

ARMIGER ASMOTEA JAGGERE

1 paladin human lawful good paladin god claw cheliox
 level/class race alignment favored class diety nationality

ability score	total	mod	armor class	total
STR strength	16	+3	HP hit points	12 / 12
DEX dexterity	10	+0	AC armor class	19
CON constitution	12	+1	INIT initiative	+0
INT intelligence	10	+0	TOUCH armor class	10
WIS wisdom	13	+1	EXP experience	
CHA charisma	16	+3	FLAT-FOOTED armor class	19
			FORT fortitude	+3 +2 +1
			CMB combat maneuver	+4
			REF reflex	+0 +0 +0
			CMD maneuver defense	14
			WILL willpower	+3 +2 +1
			SP RES spell resistance	-

weapons & attacks	attack	damage	crit
falchion	+4	2d4+5	18-20
thrown dagger	+1	1d4+3	19-20

SKILLS armor penalty -5

		total	rank	class	ability	misc
acrobatics	dex	-5			0	-5
appraise	int	0			0	
bluff	cha	3			3	
climb	str	-2		-	3	-5
craft:	int	0			0	
craft:	int	0			0	
craft:	int	0			0	
diplomacy	cha	3		-	3	
intimidate	cha	8	1	3	3	1
knowledge: nobility	dex	0		-	0	
knowledge: religion	int	0		-	0	
knowledge: planes	int	1	1	-	0	
linguistics	cha	-2	1	-	3	-5
perception	wis	1			1	
ride	dex	0			0	
sense motive	wis	1		-	1	
stealth	dex	-5			0	-5
survival	wis	1		-	1	
swim	str	-2		-	3	-5
spellcraft	int	-			0	

SPELLS	No.	DC	SPELLS	No.	DC
level 1	-	-	level 3	-	-
level 2			level 4		



FEATS & FEATURES

Aura of Good - 1

Channel Wrath - Spend 2 LOH for 1 Smite Evil

Detect Evil - at will

Lay on Hands - 3/day for 1d6

Oathbound Spells

Smite Evil - 1/day, +1 AC, No DR, +1 att, +1/+2 1st att

Feat - Furious Focus - No PA penalty for first att/rnd

Power Attack - -1 att/+2 dam

Trait - Aspiring Hellknight - +1 Int & Class Skill

Trait - Hellknight ancestry +2 Dip/+2 Int vs HK/enemy

Trait - Child of the Crusade - Reroll sv for possess/death

Drawback: Oppressive Expectations - Fail SC = -2 next

LANGUAGES - Taldane, Chelaxian, Abyssal

CLASS ABILITIES

AURA OF GOOD: The power of a paladin's aura of good (see the detect good spell) is equal to 4. (PFCR 60).

CHANNEL WRATH: Spend 2 uses of Lay on Hands to gain an extra use of smite evil that day. (PFUM 63).

DETECT EVIL: At will.

LAY ON HANDS: Heal 1d6 with a touch, or the same as damage undead. Swift action to heal self. Standard action to heal others. Touch attack to harm undead. 3 times per day.

OATHBOUND SPELLS: A Paladin's Oath influences what magic she can perform. You add one spell to the paladin spell list at each paladin spell level she can cast. Her oath determines what spell is added to the spell list. If the paladin has multiple oaths, the spells from each oath are added to her spell list. If an oathbound paladin has more than one oath, she may prepare any one of her oath's spells in that slot (similar to a cleric choosing one of her two domain spells to prepare in a domain spell slot). (PFUM 60).

SMITE EVIL: 1 times per day, swift action to choose an evil target. Ignore its DR, take +1 to attack and +1 to damage. If outsider, dragon or undead, damage bonus is +2, but only on the first successful attack. Gain +1 deflection bonus to AC vs. target while smite is in effect (until target is dead or paladin rests). (PFCR 60-61).

