

Seelah (1)



Female human (chelaxian) paladin 1 - CR 1/2

Lawful Good Humanoid (Human); Deity: **Iomedae**; Age: **18**;
Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	10	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	13	+1	
CHA CHARISMA	14	+2	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2			
REFLEX (DEXTERITY)	+0	=					
WILL (WISDOM)	+3	=	+2	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+5	+2					+7

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
10	17				

CM Bonus	BAB	Strength	Size	Misc
+3	+1	+2	-	-

CM Defense	BAB	Strength	Dexterity	Size
13	= 10	+1	+2	+0

Base Attack	+1	HP	13
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Initiative	+0	Damage / Current HP
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Speed	30 / 20 ft
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Longbow

Ranged, both hands: **+1, 1d8** Crit: x3
Rng: 100'
2-hand, P

Longsword

Main hand: **+4, 1d8+2** Crit: 19-20/x2
Both hands: **+4, 1d8+3** 1-hand, S

Heavy steel shield

+2

Max Dex: -, Armor Check: -2
Spell Fail: 15%, Shield

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (0)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	+2	CHA (2)	-	
Climb	-4	STR (2)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	-6	DEX (0)	-	
Fly	-6	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (religion)	+3	INT (-1)	1	
Perception	+1	WIS (1)	-	
Ride	-6	DEX (0)	-	
Sense Motive	+5	WIS (1)	1	
Stealth	-6	DEX (0)	-	
Survival	+1	WIS (1)	-	
Swim	-4	STR (2)	-	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Martial Weapon Proficiency - All
Power Attack -1/+2
Shield Proficiency
Simple Weapon Proficiency - All
Weapon Focus (Longsword)

Special Abilities

Aura of Good (Ex)
Smite Evil (1/day) (Su)

Spell-Like Abilities

Detect Evil (At will) (Sp)

Scale mail

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows

Experience & Wealth

Experience Points: **0/2000**
Current Cash: **23 gp**

Gear

Total Weight Carried: 64/200 lbs, Light Load
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

Arrows x20	0.15 lbs
Artisan's outfit (Free)	-
Backpack (5 @ 4.46 lbs)	2 lbs
Heavy shield bash	-
Heavy steel shield	15 lbs
Holy symbol, silver (????)	1 lb
Holy water	1 lb
Longbow	3 lbs
Longsword	4 lbs
Money <In: Backpack (5 @ 4.46 lbs)>	0.46 lbs
Scale mail	30 lbs
Trail rations x4 <In: Backpack (5 @ 4.46 lbs)>	1 lb

Tracked Resources

Arrows	<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"/> <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"/> <input type="checkbox"/>
Holy water	<input type="checkbox"/>
Smite Evil (1/day) (Su)	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Spells & Powers

Paladin spells memorized (CL 0th; concentration +2)
Melee Touch +3 Ranged Touch +1

Background

When a group of Iomedae's knights arrived to save Seelah's hometown of Solku from gnolls, Seelah knew where her destiny lay. Atoning for her misdeeds as a child, she devoted her life to Iomedae. Over the years, guilt over her misspent youth has changed into a powerful faith and conviction. Today, she sees the good in everyone, and hopes that by leading by example, she can help other wayward souls (such as Seltziel) find their way.

Sourcebooks Used

(none)

Seelah (11)



Female human (chelaxian) paladin 11 - CR 10

Lawful Good Humanoid (Human); Deity: **Iomedae**; Age: **18**;
Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	10	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	13	+1	
CHA CHARISMA	15/17	+2/+3	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+14 =	+7	+2	+2	+3		
REFLEX (DEXTERITY)	+8 =	+3		+2	+3		
WILL (WISDOM)	+13 =	+7	+1	+2	+3		

Immunity to Charm	Immunity to Fear (Ex)
Immunity to Disease	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 27 =	+12	+5						+17

Touch AC 10	Flat-Footed AC 27
	BAB Strength Size Misc

CM Bonus +14 =	+11	+3	-	-
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CM Defense 24 = 10	BAB	Strength	Dexterity	Size
	+11	+3	+0	-

Base Attack	+11	HP	98
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Initiative	+0	Damage / Current HP
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Speed	30 / 20 ft
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+1 composite longbow

