

Laori Vaus (Vindicator)

Player: NPC

Female Elf Cleric 8, Holy Vindicator 3 - CL11 - CR 10

Lawful Evil Humanoid (Elf); Deity: **Zon-Kuthon**; Age: **158**;
Height: **6' 2"**; Weight: **120lb.**; Eyes: **blue**; Hair: **Black**; Skin:
light

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	15/17	+2/+3	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+8	+2				
REFLEX (DEXTERITY)	+5 =	+3	+2				
WILL (WISDOM)	+11 =	+8	+3				

Elven Immunities

Elven Immunities - Sleep

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	19 = 10	+7		+2					

Touch AC **12** **Flat-Footed AC** **17**

	BAB	Strength	Size	Misc
CM Bonus	+10 =	+9	+1	-

	BAB	Strength	Dexterity	Size
CM Defense	22 = 10	+9	+1	+2

	Total	Damage / Current HP
HP	91	

Base Attack **+9** **Initiative** **+2**

Speed **30 / 20 ft**

Armor Spikes

Mainhand: **+10/+5, 1d6+1** Crit: 20/x2
Light, P

Gauntlet (from Armor)

Mainhand: **+10/+5, 1d3+1** Crit: 20/x2
Light, B

Misery (Chain, Spiked), +1 Spell Storing Chain,

Both Hands: **+12/+7, 2d4+2** Crit: 20/x2
2-Hand, P, Disarm, Trip

Unarmed Strike

Mainhand: **+10/+5, 1d3+1** Crit: 20/x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	-3	STR (1)	-	
Diplomacy	+5	CHA (0)	2	
Disguise	+0	CHA (0)	-	
Escape Artist	-2	DEX (2)	-	
Fly	-2	DEX (2)	-	
Heal	+9	WIS (3)	3	
Intimidate	+0	CHA (0)	-	
Knowledge (Religion)	+14	INT (0)	11	
Perception	+6	WIS (3)	1	
Ride	-2	DEX (2)	-	
Sense Motive	+8	WIS (3)	2	
Spellcraft	+5	INT (0)	2	
Stealth	-2	DEX (2)	-	
Survival	+4	WIS (3)	1	
Swim	-3	STR (1)	-	

Feats, Traits & Flaws

Alignment Channel: Evil

Channel Energy heals or harms outsiders of the chosen alignment.

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 Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble 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 Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble 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 Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Blind-Fight

Re-roll misses because of concealment, other benefits.

Craft Magic Arms & Armor

You can create magic armor, shields, and weapons.

Craft Wand

You can create magic wands.

Diehard

You are stable and can choose how to act when at -1 to -9 HP.

Elven Weapon Proficiencies

You are proficient with the Longsword, Rapier, Longbow (including Composite Longbow) and Shortbow (including Composite Shortbow).

Endurance

+4 to a variety of skill checks. Sleep in L/M armor with no fatigue.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Focus: Chain, Spiked

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

Hook Mail, +1 Armor Spikes Chainmail - Armor Spikes

+7

Max Dex: +2, Armor Check: -4
Spell Fail: 30%, Medium, Slows

Masterwork Buckler

+1

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

Gear

Total Weight Carried: 68.54/150lbs, Medium Load (Light: 50lbs, Medium: 100lbs, Heavy: 150lbs)

Armor Spikes	-
Headband of Inspired Wisdom, +2	1 lb
Hook Mail	50 lbs
Masterwork Buckler	5 lbs
Misery (Chain, Spiked)	10 lbs
Money	1.54 lbs
Scrap of Neolandus's Uniform	-
Traveller's Outfit (Free)	-
Wand of Cure Moderate Wounds (CL 10)	-
Wand of Death Knell	-
Wand of Sound Burst	-

Special Abilities

Aura (Ex)

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Aura of Destruction +4 (8 rounds/day) (Su)

At 8th level, you can emit a 30-foot aura of destruction for a number of rounds per day equal to your cleric level. All attacks made against targets in this aura (including you) gain a morale bonus on damage equal to 1/2 your cleric level and all critical

Channel Negative Energy 6d6 (3/day) (DC 15) (Su)

A good cleric (or neutral cleric of a good deity) can channel positive energy. Evil clerics (or neutral clerics of evil deities) channel negative energy.

Cleric Domain: Destruction

Granted Powers: You revel in ruin and devastation, and can deliver particularly destructive attacks.

