

Shura

Male dwarf (Mwangi) cleric (roaming exorcist) of Torag
20/paladin (stonelord) 20/gestalt 20 - CL20 - CR 59
 Lawful Good Humanoid (Dwarf); Deity: **Torag**; Age: **50**;
 Height: **4'**; Weight: **200 lb.**; Eyes: **Purple**; Hair: **Red**

Ability	Score	Modifier	Temporary
STR STRENGTH	12/20	+1/+5	
<small>Crowbar: +2 circumstance bonus to force open a door or chest with a crowbar</small>			
DEX DEXTERITY	10/14	0/+2	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	12	+1	
WIS WISDOM	34	+12	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+21	=	+12		+9		
<small>Hardy +2: +2 vs. poison, spells, and spell-like abilities</small>							
REFLEX (DEXTERITY)	+19	=	+6	+2	+9	+2	
<small>Hardy +2: +2 vs. poison, spells, and spell-like abilities</small>							
WILL (WISDOM)	+33	=	+12	+12	+9		
<small>Hardy +2: +2 vs. poison, spells, and spell-like abilities</small>							

Clear Mind (1/defensive stance) (Ex)	Immunity to Fear (Ex)
Damage Reduction (10/adamantine [0 points])	Immunity to Paralysis
Damage Reduction (5/evil)	Immunity to Petrification
Immunity to Blood Drain	Immunity to Poison
Immunity to Charm	Immunity to Stunning
Immunity to Compulsion	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc			
AC	54	=	10	+14	+7	+2		+10	+9		+2

Touch AC **23** **Flat-Footed AC** **52**

Defensive Training +4: +4 dodge bonus vs. Giants, **Vital Guard:** +2 bonus vs. critical confirmation

CM Bonus	BAB	Strength	Size	Misc
+35	=	+20	+5	-

+38 Bull Rushing; +37 Disarming

See the **Base Attack (below)** for modifiers that may also apply to **CMB**

CM Defense	BAB	Strength	Dexterity	Size
53	=	10	+20	+5

57 vs. Bull Rush; 55 vs. Disarm (**Course Eater:** +2 to disarm a creature of an item you know to be cursed.); 57 vs. Trip

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

Base Attack +20	HP 220
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Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

Initiative +8	Damage / Current HP
Speed 20 / 30 ft	



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (2)	1	
<small>Boots of striding and springing: +5 competence bonus to jump</small>				
Appraise	+1	INT (1)	-	
<small>Greed: +2 racial bonus to assess nonmagical metals or gemstones</small>				
Bluff	+4	CHA (4)	-	
Climb	+2	STR (5)	-	
Craft (armor)	+6	INT (1)	2	
Craft (blacksmith)	+6	INT (1)	2	
Craft (weapons)	+6	INT (1)	2	
Diplomacy	+15	CHA (4)	8	
Disguise	+4	CHA (4)	-	
Escape Artist	-1	DEX (2)	-	
Fly	-1	DEX (2)	-	
Heal	+23	WIS (12)	1	
Intimidate	+4	CHA (4)	-	
Knowledge (arcana)	+14	INT (1)	10	
Knowledge (history)	+10	INT (1)	6	
Knowledge (nobility)	+11	INT (1)	7	
Knowledge (planes)	+10	INT (1)	6	
Knowledge (religion)	+14	INT (1)	10	
Linguistics	+8	INT (1)	4	
Perception	+32	WIS (12)	20	
<small>Unseen Revealed: +10 to detect haunts and incorporeal creatures., Stonecunning: +2 racial bonus to notice unusual stonework</small>				
Ride	-1	DEX (2)	-	
Sense Motive	+12	WIS (12)	-	
<small>Unseen Revealed: +10 to detect whether a creature is possessed, under the effects of an enchantment or curse, or otherwise magically controlled.</small>				
Spellcraft	+18	INT (1)	14	
Stealth	-1	DEX (2)	-	
Survival	+13	WIS (12)	-	
Swim	+3	STR (5)	1	
Use Magic Device	+10	CHA (4)	6	

Activated Abilities & Adjustments

Ability Score (Temporary): +4

Armor Class Bonus: +2

Fast Healing: +2

Initiative: +2

Stonestrike (20 rounds/day) (Su): On ground or stone.

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Stonestrike +5 (20 rounds/day) (Su): On ground or stone.

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.

Feats

Channel Ray (360 feet)

You many channel energy as a ray. Ranged touch to hit unwilling targets. +2 DC.

Craft Magic Arms & Armor

You can create magic armor, shields, and weapons.

Craft Wondrous Item

You can create wondrous items, a type of magic item.

Elemental Channel (Earth)

Channel Energy can affect a chosen elemental subtype of outsiders.

Extra Channel

Each time you take this feat, you can use your ability to channel energy two more times per day than normal.

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Improved Disarm

You don't provoke attacks of opportunity when disarming.

Improved Initiative

You get a +4 bonus on initiative checks.

Lightning Reflexes

You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Selective Channeling

Exclude targets from the area of your Channel Energy.

