

Lucifer Lestrag

Male human (Chelaxian) fighter (brawler, high guardian)
 8/Hellknight 10 - CL18 - CR 17
 Lawful Evil Humanoid (Human); Deity: **Zon-Kuthon**; Age:
 28; Height: **6'**; Weight: **200 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	20/26	+5/+8	
DEX DEXTERITY	12/18	+1/+4	
CON CONSTITUTION	14/20	+2/+5	
INT INTELLIGENCE	13	+1	
WIS WISDOM	10/14	0/+2	
CHA CHARISMA	14/18	+2/+4	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+16 =	+11	+5				

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Gifted Satirist**: +2 trait bonus vs. fear, **Head piercings (major)**: +4 profane bonus vs. mind-affecting effects

REFLEX (DEXTERITY)	+9 =	+5	+4				
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Gifted Satirist: +2 trait bonus vs. fear, **Head piercings (major)**: +4 profane bonus vs. mind-affecting effects

WILL (WISDOM)	+7 =	+5	+2				
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Unassailable Allegiance: +2 vs. compulsion, **Force of Will - Compulsion**: +6 bonus vs. compulsion effects, **Force of Will - Fear**: +4 bonus vs. fear effects, **Force of Will - Glamer**: +2 bonus vs. glamer effects, **Gifted Satirist**: +2 trait bonus vs. fear, **Head piercings (major)**: +4 profane bonus vs. mind-affecting effects

Damage Reduction (3/-)	Force of Will - Fear +4 (Ex)
Energy Resistance, Acid (10)	Force of Will - Glamer +2 (Ex)
Energy Resistance, Cold (10)	Immunity to Fire
Force of Will - Compulsion +6 (Ex)	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	36 =	+15	+1	+4		+3	+3	

Touch AC	17	Flat-Footed AC	32
		BAB	Strength
			Size
			Misc

CM Bonus	+21 =	+18	+8		
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+23 Bull Rushing; +23 Dragging; +23 Repositioning

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size
CM Defense	43 = 10	+18	+8	+4

45 vs. Bull Rush; 45 vs. Drag; 45 vs. Grapple; 45 vs. Reposition

Base Attack	+18	HP	210
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Cruelty: -2 to attack foes that aren't dying or helpless if there's a dying or helpless foe within 30 ft

Initiative	+6	Damage / Current HP	
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Speed	30 / 40 ft
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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (4)	-	
Boots of striding and springing : +5 competence bonus to jump, Speed greater/less than 30 ft. : +4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+4	CHA (4)	-	
Infernal Armor : +2 vs. lawful nongood creatures, Favored Quarry : +6 vs. Evil Outsiders				
Climb	+6	STR (8)	-	
Diplomacy	+4	CHA (4)	-	
Infernal Armor : +2 vs. lawful nongood creatures				
Disguise	+4	CHA (4)	-	
Infernal Armor : +2 vs. lawful nongood creatures				
Escape Artist	+2	DEX (4)	-	
Fly	+2	DEX (4)	-	
Heal	+2	WIS (2)	-	
Intimidate	+20	CHA (4)	13	
Infernal Armor : +2 vs. lawful nongood creatures, Favored Quarry : +6 vs. Evil Outsiders				
Knowledge (local)	+20	INT (1)	16	
: +6 vs. Evil Outsiders				
Knowledge (nobility)	+10	INT (1)	6	
: +6 vs. Evil Outsiders				
Linguistics	+10	INT (1)	5	
Perception	+20	WIS (2)	15	
Favored Quarry : +6 vs. Evil Outsiders				
Ride	+6	DEX (4)	1	
Sense Motive	+15	WIS (2)	10	
Favored Quarry : +6 vs. Evil Outsiders				
Stealth	+2	DEX (4)	-	
Survival	+10	WIS (2)	5	
Favored Quarry : +6 vs. Evil Outsiders				
Swim	+10	STR (8)	1	
Endurance : +4 to resist nonlethal damage from exhaustion				