Ranged, both hands: **+12/+7/+2, 1d8+1** Crit: x3
Rng: 110'
2-hand, P

+2 Holy Longsword

Main hand: **+17/+12/+7, 1d8+5 plus** Crit: 17-20/x2
2d6 vs. evil 1-hand, S

Both hands: **+17/+12/+7, 1d8+6**
plus 2d6 vs. evil

+3 full plate

+12

Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, Slows

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (0)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	+3	CHA (3)	-	
Climb	-3	STR (3)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	-6	DEX (0)	-	
Fly	-6	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+3	CHA (3)	-	
Knowledge (religion)	+13	INT (-1)	11	
Perception	+1	WIS (1)	-	
Ride	-6	DEX (0)	-	
Sense Motive	+15	WIS (1)	11	
Stealth	-6	DEX (0)	-	
Survival	+1	WIS (1)	-	
Swim	-3	STR (3)	-	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Cleave
Extra Lay on Hands
Improved Critical (Longsword)
Improved Vital Strike
Martial Weapon Proficiency - All
Power Attack -3/+6
Shield Proficiency
Simple Weapon Proficiency - All
Vital Strike
Weapon Focus (Longsword)

Special Abilities

Aura of Courage +4 (10 ft.) (Su)
Aura of Good (Ex)
Aura of Justice (10 ft.) (Su)
Aura of Resolve +4 (10 ft.) (Su)
Divine Bond (Weapon +3, 11 mins, 2/day) (Sp)

+3 heavy steel shield

+5

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Experience & Wealth

Experience Points: **155000/220000**
Current Cash: **145 gp**

Gear

Total Weight Carried: 91/230 lbs, Medium Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

+1 composite longbow	3 lbs
+2 Holy Longsword	4 lbs
+3 full plate	50 lbs
+3 heavy steel shield	15 lbs
Antitoxin x2 <In: Backpack (7 @ 6.9 lbs)>	-
Arrows x20	0.15 lbs
Artisan's outfit (Free)	-
Backpack (7 @ 6.9 lbs)	2 lbs
Cloak of resistance +2	1 lb
Headband of alluring charisma +2	1 lb
Heavy shield bash	-
Holy symbol, silver (????)	1 lb
Holy water x3	1 lb
Money <In: Backpack (7 @ 6.9 lbs)>	2.9 lbs
Phylactery of positive channeling	-
Trail rations x4 <In: Backpack (7 @ 6.9 lbs)>	1 lb
Wand of cure serious wounds	-

Spells & Powers

Paladin spells memorized (CL 8th; concentration +11)
Melee Touch +14/+9/+4 **Ranged Touch** +11/+6/+1
3rd—*dispel magic*, *prayer*
2nd—*bull's strength*, *resist energy*
1st—*divine favor*, *protection from evil*, *lesser restoration*

Background

When a group of Iomedae's knights arrived to save Seelah's hometown of Solku from gnolls, Seelah knew where her destiny lay. Atoning for her misdeeds as a child, she devoted her life to Iomedae. Over the years, guilt over her misspent youth has changed into a powerful faith and conviction. Today, she sees the good in everyone, and hopes that by leading by example, she can help other wayward souls (such as Seltziel) find their way.

Sourcebooks Used

(none)

Special Abilities

Lay on Hands (5d6 hit points, 10/day) (Su)
Mercy (Diseased) (Su)
Mercy (Poisoned) (Su)
Mercy (Sickened) (Su)
Paladin Channel Positive Energy 6d6 (5/day, DC 18) (Su)
Smite Evil (4/day) (Su)

Spell-Like Abilities

Detect Evil (At will) (Sp)

Tracked Resources

Antitoxin	<input type="checkbox"/> <input type="checkbox"/>
Arrows	<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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>
Divine Bond (Weapon +3, 11 mins, 2/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/>
Holy water	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lay on Hands (5d6 hit points, 10/day) (Su)	<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"/> <input type="checkbox"/> <input type="checkbox"/>
Paladin Channel Positive Energy 6d6 (5/day, DC 18) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smite Evil (4/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure serious wounds	<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"/> <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"/> <input type="checkbox"/>

Languages

Common

Seelah (3)



Female human (chelaxian) paladin 3 - CR 2

Lawful Good Humanoid (Human); Deity: **Iomedae**; Age: **18**;
Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	10	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	13	+1	
CHA CHARISMA	14	+2	



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

Immunity to Disease Immunity to Fear (Ex)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19	=	+7	+2					+9

