

Sir Athanasius Brownstone

Player: Nazard

Male human paladin (warrior of the holy light, shining knight) 1 - CR 1/2

Lawful Good Humanoid (Human); Deity: **Iomedae**; Age: **17**;
Height: **6' 1"**; Weight: **170 lb.**; Eyes: **Chestnut**; Hair:

Sandy Blonde; Skin: **Fair**

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	17	+3	

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

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+4	+2	+1				
Touch AC 11								
Flat-Footed AC 16								
CM Bonus +4	=	+1	+3					

CM Defense	15	=	10	BAB	Strength	Dexterity	Size
				+1	+3	+1	-
Base Attack				+1			
Initiative				+3			
Speed				30 / 20 ft			

Dagger

Main hand: **+4, 1d4+3**

Crit: 19-20/x2

Rng: 10'

Ranged: **+2, 1d4+3**

Light, P/S

Light flail

Main hand: **+4, 1d8+3**

Crit: x2

Both hands: **+4, 1d8+4**

1-hand, B, Disarm,

Shortbow

Ranged, both hands: **+2, 1d6**

Crit: x3

Rng: 60'

2-hand, P



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

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Martial Weapon Proficiency - All
Mounted Combat (1/round)
Shield Proficiency
Simple Weapon Proficiency - All
Weapon Focus (Longsword)

Traits

Chosen of Iomedae
Reactionary

Zenith

Main hand: **+6, 1d8+3** Crit: 19-20/x2
Both hands: **+6, 1d8+4** 1-hand, S

Armored coat

+4

Max Dex: +3, Armor Check: -2
Spell Fail: 20%, Medium, Slows

Heavy wooden shield

+2

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

Gear

Total Weight Carried: 76/260 lbs, Light Load
(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

Armored coat	20 lbs
Arrows x20	0.15 lbs
Artisan's outfit (Free) <In: Backpack (19 @ 20.5 lbs)>	-
Backpack (19 @ 20.5 lbs)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Dagger	1 lb
Flint and steel	-
Heavy shield bash	-
Heavy wooden shield	10 lbs
Holy symbol, wooden (????)	-
Holy text (????)	-
Light flail	5 lbs
Mess kit <In: Backpack (19 @ 20.5 lbs)>	1 lb
Money	1.12 lbs
Pot <In: Backpack (19 @ 20.5 lbs)>	4 lbs
Rope	10 lbs
Shortbow	2 lbs
Signet Ring of House Valshire	-
Soap <In: Backpack (19 @ 20.5 lbs)>	0.5 lbs
Torch x10 <In: Backpack (19 @ 20.5 lbs)>	1 lb
Trail rations x5 <In: Backpack (19 @ 20.5 lbs)>	1 lb
Waterskin	4 lbs
Zenith	4 lbs

Special Abilities

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

Spell-Like Abilities

Detect Evil (At will) (Sp)
Light (1/day) ☐

Tracked Resources

Arrows ☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐
Dagger ☐

Experience & Wealth

Experience Points: **1500**/3,000
Current Cash: **56 gp**

Tracked Resources

Mounted Combat (1/round) ☐
Smite Evil (1/day) (Su) ☐
Torch ☐☐☐☐☐☐☐☐
Trail rations ☐☐☐☐☐

Languages

Common

Background

Athanasius (Athan to his friends) has always known that his father, the legendary Sir Gilliam Brownstone, knight extraordinaire of the Knights of Ozem, was a true hero of both the Vale and his goddess, Iomedae. Of course, he died by the hand of Aisland treachery when Athan was just a babe, but his mother Gwen kept him well-informed of his father's heroic exploits, and when Athan was just four years old, he was sworn to the service of the Inheritor, and gifted with his father's magnificent sword Zenith.

As soon as he could hold the weapon, he began to train with it, and likewise horsemanship as soon as he could sit a saddle. Athan grew up to be a kind, generous, and honourable young man, sworn to protect the common people of the lands. On his seventeenth birthday, he took the knightly vows, and was knighted Sir Athanasius by King Emrec himself (along with several dozen other young knights). It was the happiest day of his life, though it quickly became the saddest as word reached him during the subsequent celebration that his mother had suddenly fallen gravely ill, and died before a healer could be found.

Athan returned to his family's very modest country estate a two-day's ride northeast of Westmere and began the process of going through his mother's belongings, papers, and family treasures, as with no siblings, it now all belonged to him. Overcome by curiosity, he opened the large oak trunk in the attic his mother had always forbidden him to look through, and found evidence that rocked his world. Letters and missives indicated he had been a foundling, that his parents weren't his own, and that even his name had been changed, with no record of what it had been before, save for a man's signet ring with an unfamiliar sigil. A bit of careful questioning at the herald's office told him it belonged to House Valshire of Aisland.

Wishing to divorce himself of as much of his erroneous past as possible, Athan kept nothing else from the estate, save for the mysterious letters and the signet ring, donating the entire estate to be used as an orphanage. With nothing tying him down, save his oath to protect the common people (of which there were plenty in Aisland as well as the Vale), Sir Athanasius set out to search for the truth of his roots, questing to learn the most fundamental truths any man can know: who is he, and what is his name?

DESCRIPTION

Sir Athan is a handsome, clean-shaven young man of 17, with sandy blonde hair and soulful chestnut eyes. Several weapons hang from his belt, including a fine longsword, and a large shield painted with Iomedae's symbol hangs on his back. A wooden holy symbol graces his neck, and his armoured coat and clothes are clean and well-maintained, and well filled out by Athan's impressive musculature.

PERSONALITY

Athan is young, inexperienced, and a bit of a rube. He is well-spoken, unfailingly polite and honest, and very even-

Sourcebooks Used

- **Advanced Player's Guide** - Shining Knight (archetype); Warrior of the Holy Light (archetype)
- **Advanced Player's Guide / Ultimate Equipment** - Armored coat (armor)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Reactionary (trait)
- **Champions of Purity** - Chosen of Iomedae (trait)
- **Ultimate Equipment** - Holy text (equipment); Mess kit (equipment)