

## Lord Gideon Justice

Player: Stephen

Male human paladin 6 - CR 5

Lawful Good Humanoid (Human); Deity: Iomedae; Age: 32;  
Height: 6' 4"; Weight: 220 lb.; Eyes: Green; Hair: Brown;  
Skin: White

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	18	+4	
<b>DEX</b> DEXTERITY	12	+1	
<b>CON</b> CONSTITUTION	15	+2	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	9	-1	
<b>CHA</b> CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+10 =	+5	+2		+3		
<b>REFLEX</b> (DEXTERITY)	+6 =	+2	+1		+3		
<b>WILL</b> (WISDOM)	+7 =	+5	-1		+3		

<b>Immunity to Disease</b>	<b>Immunity to Fear (Ex)</b>
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 20 =	+9		+1					

<b>Touch AC</b> 11	<b>Flat-Footed AC</b> 19
BAB	Strength
Size	Misc

<b>CM Bonus</b> +10 =	+6	+4	-	-
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<b>CM Defense</b> 21 = 10	BAB	Strength	Dexterity	Size
	+6	+4	+1	-

<b>Base Attack</b>	+6	<b>HP</b>	78
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<b>Initiative</b>	+1	Damage / Current HP	
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<b>Speed</b>	30 / 20 ft
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**+1 adamantine greatsword**

Both hands: +11/+6, 2d6+7 Crit: 19-20/x2  
2-hand, S

**Gauntlet (from Armor)**

Main hand: +10/+5, 1d3+4 Crit: x2  
Main w/ offhand: +4/-1, 1d3+4 Light, B  
Main w/ light off.: +6/+1, 1d3+4  
Offhand: +2, 1d3+2



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-3	DEX (1)	-	
Speed greater/less than 30 ft.: -4 to jump				
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+3	CHA (3)	-	
<b>Climb</b>	+0	STR (4)	-	
<b>Diplomacy</b>	+10	CHA (3)	4	
<b>Disable Device</b>	-	DEX (1)	-	
<b>Disguise</b>	+3	CHA (3)	-	
<b>Escape Artist</b>	-3	DEX (1)	-	
<b>Fly</b>	-3	DEX (1)	-	
<b>Handle Animal</b>	+7	CHA (3)	1	
<b>Heal</b>	+4	WIS (-1)	2	
<b>Intimidate</b>	+3	CHA (3)	-	
<b>Knowledge (nobility)</b>	+4	INT (0)	1	
<b>Knowledge (religion)</b>	+5	INT (0)	2	
<b>Linguistics</b>	-	INT (0)	-	
<b>Perception</b>	+2	WIS (-1)	3	
<b>Ride</b>	+1	DEX (1)	1	
<b>Sense Motive</b>	+3	WIS (-1)	1	
<b>Sleight of Hand</b>	-	DEX (1)	-	
<b>Spellcraft</b>	+5	INT (0)	2	
<b>Stealth</b>	-3	DEX (1)	-	
<b>Survival</b>	-1	WIS (-1)	-	
<b>Swim</b>	+5	STR (4)	-	
<b>Use Magic Device</b>	+4	CHA (3)	1	

## Feats

### Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Cleave

If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

### Furious Focus

If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Weapon Focus (Falchion)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

## Traits

### Armor Expert

-1 Armor check penalty.

### Sacred Touch

You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying

## Light crossbow

Ranged: **+5/+0, 1d8**

Crit: 19-20/x2

Ranged, both hands: **+7/+2, 1d8**

Rng: 80'  
2-hand, P

## Unarmed strike

Main hand: **+10/+5, 1d3+4**

Crit: x2

**nonlethal**

Light, B, Nonlethal

Main w/ offhand: **+4/-1, 1d3+4**

**nonlethal**

Main w/ light off.: **+6/+1, 1d3+4**

**nonlethal**

Offhand: **+2, 1d3+2 nonlethal**

## Hellknight plate

**+9**

Max Dex: +1, Armor Check: -4  
Spell Fail: 35%, Heavy, Slows

## Experience & Wealth

Experience Points: **15000/23000**

Current Cash: **15 gp**

## Gear

**Total Weight Carried: 145/300 lbs,**

**Encumbrance Ignored**

**(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)**

+1 adamantite greatsword	8 lbs
Animal harness	2 lbs
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Bit and bridle	1 lb
Flint and steel	-
Hellknight plate	50 lbs
Holy symbol, wooden (Lion's Head)	-
Holy text (Iomedae)	-
Light crossbow	4 lbs
Mess kit	1 lb
Military saddle	30 lbs
Pot	4 lbs
Ring of swimming	-
Rope	10 lbs
Saddlebags (empty)	8 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Traveller's outfit (Free)	-
Waterskin	4 lbs

## Special Abilities

**Aura of Courage +4 (10 ft.) (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

**Aura of Good (Ex)**

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

**Divine Bond (Weapon +1, 6 mins, 1/day) (Sp)**

This bond allows a 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

**Lay on Hands (3d6 hit points, 6/day) (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

**Mercy (Fatigued) (Su)**

When you use your lay on hands ability, it also removes the fatigued condition.

**Mercy (Staggered) (Su)**

When you use your lay on hands ability, it also removes the staggered condition. This does not help if the target is at 0 HP.