Touch AC	Flat-Footed AC
10	19

CM Bonus	BAB	Strength	Size	Misc
+5	=	+3	+2	-

CM Defense	BAB	Strength	Dexterity	Size
15	=	10	+3	+2

Base Attack	HP
+3	30

Initiative	Damage / Current HP
+0	

Speed
30 / 20 ft

+1 longsword

Main hand: **+7, 1d8+3** Crit: 19-20/x2
Both hands: **+7, 1d8+4** 1-hand, S

Longbow

Ranged, both hands: **+3, 1d8** Crit: x3
Rng: 100'
2-hand, P

Banded mail

+7

Max Dex: +1, Armor Check: -6
Spell Fail: 35%, Heavy, Slows

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-8	DEX (0)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	+2	CHA (2)	-	
Climb	-6	STR (2)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	-8	DEX (0)	-	
Fly	-8	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (religion)	+5	INT (-1)	3	
Perception	+1	WIS (1)	-	
Ride	-8	DEX (0)	-	
Sense Motive	+7	WIS (1)	3	
Stealth	-8	DEX (0)	-	
Survival	+1	WIS (1)	-	
Swim	-6	STR (2)	-	

Feats

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

Special Abilities

Aura of Courage +4 (10 ft.) (Su)
Aura of Good (Ex)
Lay on Hands (1d6 hit points, 5/day) (Su)
Mercy (Sickened) (Su)
Smite Evil (1/day) (Su)

Spell-Like Abilities

Detect Evil (At will) (Sp)

Heavy steel shield

+2

Max Dex: -, Armor Check: -2
Spell Fail: 15%, Shield

Experience & Wealth

Experience Points: 5000/9000
Current Cash: 20 gp

Gear

Total Weight Carried: 71/200 lbs, Medium Load
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

+1 longsword	4 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
Banded mail	35 lbs
Heavy shield bash	-
Heavy steel shield	15 lbs
Holy symbol, silver (????)	1 lb
Holy water x3	1 lb
Longbow	3 lbs
Money <In: Backpack (7 @ 4.4 lbs)>	0.4 lbs
Trail rations x4 <In: Backpack (7 @ 4.4 lbs)>	1 lb

Tracked Resources

Antitoxin	<input type="checkbox"/> <input type="checkbox"/>
Arrows	<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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>
Holy water	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lay on Hands (1d6 hit points, 5/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smite Evil (1/day) (Su)	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Spells & Powers

Paladin spells memorized (CL 0th; concentration +2)
Melee Touch +5 Ranged Touch +3

Background

When a group of Iomedae's knights arrived to save Seelah's hometown of Solku from gnolls, Seelah knew where her destiny lay. Atoning for her misdeeds as a child, she devoted her life to Iomedae. Over the years, guilt over her misspent youth has changed into a powerful faith and conviction. Today, she sees the good in everyone, and hopes that by leading by example, she can help other wayward souls (such as Seltiyiel) find their way.

Sourcebooks Used

(none)

Seelah (5)



Female human (chelaxian) paladin 5 - CR 4

Lawful Good Humanoid (Human); Deity: **Iomedae**; Age: **18**;
Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	10	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	13	+1	
CHA CHARISMA	14	+2	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+4	+2	+1	+2	
REFLEX (DEXTERITY)	+4	=	+1		+1	+2	
WILL (WISDOM)	+8	=	+4	+1	+1	+2	

Immunity to Disease Immunity to Fear (Ex)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 23	=	+10	+3					+13

Touch AC	Flat-Footed AC
10	23

CM Bonus	BAB	Strength	Size	Misc
+8	=	+5	+3	-

CM Defense	BAB	Strength	Dexterity	Size
18	=	10	+5	+3

Base Attack	HP
+5	47

Initiative	Damage / Current HP
+0	

Speed
30 / 20 ft

+1 longsword

Main hand: **+10, 1d8+4** Crit: 19-20/x2
Both hands: **+10, 1d8+5** 1-hand, S

Masterwork composite longbow

Ranged, both hands: **+6, 1d8** Crit: x3
Rng: 110'
2-hand, P

+1 full plate

+10

Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, Slows

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (0)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	+2	CHA (2)	-	
Climb	-3	STR (3)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	-6	DEX (0)	-	
Fly	-6	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (religion)	+7	INT (-1)	5	
Perception	+1	WIS (1)	-	
Ride	-6	DEX (0)	-	
Sense Motive	+9	WIS (1)	5	
Stealth	-6	DEX (0)	-	
Survival	+1	WIS (1)	-	
Swim	-3	STR (3)	-	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Cleave
Extra Lay on Hands
Martial Weapon Proficiency - All
Power Attack -2/+4
Shield Proficiency
Simple Weapon Proficiency - All
Weapon Focus (Longsword)