Feats

Armor Focus (Hellknight plate)
 Armor Material Expertise (Adamantine, 4/day)
 Armor Material Mastery
 Armor Proficiency (Heavy)
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Bodyguard
 Combat Reflexes (9 AoO/round)
 Cornuçon Shield
 Death or Glory +6
 Endurance
 Endure Pain (Zon-Kuthon's Kiss)
 Exotic Weapon Proficiency (Spiked chain)
 Furious Focus
 In Harm's Way
 Martial Weapon Proficiency - All
 Power Attack -5/+10
 Shield Proficiency
 Simple Weapon Proficiency - All
 Stand Still
 Tower Shield Proficiency
 Weapon Focus (Spiked chain)

Traits

Gifted Satirist
 Pain Is Pleasure
 Reactionary

Drawbacks

Cruelty

+5 cestus

Main hand: **+28/+23/+18/+13**, Crit: 19-20/x2
1d4+27 Light, B/P, Monk

Cruelty: -2 to attack foes that aren't dying or helpless if there's a dying or helpless foe within 30 ft

+5 vicious spiked chain

Both hands: **+32/+22/+17/+12**, Crit: x2
2d4+32 plus 2d6 2-hand, P, Disarm,

Cruelty: -2 to attack foes that aren't dying or helpless if there's a dying or helpless foe within 30 ft

+5 adamantine hellknight plate

+15

Max Dex: +4, Armor Check: -2
 Spell Fail: 35%, Heavy

Gear

**Total Weight Carried: 64/920 lbs, Light Load
 (Light: 306 lbs, Medium: 613 lbs, Heavy: 920 lbs)**

+5 adamantine hellknight plate	50 lbs
+5 cestus	1 lb
+5 vicious spiked chain	10 lbs
Amulet of natural armor +3	-
Artisan's outfit (Free)	-
Belt of physical perfection +6	1 lb
Body piercings (minor)	-
Boots of striding and springing	1 lb
Head piercings (major)	-
Headband of mental prowess +4 (Wis, Cha)	1 lb

Experience & Wealth

Experience Points: **1800000/2,550,000**
 Current Cash: **870 gp**

Gear

**Total Weight Carried: 64/920 lbs, Light Load
 (Light: 306 lbs, Medium: 613 lbs, Heavy: 920 lbs)**

Money	-
Ring of protection +3	-
Suspension piercings (greater)	-

Special Abilities

Close Combatant +2/+4 (Ex)
 Favored Quarry +6 (Favored Enemy [Evil Outsiders])
 Hell's Knight (Su)
 Hellknight Armor 3 (Ex)
 Infernal Armor (Su)
 Lawbringer (Su)
 Low-Light Vision
 Menacing Stance -1/-4 (Ex)
 Obligation (Ex)
 Right Hand (Ex)
 Royal Protector (Ex)
 See in Darkness
 Smite Chaos (4/day) (Su)
 Unassailable Allegiance +2 (Ex)
 Vigilance (3/day, DC 19) (Su)

Spell-Like Abilities

Command (3/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Detect Chaos (At will) (Sp)	
Discern Lies (7/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

Air Walk (1/day)	<input type="checkbox"/>
Armor Material Expertise (Adamantine, 4/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smite Chaos (4/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Vigilance (3/day, DC 19) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Abyssal	Shoanti
Common	Undercommon
Elven	Varisian
Infernal	

Lucifer Lestrag – Abilities & Gear

Armor Focus (Hellknight plate) **Feat**

Your familiarity with a specific type of armor increases the amount of protection you receive from it.

Prerequisites: Base attack bonus +1, proficiency with selected armor.

Benefit: Select one type of armor, such as chain shirt or splint mail. The AC bonus granted by the selected armor increases by 1.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of armor. The Armor Focus feat counts as the armor training class feature for the purpose of armor mastery feat prerequisites and determines what types of armor you can use with armor mastery feats.

Appears In : Armor Master's Handbook

Armor Material Expertise (Adamantine, 4/day) **Feat**

You tap into the potential of your armor's special material.

Prerequisites: Base attack bonus +6 or fighter level 4th, armor training class feature.

Benefit: When wearing armor made of one of the materials listed below, you can use the listed ability twice per day (unless otherwise stated).

