

Seelah, paladin

Background

Seelah is a faithful follower of Iomedae and honors her goddess every day. Sworn to a strict code, she strives to act with honor and ensure justice at all times. Seelah has vowed to root out evil on Golarion and bring evildoers to justice.

Ancestry

Adaptability: Humans start with a free Edge (they must meet the Requirements, as usual). They also gain a d6 in any one attribute instead of a d4. This does not increase the attribute limit.

Hindrances

- **Code of Honor (major):** Honor is very important to your character. She keeps her word, doesn't abuse or kill prisoners, and generally tries to treat others with due respect. She may have a prescribed code of conduct in line with the mores of a particular deity, cause, or social order.
- **Loyal (minor):** This stalwart defender risks her life for friends without hesitation. Some Loyal heroes may not act very nice, but are the first to come to their friends' rescue when they're threatened.
- **Thin Skinned (minor):** Personal attacks really get under this individual's skin. As a Minor Hindrance, subtract 2 when resisting Taunt attacks.
- **Vow (major):**
 - The character has sworn an oath to someone or something they believe in. The danger in fulfilling the Vow and how often it might occur determine the level of the Hindrance. A Minor Vow might be to serve an order with a broad mandate that rarely conflicts with the party's goals. A Major Vow makes long-term and frequent demands on the servant's time and results in great risks to his life.
 - You have dedicated yourself to Iomedae.

Edges

- **Paladin**
 - **Aura of Courage:** As long as the paladin is conscious, all allies within 10' (20 yards) add +1 to their Fear checks.
 - **Code of Honor:** All Good paladins have the Code of Honor Hindrance. They strive to keep their word, won't kill or abuse prisoners, and generally uphold the highest standards of etiquette and manners. This is in addition to their other Hindrances.
 - **Detect Evil:** As an action, the Paladin can concentrate on any one object or individual within Smarts Range to determine whether it's Evil in nature. See page 51 for deities and their alignments.

- **Smite Evil:** As a free action, a paladin can choose an enemy. If that enemy is Evil, she gets a free reroll on any failed Athletics (throwing), Fighting, or Shooting rolls against that target for the remainder of the encounter. She may use this ability once per Rank per encounter.
- **Champion:** Champions are holy (or unholy) men and women chosen to fight for a particular deity or religion. Most are pious souls ready and willing to lay down their lives for a greater cause, but some may have been born into the role and follow their path with some reluctance. Champions fight the forces of darkness (or Good), adding +2 damage when attacking supernaturally Evil (or Good if they're Evil) creatures. The bonus applies to area effect damage, ranged attacks, powers, etc. The GM must decide which foes this bonus applies to, but generally it's any Evil (or Good!) creature born of magic or with any supernatural abilities.
- **Command:** Command is the basic ability to give clear instructions and support to allies in the thick of battle. Extras in Command Range add +1 to their Spirit or Vigor rolls when attempting to recover from being Shaken or Stunned, respectively.
- **Mystic Powers (paladin):** As a limited free action the paladin can invoke one of the following miracles: *boost Trait* (Fighting, Strength, and Vigor only), *healing*, *relief*, and *smite*. *Boost Trait* and *smite* are self only, but the paladin gains no benefit from the Limitation (see page 168). The paladin has 10 Power Points that recharge normally (see page 169). She automatically activates the power with success for its regular cost, or with a raise for an additional 2 Power Points. She may use applicable Power Modifiers if desired (at the usual cost). See Chapter Five for more information on specific spells. Mystic Powers doesn't grant access to Edges that require an Arcane Background. If the paladin also has an Arcane Background, none of its Edges or abilities can be used with Mystic Powers (and vice-versa).

Powers

Modifiers for all spells on Core Rulebook page 170.

boost Trait

- **Rank:** Novice
- **Power Points:** 3
- **Range:** Self
- **Duration:** 5 rounds
- **School:** Transmutation
- **Trappings:** Physical change, glowing aura, potions.

This power allows a character to increase or decrease a her Trait (Fighting, Stealth, and Vigor).

Boosting her Trait increases the selected Trait one die type, or two with a raise.

Additional castings don't stack on a single Trait (take the highest), but may affect different Traits.

Healing

- **Rank:** Novice
- **Power Points:** 3
- **Range:** Touch
- **Duration:** Instant
- **School:** Conjunction
- **Trappings:** Laying on hands, touching the victim with a holy symbol, prayer.

Healing removes Wounds less than an hour old. A success removes one Wound, and a raise removes two. The power may be cast additional times to remove additional Wounds within that hour and as long as the healer has enough Power Points.

For Extras, the GM must first determine if the ally is still alive (see *Aftermath*, page 128). If so, a successful arcane skill roll returns the ally to action (Shaken if it matters).

Modifiers

- **Crippling injuries (+15):** The power can heal Permanent Injuries (see *Incapacitation*, page 126). This requires an hour of preparation and only one casting is permitted per injury. If it fails, this caster cannot heal that particular injury (but someone else may try). If successful, the subject is Exhausted for 24 hours.
- **Greater Healing (+10):** This modifier can restore any Wound, including those more than an hour old.
- **Neutralize Poison or Disease (+1):** A successful healing roll negates any poison or disease. If the poison or disease has a bonus or penalty associated with it, the modifier applies to the arcane skill roll as well.

Relief

- **Rank:** Novice
- **Power Points:** 1
- **Range:** Smarts
- **Duration:** Instant / one hour
- **School:** Conjunction
- **Trappings:** Prayer, glowing hands, sparkling spirals of magic, a cool breeze.

Relief allows the caster to recover from a negative condition or the effects of *Fatigue*.

Recover: The caster removes one of the following negative conditions: *Shaken*, *Distracted*, or *Vulnerable*. A raise removes two conditions. If affecting more than one target (via the *Additional Recipients* modifier), the caster may choose which condition(s) to remove for each ally.

Relief can't remove negative conditions caused by ongoing effects (*Bound* or *Entangled*, *Stunned*, etc.) unless the source of the effect is removed.

Numb: Reduces the recipient's total penalties from Wounds and *Fatigue* by 1 with success, or 2 with a raise. An Exhausted (-2) hero with three Wounds (-3), for example, reduces her total -5 penalty to -4 with success, and -3 with a raise.

This effect lasts one hour. It doesn't actually remove the Wounds or the Fatigue, it just allows the recipient to ignore the penalties. If the target would be Incapacitated by Wounds or Fatigue, she's still Incapacitated as usual.

Modifiers

- **Additional Recipients (+1):** The power may affect more than one target for 1 additional Power Point each.
- **Restoration (+3):** The caster can restore one die type from an energy draining effect with a success, two with a raise. See Energy Drain on page 240.
- **Stunned (+1):** If using the Recover option, the caster may also affect the Stunned condition. This completely removes the effects of being Stunned.

Smite

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Self
- **Duration:** 5 rounds
- **School:** Transmutation
- **Trappings:** A colored glow, runes, sigils, crackling energy, barbs grow from the blade.

This power is cast on a weapon of some sort. If it's a ranged weapon, it affects one entire quiver, 20 bolts, shells, or arrows, or one full "load" of ammunition (the GM determines the exact quantity for unusual weapons). While the power is in effect, the weapon's damage is increased by +2, or +4 with a raise.

Limitations: In the case of *smite* with a Personal Limitation (see page 168), "Self" refers to the specific weapon instead.

Gear

- potion of minor *healing*: removes one Wound less than an hour old
- ring of energy resistance (cold): Damage from that source is reduced by 4, and the being adds +4 to resist matching hazards and powers with a similar Trapping.