Cleric Domain: Night

Associated Domain: Darkness

Destructive Smite +4 (6/day) (Su)

You gain the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to 1/2 your cleric level (minimum 1). You must declare the destructive smite before making the attack. You

Elven Magic

+2 racial bonus on caster checks to overcome spell resistance. +2 to spellcraft checks to determine the properties of a magic item.

Eyes of Darkness (4 rounds/day) (Su)

At 8th level, your vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. You can use this ability for a number of rounds per day equal to 1/2 your cleric level. These rounds do not need to be consecutive.

Faith Healing (empower) (Su)

At 3rd level, any cure wounds spells a vindicator casts on himself are automatically empowered as if by the Empower Spell feat, except they do not use higher spell level slots or an increased casting time. If the vindicator targets himself with a cure spell

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Experience & Wealth

Current Cash: **68 PP, 9 GP**

Special Abilities

Night Hunter (4 rounds) (6/day) (Su)

As a standard action, you can blend into the shadows of the night, becoming nearly invisible. As long as you are in an area of dim light or darkness, you are invisible (as per invisibility) to creatures without darkvision. This ability lasts for a

Profane Stigmata: AC +1 (Standard) (Su)

A vindicator willingly gives his blood in service to his faith, and is marked by scarified wounds appropriate to his deity. He may stop or start the flow of blood by force of will as a standard action; at 6th level it becomes a move action, and

Profane Stigmata: Attack Rolls +1 (Standard) (Su)

A vindicator willingly gives his blood in service to his faith, and is marked by scarified wounds appropriate to his deity. He may stop or start the flow of blood by force of will as a standard action; at 6th level it becomes a move action, and

Profane Stigmata: Caster Level Checks +1 (Standard)

A vindicator willingly gives his blood in service to his faith, and is marked by scarified wounds appropriate to his deity. He may stop or start the flow of blood by force of will as a standard action; at 6th level it becomes a move action, and

Profane Stigmata: Saving Throws +1 (Standard) (Su)

A vindicator willingly gives his blood in service to his faith, and is marked by scarified wounds appropriate to his deity. He may stop or start the flow of blood by force of will as a standard action; at 6th level it becomes a move action, and

Profane Stigmata: Weapon Damage +1 (Standard) (Su)

A vindicator willingly gives his blood in service to his faith, and is marked by scarified wounds appropriate to his deity. He may stop or start the flow of blood by force of will as a standard action; at 6th level it becomes a move action, and

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

Vindicator's Profane Shield +6: Masterwork Buckler (Su)

A vindicator can channel energy into his shield as a standard action; when worn, the shield gives the vindicator a sacred bonus (if positive energy) or profane bonus (if negative energy) to his Armor Class equal to the number of dice of the

Tracked Resources

Aura of Destruction +4 (8 rounds/day) (Su)

Channel Negative Energy 6d6 (3/day) (DC 15) (Su)

Destructive Smite +4 (6/day) (Su)

Eyes of Darkness (4 rounds/day) (Su)

Night Hunter (4 rounds) (6/day) (Su)

Wand of Cure Moderate Wounds (CL 10)

Wand of Death Knell

Wand of Sound Burst

Languages

Common

Elven

Validation Report

Validation Report (0 issues): Nothing identified

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Spells & Powers

Cleric Spell DC: 13 + spell level

CL: 10 (vs. SR: +12, Concentration: +13)

Melee Touch +10 Ranged Touch +11

Maximum Cleric spells per day: ~~4~~*x0; 5x1; 5x2; 4x3; 3x4; 2x5

Cleric 0: Bleed (DC 13), Create Water, Detect Magic, Light

Cleric 1: Divine Favor (DC 14), Shield of Faith (DC 14),

True Strike (DC 14), Obscuring Mist, Command (DC 14),

Cure Light Wounds (DC 14)

Cleric 2: Restoration, Lesser (DC 15), Resist Energy (DC

15), Bear's Endurance (DC 15), Blindness/Deafness (DC

15), Silence (DC 15), Bull's Strength (DC 15)

Cleric 3: Magic Vestment (DC 16), Cure Serious Wounds

(DC 16), Remove Disease (DC 16), Deeper Darkness,

Dispelling Magic

Cleric 4: Magic Weapon, Greater (DC 17), Sending, Inflict

Critical Wounds (DC 17), Air Walk

Cleric 5: Flame Strike (DC 18), Summon Monster V, Breath

of Life (DC 18)