Adamantine: As an immediate action after being struck by an attack, you convert half the lethal damage of the attack into nonlethal damage.

Angelskin^{UE}: As a swift action, you shine with bright light as *daylight* for 1 round.

Darkleaf Cloth^{UE}: As a swift action, you gain the woodland stride druid class feature for 1 minute.

Dragonhide: As an immediate action when you take energy damage of the same type to which the dragonhide armor is immune, you reduce the damage taken by 10 hit points.

Elysian Bronze^{UE}: As an immediate action after being struck by an attack from a magical beast or monstrous humanoid, you convert half the lethal damage of the attack into nonlethal damage.

Fire-Forged Steel^{UE} or *Frost-Forged Steel*^{UE}: As a swift action, any unarmed strikes, shield bashes, or attacks with a spiked gauntlet or armor spikes you make are treated as having the *flaming* special ability (for fire-forged steel) or the *frost* special ability (for frost-forged steel) for 1 minute.

Horacalcum (*Pathfinder Adventure Path #61: Shards of Sin*): Once per day as a swift action, you can grant yourself the benefits of *haste* for 1 round.

Living Steel^{UE}: As an immediate action after being struck by an attack with a metal weapon, you can use the living steel's ability to damage metal weapons, as if the attacker had rolled a natural 1 on the attack.

Mithral: As an immediate action, you gain spell resistance against transmutation spells equal to 5 + the armor's enhancement bonus + your character level for 1 round.

Noqual (*Pathfinder Adventure Path #61: Shards of Sin*): The armor's resistance bonus on saves increases to +4 for 1 round.

Appears In : Armor Master's Handbook

Armor Material Mastery **Feat**

You bring the most out of your armor's special material.

Prerequisites: Armor Material Expertise, base attack bonus +11 or fighter level 8th, armor training class feature.

Benefit: You can use the ability granted by Armor Material Expertise two additional times per day.

Appears In : Armor Master's Handbook

Bodyguard **Feat**

Your swift strikes ward off enemies attacking nearby allies.

Prerequisite: Combat Reflexes.

Benefit: When an adjacent ally is attacked, you may use an attack of opportunity to attempt the aid another action to improve your ally's AC. You may not use the aid another action to improve your ally's attack roll with this attack.

Normal: Aid another is a standard action.

Modification from Royal Protector: At 4th level, a high guardian gains Bodyguard^{APG} and In Harm's Way^{APG} as bonus feats, though he can use them only to improve his obligation's AC or intercept a successful attack against his obligation.

Appears In : Advanced Player's Guide

Combat Reflexes (9 AoO/round) **Feat**

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Cornugon Shield **Feat**

You can use your spiked chain as both armor and weapon.

Prerequisites: Dex 15, Weapon Focus (spiked chain).

Benefit: When wielding a spiked chain, you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Appears In : Cheliox, Empire of Devils

Death or Glory +6 **Feat**

Even when facing a larger foe, you aren't afraid to take great risks in order to finish the fight.

Prerequisites: Str 13, Power Attack, base attack bonus +6.

Benefit: Against a creature of size Large or larger, you can make a single melee attack as a full-round action, gaining a +4 bonus on the attack roll, damage roll, and critical confirmation roll. You gain an additional +1 on this bonus at base attack bonus +11, +16, and +20 (for a maximum of +7 at base attack +20). After you resolve your attack, the opponent you attack can spend an immediate action to make a single melee attack against you with the same bonuses.

Special: You can combine the full-round action attack this feat allows with the benefit of Vital Strike, Improved Vital Strike, or Greater Vital Strike.

Appears In : Ultimate Combat

Lucifer Lestrag – Abilities & Gear

Endurance

Feat

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Endure Pain (Zon-Kuthon's Kiss)

Feat

Through violent and torturous conditioning, you have built up a resistance to pain.

Prerequisite: Survived being tortured 10 or more times.

Benefit: If you take nonlethal damage, you may attempt a Fortitude saving throw (DC equal to 10 + the nonlethal damage dealt) to reduce that damage by half. The Endurance feat grants a +4 bonus on this saving throw.

