resources left:

Sp 1/1 Darkness, 3/3 Prestidigitation

Paladin 5 ; HP 33/50; AC 21, T 11, FF 20; F +11, R +7 W +9; Melee +8, Ranged +6; CMD 19, CMB +8; Init +1, Per +0; Speed 20 ft

(ARG 202)

Type (ARG 202): Sulis are outsiders with the native subtype.

Energy Resistance 10 (ARG 202): You have resistance to fire 10*.

Negotiator (ARG 202): You gain a +2 racial bonus on Diplomacy* and Sense Motive* checks.

Elemental Assault (Su) (ARG 202): Once per day as a swift action, you can shroud your arms in acid, cold, electricity, or fire for 4 rounds. Unarmed strikes with your arms or hands (or attacks with weapons held in those hands) deal +1d6 points of damage of the appropriate energy type.

Traits:

Blade of Mercy (Custom): You know that within the heart of even the most hateful and cruel living creature exists a sliver of shame and hope for redemption. You have trained long on martial techniques to use bladed weapons not to kill, but to subdue. When striking to inflict nonlethal damage with any slashing weapon, you do not take the normal

–4 penalty on your attack roll, and gain a +1 trait bonus to any nonlethal damage you inflict with a slashing weapon.

Finding Haleen (Custom): The chosen class (Paladin) is always a favored class to you, and your dedication to it is such that every time you take a level in the class, you gain +1 hit point or 1 additional skill point over and above what you would normally gain. If multiple PCs take this trait, they should be siblings who were both protected and raised by the chosen NPC.

Class Features:

Armor and Shield Proficiency: You are proficient in Light, Medium and Heavy Armor. You are proficient with shields (except Tower Shields).*

Weapon Proficiency: You are proficient with all Simple and Martial Weapons.

Aura of Good (Core 60): The power of a paladin's aura of good (see the detect good spell) is equal to your paladin level (5).

Detect Evil (Sp) (Core 60): At will, you can use detect evil, as the spell. As a move action, you concentrate on a single item or individual within 60 feet and determine if it is evil and learning the strength of its aura as if having studied it for 3 rounds.

Smite Evil (Su) (Core 60): As a swift action, you choose one target within sight to smite. If this target is evil, add +5 to your attack rolls and +5 to damage rolls (+10 if target is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature). You also gain a +4 deflection bonus to AC against the target of your smite. You can use this up to 2 times a day.

Lay on Hands (Su) (Core 61): As a standard action (or a swift action if healing yourself), you can heal 2d6 points by touch. You can use this ability 7 times a day. +1d6 if no Mercy is applied. (Greater Mercy)

Aura of Courage (Su) (Core 61): You are immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

Divine Health (Core 61): You are immune to all diseases.

Mercies (Su) (Core 61): Each mercy adds an effect to the paladin's lay on hands ability.

Fatigued (Core 61): The target of your lay on hands ability is no longer fatigued.

Channel Positive Energy (Su) (Core 62): You can channel positive energy like a cleric. You can release a wave of positive energy which either heals 3d6 of damage to living creatures or damages undead.

creatures (DC 14). Using this ability consumes two uses of your lay on hands ability.

Divine Bond (Su) Upon reaching 5th level, a paladin forms a divine bond with her god. This bond can take one of two forms. Once the form is chosen, it cannot be changed.

The first type of bond allows the paladin to enhance her weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes the weapon to shed light as a torch. At 5th level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: axiomatic, brilliant energy, defending, disruption, flaming, flaming burst, holy, keen, merciful, and speed. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Melee Weapon Special Abilities). 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 the paladin but resumes giving bonuses if returned to the paladin. These bonuses apply to only one end of a double weapon. A paladin can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

Feats:

Weapon Focus (Falchion) (Core 136): You gain a +1 bonus on all attack rolls you make with this weapon.

Power Attack (Core 131): 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 to +6 with two-handed weapons, a one handed weapon using two hands, or a primary natural weapon. This bonus to damage is decreased to +2 if you are making an attack with an off-hand weapon or secondary natural weapon.

Greater Mercy (UM 152): When you use your lay on hands ability and the target of that ability does not have any conditions your mercies can remove, it instead heals an additional +1d6 points of damage.

Spellcasting:

LEVEL 1

Challenge Evil

Prot. From Evil

Endure Elements

Skills:

Diplomacy +13

Know:Religion +4

Know:Nobility +4

Sense Motive +7

Handle Animal +9

Linguistics +0

Spellcraft +3

Fav Class Bonus:

LVL 1 +2 Skill point (see finding Haleen trait)

LVL 2 +1 Skill point +1 HP

LVL 3 +1 Skill point +1 HP

LVL 4 +2 HP

LVL 5 +1 Hp +1 Skill point

Paladin's Code:

attacks:

Tempest (+1 Frost Falchion) +10 2d4+5 +1d6 Frost 18-20x2 slashing +1 dmg if nonlethal

Tempest w Power Attack (+1 Frost Falchion) +8 2d4+11 +1d6 Frost 18-20x2 slashing +1 dmg if nonlethal

MW Composite (+3STR) Longbow +7 1d8+3 x2 piercing

defense:

Fort +11

Reflex +7

Will +9

AC 21 +1 Full Plate +10 AC +1 Dex

FF 20

Touch 11

Fire Resistance 10

Money and other Possessions:

Potion of CMWx2 (2d8+3)

+1 Full Plate

Tempest (+1 Frost Falchion), Cold Iron Mace, MW Composite Longbow (+3 STR),

2 Sets of MW Manacles

Cloak of Charisma+2

Wand of CLW (1d8+1) 50 Charges

nit +4; **Senses** Perception +0

Defense

AC 23, touch 12, flat-footed 21 (includes: +10 armor, +2 shield, +2 [with +1 for lvl 3 armor trained] max Dex, +0 size; +1 ring of protection)

hp 49 (1d10)

Fort +7, **Ref** +5, **Will** +1

Offense

Speed 20 ft.

