

## Brutus IronHyde

Player: Steven Waters

LN Male dwarf field medic cleric 1

Dwarf, Humanoid, Lawful, Medium, Neutral

Deity: **Torag**; Age: **100**; Weight: **195 lb.**

Speed: **20 ft.**, Languages: Common, Dwarven

Hit Points	Focus Points	Hero Points
<b>19</b>	<b>1</b>	<b>3</b>

Str	Dex	Con	Int	Wis	Cha
<b>+2</b>	<b>+2</b>	<b>+1</b>	<b>+0</b>	<b>+4</b>	<b>+0</b>

14 Str  
14 Dex  
12 Con  
10 Int  
18 Wis  
10 Cha

<input type="checkbox"/>	<b>PERCEPTION</b>	<b>+7<sub>T</sub></b>	= +3 Base +4 Wis +0 Misc
<input type="checkbox"/>	<b>FORTITUDE</b>	<b>+4<sub>T</sub></b>	= +3 Base +1 Con +0 Misc
<input type="checkbox"/>	<b>REFLEX</b>	<b>+5<sub>T</sub></b>	= +3 Base +2 Dex +0 Misc
<input type="checkbox"/>	<b>WILL</b>	<b>+9<sub>E</sub></b>	= +5 Base +4 Wis +0 Misc
<input type="checkbox"/>	<b>AC</b>	<b>15<sub>T</sub></b>	= +13 Base +2 Dex +0 Misc

## Defenses

Resistances: poison 1

## Unarmored defense (Trained)

AC: +0, Max Dex: –, Armor Check: –, Speed: –

## Clan dagger (Trained)

Melee: **+5/+1-3** (1d4+2 Pier Pier, Crit 1d4x2+4 Pier Pier)

Traits: versatile Blud, agile, dwarf, parry

## Warhammer (Trained)

Melee: **+5/+0-5** (1d8+2 Blud Blud, Crit 1d8x2+4 Blud Blud)

Traits: shove

## Special Abilities

### Anathema

Actions fundamentally opposed to your deity's alignment or ideals are anathema to your faith.

### Darkvision

You can see in the dark (black and white only).

### Divine Font (Heal, 1/day)

Through your deity's blessing, you gain additional spells that channel either the life force called positive energy or its counterforce, negative energy. When you prepare your spells each day, you can prepare additional *heal* or *harm* spells.

### Strong-Blooded Dwarf

Successful save reduces stage by 2, or 1 for a virulent poison. Each critical success reduces stage by 3, or 2 for a virulent poison.

## Feats

### Rock Runner [Ancestry Feats]

Ignore difficult terrain caused by rubble and uneven ground made of stone and earth.

### 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.

### Domain Initiate

Your deity bestows a special spell related to their powers. Select one domain—a subject of particular interest to you within your religion—from your deity's list. You gain an initial domain spell for that domain, a spell unique to the domain and not

## Character Number: 115538 - 2001



## Skills

<input type="checkbox"/>	<b>+2<sub>U</sub>*</b> <b>Acrobatics</b> <sub>Dex</sub>
<input type="checkbox"/>	<b>+0<sub>U</sub></b> <b>Arcana</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b> <b>Athletics</b> <sub>Str</sub>
<input type="checkbox"/>	<b>+3<sub>T</sub></b> <b>Crafting</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+0<sub>U</sub></b> <b>Deception</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+3<sub>T</sub></b> <b>Diplomacy</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+3<sub>T</sub></b> <b>Herbalism Lore</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+0<sub>U</sub></b> <b>Intimidation</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+7<sub>T</sub></b> <b>Medicine</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+4<sub>U</sub></b> <b>Nature</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+0<sub>U</sub></b> <b>Occultism</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+0<sub>U</sub></b> <b>Performance</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+7<sub>T</sub></b> <b>Religion</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+0<sub>U</sub></b> <b>Society</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub></b> <b>Stealth</b> <sub>Dex</sub>
<input type="checkbox"/>	<b>+4<sub>U</sub></b> <b>Survival</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub></b> <b>Thievery</b> <sub>Dex</sub>
<input type="checkbox"/>	<b>+3<sub>T</sub></b> <b>Warfare Lore</b> <sub>Int</sub>

## Skill Modifiers

**Acrobatics** (Rock Runner): When you Balance on narrow surfaces or uneven ground made of stone or earth, you aren't flat-footed, and when you roll a success at one of these Acrobatics checks, you get a critical success instead.