Appears In : Cities of Golarion

Exotic Weapon Proficiency (Spiked chain)

Feat

Choose one type of exotic weapon, such as the spiked chain or whip. You understand how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he is not proficient takes a –4 penalty on attack rolls.

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

Furious Focus

Feat

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Appears In : Advanced Player's Guide

In Harm's Way

Feat

You put yourself in danger's path to save your allies.

Prerequisite: Bodyguard.

Benefit: While using the aid another action to improve an adjacent ally's AC, you can intercept a successful attack against that ally as an immediate action, taking full damage from that attack and any associated effects (bleed, poison, etc.). A creature cannot benefit from this feat more than once per attack.

Modification from Royal Protector: At 4th level, a high guardian gains Bodyguard^{APG} and In Harm's Way^{APG} as bonus feats, though he can use them only to improve his obligation's AC or intercept a successful attack against his obligation.

Appears In : Advanced Player's Guide

Power Attack -5/+10

Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one-handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Addition from Furious Focus : When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Stand Still

Feat

You can stop foes that try to move past you.

Prerequisites: Combat Reflexes.

Benefit: When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

Weapon Focus (Spiked chain)

Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

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

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Lucifer Lestrag – Abilities & Gear

Gifted Satirist

Trait

You grew up among Kintargo's performers and entertainers. Perhaps your parents or older siblings were singers at the Kintargo Opera House, or maybe you simply had to make ends meet as an orphan of the streets by busking. Whatever the case, you've long been exposed to the practice of cloaking scathing political commentaries in the form of harmless entertainment. Whether you conceal your satire in the form of novels, plays, screeds, or public letters, you've yet to make a name for yourself as a political presence in Kintargo—but in time, you hope to change that! You gain a +1 trait bonus on Linguistics checks, and Linguistics is always a class skill for you. In addition, your irreverent attitude grants you a +2 trait bonus on all saving throws against fear effects.

Appears In : Hell's Rebels

Pain Is Pleasure

Trait

You have discovered a hint of the dark truths that lay hidden within blood and flesh. You gain a +1 trait bonus on Fortitude and Will saves whenever you have fewer than half your maximum number of hit points.

Appears In : Ultimate Campaign

Reactionary

Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Damage Reduction (3/-)

Unknown

You have Damage Reduction against all attacks.

Energy Resistance, Acid (10)

Unknown

You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (10)

Unknown

You have the specified Energy Resistance against Cold attacks.

Immunity to Fire

Unknown

You are immune to fire damage.

Low-Light Vision

Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

See in Darkness

Racial Ability, Senses

The creature can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Close Combatant +2/+4 (Ex)

Class Ability (Fighter)

At 3rd level, a brawler gains a +1 bonus on attack rolls and a +3 bonus on damage rolls with weapons in the close weapon group. Both of these bonuses increase by +1 for every four levels beyond 3rd (to a maximum of +5 on attack rolls and +7 on damage rolls at 19th level). This ability replaces weapon training 1 and 2.

Command (3/day) (Sp)

Class Ability (Hellknight)

The Hellknight can use *greater command* as a spell-like ability, using her character level as her caster level.

Appears In : Path of the Hellknight

Detect Chaos (At will) (Sp)

Class Ability (Hellknight)

This ability functions like a paladin's detect evil ability, save that it rants the use of *detect chaos* instead.

Discern Lies (7/day) (Sp)

Class Ability (Hellknight)

At 2nd level, a Hellknight can use *discern lies* as a spell-like ability a number of times per day equal to 3 plus his Charisma modifier. His caster level equals his total character level.

Favored Quarry +6 (Favored Enemy [Evil] (Class Ability (Hellknight)

The Hellknight chooses a creature type from the ranger favored enemy table (usually humanoid with a specific subtype, but this is not required). The Hellknight gains a +2 bonus on Bluff, Intimidate, Knowledge, Perception, Sense Motive, and Survival checks against creatures of her selected type. She can also attempt Knowledge skill checks untrained to identify those creatures. Each time the Hellknight chooses an additional discipline, this bonus increases by 2 (to a potential maximum of +6 at 9th level).