GENERAL FEATS

FURIOUS FOCUS: Wielding two-handed and using Power Attack feat, no Power Attack penalty on the first melee attack each turn. (PFAPG 161)

POWER ATTACK: Take no penalty on the first attack each round, but -1 on each additional melee attack for +2 in melee damage bonus (+2 for 2HD or with natural weapons that do 1-1/2 Str mod, +2 for off-hand or secondary natural weapons). Lasts until your next turn.

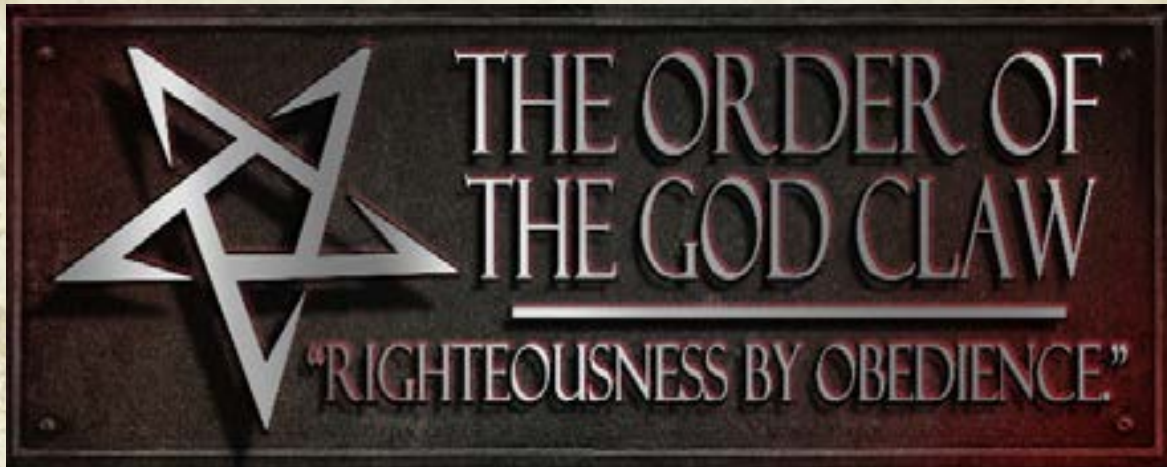
TRAITS

ASPIRING HELLKNIGHT (Regional: Chelax): Your family has a long tradition of service in the Hellknights, and your strict upbringing and training have given you a forceful aura of command. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you. (PFCo: ISP 6)

STOLEN FURY: (Campaign: Wrath of the Righteous): Today, when you face demons in combat, those energies bolster your fury, granting you a +2 trait bonus on all combat maneuver checks against demons. Associated Mythic Path: Champion.

HELL KNIGHT ANCESTRY (Social): At least one of your parents was a Hell Knight, and you see the orders as the embodiment of civic virtue. You gain a +2 trait bonus on Diplomacy checks to influence Hell Knights and a +2 trait bonus on Intimidate checks to influence enemies of the Hell Knights.

DRAWBACK - OPPRESSIVE EXPECTATIONS: You were raised with the belief that your family was special, and that those of your status always succeed at whatever they do. Due to your concern about upholding the family name and your memories of the consequences for disappointing them (such as violence or unsettling disapproval), you are easily frustrated. When you fail at a skill check, you take a -2 penalty on checks with that skill until you succeed or until you fail at a different skill check, whichever comes first.



Where most Hellknights place little value on deities, or keep their faith a quiet personal matter, the knights of the Order of the Godclaw augment their lawful ardor with religious fervor.

Worshipping their interpretation of five prominent lawful deities as a pantheon of severe exemplars they call the Godclaw, the knighthood seeks to enforce order upon the land not just out of social necessity, but as a divine crusade. Hellknights of the Godclaw are not evangelists and prove highly discriminating of those they accept among their faith, commonly only considering those with the discipline of true Hellknights. Theirs is a faith of strict paragons, as only the most devoted might serve, with those who fail or fall being cast out with little opportunity for forgiveness—though none can say they've ever met a former worshiper of the Godclaw.