## Spells

**Cleric Divine spells prepared** (DC 17, attack +7)

**1st—***bless, heal*

**Cantrip (at will)—***daze, divine lance, forbidding ward, guidance, stabilize*

## Focus Spells

Hurling Stone (1st) ☐

## Tracked Resources

Caltrops	<input type="checkbox"/>
Divine Font (Heal, 1/day)	<input type="checkbox"/>
Healing potion, minor (1d8 HP)	<input type="checkbox"/>
Torch	<input type="checkbox"/>

## Gear (Encum: 7 bulk, Over: 12 bulk)

**Total Bulk Carried: 2.6, Unencumbered**

Backpack (60 @ 1.1 blk)	-
Bandolier (1 @ 1 blk)	-
Bedroll <In: Backpack (60 @ 1.1 blk)>	L
Belt pouch (13 @ 0.2 blk)	-

## Weapon Proficiencies

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

## Armor Proficiencies

**Trained:** Unarmored defense

## Gear

Belt pouch (3 @ 0.2 blk)	-
Caltrops x2 <In: Belt pouch (13 @ 0.2 blk)>	0.2
Chalk x10 <In: Belt pouch (13 @ 0.2 blk)>	-
Clan dagger	L
Flint and steel <In: Belt pouch (13 @ 0.2 blk)>	-
Grappling hook <In: Backpack (60 @ 1.1 blk)>	L
Healer's tools <In: Bandolier (1 @ 1 blk)>	1
Healing potion, minor (1d8 HP) <In: Belt pouch (3 @ 0.2 blk)>	L
Money	-
Rations (1 week) x2 <In: Backpack (60 @ 1.1 blk)>	0.2
Religious symbol, wooden	L
Rope (foot) x50 <In: Backpack (60 @ 1.1 blk)>	L
Soap <In: Belt pouch (3 @ 0.2 blk)>	-
Tent, pup <In: Backpack (60 @ 1.1 blk)>	L
Torch x5 <In: Backpack (60 @ 1.1 blk)>	0.5
Warhammer	1
Waterskin <In: Belt pouch (3 @ 0.2 blk)>	L

## Factions

Radiant Oath

Tier 0; Reputation 0

## Pathfinder Training

Spells (3)

You are associated with the Spells school

## Boons (0 Fame)

Radiant Oath Champion [Faction]

Champion the faction

## Experience & Wealth

Career Experience Points: 0 (0/12 to 2nd)

Current Cash: 2 gp; 6 sp

## Brutus IronHyde – Abilities & Gear

### Battle Medicine (DC 15) (Background, Feat)

**Traits:** General, Healing, Manipulate, Skill

**One Action**

**Prerequisites** trained in Medicine

You can patch up yourself or an adjacent ally, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds, and restore a corresponding amount of Hit Points; this does not remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

### Rock Runner (Ancestry Feats, Feat)

**Traits:** Dwarf

Your innate connection to stone makes you adept at moving across uneven surfaces. You can ignore difficult terrain caused by rubble and uneven ground made of stone and earth. In addition, when you use the Acrobatics skill to Balance on narrow surfaces or uneven ground made of stone or earth, you aren't flat-footed, and when you roll a success at one of these Acrobatics checks, you get a critical success instead.

### Anathema (Class, Cleric)

Acts fundamentally opposed to your deity's alignment or ideals are anathema to your faith. Learning or casting spells, committing acts, and using items that are anathema to your deity remove you from your deity's good graces.

