

## Seelah

**Female human (Chelaxian) paladin 14 - CR 13**

Lawful Good Humanoid (Human); Deity: **Iomedae**; Age: **18**;

Height: **5' 4"**; Weight: **140 lb.**

| Ability                    | Score     | Modifier  | Temporary |
|----------------------------|-----------|-----------|-----------|
| <b>STR</b><br>STRENGTH     | <b>16</b> | <b>+3</b> |           |
| <b>DEX</b><br>DEXTERITY    | <b>12</b> | <b>+1</b> |           |
| <b>CON</b><br>CONSTITUTION | <b>15</b> | <b>+2</b> |           |
| <b>INT</b><br>INTELLIGENCE | <b>10</b> | <b>0</b>  |           |
| <b>WIS</b><br>WISDOM       | <b>14</b> | <b>+2</b> |           |
| <b>CHA</b><br>CHARISMA     | <b>14</b> | <b>+2</b> |           |

| Saving Throw                       | Total      | Base        | Ability   | Resist | Misc      | Temp | Notes |
|------------------------------------|------------|-------------|-----------|--------|-----------|------|-------|
| <b>FORTITUDE</b><br>(CONSTITUTION) | <b>+13</b> | <b>= +9</b> | <b>+2</b> |        | <b>+2</b> |      |       |
| <b>REFLEX</b><br>(DEXTERITY)       | <b>+7</b>  | <b>= +4</b> | <b>+1</b> |        | <b>+2</b> |      |       |
| <b>WILL</b><br>(WISDOM)            | <b>+14</b> | <b>= +9</b> | <b>+2</b> |        | <b>+3</b> |      |       |

|                            |                              |
|----------------------------|------------------------------|
| <b>Immunity to Charm</b>   | <b>Immunity to Fear (Ex)</b> |
| <b>Immunity to Disease</b> |                              |

| Total        | Armor       | Shield     | Dex       | Size      | Natur | Deflec | Dodge     | Misc |
|--------------|-------------|------------|-----------|-----------|-------|--------|-----------|------|
| <b>AC 33</b> | <b>= 10</b> | <b>+13</b> | <b>+6</b> | <b>+1</b> |       |        | <b>+3</b> |      |

|                    |                          |
|--------------------|--------------------------|
| <b>Touch AC 14</b> | <b>Flat-Footed AC 32</b> |
|--------------------|--------------------------|

**Spell Dodging:** +4 deflection bonus vs. spells and SLAs and summoned creatures

| CM Bonus   | Total        | BAB        | Strength  | Size     | Misc     |
|------------|--------------|------------|-----------|----------|----------|
| <b>+17</b> | <b>= +17</b> | <b>+14</b> | <b>+3</b> | <b>-</b> | <b>-</b> |

| CM Defense | Total       | BAB        | Strength  | Dexterity | Size     |
|------------|-------------|------------|-----------|-----------|----------|
| <b>31</b>  | <b>= 31</b> | <b>+14</b> | <b>+3</b> | <b>+1</b> | <b>-</b> |

See the AC section (above) for situational modifiers that may also apply to CMD

|                        |               |
|------------------------|---------------|
| <b>Base Attack +14</b> | <b>HP 150</b> |
|------------------------|---------------|

| Initiative | Damage / Current HP |
|------------|---------------------|
| <b>+1</b>  |                     |

|                         |
|-------------------------|
| <b>Speed 30 / 20 ft</b> |
|-------------------------|