Appears In : Path of the Hellknight

Force of Will - Compulsion +6 (Ex) Class Ability (Hellknight)

At 3rd level, a Hellknight gains a +2 bonus on Will saves against spells with one of the following descriptors: charm, compulsion, glamor, fear, figment, pattern, or phantasm. At 6th level, the Hellknight chooses another subschool or descriptor to gain a +2 bonus on his Will save against, and the bonus provided by his first selection increases to +4. At 9th level, he chooses from the list again, and both previous selections increase by +2, so that he has a +6, a +4, and a +2 bonus, respectively, against the three different effects.

Appears In : Council of Thieves, Inner Sea World Guide

Force of Will - Fear +4 (Ex)

Class Ability (Hellknight)

At 3rd level, a Hellknight gains a +2 bonus on Will saves against spells with one of the following descriptors: charm, compulsion, glamor, fear, figment, pattern, or phantasm. At 6th level, the Hellknight chooses another subschool or descriptor to gain a +2 bonus on his Will save against, and the bonus provided by his first selection increases to +4. At 9th level, he chooses from the list again, and both previous selections increase by +2, so that he has a +6, a +4, and a +2 bonus, respectively, against the three different effects.

Appears In : Council of Thieves, Inner Sea World Guide

Force of Will - Glamor +2 (Ex)

Class Ability (Hellknight)

At 3rd level, a Hellknight gains a +2 bonus on Will saves against spells with one of the following descriptors: charm, compulsion, glamor, fear, figment, pattern, or phantasm. At 6th level, the Hellknight chooses another subschool or descriptor to gain a +2 bonus on his Will save against, and the bonus provided by his first selection increases to +4. At 9th level, he chooses from the list again, and both previous selections increase by +2, so that he has a +6, a +4, and a +2 bonus, respectively, against the three different effects.

Appears In : Council of Thieves, Inner Sea World Guide

Hell's Knight (Su)

Class Ability (Hellknight)

At 10th level, a Hellknight can grant a weapon he wields or touches the *axiomatic*, *flaming burst*, or *unholy* weapon quality. This weapon maintains this special ability as long as the Hellknight remains within 100 feet of the weapon, but a Hellknight can maintain only a single weapon's granted special ability at a time. The Hellknight also becomes immune to fire while wearing Hellknight plate.

Lucifer Lestraq – Abilities & Gear

Hellknight Armor 3 (Ex) Class Ability (Hellknight)

At 2nd level, a Hellknight earns the right to wear Hellknight armor (see page 290). While wearing this armor, the Hellknight reduces the armor check penalty by 1, increases the maximum Dexterity bonus allowed by 1, and moves at full speed. At 5th level, these adjustments increase to 2. At 8th level, these adjustments increase to 3.

Infernal Armor (Su) Class Ability (Hellknight)

As long as he wears Hellknight armor, a 9th-level Hellknight gains a +2 bonus on all Charisma-related checks made while interacting with lawful, nongood creatures. In addition, while wearing the armor, he gains the ability to see perfectly in darkness of any kind, resistance to fire 30, resistance to acid 10, and resistance to cold 10.

Lawbringer (Su) Class Ability (Hellknight)

At 7th level, a Hellknight's attacks are treated as lawful for overcoming damage reduction.

Menacing Stance -1/-4 (Ex) Class Ability (Fighter)

At 7th level, a brawler constantly harries and distracts his enemies. While adjacent to the brawler, enemies take a -1 penalty on attack rolls and a -4 penalty on concentration checks. These penalties increase by 1 for every four levels after 7th level (to a maximum of -4 on attack rolls and -7 on concentration checks at 19th level). Creatures do not take these penalties if the brawler is dazed, helpless, staggered, stunned, or unconscious. This ability replaces armor training 2, 3, and 4 and armor mastery.

Obligation (Ex) Class Ability (Fighter)

At 1st level, a high guardian can spend 1 minute of focused concentration each day to select a single ally as his obligation, vowing to keep that person alive for that day. Once he has chosen, he can't change his obligation until the following day. If his obligation dies, the high guardian must atone for 1 week before he can select another obligation.