The former paladin of Aroden and Hellknight of the Pyre, Seldinin Choaz, formed the Order of the Godclaw in 4623 in response to the First Mendevian Crusade. Meant to restore many of the virtues held sacred by the fallen deity's faithful—as viewed through the harsh lens of Hellknight discipline—the faith of the Godclaw attracted a small following of pious Hellknights, primarily drawing from the minor, disparate orders of the day. Their participation in battles outside Chelixa won them significant regard among their peers, and while many lictors viewed their strange faith as a distraction, their results proved undeniable. This unique order was spared the culling of 4639 and raising a citadel.

Today, under the command of Lictor Ountor, members of the Order of the Godclaw seek out new conflicts to test their mettle, with many having journeyed to Mendev.

Members of the Order of often come from lands ruined by war, savagery, or the failure of supposed defender deities. Others have been raised among the traditions of families formerly devoted to Aroden, and seek a measure of the glory of which their forbearers speak.

Fortress: Citadel Dinyar in the Aspodell Mountains

Leaders: Lictor Resarc Ountor (fighter 4, cleric 2, hellknight 4),

Armiger Regan Vashan (LG female paladin 3)

Symbol: A spinning, five-pointed iron star

Armor: Breastplate with claw-like design, helm, and vambraces,

worn over gray robes

Favored Weapon: Morningstar

Reckoning: Flagellation with a 5-tailed lash

While the Order of the Godclaw relies on the militaristic teachings of the infernal realm just as their other Hellknight brethren, they take a broader scope of inspirations, modeling their vision of law after the strictures of Asmodeus and four of the other most lawful beings in existence: Abadar, Iomedae, Irori, and Torag. Rather than directly worshiping any one of these deities, the Order of the Godclaw chooses specific teachings from the philosophies of each deity, creating a doctrine inspired by yet wholly unlike the faith of any of the engendering figures. Thus, each deity is reinterpreted by the order, uniting the godly facets they perceive as relevant into a wholly unique, pantheonic faith. Thus Iomedae and Torag are seen as Hellknight-like warriors of absolute order—concerned with offensiveness and defensiveness respectively—Irori as a paragon of emotionless discipline, Abadar as a keeper of all laws, and Asmodeus as a peerless strategist king.

Yet despite their unusual—some claim heretical—religious views, the pious members of the Order of the Godclaw receive spells just as the worshipers of any other deity. What power grants the faithful of the Godclaw their might remains a matter of some debate outside the order, with many believing Asmodeus himself encourages this corruption, while others suggest they draw their power from the fanatical devotion to law alone. The signifiers of the Order of the Godclaw have another answer, though, claiming their might merely proves the legitimacy of their faith.



I am the Claw of the Gods. I am their talon, I am their tool. I am the hand that can break or bend; build or rend.

I will learn the weight of my armor. Without my discipline to wear it, it is worthless—my strength is not in my armor, but in my gods. If I lose my armor, I have lost a tool. If I betray my gods, I have died.

I will have faith in the Order. I will channel its strength through my body. I will shine in its legion, and I will not tarnish its glory through base actions. I am righteous through obedience.

I know that corruption in court and church is the greatest corruption of civilization. Without confidence in justice and piety, citizens cannot believe in their countries, and civilization dies. I will root out corruption wherever I find it, and if a system is fundamentally flawed, I will work to aid citizens by reforming or replacing it.

I am the first to the wall, and the last to fall when savagery and heresy threaten.

I will never refuse a challenge from an equal. I will give honor to worthy enemies of the Order, and contempt for the rest.

I will never abandon a companion, though I will honor sacrifice freely given.

I will guard the honor of my Order, both in thought and deed, and I will have faith in them.

I will not be taken prisoner by my free will. I will not surrender those under my command.