Casting spells with the evil trait is almost always anathema to good deities, and casting good spells is likewise anathema to evil deities; similarly, casting chaotic spells is anathema to lawful deities, and casting lawful spells is anathema to chaotic deities. A neutral cleric who worships a neutral deity isn't limited this way, but their alignment might change over time if they frequently cast spells or use abilities with a certain alignment. Similarly, casting spells that are anathema to the tenets or goals of your faith could interfere with your connection to your deity. For example, casting a spell to create undead would be anathema to Pharasma, the goddess of death. For borderline cases, you and your GM determine which acts are anathema.

If you perform enough acts that are anathema to your deity, or if your alignment changes to one not allowed by your deity, you lose the magical abilities that come from your connection to your deity. The class features that you lose are determined by the GM, but they likely include your divine font and all divine spellcasting. These abilities can be regained only if you demonstrate your repentance by conducting an *atone* ritual (found on page 409).

**Torag's Anathema:** tell lies or cheat someone, intentionally create inferior works, show mercy to the enemies of your people

### Darkvision (Dwarf, Race)

A monster with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

### Divine Font (Heal, 1/day) (Class, Cleric)

**Traits:** Good, Positive

Through your deity's blessing, you gain additional spells that channel either the life force called positive energy or its counterforce, negative energy. When you prepare your spells each day, you can prepare additional *heal* or *harm* spells, depending on your deity. The divine font spell your deity provides is listed in the Divine Font entry for your deity on pages 437–440; if both are listed, you can choose between *heal* or *harm*. Once you choose, you can't change your choice short of an ethical shift or divine intervention.

**Healing Font:** You gain additional spell slots each day at your highest level of cleric spell slots. You can prepare only *heal* spells (page 343) in these slots, and the number of slots is equal to 1 plus your Charisma modifier.

**Harmful Font:** You gain additional spell slots each day at your highest level of cleric spell slots. You can prepare only *harm* spells (page 343) in these slots, and the number of slots is equal to 1 plus your Charisma modifier.

### Resistance to poison 1 (Ancestry Heritage)

A creature with resistance reduces damage dealt to it by the amount listed in its resistance entry (to a minimum of 0 damage). Resistance can specify damage types or certain other properties of attacks. For instance, a creature might be resistant to nonmagical bludgeoning damage, meaning it would take less damage from bludgeoning attacks that weren't magical, but would take normal damage from a +1 mace or a nonmagical spear. A resistance might have an exception. For example, resistance 10 to physical damage (except silver) would reduce any physical damage by 10 unless that damage was dealt by a silver weapon.

If the creature has more than one type of resistance that would apply to the same instance of damage, use only the highest applicable resistance value.

It's possible to have resistance to all damage. If you have resistance to all damage, apply the resistance to each source separately. If an attack would deal 7 slashing damage and 4 fire damage, resistance 5 to all damage would reduce the slashing damage to 2 and negate the fire damage.

### Strong-Blooded Dwarf (Ancestry Heritage)

**Traits:** Dwarf

Your blood runs hearty and strong, and you can shake off toxins. You gain poison resistance equal to half your level (minimum 1), and each of your successful saving throws against a poison affliction reduces its stage by 2, or by 1 for a virulent poison. Each critical success against an ongoing poison reduces its stage by 3, or by 2 for a virulent poison.

### Radiant Oath Champion (Boon, Faction)

**Prerequisites** Radiant Oath Tier 0

**Cost** 4 Fame

This faction boon represents your developing initial contacts with the Radiant Oath faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

**Normal** A character gains no Reputation unless they have a faction boon slotted.

**Appears In:** Pathfinder Society

## Radiant Oath

## (Faction)

The Society's mission doesn't intrinsically involve acts of altruism, heroism, and sacrifice, yet in many areas Pathfinders are known for thwarting evil, lending a helping hand, and representing their organization as upstanding folk. For the Radiant Oath, this benevolence extends beyond incidental assistance. Instead, the faction sees the Society's broad reach as an excellent vector for assisting others the world over. Those who join the Radiant Oath swear simple vows to assist others, expanding on these promises the more they serve the faction.

