

SEELAH

CHAMPION



ANCESTRY	HUMAN (SKILLED)	BACKGROUND	STREET URGHIN
SPEED	25 FEET	PERCEPTION	+8 (TRAINED)
LANGUAGES	COMMON, OSIRIANI	CLASS DC	21

STRENGTH	DEXTERITY	CONSTITUTION
STR +4	DEX +1	CON +3
INTELLIGENCE	WISDOM	CHARISMA
INT +0	WIS +1	CHA +4

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WITH SHIELD RAISED
	73	23	25
FORTITUDE	REFLEX	WILL	
+11	+8	+9	

STRIKES

MELEE	♦ +1 striking longsword +14 [+9/+4] (holy, versatile P), 2d8+4 slashing
RANGED	♦ +1 shortbow +11 [+6/+1] (deadly 1d10, holy, range increment 60 feet), 1d6 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+1	+0	+11 ●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+7 ●	+4	+11 ●
INTIMIDATION (CHA)	ABSALOM LORE (INT)	LORE (OTHER; INT)
+13 ●●	+7 ●	+0
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+1	+1	+0
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+4	+8 ●	+7 ●
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+8 ●	+1	+10 ●●

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Haughty Obstinacy, Natural Skill*
CLASS FEATS	Divine Grace, Mercy (mercy of the mind), Nimble Reprisal
GENERAL FEATS	Fleet*, Shield Block
SKILL FEATS	Hefty Hauler, Intimidating Glare, Pickpocket
CLASS ABILITIES	Blessing of the Devoted (Blessed Shield)*, champion's aura, champion's cause (justice), deity (Iomedae), devotion spells (lay on hands), sanctification (holy)*, Retributive Strike

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

EQUIPMENT

BULK	Worn: 6, 2 L; Stowed: 2
WORN	backpack, minor elixir of life, half plate, +1 striking longsword, +1 shortbow (20 arrows), minor sturdy shield (Hardness 9, HP 64, BT 32)
STOWED	bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), repair toolkit, rope (50 feet), soap, thieves' toolkit, torch (5), waterskin
WEALTH	13 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**  (manipulate) **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.

Holy (trait) Strikes with this trait may have additional effects against unholy creatures.

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


Sturdy Shield, Minor While Seelah wields this shield, its hardness increases by 1 (already incorporated into its statistics).


Thieves' Toolkit You need a thieves' toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill. If your thieves' toolkit is broken, you can repair it by replacing the lock picks with replacement picks appropriate to your toolkit; this doesn't require using the Repair action. If you wear your thieves' toolkit, you can draw and replace it as part of the action that uses it.

Versatile (trait) A versatile weapon can be used to deal an alternate damage type listed. For instance, a slashing weapon that has "versatile P" 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 9. You and your shield each take any remaining damage, possibly breaking or destroying the shield (the shield gains the broken condition after taking 32 or more damage and is destroyed once it's taken 64 damage).

EDICTS AND ANATHEMA

As a paladin of Iomedae, you care deeply about the edicts and anathema you take from your deity, sanctification, and cause. These are a tool for roleplaying between you, the GM, and the other players at the table—you're still playing a nuanced character, not strictly following a script.

Acts fundamentally opposed to your deity's ideals are anathema to your faith. Learning or casting spells, committing acts, and using items that are anathema to your deity remove you from your deity's good graces. Similarly, using items, spells, or actions that are anathema to the tenets or goals of your faith could interfere with your connection to your deity.

If you perform enough acts that are anathema to your deity, you lose the magical abilities that come from your connection to your deity. Seelah's edicts and anathema are as follows.

EDICTS

- be temperate, fight for justice and honor, hold valor in your heart
- do not knowingly harm innocents or fail to prevent harm to an innocent if your direct intervention could save them
- follow the law, respect legitimate authorities or leadership


ANATHEMA

- abandon a companion in need, dishonor yourself, refuse a challenge from an equal
- commit murder
- take advantage of another, cheat

FEATS AND ABILITIES


Seelah's feats and abilities are described below.

Champion's Aura You're surrounded by an aura in a 15-foot emanation. It has the aura and divine traits. Any follower of your deity within the aura immediately knows you're a champion of your deity. This aura is used as the range for your champion's reaction and for various other effects. You can suppress or resume the aura as a single action, which has the concentrate trait, and it ends if you fall unconscious.


Demoralize  (auditory, concentrate, emotion, fear, mental, rage) You attempt to frighten a creature within 30 feet of you who you're aware of. Attempt an Intimidation check against the target's Will DC. If the target doesn't understand the language you are speaking, or you're not speaking a language, you take a -4 circumstance penalty to the check. No matter the result, the target is temporarily immune to your attempts to Demoralize it for 10 minutes.

Critical Success The target becomes frightened 2.

Success The target becomes frightened 1.

Divine Grace  **Trigger** You attempt a save against a spell, but you haven't rolled yet; **Effect** You call upon your deity's grace, gaining a +2 circumstance bonus to the save.

☐ **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  (uncommon, champion, focus, healing, manipulate, vitality) **Range** touch; **Targets** 1 willing living creature or 1 undead creature; **Effect** You restore 18 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 3d6 vitality damage with a basic Fortitude save (DC 21); if it fails, it also takes a -2 status penalty to AC for 1 round.

Haughty Obstinacy Your powerful ego makes it harder for others to order you around. If you roll a success on a saving throw against a mental effect that attempts to directly control your actions, you critically succeed instead. If a creature rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead (so it can't try to Coerce you again for 1 week).

Hefty Hauler You can carry more than your frame implies. Increase your maximum and encumbered Bulk limits by 2.


Intimidating Glare You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

Mercy Your touch soothes the body or mind. You can cast *lay on hands* targeting a living creature using 2 actions instead of 1. If you do, you can attempt to counteract one condition of your choice affecting the target from the following list: fleeing, frightened, stupefied.

Nimble Reprisal You can use a ranged weapon to make a ranged Strike instead of a melee Strike for Retributive Strike. The enemy needs to be in range, but not in reach, and it must still be in your champion's aura.

You can also make melee Strikes against enemies a bit farther away. If the enemy that triggered your reaction is outside your reach but is within 5 feet of your reach, as part of your reaction you can Step to put the enemy in your reach before making a melee Retributive Strike.

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).

Retributive Strike  (divine) **Trigger** An enemy damages your ally, and both are in your champion's aura; **Effect** You protect your ally and strike your enemy. The ally gains resistance 3 to all damage against the triggering damage. If the enemy is within reach, make a melee Strike against it.