Right Hand (Ex) Class Ability (Fighter)

At 1st level, a high guardian can take a 5-foot step as an immediate action, as long as he ends this movement adjacent to his obligation. If he takes this step, he cannot take a 5-foot step during his next turn and his total movement is reduced by 5 feet during his next turn.

This ability replaces the bonus feat gained at 1st level.

Royal Protector (Ex) Class Ability (Fighter)

At 4th level, a high guardian gains Bodyguard^{APG} and In Harm's Way^{APG} as bonus feats, though he can use them only to improve his obligation's AC or intercept a successful attack against his obligation.

This ability replaces the bonus feat gained at 4th level.

Smite Chaos (4/day) (Su) Class Ability (Hellknight)

This ability functions as the paladin's smite evil ability, but against chaotic-aligned creatures. This ability is twice as effective against outsiders with the chaotic subtype, chaotic-aligned aberrations, and fey.

Note: Either activation checkbox on the in-play tab will apply the to-hit and AC modifiers, select "Activated" for x1 damage or "Double Damage" for x2.

Unassailable Allegiance +2 (Ex) Class Ability (Fighter)

At 2nd level, a high guardian gains a +1 bonus on Will saves against compulsion spells and effects. This bonus increases by 1 for every 4 fighter levels beyond 2nd.

This ability replaces bravery.

Vigilance (3/day, DC 19) (Su) Class Ability (Hellknight)

The Hellknight gains low-light vision (this effect is constant). In addition, as a full-round action, the Hellknight can see through up to 5 feet of stone, wood, or similar barriers as if they didn't exist. Metal or denser barriers block this effect. Each use of this ability lasts as long as the Hellknight concentrates, up to a number of rounds equal to the Hellknight's level.

(Order of the Scourge)

Appears In : Council of Thieves, Inner Sea World Guide, Adventurer's Guide

Ring of protection +3 Ring

This ring offers continual magical protection in the form of a deflection bonus of +3 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 9,000 gp

Amulet of natural armor +3 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +3.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 9,000 gp

Belt of physical perfection +6 Wondrous Item (Belt)

This belt has a large platinum buckle, usually depicting the image of a titan. The belt grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*; **Cost** 77,000 gp

Body piercings (minor) Wondrous Item (Body)

These piercings come in the form of grotesque spikes and needles that cover every inch of the wearer's skin.

Minor: The wearer gains a +2 competence bonus to CMD against grappling attempts.

Construction

Requirements: Craft Shadow Piercing, Improved Grapple, *magic weapon*, **Cost** 900 gp

Appears In : Champions of Corruption

Boots of striding and springing Wondrous Item (Feet)

These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. She can jump with a +5 competence bonus on Acrobatics checks.

Construction

Requirements: Craft Wondrous Item, *longstrider*, creator must have 5 ranks in the Acrobatics skill; **Cost** 2,750 gp

Lucifer Lestraq – Abilities & Gear

Head piercings (major) Wondrous Item (Head)

Whether they are crowns of pins, pinned-back lips, or simple nose rings, these piercings accentuate the owner's terrifying presence and inner resolve.

Major: The wearer gains a +4 profane bonus against mind-affecting effects.

Construction

Requirements Craft Shadow Piercing, *owl's wisdom*, **Cost** 3,000 gp

Appears In : Champions of Corruption

Headband of mental prowess +4 (Wis, Cha) Wondrous Item (Headband)

This simple copper headband has a small yellow gem set so that when it rests upon the forehead of the wearer, the yellow gem sits perched on the wearer's brow as if it were a third eye in the middle of his forehead. Often, the headband contains additional designs to further accentuate the appearance of a third, crystal eye.

The headband grants the wearer an enhancement bonus to Wisdom and Charisma of +4. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. These bonuses are chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a Headband of vast intelligence.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*, *owl's wisdom*; **Cost** 20,000 gp

Suspension piercings (greater) Wondrous Item (Shoulders)

These piercings are popular among suspensionists, who hang from hooks attached to their skin.

Greater: The wearer may use *air walk* once per day.