### +3 holy adamantite longsword

Main hand: **+21/+16/+11, 1d8+6 plus 2d6 vs. evil** Crit: 19-20/x2  
1-hand, S

Both hands: **+21/+16/+11, 1d8+7 plus 2d6 vs. evil**

Main w/ offhand: **+15/+10/+5, 1d8+6 plus 2d6 vs. evil**

Main w/ light off: **+17/+12/+7, 1d8+6 plus 2d6 vs. evil**

Offhand: **+11, 1d8+4 plus 2d6 vs. evil**



| Skill Name                                 | Total      | Ability | Ranks | Temp |
|--|------------|---------|-------|------|
| <b>Acrobatics</b>                          | <b>-3</b>  | DEX (1) | -     |      |
| Speed greater/less than 30 ft.: -4 to jump |            |         |       |      |
| <b>Appraise</b>                            | <b>+0</b>  | INT (0) | -     |      |
| <b>Bluff</b>                               | <b>+2</b>  | CHA (2) | -     |      |
| <b>Climb</b>                               | <b>-1</b>  | STR (3) | -     |      |
| <b>Diplomacy</b>                           | <b>+7</b>  | CHA (2) | 2     |      |
| <b>Disguise</b>                            | <b>+2</b>  | CHA (2) | -     |      |
| <b>Escape Artist</b>                       | <b>-3</b>  | DEX (1) | -     |      |
| <b>Fly</b>                                 | <b>-3</b>  | DEX (1) | -     |      |
| <b>Heal</b>                                | <b>+12</b> | WIS (2) | 7     |      |
| <b>Intimidate</b>                          | <b>+2</b>  | CHA (2) | -     |      |
| <b>Knowledge (religion)</b>                | <b>+15</b> | INT (0) | 12    |      |
| <b>Perception</b>                          | <b>+10</b> | WIS (2) | 8     |      |
| <b>Ride</b>                                | <b>-3</b>  | DEX (1) | -     |      |
| <b>Sense Motive</b>                        | <b>+11</b> | WIS (2) | 6     |      |
| <b>Spellcraft</b>                          | <b>+10</b> | INT (0) | 7     |      |
| <b>Stealth</b>                             | <b>-3</b>  | DEX (1) | -     |      |
| <b>Survival</b>                            | <b>+2</b>  | WIS (2) | -     |      |
| <b>Swim</b>                                | <b>-1</b>  | STR (3) | -     |      |

### 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.

#### Channeled Shield Wall

Enhance your shield and the shields of allies adjacent to you

#### Dragonbane Aura

Aura of courage expands and grants protection against dragon breath weapons

#### Extra Lay on Hands

+2 Lay on Hands uses/day.

#### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

#### Power Attack -4/+8

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

## Feats

### Shield Focus

+1 Shield AC

### Shield Proficiency

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

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Ultimate Resolve

Aura of resolve expands and does not fall when you do

### Weapon Focus (Longsword)

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

### Word of Healing

Use lay on hands from a distance

## Traits

### Indomitable Faith

+1 Will saves.

### Student of Faith

+1 caster level of cure spells. +1 to DC of channeled energy.

## Gauntlet (from armor)

Main hand: **+17/+12/+7, 1d3+3**

Crit: x2

Main w/ offhand: **+11/+6/+1, 1d3+3**

Light, B

Main w/ light off: **+13/+8/+3, 1d3+3**

Offhand: **+9, 1d3+1**

## Heavy shield bash

Main hand: **+17/+12/+7, 1d4+3**

Crit: x2

Both hands: **+17/+12/+7, 1d4+4**

1-hand, B

Main w/ offhand: **+11/+6/+1, 1d4+3**

Main w/ light off: **+13/+8/+3, 1d4+3**

Offhand: **+7, 1d4+1**

## Masterwork longbow

Ranged, both hands: **+16/+11/+6, 1d8**

Crit: x3

Rng: 100'

2-hand, P

## Unarmed strike

Main hand: **+17/+12/+7, 1d3+3**

Crit: x2

**nonlethal**

Light, B, Nonlethal

Main w/ offhand: **+11/+6/+1,**

**1d3+3 nonlethal**

Main w/ light off: **+13/+8/+3,**

**1d3+3 nonlethal**

Offhand: **+9, 1d3+1 nonlethal**

## +3 heavy steel shield

**+6**

Max Dex: -, Armor Check: -1

Spell Fail: 15%, Shield

## +4 expeditious spell dodging mithral full plate

**+13**

Max Dex: +3, Armor Check: -3

Spell Fail: 25%, Medium, Slows

## Experience & Wealth

Experience Points: **450000/635,000**

Current Cash: **20 gp**

## Gear

**Total Weight Carried: 66.4/230 lbs, Light Load**

**(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

+3 heavy steel shield 15 lbs

+3 holy adamantite longsword 4 lbs

+4 expeditious spell dodging mithral full plate 25 lbs

Antitoxin x2 <In: Backpack (7 @ 4.4 lbs)> -

Arrows x20 0.15 lbs

Artisan's outfit (Free) -

Backpack (7 @ 4.4 lbs) 2 lbs

Bracers of the merciful knight (1/day) 1 lb

Cyclops helm (1/day) 5 lbs

Heavy shield bash -

Holy symbol, silver (lomedae) 1 lb

Holy water x3 1 lb

Masterwork longbow 3 lbs

Money <In: Backpack (7 @ 4.4 lbs)> 0.4 lbs

Ring of protection +3 -

Trail rations x4 <In: Backpack (7 @ 4.4 lbs)> 1 lb

## 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 unconscious

### Aura of Faith (10 ft.) (Su)

At 14th level, a paladin's weapons are treated as good-aligned for the purposes of overcoming Damage Reduction. Any attack made against an enemy within 10 feet of her is treated as good-aligned for the purposes of overcoming Damage

### Aura of Good (Ex)

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

### Aura of Justice (10 ft.) (Su)

At 11th level, a paladin can expend two uses of her smite evil ability to grant the ability to smite evil to all allies within 10 feet, using her bonuses. Allies must use this smite evil ability by the start of the paladin's next turn and the bonuses last

### Aura of Resolve +4 (10 ft.) (Su)

At 8th level, a paladin is immune to charm spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against charm effects.