**Faction Leader:** No stranger to peril, Valais Durant (LG female aasimar ritualist) set out for Numeria after earning her wayfinder and distinguished herself in covert operations there and in Ustalav. When the Society needed agents to investigate the possible misdeeds of Venture-Captain Thurl, she volunteered, directing her practiced senses to uncover his crimes. Unfortunately, she fell prey to his guardians and magic, ultimately being transformed into an amalgam of demonflesh. She fought off her new form's abyssal influence long enough to return to the Society, and there she sought to restore her mortal form. Her journey took her as far away as Heaven, where with other Pathfinders, she uncovered a ritual to remove the demonic corruption safely. The ritual exceeded her greatest expectations. Rather than restoring her human body, Heaven granted her a celestial form.

Even though she's still adjusting to her new body and celestial connection, Valais is committed to helping others as the Society helped her. Rather than crushing her spirit, her exposure to dark rituals and demonic whispers has taught her what's at stake if evil prevails, granting her the strength to defeat fiends and assist the vulnerable in equal measure. Her supernatural powers don't blind her to her own biases, though. Valais knows that her own perspective of justice and benevolence is but one of many the world over, so she recruits faction members of diverse backgrounds to spread good in their own ways while respecting the sensibilities and values of unfamiliar cultures.

**Motto:** A Light in the Shadows

**Objectives:** Unlike its spiritual predecessor, the Silver Crusade, which threw itself forcefully at the most significant threats and villains, the Radiant Oath emphasizes acts of kindness, compassion, and redemption. However, when dire evils threaten the world, the members of the Radiant Oath are ready to combat it. By consistently promoting the cause of good and building the faction's reputation, the Radiant Oath strives for greater influence in the Society to direct its resources toward just causes.

**Appears In:** Pathfinder Society

## Weapon Traits

### Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

### Dwarf

Dwarves craft and use these weapons.

### Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

### Nonlethal

Attacks with this weapon are nonlethal (page 453), and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a -2 circumstance penalty.

## Weapon Traits

### Parry

This weapon can be used defensively to block attacks. While wielding this weapon, if your proficiency with it is trained or better, you can spend an Interact action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn.

### Shove

You can use this weapon to Shove with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Shove using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

### Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

### Versatile Blud

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

## Gear

### Caltrops

These four-pronged metal spikes can cause damage to a creature's feet. You can scatter caltrops in an empty square adjacent to you with an Interact action. The first creature that moves into that square must succeed at a DC 14 Acrobatics check or take 1d4 piercing damage and 1 persistent bleed damage. A creature taking persistent bleed damage from caltrops takes a -5-foot penalty to its Speed. Spending an Interact action to pluck the caltrops free reduces the DC to stop the bleeding. Once a creature takes damage from caltrops, enough caltrops are ruined that other creatures moving into the square are safe.

Deployed caltrops can be salvaged and reused if no creatures took damage from them. Otherwise, enough caltrops are ruined that they can't be salvaged.

### Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

### Grappling hook

You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make an attack roll with the secret trait against a DC depending on the target, typically at least DC 20. On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway up.

## Gear

### Healing potion, minor (1d8 HP)

**Traits:** Consumable, Healing, Magical, Necromancy, Potion

**One Action**

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

#### Minor

The potion restores 1d8 Hit Points.

