

## Shadowcount Sial (Holy Vindicator)

Player: NPC

Male Human Cleric 7, Holy Vindicator 5 - CL12 - CR 11

Lawful Evil Humanoid (Human); Deity: Zon-Kuthon; Age: 18;

Height: 5' 9"; Weight: 175lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	8	-1	
<b>DEX</b> DEXTERITY	12	+1	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	16/18	+3/+4	
<b>CHA</b> CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+12 =	+8	+2		+2		
<b>REFLEX</b> (DEXTERITY)	+5 =	+4	+1				
<b>WILL</b> (WISDOM)	+12 =	+8	+4				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	22 = 10	+8	+1	+1			+2	

**Touch AC** 13      **Flat-Footed AC** 21

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

CM Defense	22 = 10	BAB	Strength	Dexterity	Size
		+10	-1	+1	-

Total	HP	92	Damage / Current HP

**Base Attack** +10      **Initiative** +1

**Speed** 30 / 20 ft

### +1 Guided Chain, Spiked, Guided

Both Hands: +14/+9, 2d4+5      Crit: 20/x2  
2-Hand, P, Disarm, Trip

### Gauntlet (from Armor)

Mainhand: +9/+4, 1d3-1      Crit: 20/x2  
Light, B

### Unarmed Strike

Mainhand: +9/+4, 1d3-1      Crit: 20/x2  
Light, B, Nonlethal

### +1 Banded Mail

+8

Max Dex: +1, Armor Check: -5  
Spell Fail: 35%, Heavy, Slows



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-5	DEX (1)	-	
<b>Appraise</b>	+4	INT (0)	1	
<b>Bluff</b>	+2	CHA (2)	-	
<b>Climb</b>	-7	STR (-1)	-	
<b>Diplomacy</b>	+15	CHA (2)	10	
<b>Disguise</b>	+2	CHA (2)	-	
<b>Escape Artist</b>	-5	DEX (1)	-	
<b>Fly</b>	-5	DEX (1)	-	
<b>Heal</b>	+8	WIS (4)	1	
<b>Intimidate</b>	+6	CHA (2)	1	
<b>Knowledge (Planes)</b>	+13	INT (0)	10	
<b>Knowledge (Religion)</b>	+13	INT (0)	10	
<b>Perception</b>	+4	WIS (4)	-	
<b>Ride</b>	-5	DEX (1)	-	
<b>Sense Motive</b>	+15	WIS (4)	8	
<b>Spellcraft</b>	+5	INT (0)	2	
<b>Stealth</b>	-5	DEX (1)	-	
<b>Survival</b>	+4	WIS (4)	-	
<b>Swim</b>	-7	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.

**Augment Summoning**

Summoned creatures have +4 to Strength and Constitution.

**Channel Smite**

Channel energy can be delivered through a Smite attack.

**Craft Magic Arms & Armor**

You can create magic armor, shields, and weapons.

**Extend Spell**

Spell duration lasts twice as normal. +1 Level.

**Great Fortitude**

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

**Martial Weapon Proficiency - All**

You are proficient with all Martial weapons.

**Scribe Scroll**

You can create magic scrolls.

**Shield Proficiency**

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

**Simple Weapon Proficiency - All**

Proficient with all simple weapons.

**Spell Focus: Conjuration**

Spells from one school of magic have +1 to their save DC.

## Masterwork Buckler

+1

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

## Gear

**Total Weight Carried: 54/80lbs, Heavy Load  
(Light: 26lbs, Medium: 53lbs, Heavy: 80lbs)**

+1 Banded Mail	35 lbs
+1 Guided Chain, Spiked	10 lbs
Artisan's Outfit (Free)	-
Bone House	2 lbs
Headband of Inspired Wisdom, +2	1 lb
Masterwork Buckler	5 lbs
Money	-
Ring of Protection, +2	-
Scroll: Summon Monster IV, Planar Ally, Lesser, Discern	-
Wand of Cure Moderate Wounds	-

## 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).

### Bloodfire (Su)

At 5th level, while a vindicator's stigmata are bleeding, his blood runs down his weapons like sacred or profane liquid energy; when he uses Channel Smite, the damage increases by 1d6, and if the target fails its save, it is sickened and takes 1d6

### Channel Negative Energy 6d6 (5/day) (DC 18) (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: Death

**Granted Powers:** You can cause the living to bleed at a touch, and find comfort in the presence of the dead.

### Devil

**Associated Domain:** Law

### Divine Wrath (Sp)

At 4th level, when a vindicator confirms a critical hit, he may sacrifice a prepared 1st-level spell or available 1st-level spell slot to invoke doom upon the target as an immediate action (using the vindicator's caster level). The save DC is increased by

### 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

### Hell's Corruption (3 rounds) (7/day) (Su)

You can cause a creature to become more susceptible to corruption as a melee touch attack. Creatures touched take a -2 penalty on all saving throws and must roll all opposed skill checks twice, taking the worse result. This effect lasts for a number

### Profane Stigmata: AC +2 (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 at 10th level it

### Profane Stigmata: Attack Rolls +2 (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 at 10th level it

### Profane Stigmata: Caster Level Checks +2 (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 at 10th level it

### Profane Stigmata: Saving Throws +2 (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 at 10th level it

## Experience & Wealth

Current Cash: **You have no money!**

## Special Abilities

### Profane Stigmata: Weapon Damage +2 (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

## Spell-Like Abilities

Bleeding Touch 3 rounds (7/day) (Sp)

## Tracked Resources

Channel Negative Energy 6d6 (5/day) (DC 18) (Su)

Hell's Corruption (3 rounds) (7/day) (Su)

Wand of Cure Moderate Wounds

## Languages

Common

## Spells & Powers

### Cleric Spell DC: 14 + spell level

CL: 10 (vs. SR: +10, Concentration: +14)

Melee Touch +9 Ranged Touch +11

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

Cleric 0: Bleed (DC 14), Create Water, Mending, Detect Magic

Cleric 1: Divine Favor (DC 15), Cause Fear (DC 15), Comprehend Languages (DC 15), Endure Elements (DC 15), Cure Light Wounds (DC 16), Cure Light Wounds (DC 16)

Cleric 2: Restoration, Lesser (DC 17), Resist Energy (DC 16), Calm Emotions (DC 16), Cure Moderate Wounds (DC 17), Align Weapon (DC 16), Silence (DC 16)

Cleric 3: Cure Serious Wounds (DC 18), Dispel Magic, Summon Monster III, Death Knell, Extend (DC 16), Hold Person, Extend (DC 16)

Cleric 4: Spell Immunity (DC 18), Order's Wrath (DC 18), Summon Monster IV, Air Walk, Magic Vestment, Extend (DC 17)

Cleric 5: Slay Living (DC 19), Scrying (DC 19), Magic Weapon, Greater, Extend (DC 18)

## Validation Report

**Validation Report (0 issues):** Nothing identified

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