



A knight serving in the Lionsguard, personal bodyguards of the royal family. Being so, Agrias has a strong sense of duty and honor. She abhors corruption and evil in all instances. Agrias is fairly selfless and will do all in her power to protect her friends and help lift them to new heights. Though she has a serious demeanor it's easy to tell when she cares.

Agrias has long blonde braided hair and brown eyes. She wears a blue tunic, a set of gray shoulder pauldrons, chest plate and elbow pads, brown gloves with large yellow cuffs, complete with brown pants and boots.

Agrias Oaks

CR 1

XP 400

Female Hume Holy Knight 1

Lawful Good Medium Humanoid

Init +4; **Senses** Perception +5

Defense

AC 19, touch 10, flat-footed 19 (Armor +7, Shield +2)

HP 12 (1d10+2)

Fort +4, Reflex +0, Will +3

Offense

Speed 20 ft.

Melee Knight Sword +4 (1d10+2/19-20x2)

Special Abilities [Lay on Hands](#) (1d6; 5/day)

Limit Breaks [Brightest Day](#), [Last Bastion](#)

Tactics

During Combat Agrias eagerly jumps into the front lines. She will always try to protect her friends, using cover as much as possible. As such, she seldom uses lay on hands to heal herself, saving it for her allies unless in a dire situation.

Statistics

Str 15, Dex 11, Con 14, Int 12, Wis 12, Cha 18

Base Atk +1; CMB +3; CMD 13

Feats Improved Initiative, Weapon Focus (Knight Sword)

Skills Diplomacy +8, Handle Animal +8, Heal +5, Perception +5, Ride +4, Sense Motive +5

Languages Common, Elvaan

SQ Curiosity, Integrated, Sociable, [Oath Stance](#), [Cover](#)

Combat Gear Knight Sword, Banded Mail, Heavy Steel Shield, Cure Potion; Other Gear Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50ft Rope, Torch x2

*Agrias puts her Favored class bonus into bonus skill ranks each level.

**Agrias will take the "Reactionary" and "Civilized" traits when possible.

Agrias Oaks

CR 5

XP 1,600

Female Hume Holy Knight 5

Lawful Good Medium Humanoid

Init +11; Senses Perception +9

Defense

AC 21, touch 10, flat-footed 21 (Armor +8, Shield +3)

HP 42 (5d10+10); MP 4

Fort +11, Reflex +6, Will +10

Offense

Speed 20 ft.

Melee +1 Knight Sword +10 (1d10+4/19-20x2)

Special Abilities [Lay on Hands](#) (3d6; 7/day), [Unwavering Confidence](#) (14 rounds/day)

Limit Breaks [Brightest Day](#), [Last Bastion](#)

Holy Knight Spells Known (CL 2nd, Concentration +7)

- **1st** – Cure, Restore

Tactics

During Combat Agrias eagerly jumps into the front lines. She will always tries to protect her friends, using cover as much as possible. As such, she seldom uses lay on hands to heal herself, saving it for her allies unless in a dire situation.

Statistics

Str 16, **Dex** 11, **Con** 14, **Int** 12, **Wis** 12, **Cha** 20

Base Atk +5; **CMB** +8; **CMD** 18

Feats Greater Blessing, Improved Initiative, Power Attack, Weapon Focus (Knight Sword)

Skills Diplomacy +13, Handle Animal +13, Heal +9, Perception +9, Ride +8, Sense Motive +9

Languages Common, Elvaan

SQ Curiosity, Integrated, Sociable, [Oath Stance](#), [Cover](#), [Holy Grace](#), [First Into Battle](#), [Divine Arts](#) (8/day; [Bastion of Light, Clemency]), [Shared Defense](#), [Blessing](#)

Combat Gear +1 Knight Sword, +1 Banded Mail, Heavy Steel Shield +1, Headband of Alluring Charisma +2, Strength Tonic x2, Phoenix Down; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50ft Rope, Torch x2

Agrias Oaks

CR 10

XP 9,600

Female Hume Holy Knight 10

Lawful Good Medium Humanoid

Init +12; **Senses** Perception +11

Defense

AC 25, touch 12, flat-footed 25 (Armor +9, Shield +4, Deflect +2)

HP 79 (10d10+20); **MP** 16

Fort +14, **Reflex** +8, **Will** +13

Offense

Speed 20 ft.