Special Abilities

Aura of Courage +4 (10 ft.) (Su)
Aura of Good (Ex)
Divine Bond (Weapon +1, 5 mins, 1/day) (Sp)
Lay on Hands (2d6 hit points, 6/day) (Su)
Mercy (Sickened) (Su)
Paladin Channel Positive Energy 3d6 (3/day, DC 14)
Smite Evil (2/day) (Su)

+1 heavy steel shield

+3

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Experience & Wealth

Experience Points: **15000/23000**
Current Cash: **20 gp**

Gear

Total Weight Carried: 87/230 lbs, Medium Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

+1 full plate	50 lbs
+1 heavy steel shield	15 lbs
+1 longsword	4 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
Cloak of resistance +1	1 lb
Heavy shield bash	-
Holy symbol, silver (????)	1 lb
Holy water x3	1 lb
Masterwork composite longbow	3 lbs
Money <In: Backpack (7 @ 4.4 lbs)>	0.4 lbs
Trail rations x4 <In: Backpack (7 @ 4.4 lbs)>	1 lb

Spell-Like Abilities

Detect Evil (At will) (Sp)

Tracked Resources

Antitoxin	<input type="checkbox"/> <input type="checkbox"/>
Arrows	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Divine Bond (Weapon +1, 5 mins, 1/day) (Sp)	<input type="checkbox"/>
Holy water	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lay on Hands (2d6 hit points, 6/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Paladin Channel Positive Energy 3d6 (3/day, DC 14) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smite Evil (2/day) (Su)	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Spells & Powers

Paladin spells memorized (CL 2nd; concentration +4)

Melee Touch +8 Ranged Touch +5

1st—cure light wounds , divine favor

Background

When a group of Iomedae's knights arrived to save Seelah's hometown of Solku from gnolls, Seelah knew where her destiny lay. Atoning for her misdeeds as a child, she devoted her life to Iomedae. Over the years, guilt over her misspent youth has changed into a powerful faith and conviction. Today, she sees the good in everyone, and hopes that by leading by example, she can help other wayward souls (such as Seltyiel) find their way.

(none)

Seelah (7)

Female human (chelaxian) paladin 7 - CR 6

Lawful Good Humanoid (Human); Deity: **Iomedae**; Age: **18**;
Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	10	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	13	+1	
CHA CHARISMA	14/16	+2/+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11 =	+5	+2	+1	+3		
REFLEX (DEXTERITY)	+6 =	+2		+1	+3		
WILL (WISDOM)	+10 =	+5	+1	+1	+3		

Immunity to Disease Immunity to Fear (Ex)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 25 =	+11	+4						+15

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
10	25				

CM Bonus	BAB	Strength	Size	Misc
+10 =	+7	+3	-	-

CM Defense	BAB	Strength	Dexterity	Size
20 = 10	+7	+3	+0	-

Base Attack	HP
+7	64

Initiative	Damage / Current HP
+0	

Speed
30 / 20 ft

+1 composite longbow

Ranged, both hands: **+8/+3, 1d8+1** Crit: x3
Rng: 110'
2-hand, P

+1 longsword

Main hand: **+12/+7, 1d8+4** Crit: 19-20/x2
Both hands: **+12/+7, 1d8+5** 1-hand, S

+2 full plate

+11

Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, Slows



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (0)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	+3	CHA (3)	-	
Climb	-3	STR (3)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	-6	DEX (0)	-	
Fly	-6	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+3	CHA (3)	-	
Knowledge (religion)	+9	INT (-1)	7	
Perception	+1	WIS (1)	-	
Ride	-6	DEX (0)	-	
Sense Motive	+11	WIS (1)	7	
Stealth	-6	DEX (0)	-	
Survival	+1	WIS (1)	-	
Swim	-3	STR (3)	-	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Cleave
Extra Lay on Hands
Martial Weapon Proficiency - All
Power Attack -2/+4
Shield Proficiency
Simple Weapon Proficiency - All
Vital Strike
Weapon Focus (Longsword)

