

ILLENA MERRIWEATHER

Female Aasimar Halfling 1

[Medic](#) (Angel of Mercy) || [Pathfinder Chronicler](#)

Age	27
Alignment	NG
Deity	
Initiative	+6 (2 Dex +4 Stance)
Languages	Common, Celestial, Halfling, Elven, Sylvan, Azlanti
Senses	Perception +11, Darkvision (60)
Size / Type	Small Outsider (Native)
Speed	30 (Land)

ATTRIBUTES

STR	14	(+2)
DEX	14	(+2)
CON	13	(+1)
INT	14	(+2)
WIS	16	(+3)
CHA	14	(+2)

OFFENSE

BAB +0

Longsword

Attack	1d20+3	0 BAB +2 Str +1 Size
Damage	1d6+2	+2 Str
Crit	19-20 x2	

Light Spiked Shield

Attack	1d20+3	+0 BAB +2 Str +1 Size
Damage	1d3+2	+2 Str
Crit	20 x2	

Notes

- Can attack with each at -2/-2.

DEFENSE

HD	10	1d8 + 1 Con / Level + 1 Favoured
AC	20	10 + 2 Dex + 4 Armour +1 Shield +1 Size +2 Stance

SAVES

Fort	+3	+2 Base Medic + 1 Con
Ref	+5	+1 Base Chronicler +2 Dex +2 Stance
Will	+5	+2 Base Medic +3 Wis

COMBAT MANEUVERS

CMB	+1	0 BAB +2 Str - 1 Size
CMD	13	10 Base + 0 BAB + 2 Str + 2 Dex - 1 Size

RESISTS

Acid	5
Cold	5
Spell Resistance	6

SKILLS

12 Per Level

(8 Base + 2 Int + 2 Background)

Diplomacy	+8	+1 Rank +3 Class +2 Cha +2 Racial
Heal	+7	+1 Rank +3 Class +3 Wis
Kn History	+7	+1 Rank +3 Class +2 Int +1 Bardic
Kn Geography	+7	+1 Rank +3 Class +2 Int +1 Bardic
Kn History	+4	+2 Int +1 Bardic +1 Trait
Kn Local	+4	+2 Int +1 Bardic +1 Trait
Kn Nature	+7	+1 Rank +3 Class +2 Int +1 Bardic
Kn Nobility	+7	+1 Rank +3 Class +2 Int +1 Bardic
Linguistics	+7	+1 Background +3 Class +2 Int +1 Chronicler
Perception	+11	+1 Rank +3 Class +3 Wis +2 Racial +2 Wayfinder
Perform	+4	+2 Cha +2 Trait
Profession (Scribe)	+8	+1 Background +3 Class +3 Wis +1 Chronicler
Sense Motive	+9	+1 Rank +3 Class +3 Wis +2 Wayfinder
Stealth	+6	+2 Dex +4 Size
Survival	+7	+1 Rank +3 Class +3 Wis
Use Magic Device	+7	+1 Rank +3 Class +2 Cha +1 Trait

Notes

+Chronicler level to Use Magic Device when reading scrolls or other written items.

+2 Survival to avoid being lost (Wayfinder)

TRAITS

Azlanti Scholar (Houserule) - You've been asked to join the colony at Talmador's Bounty because of your familiarity with Azlanti lore. You gain a +1 trait bonus on Knowledge (History), Knowledge (Local), and Use Magic Device checks. You also gain Azlanti as a bonus language.

Ailson Kindler (Pathfinder Society Scion) - You're connected to the Pathfinder Society by way of Ailson Kindler, a famous and popular author of gothic romances. Kindler is semi-retired, having supposedly cut all ties with the Society because of her strong disagreements. She has given you her Wayfinder. You gain a +2 bonus to Perform.

Armour Expert (Combat) - Reduce the check penalty of any armour you wear by 1.

FEATS

Two-Weapon Fighting - You can attack with a weapon in your main hand and a light weapon in your offhand at a penalty of -2/-2. (Level 1)

Alertness - +2 Perception, +2 Sense Motive (Wayfinder Feat)

SPECIAL ABILITIES

Proficiencies - Simple and Martial Weapons, plus the Whip. Light and Medium armours. Shields but not Tower shields.

Pathfinder Chronicler

Bardic Knowledge - You gain ½ your level to Knowledge Skills (min +1) and may make all Knowledge checks untrained.

Master Scribe - You gain your Class Level as a bonus on all Linguistics and Profession (Scribe) checks, as well as Use Magic Device checks involving scrolls or other written magical items. You can make Linguistics checks to decipher text as a full-round action and can always take 10 on Linguistics and Profession (Scribe) checks, even if distracted or endangered.

Medic

Medic's Training - Once per Round as a Free Action (even if it isn't your turn), you can assess the health of your allies, determining their current Hit Points, any conditions (including poison and disease) affecting them, and the duration of these conditions. You may also make a Heal check to assess the current Health and condition of your opponents. Make a Heal check once and use it for each

opponent, comparing it to a DC of 10 + the opponent's CR. Failing this check against an opponent prevents you from assessing their health for one round.

Triage (3/Encounter) - As a swift action you can move up to your speed, so long as you end your movement adjacent to an ally. That ally is healed for a number of hit points equal to 3 x your Initiator level. You can also perform a triage on yourself without moving. You can also take a full round action to heal multiple allies - move up to twice your speed, ignoring difficult terrain and not provoking attacks of opportunity. Any ally you're adjacent to at any point during this movement is healed for your triage amount. Each ally can only benefit from this triage once per use of the ability. Using Triage this way costs two uses of the ability.