I will bring the wilds to spirituality. If they will not come willingly before the law, where they can protest for justice in the courts, they will come under the power of my sword.

I will suffer death before dishonor. My word is my bond. When I give my word formally, I defend my oath to my death. Traps lie in idle banter or thoughtless talk, and so I watch my tongue.

I am at all times truthful and forthright, but my allegiance is to my Order. I will do what is necessary to serve them, including misleading others.

I will show mercy to my mortal enemies where it is due, but shall spare none for their masters. The denizens of the Abyss had their chance to repent in life and squandered it. They shall receive naught from me but the sword in death.



Cursing the early morning breeze with its mixed effluvia of packed bodies and horse dung, a young crusader made her way to the northern end of the encampment and the command tents there. Consciously fixing her face in a look of determination, she allowed none of her disappointment, or anger, to show. She smoothed the orders clenched in her right hand, crushed when she recognized the seal of Central Command rather than that of the Forward Incursionary Force.

She held her black robes close to her body, avoiding the filth of those around her while sparing them the wounds that the spikes of her armor beneath could deliver. A white whimple covered her hair beneath its black exterior, reaching nearly to the ground, covering the rear of her habit and the gray embroidery of her Order. The symbol, a gray five pointed star, still showed on the front of her robes and was mirrored first on her whimple and then again beneath her eye, where it had been tattooed at the age of five.

Reaching the officer's encampment of Central Command, she quickly made her way to the central tent. A quick flash of her orders got her past the guards but not before she surrendered the giant blade on her back and six knives which had been secreted on her person. Ducking under the tent flap, she waited one long minute before her eyes adjusted and she could see the men before her.

Five men stood at the large table in the rear of the tent - Marshall Vincenzo Sarcore, a Hellknight; Anton Reserpine of the First Expeditionary; Ardath the Black, a

witch from far Ulstav; Euripe' Malsozio, her immediate superior and a strange man with golden skin and alabaster wings.

Stepping forward, Euripe' took matters in hand, "Arminger Jeggare, it has been decided that you will accompany the First Expeditionary on a raid into southern Mendev against the local kellids. Promotion to full Hellknight status awaits your return."

Drawing herself to attention, a flash of delight rang through her mind. *"Yes, my policing duties are finally at an end and I will see real combat. My parents had fought outside the wall by this point in their careers and it's passed time that I get my opportunity."*

Stepping forward to receive her orders, Asmodea could not help exulting. This was everything she wanted, in one neat package, yet one thought kept nagging at the back of her mind. *"Where is the Mendevian representative? Mendev is a sovereign nation, with their own queen. How is it my place to discipline her subjects?"*

Taking one step forward, one hand out for her orders, the young Hellknight reached into the depths of her heart, connecting with that part of her resonated with her gods. A foul stench reached her nostrils and she paused, confused. Focusing more carefully, her eyes sought those of her comrades at the table, settling on the massive winged figure. With a shake of her head, she finally saw that which had lain just below her perception - a red aura.

Without a thought, her hand flew back for the hilt of her sword, sweeping through empty air. "Treachery," she yelled, grabbing for the brazier beside the door and

flinging it at the far table. Miraculously, her hand remained unburnt, the skin still new and fair. Convinced of the righteousness of her cause, she lept forward, into the blades facing her, and a desperate struggle, with but one, fatal outcome.

Starting awake, Asmodea jerked bolt upright with a gasping breath, her bedsheets soaked with sweat. Through force of will, she tried to quiet the shaking in her hands as her eyes desperately scanned the barracks around her.

"Is anyone awake? Did any of them see? Am I so desperate for a combat posting that I dream treason and heresy into my superiors?"

Lying back in her bed, she decided to put such thoughts out of her mind. Whether her were in the right place or not, lack of sleep would cause her to fail in her duty, and indistinguishable result from lack of will. As small sigh escaped her lips as she once again slipped into sleep, all thoughts and memory of her previous dream gone.

