

Menet

Player: Jess

Female human (Varisian) paladin 3 - CR 2

Lawful Good Humanoid (Human); Deity: **Khepri**; Age: **32**;
Height: **6' 2"**; Weight: **170 lb.**; Eyes: **Gold**; Hair: **Black**; Skin:
Brown

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	12	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9 =	+3	+3		+3		
REFLEX (DEXTERITY)	+6 =	+1	+2		+3		
WILL (WISDOM)	+7 =	+3	+1		+3		

Immunity to Disease Immunity to Fear (Ex)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19 = 10	+8	+1						

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
10	19				

CM Bonus	BAB	Strength	Dexterity	Size
+6 =	+3	+3	-	-

CM Defense	BAB	Strength	Dexterity	Size
18 = 10	+3	+3	+2	-

Base Attack	HP
+3	40

Initiative	Damage / Current HP
+2	

Speed
30 / 20 ft

Dagger

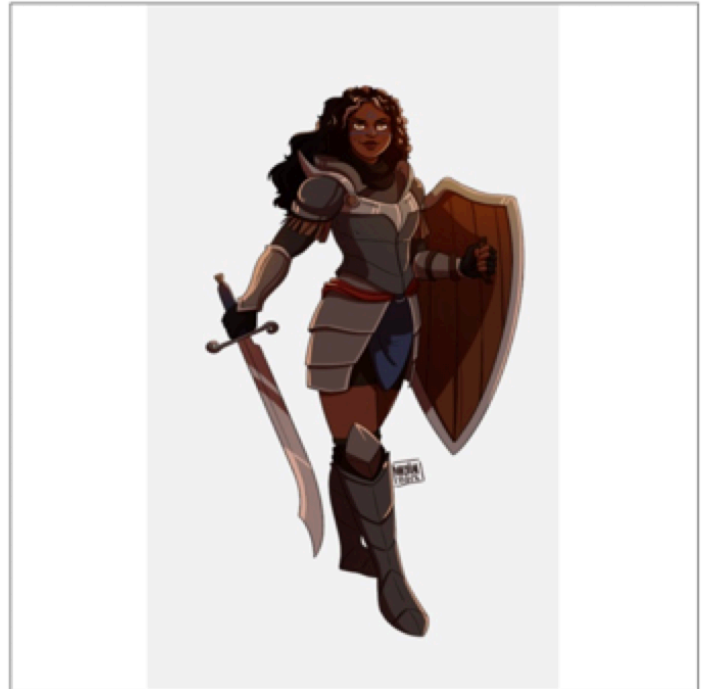
Main hand: **+6, 1d4+3** Crit: 19-20/x2
Rng: 10'
Ranged: **+5, 1d4+3** Light, P/S

Light crossbow

Ranged: **+3, 1d8** Crit: 19-20/x2
Rng: 80'
Ranged, both hands: **+5, 1d8** 2-hand, P

Scimitar

Main hand: **+6, 1d6+3** Crit: 18-20/x2
Both hands: **+6, 1d6+4** 1-hand, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-7	DEX (2)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+3	CHA (3)	-	
Climb	-6	STR (3)	-	
Craft (alchemy)	+1	INT (1)	-	
Craft (baskets)	+1	INT (1)	-	
Diplomacy	+8	CHA (3)	2	
Disguise	+3	CHA (3)	-	
Escape Artist	-7	DEX (2)	-	
Fly	-7	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+3	CHA (3)	-	
Knowledge (religion)	+6	INT (1)	2	
Perception	+1	WIS (1)	-	
Ride	-7	DEX (2)	-	
Sense Motive	+6	WIS (1)	2	
Spellcraft	+7	INT (1)	3	
Stealth	-4	DEX (2)	3	
Survival	+1	WIS (1)	-	
Swim	-6	STR (3)	-	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Extra Lay on Hands
Martial Weapon Proficiency - All
Power Attack -1/+2
Shield Proficiency

Feats

Simple Weapon Proficiency - All
Step Up

Traits

Magical Knack (Paladin)
Touched by Divinity (Agathion, 1/day)

Half-plate

+8

Max Dex: +0, Armor Check: -7
Spell Fail: 40%, Heavy, Slows

Light steel quickdraw shield

+1

Max Dex: -, Armor Check: -2
Spell Fail: 5%, Shield

Gear

**Total Weight Carried: 144.9/230 lbs, Medium Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bag of holding II (empty)	25 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Dagger	1 lb
Flint and steel	-
Half-plate	50 lbs
Holy symbol, wooden (Khepri)	-
Light crossbow	4 lbs
Light shield bash	-
Light steel quickdraw shield	7 lbs
Money	6.86 lbs
Pot	4 lbs
Rope	10 lbs
Scimitar	4 lbs
Snowshoes	4 lbs
Soap	0.5 lbs
Spell component pouch	2 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Special Abilities

Aura of Courage +4 (10 ft.) (Su)
Aura of Good (Ex)
Lay on Hands (1d6 hit points, 6/day) (Su)
Mercy (Shaken) (Su)
Smite Evil (1/day) (Su)

Spell-Like Abilities

Detect Evil (At will) (Sp)

Tracked Resources

Dagger	<input type="checkbox"/>
Lay on Hands (1d6 hit points, 6/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smite Evil (1/day) (Su)	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Experience & Wealth

Experience Points: 5000/9,000
Current Cash: 343 gp

Tracked Resources

Trail rations

Languages

Common
Osiriani

Varisian

Spells & Powers

Paladin spells memorized (CL 2nd; concentration +5)
Melee Touch +6 Ranged Touch +5

Background

Bonds

Pippa and I have similar aims, I want to help her to reach her goals.