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Focus (Warhammer)

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

Traits

Caravan Guard (Sandru)

You recently hired on to Sandru's caravan to serve as a guard, but the job, while it paid well, gave you little chance to scratch the adventuring itch, since the caravan never really ventured into dangerous territory. You understand why Sandru avoided

Earthbound

While touching ground, +2 trait to save DCs and CL vs. SR against air subtype foes.

+3 impact cold iron warhammer

Main hand: **+34/+29/+24/+19, 2d6+13** Crit: x3

Both hands: **+34/+29/+24/+19, 2d6+15** 1-hand, B

Hatred +1: +1 vs. humanoids with the orc and goblinoid subtype

+5 comfort restful slumbering vital guard mithral full plate

+14

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

+5 ghost touch mithral heavy steel shield

+7

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

Experience & Wealth

Current Cash: **1 pp, 38,713 gp, 5 sp**

Gear

Total Weight Carried: 123/400 lbs,

Encumbrance Ignored

(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)

+3 impact cold iron warhammer	5 lbs
+5 comfort restful slumbering vital guard mithral	37.5 lbs
+5 ghost touch mithral heavy steel shield	7.5 lbs
Alchemist's fire x3	1 lb
Amulet of natural armor +5	-
Anvil of the skyseeker	1 lb
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt of physical might +4 (Str, Dex)	1 lb
Belt pouch (empty)	0.5 lbs
Boots of striding and springing	1 lb
Candle x5	-
Chalk x5	-
Cleric's vestments (Free)	-
Cloak of resistance +5	1 lb
Crowbar	5 lbs
Flint and steel	-
Healer's gloves	-
Healer's kit	1 lb
Healer's kit	1 lb
Healer's kit	1 lb
Healer's kit	1 lb
Healer's kit	1 lb
Heavy shield bash	-
Holy symbol, silver (Warhammer)	1 lb
Holy water x4	1 lb
Mess kit	1 lb
Money	-
Oil of bless weapon	-
Pearl of power (1st level, 1/day)	-
Phylactery of positive channeling	-
Potion of protection from evil	-
Potion of restoration, lesser x3	-
Riding saddle (empty)	25 lbs
Ring of feather falling	-
Ring of protection +5	-
Sack (empty)	0.5 lbs
Silk rope	5 lbs
Sunrod x3	1 lb
Trail rations x5	1 lb
Wand of cure light wounds	-
Wand of cure light wounds	-
Wand of cure moderate wounds	-
Waterskin	4 lbs

Special Abilities

Aura (Ex)

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

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 or

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 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.

Aura of Righteousness +4 (10 ft.) (Su)

At 17th level, a paladin gains DR 5/evil and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against compulsion effects.

Cleric (Roaming Exorcist) Domain (Good)

Granted Powers: You have pledged your life and soul to goodness and purity.

Curse Eater (Su)

At 11th level, a roaming exorcist gains Improved Disarm as a bonus feat, regardless of whether she meets the feat's prerequisites. The roaming exorcist gains a +2 bonus on combat maneuver checks to disarm a creature of a magic item

Curse Seeker (Su)

At 5th level, a roaming exorcist can more readily identify cursed items. When identifying a magic item, the roaming exorcist needs to exceed the item's DC by only 5 (instead of by 10) in order to determine whether the item is cursed.

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal

Defensive Training +4

+4 dodge bonus to AC against monsters of the Giant subtype.

Dispossession (12d6 damage/Will half, DC)

At 8th level, a roaming exorcist can expend one use of her channel energy ability to force a possessing creature from its host body. The exorcist must make a melee touch attack against the possessed creature; if successful, the roaming exorcist

Fast Healing 2 (Ex)

A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not

Ghost touch

This armor or shield seems almost translucent. Both its enhancement bonus and its armor bonus count against the attacks of incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain

Greed

+2 racial bonus on Appraise checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Hardy +2

Gain a racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred +1

+1 racial bonus to attack rolls against humanoid creatures of the orc and goblinoid subtypes because of their special training against these hated foes.

Holy Lance (10 rounds, 4/day) (Su)

At 8th level, you can give a weapon you touch the *holy* special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Intercept (Ex)

Once a round as an immediate action, when a melee or ranged weapon would successfully strike an adjacent ally, the stalwart defender can choose to have the weapon strike him instead of the intended target. The attack automatically hits the

Lay on Hands (10d6 hit points, 14/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 can heal

Mercy (Injured) (10 rounds) (Su)

The target gains fast healing 3 for a number of rounds equal to 1/2 the paladin's level.

Special Abilities

Mobile (42 rounds/day) (Ex)

At 1st level, a stalwart defender can enter a defensive stance, a position of readiness and trancelike determination. A stalwart defender can maintain this stance for a number of rounds per day equal to 4 + his Constitution modifier. At

Phase Strike (Su)

At 12th level, a stonelord's stonestrike may pass through stone and metal as if they weren't there. By spending 2 uses of her stonestrike ability, she may ignore any cover less than total cover provided by stone or metal, and she ignores any AC

Protection Variant Channeling (±5 Sacred)

Heal - Creatures gain a channel bonus to Armor Class until the end of your next turn. *Harm* - Creatures gain a channel penalty to Armor Class until the end of your next turn.

