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Grey maiden pathfinder

This page contains spoilers for the following products: Curse of crimson Throne Adventure Path. Gray Maidens was an all-female, elite bodyguard to Queen Ileosa Arabasti of Corvos. Since the Queen's death, the group has been officially disbanded. However, some cells are still active in Varisia (outside Corvos) and Cheliah. [1] History of Gray the Virgin protects his queen. Gray Maidens was founded in 4708 by U.S. Queen ileosa in chaos after her ascension to provide a military force that was loyal only to her. Members of all other military or militia units in and around Corvos (including the Sable Company marines, the Order of Nail and the Korvosan Guard) were in command of those whose loyalty to the young queen was questionable. [2] During the Queen's short reign, Gray the Virgin fulfills his will by increasingly violent methods. After the blood veil plague was quelled, Queen ileosa named the order as the new guards of Korvosa, appointed Sabina Merrin as her leader and new general Korvosa, and gave the organization even more power and prestige. She also dissolved the Sable Company and united its remnants into the Guard, resulting in a failed assassination attempt by its commandant Marcus Endrin and then a riot that Gray Maidens brutally put down. [3] Following the death of Queen ileos in the same year, the death of the Queen caused the organisation's turmoil in small, often rival, factions. Smaller bands include Faceless Kaid's Band and The Maidens of the Lady's Light, although none have been as successful as Erinyes Company and Scarlet Rose. [4] Recruitment and training New recruits from the most beautiful female soldiers in Corvos were initially selected, in particular from the Sable Company, Nail Orta and Korvosan Guards, although recruiters were often taken from the city's most violent underground. The conscripts had to pass the queen's assay of strength and beauty, and those who did not were eventually mutilated and imprisoned in the basement of the castle. A terrific initiation process awaited those who succeeded, designed to break down their personalities, leave their faces scarred, and teach them the unquestionable loyalty of the queen. [2] Psychological conditioning was usually supplemented by magical coercion, and many former members suffered the consequences of this injury. [5] Equipment Queen ileosa Arabasti in her throne room is guarded by Gray Maidens. As royal guards, Gray Maidens were equipped with fine armor and a distinctive (and intimidating) steering wheel with red plums. In combat, most Gray Maidens uses a more refined version of Helknight's fighting style, a style that has proven surprisingly popular with many young soldiers. [6] [7] This section is incomplete. You can help us by expanding it. Reference publicēja lielu rakstu par Gray Maidens pēc krišanas Queen Ileosa lāsts Lady's Light 64ff. Papildu resursus skatiet lapā Meta. † F. Wesley Schneider. (2012). Pelēkās jaunavas. Lāsts par Lēdijas Gaismu, 68.–69. lpp. Paizo Publishing, LLC. ISBN 978-1-60125-459-7 † 2.0 2.1 F. Wesley Schneider. (2008). Septiņas dienas Grave. Septiņas dienas līdz Kapam, 19. lpp. Paizo Publishing, LLC. ISBN 978-1-60125-091-9 † Ričards Pet. (2008). Escape from Old Korvosa. Bēgšana no Vecās Korvosas, 9.–10. lpp. Paizo Publishing, LLC. ISBN 978-1-60125-092-6 † Benjamin Bruck, John Compton, Crystal Frasier, et al. (2017). Piedzīvojumu ceļvedis, 77.–78. lpp. Paizo Inc. ISBN 978-1-60125-938-7 † Benjamin Bruck, John Compton, Crystal Frasier, et al. (2017). Adventurer's Guide, 77. lpp. Paizo Inc ISBN 978-1-60125-938-7 † Alexander Augunas, Robert Brookes, Anthony Li, Luis Loza, un David Schwartz. (2016). Brunas meistara rokasgrāmata, p. Inside Front Cover. Paizo Inc ISBN 978-1-60125-829-8 † Alexander Augunas, Robert Brookes, Anthony Li, Luis Loza, un David Schwartz. (2016). Brunas meistara rokasgrāmata, 10. lpp. Paizo Inc ISBN 978-1-60125-829-8 Gray Maiden CR 8Female cilvēka cīnītājs 8LE Medium humanoidInit 3; Sajūtas Uztvere -IAC 25, touch 15, plakanpēda 24 (10 Armor, +1 veiklība, +2 vairogs)Melee +1 longsword +15/+10 (108+7/19–20)Svārstījās mwk kompozītu longbow +12/+7 (1d8+4/+3)Lai kā Gray Combat Maidens dod priekšroku cīņai ar meles, bet viņi ir apmācīti, lai atbalstītu savas māsas ar organizētiem ieročiem, ja nav iespēju ģimenes dāvanas sevi. Mordie Gray Maidens cīnīties līdz nāvei. Str 14, Dex 12, Con 16, Int 10, Wis 8, Cha 14Feats Improved Bull Rush, Improved Critical (longsword), Iron Will, Point Blank Shot, Power Attack, Precise Shot, Quick Draw. Weapon Focus (longsword), Weapon Specialization (longsword)Skills Climb +8, Intimidate +13, Jump +2Gear +2 full plate, Str 14, Dex 12, Dex 12, Con 16, Int 10, Wit 10, Wli 8, Cha 14Feats Improved Bull Rush, Improved Kritiskā (longsword), Dzelzs Vains, Dzelzs Will, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Ieroču Focus (longsword), Ieroču specializācija (longsword) Prasmes Climb 8, Intimidate 13, Jump +2Gear +2 pilna plate, smagā tērauda vairogs, +1 longsword, mwk compositelongbow (+2 Str) ar 20 bultām, apmetnis pretestības +1 Home &gt;Bestiary &gt;NPCs &gt;TAS (CR 7) &gt; Gray Maiden (CR 7) XP 3,200 Human Fighter 8 LE Medium humanoid (cilvēka) Init + 5; Sajūtas Uztvere +0 DEFENSE AC 24, touch 11, plakanpēda 23 (+10 bruņas, +1 Dex, +3 vairogs) hp 80 (8d10 +32) Fort +9, Ref +6, Will +5; 2 vs bailes aizsardzības spējas drosme 2 OFFENSE Speed 30 pēdas. Melee 1 bastards zobens +15/+10 (1d10+8/17–20) Special Attacks weapon training (heavy blades +1) STATISTICS Str 18, Dex 13, Con 14, Int 13, Wis 10, Cha 8 Base Atk +8; CMB 12; CMD 23 Feats Exotic Weapon Proficiency (bastards zobens), Uzlabota kritiskā (bastards zobens), initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness, Vital Strike, Weapons Focus (Bastards Sword), Weapons Specialization (Bastard Sword) Skills Climb 11, Intimidate 10, Ride +8, Swim +11 Languages Common, +1 Additional SQ Armor Training 2 Combat Gear Potion Bull Strength, Endurance, cure moderate wounds; Other Gear +1 full plate, +1 heavy steel shield, +1 bastard sword, cape resistance +1, 45 gp Cost 1500 gp; Weight 50 lbs. Armor Bonus 9; Max Dex Bonus +1; Armor Check Penalty-6Arcane Spell Failure Chance 35%; Speed 20 feet / 15 ft. Gray Maidens distinctive armor is one of their most iconic identifiers. The Gray Maiden plate is mechanically identical to the full plate, and any effect that works with full plate features with a Gray Maiden plate. Some options for the Gray Maidens feature only when they wear a Gray Maiden plate. Section 15: Copyright Notice Pathfinder Role-Playing Game, ©, Paizo Inc. Authors: Benjamin Bruck, John Compton, Crystal Frasier, Tim Hitchcock, Jenny Jarzabski, Isabelle Lee, Joe Pasini, Jessica Price, David Schwartz, and Josh Vogt. You were chosen to ideally into Gray Maidens and underwent some previous scars and conditioning, but the queen was defeated before you could fully serve her. You carry your sister's mental and physical scars in the Grey Virgins, and while you have never had to be able to have any of the queen's commands, you feel a strong kinship with your sister, which is. Prerequisite(s): Female, to be performed at level 1. Benefit(s): You are affiliated with Gray Maidens. In addition, choose two of the following advantages to represent the attention of your initial training and docking. Avenging Knight: Like Queen's Night, you crave revenge on those who have done it to you. You get 1 bonus for damage rolls against any creature dealing with injury to you during the previous round. Deeper into udoktrination: Spiritual conditioning has promoted your mind against the most magical control. You get a +1 bonus for Will saving throws, except if resisting charm or forced effects caused by legitimate evil creatures, in which case you instead take -2 penalties for Will saving throws. Faceless Virgo: You can use the disturbing nature of the iconic armor of the Gray Maidens. Wearing a Gray Maiden plate, you get 2 bonus for intimidating checks. Gray Maiden Adept: You had some magical skills before being recruited and learned to cast spells despite the restrictive armor you were forced to wear. The arcane spelling failure option on the Gray Maiden plate you're wearing has been reduced by 5%. Gray Maiden Endurance: Surviving the brutal process of becoming a Gray Maiden taught you to endure more pain than others. You get 2 hit points and can sleep wearing Gray Maiden armor without getting tired. Commoner Adoption: With the help of Scarlet Rose, you've successfully reintegrated society. You get a +1 bonus in diplomacy and knowledge (local) tests, and one of these skills (your choice) is a class skill for you. Scarred: Your face was terribly scarred during the Gray Maiden launch, destroying its beauty. You are using -1 penalty for diplomacy and disguise checks, but get a +2 bonus for intimidating checks and rescue throws against the effects of pain. Tame and Broken: You reach full potential only when magically forced. Whenever you have the effects of enemy forced spells, you get multiple temporary hit points that are equal to the spell level. These temporary hit points last the duration of the spelling effect. Special: This feat is unrelated; Creature doesn't have to be in touch with Gray Maidens to choose this feat. Section 15: Copyright Notice Pathfinder Role-Playing Game, ©, Paizo Inc. Authors: Benjamin Bruck, John Compton, Crystal Frasier, Tim Hitchcock, Jenny Jarzabski, Isabelle Lee, Joe Pasini, Jessica Price, David Schwartz, and Josh Vogt. The vogt. The vogt.

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