Melee +3 Knight Sword +19/+14 (1d10+7/19-20x2)

Special Abilities [Lay on Hands](#) (5d6; 11/day), [Unwavering Confidence](#) (16 rounds/day), [Flash of Light](#)

Limit Breaks [Brightest Day](#), [Last Bastion](#)

Holy Knight Spells Known (CL 7th, Concentration +13)

- **1st** – Cure, Ohlight, Restore
- **2nd** – Cure II, Effortless Armor, Holy Circle (DC 18)
- **3rd** – Enlight III

Tactics

During Combat Agrias eagerly jumps into the front lines. She will always tries to protect her friends, using cover as much as possible. As such, she seldom uses lay on hands to heal herself, saving it for her allies unless in a dire situation.

Statistics

Str 18, **Dex** 11, **Con** 14, **Int** 12, **Wis** 12, **Cha** 22

Base Atk +10; **CMB** +14; **CMD** 26

Feats Greater Blessing, Improved Initiative, Power Attack, Radiant Charge, Weapon Focus (Knight Sword), Word of Healing

Skills Diplomacy +19, Handle Animal +19, Heal +14, Perception +14, Ride +13, Sense Motive +14

Languages Common, Elvaan

SQ Curiosity, Integrated, Sociable, [Oath Stance](#), [Cover](#), [Holy Grace](#), [First Into Battle](#), [Divine Arts](#) (9/day; [Bastion of Light, Clemency, Circle of Scorn, Hallowed Ground, Rage of Halone]), [Shared Defense](#), [Blessing](#), [Divine Health](#)

Combat Gear +3 Knight Sword, +2 Banded Mail, +2 Heavy Steel Shield, Headband of Alluring Charisma +4, Belt of Giant Strength +2, Ring of Protection +2, Chocobo Wing, Phoenix Down x3; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50ft Rope, Torch x2

Agrias Oaks

CR 15

XP 51,200

Female Hume Holy Knight 15

Lawful Good Medium Humanoid

Init +13; **Senses** Perception +19

Defense

AC 32, touch 14, flat-footed 31 (Dexterity +1, Armor +12, Shield +6, Deflect +3)

HP 162 (15d10+75); **MP** 39

Fort +20, **Reflex** +12, **Will** +16

Immune Fear, Charm, Poison, Curse

Offense

Speed 20 ft.

Melee +5 Knight Sword +26/+21/+16(1d10+11/17-20x2)

Special Abilities [Lay on Hands](#) (8d6; 13/day), [Unwavering Confidence](#) (21 rounds/day), [Flash of Light](#)

Limit Breaks [Brightest Day](#), [Last Bastion](#)

Holy Knight Spells Known (CL 12th, Concentration +18)

- **1st** – Cure, Ohlight, Restore
- **2nd** – Cure II, Effortless Armor, Holy Circle (DC 18)
- **3rd** – Cure III, Dispel, Enlight III
- **4th** – Cura, Esuna, Restora

Tactics

During Combat Agrias eagerly jumps into the front lines. She will always tries to protect her friends, using cover as much as possible. As such, she seldom uses lay on hands to heal herself, saving it for her allies unless in a dire situation.

Statistics

Str 22, **Dex** 12, **Con** 20, **Int** 12, **Wis** 12, **Cha** 22

Base Atk +15; **CMB** +21; **CMD** 35

Feats Armor Focus (Banded Mail), Greater Blessing, Improved Critical, Improved Initiative, Power Attack, Radiant Charge, Reward of Life, Weapon Focus (Knight Sword), Word of Healing

Skills Diplomacy +24, Handle Animal +24, Heal +19, Perception +19, Ride +19, Sense Motive +19

Languages Common, Elvaan

SQ Curiosity, Integrated, Sociable, [Oath Stance](#), [Cover](#), [Holy Grace](#), [First Into Battle](#), [Divine Arts](#) (9/day; [Bastion of Light, Clemency, Circle of Scorn, Hallowed Ground, Rage of Halone, Requiescat, Sheltron]), [Shared Defense](#), [Blessing](#), [Divine Health](#), [Aura of Courage](#), [Aura of Resolve](#), [Sentinel](#)

Combat Gear +5 Knight Sword, +4 Banded Mail, +4 Heavy Steel Shield, Headband of Alluring Charisma +4, Champion Belt, Ring of Protection +3, Phoenix Down; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50ft Rope, Torch x2