Melee Great-Axe +6 (1d12/x3)

Ranged crossbow +12 (+11/+11 rapidshot)(includes +1 mwk weapon; +1 lvl5 weapon trained; +1 weapon focus;)(add +1 within 30ft, 1/2 dex bonus for readied action); MWK repeating crossbow +1 (5 shots); 1d10+3(includes +1 for lvl5 weapon trained; +2 dex bonus from deadshot)(19-20/x2); 120ft; 40 bolts

Special Attacks

Statistics

Str 10(+0), **Dex** 19(+4), **Con** 14(+3), **Int** 14(+2), **Wis** 11(+0), **Cha** 10(+0)

Base Atk +5; **CMB** +5; **CMD** 19

Feats:

Weapon Focus (Combat) Crossbow

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat. Prerequisites: Proficiency with selected weapon, base attack bonus +1. Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon. Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Weapon Specialization (Combat)

You are skilled at dealing damage with one weapon. Choose one type of weapon (including unarmed strike or grapple) for which you have already selected the Weapon Focus feat. You deal extra damage when using this weapon. Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th. Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon. Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Rapid Shot (Combat)

You can make an additional ranged attack. Prerequisites: Dex 13, Point-Blank Shot. Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

point blank shot;

You are especially accurate when making ranged attacks against close targets. Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

precise shot;

You are adept at firing ranged attacks into melee. Prerequisite: Point-Blank Shot. Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Rapid Reload (Combat)

Choose a type of crossbow (hand, light, or heavy). You can reload such weapons quickly. Prerequisite: Weapon Proficiency (crossbow type chosen). Benefit: The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity. If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

Normal: A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow. Special: You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow.

Deadshot (Ex): At 3rd level, when a crossbowman attacks with a crossbow as a readied action, he may add 1/2 his Dexterity bonus (minimum +1) on his damage roll. This ability replaces armor training 1.

Crossbow Expert (Ex): At 5th level, a crossbowman gains a +1 bonus on attack and damage rolls with crossbows. This bonus increases by +1 per four levels after 5th. This ability replaces weapon training 1.

siege engineer

You are proficient with all siege weaponry. Prerequisites: Knowledge (engineering) 5 ranks or Profession (siege engineer) 5 ranks, proficiency with one siege engine. Benefit: You are considered to be proficient with all siege weapons. Also, when you are crew lead for a siege engine, you do not generate mishaps on the roll of a natural 1.

Normal: Each siege engine is an exotic weapon.

Traits

Skills:

Acrobatics* +4 = DEX 4+0+0
Appraise +2 = INT 2+0+0
Bluff +0 = CHA 0+0+0
Climb* +0 = STR 0+0+0
Craft +10 = INT 2+5+3
Craft +2 = INT 2+0+0
Craft +2 = INT 2+0+0
Diplomacy +0 = CHA 0+0+0
Disable Device*† +4 = DEX 4+0+0
Disguise +0 = CHA 0+0+0
Escape Artist* +4 = DEX 4+0+0
Fly* +4 = DEX 4+0+0
Handle Animal† +0 = CHA 0+0+0
Heal +0 = WIS 0+0+0
Intimidate +0 = CHA 0+0+0
K (Arcana)† +2 = INT 2+0+0
K (Dungeoneering)† +2 = INT 2+0+0
K (Engineering)† +10 = INT 2+5+3
K (Geography)† +2 = INT 2+0+0
K (History)† +2 = INT 2+0+0
K (Local)† +2 = INT 2+0+0
K (Nature)† +2 = INT 2+0+0

K (Nobility)[†] +2 = INT 2+0+0
 K (Planes)[†] +2 = INT 2+0+0
 K (Religion)[†] +2 = INT 2+0+0
 Linguistics[†] +2 = INT 2+0+0
 Perception +0 = WIS 0+0+0
 Perform+0 = CHA 0+0+0
 Perform+0 = CHA 0+0+0
 Profession[†] +8 = WIS 0+5+3
 Profession[†] +0 = WIS 0+0+0
 Ride +4 = DEX 4+0+0
 Sense Motive +0 = WIS 0+0+0
 Sleight of Hand*[†] +4 = DEX 4+0+0
 Spellcraft[†] +2 = INT 2+0+0
 Stealth* +4 = DEX 4+0+0
 Survival +0 = WIS 0+0+0
 Swim* +0 = STR 0+0+0
 Use Magic Device[†] +0 = CHA 0+0+0

Languages Common; Gnoll

Gear & Treasure

Mwk Full Plate Armor +1 (1800gp)
 Mwk Heavy Repeating Crossbow +1 (700gp)
 Gnollish Greataxe +1 (320gp)
 Unerella's Ring of Protection +1 (2500gp)
 Adventurer's kit
 Potion of Cure Moderate Wounds X4
 480gp

heavy repeating crossbow rules:

Crossbow, Repeating: The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.

You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

Raj?