Pippa has a hunger for wealth, I want to dissuade her from pursuing coin as it is a corrupting force. I believe we should both be aiming to dismantle the system that requires it and creates such disparity between people based on earthly goods.

Odessa is sensitive under that hard outer shell, and I want to protect her from the things in the world that will cause her psychological or physical pain.

Odessa hides her feelings, I want to help her become comfortable being vulnerable, at least with her friends.

Odessa's self-flagellation is unwarranted. I want to help her bolster her self-esteem and forgive herself for her mistakes.

Abraxas is unabashedly himself, and I never want him to feel that he needs to be otherwise. I want to protect his innocence and prevent him from becoming self-conscious in a world that will judge him.

Abraxas' knowledge of Irrisen will be invaluable in our journey. I should spend time comparing notes with him.

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Jade Regent / Ultimate Equipment** - Snowshoes (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Light steel quickdraw shield (armor)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Knack (trait)
- **Demon Hunter's Handbook / Wrath of the Righteous** - Touched by Divinity (trait)
- **Inner Sea Races / Inner Sea World Guide** - Osiriani (language); Varisian (language)
- **Inner Sea World Guide** - Varisian (race option)

Menet – Abilities & Gear

Extra Lay on Hands

Feat

You can use your lay on hands ability more often.

Prerequisite: Lay on hands class feature.

Benefit: You can use your lay on hands ability two additional times per day.

Special: You can gain Extra Lay On Hands multiple times. Its effects stack.

Power Attack -1/+2

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.

Step Up

Feat

You can close the distance when a foe tries to move away.

Prerequisite: Base attack bonus +1.

Benefit: Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Magical Knack (Paladin)

Trait

You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks.

Benefit: Pick a class when you gain this trait—your caster level in that class gains a +2 trait bonus as long as this bonus doesn't increase your caster level higher than your current Hit Dice.

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

Touched by Divinity (Agathion, 1/day)

Trait

As long as you can remember, you've had an unexplainable interest in one deity in particular. One of your parents may have been a priest of this deity, or you may have been an orphan raised by the church, but these alone cannot explain your deep connection to the faith. You've always felt calm and at ease in places holy to the deity, and often have dreams about the god or goddess visiting you - most often in the form of a sacred animal or creature. Your faith is strong, even if you don't happen to be a divine spellcaster - if you are a divine spellcaster, you should be a worshiper of this deity. You begin play with a silver holy symbol of your chosen deity for free. In addition, choose one domain associated with your chosen deity. You gain the use of that domain's 1st-level domain spell as a spell-like ability usable once per day (CL equals your character level).

Associated Mythic Path: Hierophant.

The PC can select a second domain granted by his affiliated deity. He can use the 1st-level spells of both domains as spell-like abilities a number of times per day each equal to his mythic tier. By expending one use of mythic power, he may use any of these two domains' spells as a spell-like ability, but may only use spells of a level equal to or less than his mythic tier.

Multiple Characters: If other characters choose this trait, you should all work together to decide what deity you're associated with - it should be the same deity shared by all of you. You might even share the same dreams.

Appears In: Demon Hunter's Handbook, Wrath of the Righteous

Immunity to Disease

Unknown

You are immune to diseases.

Immunity to Fear (Ex)

Unknown

You are immune to all fear effects.

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.

Lay on Hands (1d6 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.

Menet – Abilities & Gear

Mercy (Shaken) (Su)

Class Ability (Paladin)

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

Smite Evil (1/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.

Snowshoes

Gear

These high-tension nets of rope or sinew in wooden frames which are lashed to the feet spread your weight across the snow, making you much less likely to break through the crust and rendering walking much easier. Snowshoes reduce the penalty for walking through heavy snow by 50%; for example, if moving through snow normally costs you 2 squares of movement per square traveled, snowshoes reduce this cost to 1.5 squares per square traveled. Snowshoes may supplement another outfit.

Appears In: Advanced Player's Guide, Adventurer's Armory, Jade Regent, Ultimate Equipment

Bag of holding II (empty)

Wondrous Item

This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount.

The Type II Bag of Holding can carry contents weighing up to 500 lbs and/or taking up a maximum volume of 70 cubic feet.

If a *bag of holding* is overloaded, or if sharp objects pierce it (from inside or outside), the bag immediately ruptures and is ruined, and all contents are lost forever. If a *bag of holding* is turned inside out, all of its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action, unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action. Magic items placed inside the bag do not offer any benefit to the character carrying the bag.

If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in the space: bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: the hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Construction

Requirements: Craft Wondrous Item, *secret chest*; **Cost** 2,500 gp