"It was your fault Nestor. Did I not say that the promotion was too much!" Angry, the kellid tribeswoman, Bastreth, struck the imp on his shoulder, sending the miniature demon flying. With a threatening dip of its stinger, the imp hissed in response.

"Don't blame me you oaf! You were the one insisting we try the spell on a Hellknight and not one of the Andorans. Only one scroll, only one chance said you. And now our chance blown and the scroll with it! Perhaps if you learned to curb your vanity, you'd not have needed to put us both in the dream!"

Still angry, Ardath the Black threw sand on her brazier before dousing the mixture with water. She had traded much for that scroll and such an opportunity would not come again soon. She'd wanted this one, the daughter of Grand Marshall Jaggere, the Hellknight who'd taken her right eye. Let Nestor complain all he liked. She'd get this knight in the end, by one means or another.

Asmodea awoke the next morning to heavy footsteps resonating through the barracks. With a brief knock, the near door opened, revealing the massive armored form of Euripe' Malsozio. Turning to her, his parade ground voice boomed out, "Amodea Jaggere! By order of Marshall Vincenzo Sarcore, you are to make your way to the eastern encampment. There, you will seek out Anton Reserpine of the First Expeditionary, with orders to reinforce a unit in the field. Dismissed!"

Taking her orders from the knight before her, Asmodea repressed a shudder. Something nagged at the back of her mind, yet try as she might, she couldn't seem to put a finger on it. Regardless, hers was not to question orders, and with a shrug, she steeped through the barracks door and out into the hot sun.



PERSONALITY

The daughter of crusaders, Asmodea is not in Mendev out of Duty - her war is personal and she smites her enemies with a burning, righteous anger. Unlike a more traditional paladin of Serenrae or Shelyn, the young crusader has little regard for the common folk. Under her withering gaze, every man, woman and child must contribute to the cause, either by fighting directly or materialy supporting those who do.

While quite egalitarian in her relationships with fellow crusaders, she is quite prejudiced toward those she deems "worthless." A kellid tribesman fighting on the walls receives the recognition of a comrade, yet another, who refuses to fight, is nothing better than native scum who sold Sarcoris to the demons long ago. The sole redeeming feature of her prejudice is that it is equally shared. Every group, including her fellow Chelaxians, must prove their worth in her eyes.

A special note on the subject of Redemption. As a Hellknight, Asmodea follows the law absolutely. She does not kill non-combatants or surrendered enemies willy-nilly. Outside of the sanctioned combat of war, she views her responsibility as arrest, not murder. Naturally, this does not apply to demons however, they had their chance in life and chose the Abyss willingly.



A PALADIN HELLKNIGHT?!

So, what makes you think that a paladin can follow the Order of the God Claw?

The Order worships a composite of Asmodeus, Irori, Torag, Isomedae and Abadar. Isomedae and Abadar can definitely have paladins and it is under their auspices that the God Claw is revered.

If you check page 3 of this packet or Pathfinder #27, you will see that some of the officers of the Order of the God Claw are paladins. James Jacobs himself, the creative lead for Golarion, has stated that his private game has paladins in the Order of the God Claw.

And you also think that not only can paladins be in the Order, but can also be active Hellknights?

The Order of the God Claw was founded in Mendev during the Third Crusade by Seldinin Choaz, a Hellknight of the Order of the Pyre and a pladin of Aroden. They were officially recognized by the crown of Cheliox when they returned from the war and given permission to build a keep, something that many other orders are not allowed to do.

How are you going to get along with other paladins?

This should actually be easier for me than some other classes. Both Hellknights and Paladins vow to support legitimate authority. This does not include the petty dictatorships of the River Kingdoms or the ice witch conquerors of Irrissen.

Obviously, Lawful Good must be both lawful and good and a paladin can no more skip one aspect than the other. Whether a paladin stresses that which is lawful or that which is good is irrelevant - if he breaks either, he breaks his vows and must atone.