Protection Variant Channeling 12d6 plus 5 channel bonus

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

Renewed Defense (5d8 +0, 1/day) (Ex)

As a standard action, the stalwart defender heals 1d8 points of damage + his Constitution modifier. For every two levels the stalwart defender has attained above 2nd, this healing increases by 1d8, to a maximum of 5d8 at 10th level. This power

Restful (1/day)

A suit of *restful* armor permits the wearer to reduce the amount of uninterrupted sleep or rest she needs from 8 hours to 2 hours, and the wearer does not become fatigued by sleeping in this armor. She recovers hit points and ability damage and

Slow and Steady

Your base speed is never modified by armor or encumbrance.

Slumbering

Soldiers in the field and adventurers in the dungeon both find slumbering armor to be a boon, as its layers of downy internal padding allow the wearer to rest comfortably while armored. Slumbering armor is considered to be one category

Spirit Sleuth (Ex)

At 2nd level, upon interacting with a rejuvenating spirit or haunt for the first time (such as by attacking the spirit or channeling energy to damage the haunt), a roaming exorcist can attempt a Sense Motive check as a free action to determine

Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of

Stability +4

+4 racial bonus to Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stone Body (Ex)

At 3rd level, a stonelord's vitals begin to calcify and her blood transforms into liquid stone. She adds her paladin level on checks to stabilize at negative hit points and gains a 25% chance to ignore a critical hit or precision damage. This does not stack

Stone Servant (Elder, 6/day) (Su)

At 5th level, a stonelord may call a Small earth elemental to her side, as a paladin calls her mount. This earth elemental is Lawful Good in alignment and possesses the celestial template, and it increases in size as the stonelord gains levels,

Stonecunning +2

+2 racial bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. Receive a check to notice any such features that they pass within 10 feet of, whether or not they are

Stonestrike +5 (20 rounds/day) (Su)

Once per day per paladin level, a stonelord can draw upon the power of the living rock. As a swift action, she treats her melee attacks until the beginning of her next turn (whether armed or unarmed) as magical and adamantite, including ignoring

Unseen Revealed +10 (Ex)

At 1st level, a roaming exorcist gains a bonus equal to 1/2 her cleric level (minimum +1) on Perception checks to detect haunts and incorporeal creatures and on Sense Motive checks to determine whether a creature is possessed, under the effects of

Vital Guard

A truly well-designed armor reinforces its defense in the most vulnerable locations.

Whenever an opponent scores a critical threat against the wearer, treat the

Spell-Like Abilities

Detect Evil (At will) (Sp)

Touch of Good +10 (15/day) (Sp)

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Sourcebooks Used

- **Advanced Class Guide** - Restful (item power)
- **Advanced Player's Guide** - Blessing of Fervor (spell); Clear Mind (special ability); Increase Damage Reduction (special ability); Intercept (special ability); Renewed Defense (special ability); Stormbolts (spell)
- **Advanced Race Guide** - Blinding Ray (spell); Paragon Surge (spell); Stonelord (archetype)
- **Adventurer's Armory 2** - Slumbering (item power)
- **Agents of Evil** - Detect Fiendish Presence (spell)
- **Chronicle of Legends** - Capstone - Perfect Body, Flawless Mind (archetype)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Dragonslayer's Handbook** - Heart of the Mammoth (spell)
- **Dwarves of Golarion** - Earthbound (trait)
- **Faction Guide** - Vital Guard (item power)
- **Gestalt Variant Core** - Gestalt (class)
- **Gods & Magic / Inner Sea World Guide** - Shield of the Dawnflower (spell)
- **Healer's Handbook** - Mercy (Injured) (special ability)
- **Heroes from the Fringe** - Mwangi (race option)
- **Inner Sea Gods** - Shield of the Dawnflower, Greater (spell); Spell Scourge (spell)
- **Inner Sea Magic** - Eaglesoul (spell)
- **Inner Sea Races** - Anvil of the skyseeker (equipment)
- **Inner Sea Temples** - Spiral Ascent (spell)
- **Jade Regent** - Caravan Guard (trait)
- **Magic Tactics Toolbox** - Particulate Form (spell)
- **Pathfinder Society Field Guide** - Comfort (item power)
- **Planes of Power** - Janni's Jaunt (spell)
- **Ranged Tactics Toolbox** - Channel Ray (feat)
- **Taldor, Echoes of Glory** - Sand Whirlwind (spell)
- **Ultimate Combat** - Spell Immunity, Greater Communal (spell)
- **Ultimate Equipment** - Impact (item power); Healer's gloves (equipment); Mess kit (equipment)
- **Ultimate Magic** - Bestow Grace of the Champion (spell); Overwhelming Presence (spell); Protection Variant Channeling (special ability)
- **Undead Slayer's Handbook** - Roaming Exorcist (archetype)