### Torch

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

<b>Hurling Stone</b> <b>Focus 1</b> <b>Uncommon, Attack, Cleric, Earth, Evocation</b> <b>Traditions:</b> Divine <b>Cast:</b> [1] somatic <b>Range:</b> 60 feet <b>Targets:</b> 1 creature <b>Attack Bonus:</b> +7	<b>Forbidding Ward (At Will)</b> <b>Cantrip 1</b> <b>Abjuration, Cantrip, Divine</b> <b>Traditions:</b> Divine <b>Cast:</b> [2] somatic, verbal <b>Range:</b> 30 feet <b>Targets:</b> 1 ally and 1 enemy <b>Duration:</b> sustained up to 1 minute
<p>You evoke a magical stone and throw it, with your god's presence guiding your aim. Make a spell attack roll against the target. The stone deals bludgeoning damage equal to 1d6 plus your Strength modifier.</p> <p><b>Heightened (+1)</b> The stone's damage increases by 1d6.</p>	<p>You ward an ally against the attacks and hostile spells from the target enemy. The target ally gains a +1 status bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects.</p> <p><b>Heightened (6th)</b> The status bonus increases to +2.</p>
<b>Bless</b> <b>Spell 1</b> <b>Divine, Enchantment, Mental</b> <b>Traditions:</b> Divine <b>Cast:</b> [2] somatic, verbal <b>Area:</b> 5-foot emanation <b>Targets:</b> you and allies in the area <b>Duration:</b> 1 minute	<b>Guidance (At Will)</b> <b>Cantrip 1</b> <b>Cantrip, Divination, Divine</b> <b>Traditions:</b> Divine <b>Cast:</b> [1] verbal <b>Range:</b> 30 feet <b>Targets:</b> 1 creature <b>Duration:</b> until the start of your next turn
<p>Blessings from beyond help your companions strike true. You and your allies in the area gain a +1 status bonus to attack rolls. Once per turn, starting the turn after you cast <i>bless</i>, you can use a single action, which has the concentrate trait, to increase the emanation's radius by 5 feet. <i>Bless</i> can counteract <i>bane</i>.</p>	<p>You ask for divine guidance, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.</p>
<b>Daze (At Will)</b> <b>Cantrip 1</b> <b>Cantrip, Divine, Enchantment, Mental, Nonlethal</b> <b>Traditions:</b> Divine <b>Cast:</b> [2] somatic, verbal <b>Range:</b> 60 feet <b>Targets:</b> 1 creature <b>Duration:</b> 1 round <b>Saving Throw:</b> basic Will <b>DC:</b> 17	<b>Heal</b> <b>Spell 1</b> <b>Divine, Healing, Necromancy, Positive</b> <b>Traditions:</b> Divine <b>Cast:</b> [1 to 3] <b>Range:</b> varies <b>Targets:</b> 1 willing living creature or 1 undead creature
<p>You cloud the target's mind and daze it with a mental jolt. The jolt deals mental damage equal to your spellcasting ability modifier; the target must attempt a basic Will save. If the target critically fails the save, it is also stunned 1.</p> <p><b>Heightened (+2)</b> The damage increases by 1d6.</p>	<p>You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.</p> <p>[one-action] <b>(somatic)</b> The spell has a range of touch.</p> <p>[two-actions] <b>(verbal, somatic)</b> The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.</p> <p>[three-actions] <b>(material, somatic, verbal)</b> You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.</p> <p><b>Heightened (+1)</b> The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.</p>
<b>Divine Lance (At Will)</b> <b>Cantrip 1</b> <b>Attack, Cantrip, Divine, Evocation</b> <b>Traditions:</b> Divine <b>Cast:</b> [2] somatic, verbal <b>Range:</b> 30 feet <b>Targets:</b> 1 creature <b>Attack Bonus:</b> +7	<b>Stabilize (At Will)</b> <b>Cantrip 1</b> <b>Cantrip, Divine, Healing, Necromancy, Positive</b> <b>Traditions:</b> Divine <b>Cast:</b> [2] somatic, verbal <b>Range:</b> 30 feet <b>Targets:</b> 1 dying creature
<p>You unleash a beam of divine energy. Choose an alignment your deity has (chaotic, evil, good, or lawful). You can't cast this spell if you don't have a deity or if your deity is true neutral. Make a ranged spell attack roll against the target's AC. On a hit, the target takes damage of the chosen alignment type equal to 1d4 + your spellcasting ability modifier (double damage on a critical hit). The spell gains the trait of the alignment you chose.</p> <p><b>Heightened (+1)</b> The damage increases by 1d4.</p>	<p>Positive energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points.</p>