

## Escanor

Player: groeloe

LG Male escanor field medic champion 1

Good, Human, Humanoid, Lawful, Medium

Deity: Iomedae; Age: 25; Height: 6' 3"; Weight: 305 lb.;

Eyes: blue; Hair: orange; Skin: white

Speed: 25 ft., Languages: Common, Elven

Hit Points	Focus Points	Hero Points
20	1	3

Str	Dex	Con	Int	Wis	Cha	
+4	+0	+2	+0	+1	+2	18 Str 10 Dex 14 Con 10 Int 12 Wis 14 Cha

PERCEPTION +4<sub>T</sub> = +3 Base +1 Wis +0 Misc

FORTITUDE +7<sub>E</sub> = +5 Base +2 Con +0 Misc

REFLEX +3<sub>T</sub> = +3 Base +0 Dex +0 Misc

WILL +6<sub>E</sub>\* = +5 Base +1 Wis +0 Misc

AC 17<sub>T</sub>\* = +13 Base +0 Dex +4 Misc

## Defenses

**Will Save** (Haughty Obstinacy): If you succeed vs a mental effect that attempts to directly control your actions, you critically succeed instead.

**Armor Class** (Steel shield): +2 with shield raised

## Breastplate (Trained)

AC: +4, Max Dex: +1, Armor Check: —, Speed: —

## Steel shield

AC: +2, Max Dex: —, Armor Check: —, Speed: —

## Longsword (Trained)

Melee: +7/+2/-3 (1d8+4 P/S, Crit 2d8+8 P/S)

Traits: versatile P

## Shield bash (Trained)

Melee: +7/+2/-3 (1d4+4 B, Crit 2d4+8 B)

Traits: attached to shield

## Special Abilities

**Champions's Code**

Must follow a code or else lose class abilities.

**Retributive Strike (3 Resistance)**

You protect your ally and strike your foe. The ally gains resistance to all damage against the triggering damage equal to 2 + your level. If the foe is within reach, make a melee Strike against it.

## Feats

**Haughty Obstinacy [Ancestry Feats]**

If a creature rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead.

**Ranged Reprisal [Class Feats]**

Retributive strike can be made with ranged weapon, or can Step 5 ft to get into melee reach.

**Battle Medicine (DC 15)**

1 action use Treat Wounds to heal yourself or an adjacent ally. The target is immune to your Battle Medicine for 1 day.

**Shield Block**

Your shield absorbs damage up to the shield's Hardness. You and the shield each take any remaining damage.



## Skills

<input type="text"/>	+0 <sub>U</sub>	Acrobatics <sub>Dex</sub>
<input type="text"/>	+0 <sub>U</sub>	Arcana <sub>Int</sub>
<input type="text"/>	+4 <sub>U</sub>	Athletics <sub>Str</sub>
<input type="text"/>	+0 <sub>U</sub>	Crafting <sub>Int</sub>
<input type="text"/>	+5 <sub>T</sub>	Deception <sub>Cha</sub>
<input type="text"/>	+5 <sub>T</sub>	Diplomacy <sub>Cha</sub>
<input type="text"/>	+5 <sub>T</sub>	Intimidation <sub>Cha</sub>
<input type="text"/>	+4 <sub>T</sub>	Medicine <sub>Wis</sub>
<input type="text"/>	+1 <sub>U</sub>	Nature <sub>Wis</sub>
<input type="text"/>	+3 <sub>T</sub>	Occultism <sub>Int</sub>
<input type="text"/>	+2 <sub>U</sub>	Performance <sub>Cha</sub>
<input type="text"/>	+4 <sub>T</sub>	Religion <sub>Wis</sub>
<input type="text"/>	+0 <sub>U</sub>	Society <sub>Int</sub>
<input type="text"/>	+0 <sub>U</sub>	Stealth <sub>Dex</sub>
<input type="text"/>	+1 <sub>U</sub>	Survival <sub>Wis</sub>
<input type="text"/>	+0 <sub>U</sub>	Thievery <sub>Dex</sub>
<input type="text"/>	+3 <sub>T</sub>	Warfare Lore <sub>Int</sub>

## Focus Spells

Lay on Hands (1st)



## Weapon Proficiencies

**Trained:** All Simple Weapons, All Martial Weapons, All Unarmed Attacks

## Armor Proficiencies

**Trained:** All Light Armor, All Medium Armor, All Heavy Armor, Unarmored defense

**Gear** (Encum: 9 bulk, Over: 14 bulk)**Total Bulk Carried: 4, Unencumbered**

Breastplate	2
Longsword	1
Money	-
Steel shield	1

**Experience & Wealth**Experience Points: **0** (2nd @ 1,000)Current Cash: **4 gp**