Special Abilities

Aura of Courage +4 (10 ft.) (Su)
Aura of Good (Ex)
Divine Bond (Weapon +1, 7 mins, 1/day) (Sp)
Lay on Hands (3d6 hit points, 8/day) (Su)
Mercy (Diseased) (Su)
Mercy (Sickened) (Su)
Paladin Channel Positive Energy 4d6 (4/day, DC 16)

+2 heavy steel shield

+4

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

Experience & Wealth

Experience Points: **35000/51000**
Current Cash: **20 gp**

Gear

Total Weight Carried: 88/230 lbs, Medium Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

+1 composite longbow	3 lbs
+1 longsword	4 lbs
+2 full plate	50 lbs
+2 heavy steel shield	15 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
Cloak of resistance +1	1 lb
Headband of alluring charisma +2	1 lb
Heavy shield bash	-
Holy symbol, silver (????)	1 lb
Holy water x3	1 lb
Money <In: Backpack (7 @ 4.4 lbs)>	0.4 lbs
Trail rations x4 <In: Backpack (7 @ 4.4 lbs)>	1 lb
Wand of cure moderate wounds	-

Special Abilities

Smite Evil (3/day) (Su)

Spell-Like Abilities

Detect Evil (At will) (Sp)

Tracked Resources

Antitoxin	<input type="checkbox"/> <input type="checkbox"/>
Arrows	<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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>
Divine Bond (Weapon +1, 7 mins, 1/day) (Sp)	<input type="checkbox"/>
Holy water	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lay on Hands (3d6 hit points, 8/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Paladin Channel Positive Energy 4d6 (4/day, DC 16) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smite Evil (3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure moderate wounds	<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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Spells & Powers

Paladin spells memorized (CL 4th; concentration +7)

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

2nd—*bull's strength*

1st—*cure light wounds*, *divine favor*

Background

When a group of Iomedae's knights arrived to save Seelah's hometown of Solku from gnolls, Seelah knew where her destiny lay. Atoning for her misdeeds as a child, she devoted her life to Iomedae. Over the years, guilt over her misspent youth has changed into a powerful faith and conviction. Today, she sees the good in everyone, and hopes that by leading by example, she can help other wayward souls (such as Seltziel) find their way.

Sourcebooks Used

(none)

Seelah (9)

Female human (chelaxian) paladin 9 - CR 8

Lawful Good Humanoid (Human); Deity: **Iomedae**; Age: **18**;
Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	10	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	13	+1	
CHA CHARISMA	15/17	+2/+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13 =	+6	+2	+2	+3		
REFLEX (DEXTERITY)	+8 =	+3		+2	+3		
WILL (WISDOM)	+12 =	+6	+1	+2	+3		

Immunity to Charm	Immunity to Fear (Ex)
Immunity to Disease	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 27 =	+12	+5						+17

Touch AC 10	Flat-Footed AC 27
	BAB Strength Size Misc

CM Bonus +12 =	+9	+3	-	-
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CM Defense 22 =	10	+9	+3	+0	-
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Base Attack	+9	HP	81
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Initiative	+0	Damage / Current HP
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Speed	30 / 20 ft
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+1 composite longbow

Ranged, both hands: **+10/+5, 1d8+1** Crit: x3
Rng: 110'
2-hand, P

+2 longsword

Main hand: **+15/+10, 1d8+5** Crit: 17-20/x2
Both hands: **+15/+10, 1d8+6** 1-hand, S

+3 full plate

+12

Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, Slows



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (0)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	+3	CHA (3)	-	
Climb	-3	STR (3)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	-6	DEX (0)	-	
Fly	-6	DEX (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+3	CHA (3)	-	
Knowledge (religion)	+11	INT (-1)	9	
Perception	+1	WIS (1)	-	
Ride	-6	DEX (0)	-	
Sense Motive	+13	WIS (1)	9	
Stealth	-6	DEX (0)	-	
Survival	+1	WIS (1)	-	
Swim	-3	STR (3)	-	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Cleave
Extra Lay on Hands
Improved Critical (Longsword)
Martial Weapon Proficiency - All
Power Attack -3/+6
Shield Proficiency
Simple Weapon Proficiency - All
Vital Strike
Weapon Focus (Longsword)

Special Abilities

Aura of Courage +4 (10 ft.) (Su)
Aura of Good (Ex)
Aura of Resolve +4 (10 ft.) (Su)
Divine Bond (Weapon +2, 9 mins, 2/day) (Sp)
Lay on Hands (4d6 hit points, 9/day) (Su)
Mercy (Diseased) (Su)