### Divine Bond (Weapon +4, 14 mins, 3/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

### Expeditious (3/day)

Three times per day as a swift action, the wearer of *expeditious* armor can summon a burst of speed and gain a +10-foot enhancement bonus on all modes of movement for 1 round. This ability can be applied to any kind of armor, but not

### Lay on Hands (9d6 hit points, 13/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 (Diseased) (Su)

When you use your lay on hands ability, it also removes disease, as per the *remove disease* spell at a caster level of your Paladin level.

### Mercy (Fatigued) (Su)

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

### Mercy (Paralyzed) (Su)

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

### Mercy (Sickened) (Su)

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

## Seelah – Abilities & Gear

### Channeled Shield Wall **Feat**

You draw upon your channel energy to enhance the protective ability of your shield and those of allies while they are adjacent to you.

**Prerequisites:** Channel energy 3d6, proficiency with a shield.

**Benefit:** As a swift action, you can spend a use of your channel energy to grant yourself a +2 deflection bonus while using a shield. This bonus lasts 1 minute per cleric level or effective cleric level. While you benefit from this bonus, allies with shields also gain a +2 deflection bonus while they are adjacent to you.

**Appears In:** Ultimate Magic

### Dragonbane Aura **Feat**

Those within your dragonbane aura gain the same protection that you do.

**Prerequisites:** Aura of courage class feature, caster level 8th.

**Benefit:** When fighting dragons, your aura of courage expands to a 20-foot-radius emanation, and allies in the aura gain a morale bonus on saving throws against dragon breath equal to your aura of courage's bonus against fear effects.

**Normal:** The aura of courage is a 10-foot-radius emanation, and grants a +4 morale bonus on fear effects.

**Appears In:** Ultimate Magic

### 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 -4/+8 **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.

### Shield Focus **Feat**

You are skilled at deflecting blows with your shield.

**Prerequisites:** Shield Proficiency, base attack bonus +1.

**Benefit:** Increase the AC bonus granted by any shield you are using by 1.

### Ultimate Resolve **Feat**

Your aura of resolve does not fall with you.

**Prerequisite:** Aura of resolve class feature.

**Benefit:** Your aura of resolve is a 20-foot emanation, and does not end if you fall unconscious.

**Normal:** The aura of resolve affects each ally within 10 feet, and ends when you fall unconscious.

**Appears In:** Ultimate Magic

### Weapon Focus (Longsword) **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.

### Word of Healing **Feat**

Using the same divine energy as your lay on hands ability, you can heal others at a distance.

**Prerequisite:** Lay on hands class feature.

**Benefit:** You may use your lay on hands to heal another creature at a range of 30 feet as a standard action that does not provoke an attack of opportunity. You must be able to speak and have a free hand to use this ability. The target heals half the amount they would have healed if you had touched them, but gains the benefits of your mercies as normal.

**Appears In:** Ultimate Magic

### Indomitable Faith **Trait**

You were born in a region where your faith was not popular, yet you never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive; you gain a +1 trait bonus on Will saves as a result.

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

### Student of Faith **Trait**

While you have personally dedicated your life to a single deity, you study all religions and mortal faiths. Upon hearing that the town of Sandpoint recently completed a cathedral dedicated to the six deities most popular in the area, you had to see the place for yourself, and have arrived in time for the consecration of this holy edifice. Because of your strong faith and broad range of study, you cast all cure spells at +1 caster level, and whenever you channel energy, you gain a +1 trait bonus to the save DC of your channeled energy.

**Appears In:** Rise of the Runelords Anniversary Edition

### Immunity to Charm **Unknown**

You are immune to charm effects.

## Seelah – Abilities & Gear

### **Immunity to Disease** **Unknown**

You are immune to diseases.

### **Immunity to Fear (Ex)** **Unknown**

You are immune to all fear effects.

### **Paladin Channel Positive Energy 7d6 (6/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.

**Modification from Dragonbane Aura:** When fighting dragons, your aura of courage expands to a 20-foot-radius emanation, and allies in the aura gain a morale bonus on saving throws against dragon breath equal to your aura of courage's bonus against fear effects.

### **Aura of Faith (10 ft.) (Su)** **Class Ability (Paladin)**

At 14th level, a paladin's weapons are treated as good-aligned for the purposes of overcoming Damage Reduction. Any attack made against an enemy within 10 feet of her is treated as good-aligned for the purposes of overcoming Damage Reduction.