Medic's Expertise - You know various tricks to help you be more effective at your job.

- **Recovering Touch** - When using Triage, you can also remove one of the following conditions from the target of your triage ability: Fatigued, Sickened, Staggered, or Shaken

Angelic Fortitude - You gain resistance of Acid 5 and Cold 5.

MANEUVERS

Maneuvers - You can take maneuvers from Iron Tortoise, Golden Lion, Silver Crane, Steel Serpent, and Tempest Gale. Unless otherwise stated, maneuvers are extraordinary abilities, and are not affected by spell resistance, and do not provoke attacks of opportunity. You ready maneuvers by spending 10 minutes meditating or studying. You begin an encounter with all of your maneuvers unspent, no matter how many times you've spent them since you readied them. You can only spend a single maneuver once per encounter, unless you spend time recovering.

You can either spend a full round action reassuring your allies of your presence and recover maneuvers equal to your Initiation Modifier (and grant all allies within 30 feet including yourself a number of temporary hit points equal to 3x your initiation level, and a bonus on Fort saves equal to your Initiation Modifier for one round), or you can take a moment to assess the situation as a standard action and recover a single maneuver. If you have no remaining uses of triage available, and recover maneuvers as a full-round action, you also regain one use of Triage.

* Designates Readied maneuvers.

Silver Crane (DC: 10 + Maneuver Level + 3 Wis Modifier)

- * **Enduring Crane Strike (Strike)** - Making your soul a wellspring of holy power, you strike out at a foe to unleash holy power and restore health to yourself or an ally. Make an attack against a target creature, inflicting damage as normal, and the strike restores 1d6 hit points plus your initiation modifier to yourself or to an ally within 30-ft.

- **Silver Crane Waltz (Stance)** - A faint, ghostly image of wings is visible around you but vanishes when you are looked upon directly. You gain a +4 insight bonus to initiative checks if you are in this stance before combat begins, and a +2 insight bonus to Reflex saves and to AC.

Iron Tortoise (DC: 10 + Maneuver Level + 3 Wis Modifier +2 if using the Longsword with a Shield)

- * **Angering Smash (Strike)** - Make a shield bash attempt upon a creature to taunt it. If successful, they suffer a -4 penalty on attack rolls to attack any other target but you.

- **Iron Shell (Counter)** - As an immediate action when being attacked (by melee or missile, but not spell or power) you can make an opposed attack as if making a shield bash attempt against the enemy's attack roll to deflect the attack.

Golden Lion (DC: 10 + Maneuver Level + 3 Wis Modifier +2 if using the Longsword)

- * **Encouraging Roar (Boost)** - As a swift action, you let out a shout of encouragement to bolster your allies - any ally within 30 feet gains a +2 morale bonus to attack and damage rolls for one round.

- **Pride Movement (Boost)** - As a swift action, you may grant a move action to an adjacent ally. They may use this move action immediately to move up to their base speed, as if it were a free action taken on your turn.

EQUIPMENT

Gold: 66gp

Load: 19 / 44 lbs

Longsword
Light Steel Shield w/ Spikes
Masterwork Armoured Coat

Mundane Gear TBD

Wayfinder

- Can shine as the Light spell
- Can act as a nonmagical magnetic compass (giving +2 Survival to avoid being lost)
- Has an Amethyst Pyramid (Ioun Stone) - Hide from Undead
- Has a Dark Blue Rhomboid (Ioun Stone) - Grants Alertness feat.

RACIALS

+2 Wis, +2 Cha

Type: Outsider (Native)

Size: Small

Exalted Resistance - You gain Spell Resistance 5 + your level against Spells and Spell-Like Abilities with the Evil descriptor, as well as any Spells and Spell-Like Abilities cast by Evil Outsiders.

Skilled - You gain a +2 Racial bonus on Diplomacy and Perception checks

Spell-Like Ability - You can cast the spell Daylight once per day as a Spell-Like ability, with a caster level equal to your character level.

Darkvision - You have Darkvision at a range of 60 ft.

BACKGROUND

Dear Ailson,

I have been thinking a lot about what you said in your last letter, about how you needed to experience in order to write. Even though I've always heard "Write what you know", I never fully grasped it before. There's a line to walk, I think, of writing what you have experienced and what you'd wish you'd experience. But the latter feels phony without having some of the former to support it. It's transparent. Masturbatory and hollow. Looking back at my own writing, it's easy to see why it has been rejected by so many publishers...

To that end, I think I would very much like to take you up on your offer to loan me your Wayfinder. I, of course, promise to take the utmost care of it, but I think you're right that my life has so far been somewhat... to use your own word, "sequestered". Perhaps I will find great love like you did in Sanguine Stair, or will face fearsome undead like in Bleak Heart. No, actually. I don't hope that at all. For too long I have lived vicariously through your works. It's time for me to make my own adventure, and carve my own path.

I want to thank you for your guidance and (if I'm not overstepping) friendship through the last few years. It has meant a lot to me to have someone not only who understood, but could inspire me. Perhaps some day I will be able to do the same for you, or at least an impressionable young lass of my own.

(I know you hate it when I sign letters this way but it'll be my last for a while)

Your number one fan,

Illena

CHARACTER PREMISE

Intelligent and caring, defensive. Eager and naive. Thinks she's ready to tackle the big questions. I'm imagining her as being a sort of young Dr Watson. She doesn't have the military service background, but she's proper (far more so than Ailson), capable of patching people up, and is looking to write novels based on the experiences of the impending adventure. I'm currently undecided on what my bardic instrument of choice will be. Possibly a violin.