Construction

Requirements Craft Shadow Piercing, *air walk*, **Cost** 5,600 gp

Appears In : Champions of Corruption

Background

You are Lucifer Lestrag, born to an unknown mother and left with a band of criminals to pay off her drug fix. Or perhaps to pay off her gambling debt. Or perhaps because her pimp didn't care to raise a child. Regardless, you never knew the woman, nor whoever your father is. Instead, you were raised by this gang of criminals, in their weird cult devoted to the Pain God, the Midnight Lord, Zon-Kuthon.

As a young man you were taught how to survive on the streets, and how to keep your religion a secret. You were probably headed into either the clergy for this cult, or into an early grave and nobody seemed to care which path you were headed down. Things changed for you when you saw that beautiful Varisian girl, however.

Her name is Tarsila Valera, and she is everything you are not. Beautiful, free-spirited, chaotic, and full of smiles. She sings. She likes to dance. She enjoys flowers, music, and art. She is at home in all the places that make your skin crawl, like opera houses, fine dining establishments, and churches. It was unlike anything you had ever known, and in the same way that you kept your religion a secret from her, you kept her a secret from your religion.

Your love for her blossomed, and you were smitten. It was so alien and unlike anything you had ever understood before. Your innate martial abilities were perfect for protecting her, for keeping her safe and happy. That was until Barzillai Thrune came into Kintargo and overthrew the legitimate government with his devils and Hellish ways.

Almost instantly your love was in danger. Her religion was forbidden under Thrune's rule, but whereas your natural inclination was to hide and survive, hers was to fight. You had sworn yourself to be her guardian, and how could you have refused her? When she asked you to join her band of rebels, you quickly gained as much renown as she did, and you were a founding member of the reformed Silver Ravens.

As your rebellion grew and you gained power, you recognized your need to end corruption and bring swift, harsh, and brutal judgment to those who perverted the lawful rights of the citizens. Brutality was something you were intimately familiar with and were very good at. Your strict devotion to the law, and to punishing those who broke it went completely against Tarsila's vision for Kintargo. Your arguments quickly turned as bloody as the vengeance you enacted against the Thrune administration, and during a particularly angry night, you confessed your true beliefs. She was stunned, sickened, and disgusted. She swore to you that if you kept up your plan to join the Hellknights of the Scourge, she would have nothing more to do with you. Deep in despair, you raged against her chaotic nature.

Even though she followed through with her promise to have nothing more to do with you, you believe that you can one day win her back.

Sourcebooks Used

- **Advanced Player's Guide** - Bodyguard (feat); Furious Focus (feat); In Harm's Way (feat)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Cestus (weapon)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Adventurer's Guide / Council of Thieves / Inner Sea World Guide** - Hellknight plate (armor); Hellknight (class); Vigilance (special ability)
- **Adventurer's Guide / Council of Thieves / Inner Sea World Guide / Path of the Hellknight** - Order of the Scourge (special ability)
- **Armor Master's Handbook** - Armor Focus (feat); Armor Material Expertise (feat); Armor Material Mastery (feat)
- **Champions of Corruption** - Body piercings (minor) (equipment); Head piercings (major) (equipment); Suspension piercings (greater) (equipment)
- **Cheliax, Empire of Devils** - Cornugon Shield (feat)
- **Cities of Golarion** - Endure Pain (Zon-Kuthon's Kiss) (feat)
- **Council of Thieves / Inner Sea World Guide** - Force of Will - Compulsion (special ability); Force of Will - Fear (special ability); Force of Will - Glamer (special ability)
- **Hell's Rebels** - Gifted Satirist (trait)
- **Heroes of the High Court** - High Guardian (archetype)
- **Inner Sea Races / Inner Sea World Guide** - Chelaxian (race option); Shoanti (language); Varisian (language)
- **Path of the Hellknight** - Command (special ability); Favored Quarry (special ability)
- **Quests & Campaigns** - Cruelty (???)
- **Ultimate Campaign** - Pain Is Pleasure (trait)
- **Ultimate Combat** - Brawler (archetype); Death or Glory (feat)

Title - Lucifer Lestrag (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2023/02/16

XP Reward : 0 XP; **Net Cash** :

- no notes -