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.

### **Aura of Justice (10 ft.) (Su)** **Class Ability (Paladin)**

At 11th level, a paladin can expend two uses of her smite evil ability to grant the ability to smite evil to all allies within 10 feet, using her bonuses. Allies must use this smite evil ability by the start of the paladin's next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

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

At 8th level, a paladin is immune to charm spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against charm effects.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

### **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 +4, 14 mins, 3/day) (C)** **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 (9d6 hit points, 13/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 (Diseased) (Su)** **Class Ability (Paladin)**

When you use your lay on hands ability, it also removes disease, as per the *remove disease* spell at a caster level of your Paladin level.

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

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

## Seelah – Abilities & Gear

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

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

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

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

### **Smite Evil (5/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.

### **Expeditious (3/day) (+4 expeditious spell dodging mit** **Armor Power**

Three times per day as a swift action, the wearer of *expeditious* armor can summon a burst of speed and gain a +10-foot enhancement bonus on all modes of movement for 1 round. This ability can be applied to any kind of armor, but not shields.

#### **Construction**

**Requirements** Craft Magic Arms and Armor, *expeditious retreat*; **Cost** 2,000 gp

**Appears In:** Ultimate Equipment

### **Spell Dodging (+4 expeditious spell dodging mithral ft** **Armor Power**

A suit of *spell dodging* armor makes it more difficult for attacks from spells and spell-like abilities to hit its wearer, often physically pulling and pushing its wearer out of the way of incoming magical attacks. The wearer gains a +4 dodge bonus to AC against attack rolls from spells and spell-like abilities (including touch attacks) and the attacks of summoned creatures.

#### **Construction**

**Requirements:** Craft Magic Arms and Armor, *mage armor* **Cost** +2 Bonus

**Appears In:** Advanced Class Guide

### **Antitoxin** **Gear**

This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

#### **Alchemical Power Component**

Like antiplague, this substance can augment certain healing spells.

**Neutralize Poison (M):** Add +2 on your caster level check to neutralize poison on a target creature. Antitoxin has no effect when you cast the spell on an object.

### **Ring of protection +3** **Ring**

This ring offers continual magical protection in the form of a deflection bonus of +3 to AC.

#### **Construction**

**Requirements:** Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 9,000 gp

### **Bracers of the merciful knight (1/day) Wondrous Item (Wrist)**

These golden bracers are engraved with images of celestial creatures. When worn by a paladin, he is considered four levels higher for the purposes of determining the uses per day and healing provided by his lay on hands class feature. Additionally, once per day, the wearer can infuse a use of lay on hands with additional power, providing relief as a *lesser restoration* spell.

#### **Construction**

**Requirements** Craft Wondrous Item, *cure serious wounds*, *lesser restoration*; **Cost** 7,800 gp

**Appears In:** Ultimate Equipment

### **Cyclops helm (1/day) Wondrous Item (Head)**

This helm is made from the husk of a cyclops's shrunken head, and grants a limited version of that creature's flash of insight ability. Once per day as an immediate action, the wearer can choose the result of the die roll instead of rolling her next attack roll, saving throw, skill check, or ability check.

#### **Construction**

**Requirements** Craft Wondrous Item, *true strike*; **Cost** 2,800 gp

**Appears In:** The Emerald Spire

## Special Abilities

### Paladin Channel Positive Energy 7d6 (6/day, DC 20) (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 type of energy

### Smite Evil (5/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) to her attack rolls

### Spell Dodging

A suit of *spell dodging* armor makes it more difficult for attacks from spells and spell-like abilities to hit its wearer, often physically pulling and pushing its wearer out of the way of incoming magical attacks. The wearer gains a +4 dodge bonus to

## Spell-Like Abilities

Detect Evil (At will) (Sp)

## Tracked Resources

Antitoxin

Arrows

Bracers of the merciful knight (1/day)

Cyclops helm (1/day)

Divine Bond (Weapon +4, 14 mins, 3/day) (Sp)

Expeditious (3/day)

Holy water

Lay on Hands (9d6 hit points, 13/day) (Su)

Paladin Channel Positive Energy 7d6 (6/day, DC 20) (Su)

Smite Evil (5/day) (Su)

Trail rations

## Languages

Common

## Spells & Powers

Paladin spells memorized (CL 11th; concentration +13)

Melee Touch +17 Ranged Touch +15

**Title - Seelah (Adventure Journal)**

**Date (game world):** 0000/00/00; **Date (real world):** 2009/10/01

**XP Reward:** 445000 XP; **Net Cash:**

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