

Lucifer Lestrag

Fighter 18

N Medium Human Versatile Heritage Humanoid

Perception +25 (+2 initiative);

Languages None selected

Skills Acrobatics +22, Arcana +22, Athletics +31, Diplomacy +24, Intimidation +30, Lore: Alcohol +22, Lore: Hell +24, Occultism +24, Religion +21, Society +24

Str +5, **Dex** +2, **Con** +4, **Int** +2, **Wis** +1, **Cha** +4

Items +2 Greater Resilient Adamantine (Standard-Grade) Hellknight Plate, Boots of Bounding (Greater), Stalwart's Ring, Tower Shield (Hardness 5, HP 20, BT 10)

AC 42 (+44 with shield raised); **Fort** +30, **Ref** +28, **Will** +25; *Juggernaut*, *Evasion*, *Bravery*

HP 278; **Resistances** mental 9

Keep Up Appearances ➤ **Access** regional requirement **Trigger** You are affected by an emotion effect. Roll a Deception check and compare the result to any observing creatures' Perception DCs. On a success, that creature believes you were unaffected by the emotion effect. A creature tricked in this manner can't benefit from the emotion effect and can't use abilities that require you to be under this emotion effect; for example, if you successfully use this ability to trick a will-o'-wisp into believing you aren't under a fear effect, it can't use its Feed on Fear ability on you.

Skeptic's Defense ➤ **Prerequisites** master in Intimidation **Frequency** once per day **Trigger** You are targeted by or are in the area of a mental spell or effect. You don't believe in any mental twaddle, and you're certainly not afraid of it. You scoff and verbally refute the triggering effect, attempting a counteract check using your Intimidation modifier with a counteract level of half your level rounded up. If you succeed, you ignore the triggering effect, though any other creatures that were also targeted or in the area are still affected. If the source of the effect you successfully counteracted understands your language and has an Intelligence modifier of -3 or higher, that creature becomes stupefied for 1 round.

Too Angry to Die ➤ **Prerequisites** master in Intimidation **Trigger** you stand up from prone after waking up from being unconscious You refuse to yield the battle, even after you've been knocked off your feet and nearly killed. For you, such a brush with death is less something to fear and more a thing to become infuriated by. As you stand up, you roar in defiance and can attempt to Demoralize a foe.

Guardian's Deflection ➤ **Requirements** You are wielding a single one-handed melee weapon and have your other hand or hands free. **Trigger** An ally within your melee reach is hit by an attack, you can see the attacker, and the ally gaining a +2 circumstance bonus to AC would turn the critical hit into a hit or the hit into a miss. You use your weapon to deflect the attack against your ally, granting a +2 circumstance bonus to their Armor Class against the triggering attack. This turns the triggering critical hit into a hit, or the triggering hit into a miss.

Shield Block ➤ **Trigger** While you have your shield raised, you would take damage from a physical attack. You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Attack of Opportunity ➤ **Trigger** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using. You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Speed 25 feet

Melee +3 Major Striking Fearsome (Greater) Spiked Gauntlet +34 (Agile, Free-Hand, Emotion, Enchantment, Fear, Magical, Mental), **Damage** 4d4+13 P

Melee Greater Striking Fearsome (Greater) Chain Sword +27 (Uncommon, Finesse, Reach, Sweep, Emotion, Enchantment, Fear, Magical, Mental), **Damage** 3d6+9 S

Power Attack ♦♦ (Flourish) You unleash a particularly powerful attack that clobbers your foe but leaves you a bit unsteady. Make a melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal an extra die of weapon damage. If you're at least 10th level, increase this to two extra dice, and if you're at least 18th level, increase it to three extra dice.

Diabolic Certitude ♦ (Skill) **Prerequisite(s)** Hellknight Armiger Dedication **Trigger** Your turn begins and you can observe a devil. Your Hellknight training drilled details of Hell's denizens deep into your mind. Make an attempt to Recall Knowledge about a devil you're observing. If you roll a critical failure on this check, you get a failure instead.

Two-Weapon Flurry ♦ (Flourish, Press) **Requirements** You are wielding two weapons, each in a different hand. You lash out with both your weapons in a sudden frenzy. Strike twice, once with each weapon.

Impassable Wall Stance ♦ **Prerequisites** Attack of Opportunity You refuse to let foes past your guard. As long as you are in this stance, when you critically hit with an Attack of Opportunity triggered by a move action, you disrupt that move action.

Scare to Death ♦ (Emotion, Fear, General, Incapacitation, Skill) **Prerequisites** legendary in Intimidation You can frighten foes so much, they might die. Attempt an Intimidation check against the Will DC of a living creature within 30 feet of you that you sense or observe and who can sense or observe you. If the target can't hear you or doesn't understand the language you are speaking, you take a -4 circumstance penalty. The creature is temporarily immune for 1 minute. **Critical Success** The target must attempt at a Fortitude save against your Intimidation DC. On a critical failure, it dies. On any other result, it becomes frightened 2 and is fleeing for 1 round. The critical failure effect has the death trait. **Success** The target becomes frightened 2. **Failure** The target becomes frightened 1. **Critical Failure** The target is unaffected.

Exacting Strike ♦ (Press) You make a controlled attack, fully accounting for your momentum. Make a Strike. The Strike gains the following failure effect. **Failure** This attack does not count toward your multiple attack penalty.

Intimidating Strike ♦♦ (Emotion, Fear, Mental) Your blow not only wounds creatures but also shatters their confidence. Make a melee Strike. If you hit and deal damage, the target is frightened 1, or frightened 2 on a critical hit.

Devoted Guardian ♦ **Requirements** Your last action was to Raise a Shield. You adopt a wide stance, ready to defend both yourself and your chosen ward. Select one adjacent creature. As long as your shield is raised and the creature remains adjacent to you, the creature gains a +1 circumstance bonus to their AC, or a +2 circumstance bonus if the shield you raised was a tower shield.

Additional Feats *Advanced Weapon Training, Assurance, Battle Cry, Clever Improviser, Combat Reflexes, Deceptive Worship, Fearsome Brute, Hellknight Armiger Dedication, Hellknight Dedication, Hobnobber, Incredible Initiative, Intimidating Glare, Intimidating Prowess, Lasting Coercion, Natural Skill, Pain Tolerance, Terrifying Resistance, Toughness, Untrained Improvisation*

Additional Specials *Advanced Weapon Choice (Chain Sword), Armor Mastery, Assurance (Intimidation), Battlefield Surveyor, Combat Flexibility, Fighter Weapon Mastery (Brawling), Hellknight Order (Order of the Scourge), Hellknight Skill (Society), Improved Flexibility, Select Advanced Weapon Group (Brawling), Skilled (Lore: Hell), Skilled (Religion), Weapon Legend (Brawling)*