**Paladin Channel Positive Energy 3d6 (3/day, DC 16) (Su)**

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the

**Smite Evil (2/day) (Su)**

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any)

## Validation Report

**Validation Report (0 issues):** Nothing identified

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## Spell-Like Abilities

Detect Evil (At will) (Sp)

## Tracked Resources

Divine Bond (Weapon +1, 6 mins, 1/day) (Sp)

Lay on Hands (3d6 hit points, 6/day) (Su)

Paladin Channel Positive Energy 3d6 (3/day, DC 16) (Su)

Smite Evil (2/day) (Su)

Torch

Trail rations

## Languages

Common

## Spells & Powers

**Paladin spells memorized** (CL 3rd; concentration +6)

**Melee Touch** +10/+5 **Ranged Touch** +7/+2

**1st**—*divine favor*, *hero's defiance*<sup>APG</sup>

## Companions

**Horse, light (combat trained)**

Horse (*Pathfinder RPG Bestiary* 177)

N Large animal

**Init** +2; **Senses** low-light vision, scent; Perception +6

### Defense

**AC** 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

**hp** 22 (2d8+6)

**Fort** +6, **Ref** +5, **Will** +1

### Offense

**Speed** 50 ft.

**Melee** unarmed strike +3 (1d4+3 nonlethal) or  
2 hooves +3 (1d4+3)

**Space** 10 ft.; **Reach** 5 ft.

### Statistics

**Str** 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

**Base Atk** +1; **CMB** +5; **CMD** 17 (21 vs. trip)

**Feats** Endurance, Run<sup>B</sup>

**Tricks** Attack, Combat Riding, Come, Defend, Down, Guard, Heel

**Skills** Acrobatics +2 (+6 to jump with a running start, +10 to jump), Perception +6

**SQ** combat riding

### Tracked Resources

-none-

## Situational Modifiers

Acrobatics

**Speed greater/less than 30 ft.:** -4 to jump

## Sourcebooks Used

- **Advanced Player's Guide** - Furious Focus (feat); Hero's Defiance (spell)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Animal harness (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Armor Expert (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Sacred Touch (trait)
- **Council of Thieves / Inner Sea World Guide** - Hellknight plate (armor)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)

## Lord Gideon Justice – Abilities & Gear

### Cleave Feat

You can strike two adjacent foes with a single swing.

**Prerequisites:** STR 13, Power Attack, base attack bonus +1.

**Benefit:** As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

**Appears In:** Not New Paths Option: Use Scaling Feats

### Furious Focus Feat

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

**Prerequisites:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

**Note:** Because the first listed attack roll for a weapon isn't only used for normal attacks - it's also used for Attacks of Opportunity and some special circumstances, the effects of furious focus are not incorporated into the attack roll while the power attack feat is turned on. Because of this, you will need to decide when furious focus does apply to an attack you are making and apply its effects.

**Appears In:** Advanced Player's Guide

### Power Attack -2/+4 Feat

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

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** 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. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. 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.

**Addition from Furious Focus:** When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

### Weapon Focus (Falchion) Feat

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.

### Armor Expert Trait

You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero. Your childhood armor wasn't the real thing as far as protection, but it did encumber you as much as real armor would have, and you've grown used to moving in such suits with relative grace. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.

**Appears In:** Character Traits Web Enhancement, Advanced Player's Guide Traits

### Sacred Touch Trait

You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely by touching it.

**Appears In:** Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

### Immunity to Disease Unknown

You are immune to diseases.

### Immunity to Fear (Ex) Unknown

You are immune to all fear effects.

## Lord Gideon Justice – Abilities & Gear

### **Paladin Channel Positive Energy 3d6 (3/da) Class Ability (Paladin)**

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

### **Aura of Courage +4 (10 ft.) (Su) Class Ability (Paladin)**

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.

### **Aura of Good (Ex) Class Ability (Paladin)**

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

### **Detect Evil (At will) (Sp) Class Ability (Paladin)**

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 Bond (Weapon +1, 6 mins, 1/day) (S) Class Ability (Paladin)**

This bond allows a 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 15-9). 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.

If a weapon bonded with a celestial spirit is destroyed, the paladin loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the paladin takes a -1 penalty on attack and weapon damage rolls.

### **Lay on Hands (3d6 hit points, 6/day) (Su) Class Ability (Paladin)**

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.

### **Mercy (Fatigued) (Su) Class Ability (Paladin)**

When you use your lay on hands ability, it also removes the fatigued condition.

### **Mercy (Staggered) (Su) Class Ability (Paladin)**

When you use your lay on hands ability, it also removes the staggered condition. This does not help if the target is at 0 HP.

**Smite Evil (2/day) (Su)** **Class Ability (Paladin)**

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her 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 2 points of damage per level the paladin possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets 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 the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

**Note:** Either activation checkbox on the in-play tab will apply the to-hit and AC modifiers, select "Activated" for x1 damage or "Double Damage" for x2.

**Ring of swimming** **Ring**

This silver ring usually has fish-like designs and motifs etched into the band. It continually grants the wearer a +5 competence bonus on Swim checks.

**Construction**

**Requirements:** Forge Ring, creator must have 5 ranks in the Swim skill; **Cost** 1,250 gp

**Divine Favor**

**Paladin 1**

**School** evocation

**Casting Time** 1 action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

**Hero's Defiance**

**Paladin 1**

**School** conjuration (healing)

**Casting Time** Immed1

**Components** V

**Range** personal

**Target** you

**Duration** instantaneous

The instant before you are reduced to 0 or fewer hit points, you can expend a use of your lay on hands ability to heal yourself as if you had used lay on hands, plus an additional 1d6 hit points. If this healing brings your hit point total above 0 hit points, you do not fall, and may continue to act. If you have no more uses of lay on hands this spell has no effect.

**Appears in:** Advanced Player's Guide