

# Thaolos "White Shadow" WhiteStar

Jason Stinson

Paladin 2

CHARACTER LEVEL (favored class = Paladin)

Lawful Good

ALIGNMENT

Human

Medium

Male

17

6'

185lb.

Iomedae

DEITY

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> Strength	17	+3		
<b>DEX</b> Dexterity	14	+2		
<b>CON</b> Constitution	11	+0		
<b>INT</b> Intelligence	14	+2		
<b>WIS</b> Wisdom	14	+2		
<b>CHA</b> Charisma	17	+3		

HP	TOTAL	DR
HIT POINTS	20	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE			HERO PTS
+2	= 2	+ 0	0
TOTAL	DEX MOD.	MISC MOD.	

AC	20	= 10 +	6	+	2	+	2	+		TOUCH	12
TOTAL											
			ARMOR BONUS				SHIELD BONUS			DEX MODIFIER	
										SIZE MODIFIER	
			NATURAL ARMOR				DEFLECT MODIFIER			MISC MODIFIER	
										DODGE BONUS	
										FLAT- FOOTED	18

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	6	=	3	+		+		+	3	+	
<b>REFLEX</b> (DEXTERITY)	5	=		+	2	+		+	3	+	
<b>WILL</b> (WISDOM)	8	=	3	+	2	+		+	3	+	

BASE ATTACK BONUS	+2	SPELL RESISTANCE	
-------------------	----	------------------	--

<b>CMB</b>	5	= 2	+	3	+	0
TOTAL						
		BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER
<b>CMD</b>	17	= 2	+	3	+	2
TOTAL						
		BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER
						SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
Light Shield Bash			+5	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d3+3	

WEAPON [in main hand]			ATTACK BONUS	CRITICAL
+1 Longsword			+7	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
S			1d8+4	

WEAPON			ATTACK BONUS	CRITICAL
Dagger			+5	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P/S	10'	x2	1d4+3	

WEAPON			ATTACK BONUS	CRITICAL
Longsword			+6	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
S			1d8+3	

WEAPON			ATTACK BONUS	CRITICAL
Shortspear			+5	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P	20'		1d6+3	

WEAPON			ATTACK BONUS	CRITICAL
Unarmed strike			+5	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d3+3	

WEAPON			ATTACK BONUS	CRITICAL
Shortbow, Comp. (Str +0)			+4	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
P	70'		1d6	



SPEED	LAND	30 FT. 6 SQ.	20 FT. 4 SQ.	MODIFIERS
BASE SPEED				
	FT.	FT.	FT.	FT.
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW

SKILLS				
Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	-2	=Dex	2	+0
Appraise	2	=Int	2	+0
Bluff	3	=Cha	3	+0
Climb	-1	=Str	3	+0
✓ Diplomacy	7	=Cha	3	+1+3
Disguise	3	=Cha	3	+0
Escape Artist	-2	=Dex	2	+0
Fly	-2	=Dex	2	+0
✓ Heal	6	=Wis	2	+1+3
Intimidate	3	=Cha	3	+0
✓ Knowledge (nobility)	6	=Int	2	+1+3
✓ Knowledge (religion)	6	=Int	2	+1+3
Perception	4	=Wis	2	+2
✓ Ride	2	=Dex	2	+1+3
✓ Sense Motive	6	=Wis	2	+1+3
✓ Spellcraft	7	=Int	2	+2+3
Stealth	-2	=Dex	2	+0
Survival	2	=Wis	2	+0
Swim	-1	=Str	3	+0
Use Magic Device	5	=Cha	3	+2

✓ = Class Skill, = Trained Only, = Armor Check Penalty Applies

LANGUAGES	
Common • Dwarven • Elven	

COMBAT MANEUVERS		
Maneuver	CMB	CMD
Bull Rush	+5	17
Dirty Trick	+5	17
Disarm	+5	17
Drag	+5	17
Feint	+5	17
Grapple	+5	17
Overrun	+5	17
Pull	+5	17
Push	+5	17
Reposition	+5	17
Steal	+5	17
Sunder	+5	17
Trip	+5	17

SPECIAL ABILITY / FEATURE SUMMARY	
Smite Evil (1/day) (Su)	
Detect Evil (At will) (Sp)	
Aura of Good (Ex)	
Lay on Hands (1d6) (4/day) (Su)	

FEATS SUMMARY	
Armor Proficiency (Heavy)	
Armor Proficiency (Light)	
Armor Proficiency (Medium)	
Martial Weapon Proficiency - All	
Shield Proficiency	
Simple Weapon Proficiency - All	
Toughness	
Weapon Focus (Longsword)	

MONEY	
Platinum	2
Gold	642
Silver	1
Copper	6
Valuables	150
ENCUMBRANCE	
Current	89 lbs
Light	86 lbs
Medium	173 lbs
Heavy	260 lbs
EXPERIENCE	
Current	2734
Next Level	5000

TRACKED RESOURCES		
Resource	Max.	Used
Dagger	2	
Healer's kit (10/10 uses remaining)	10	
Lay on Hands (1d6) (4/day) (Su)	4	
Potion of cure light wounds	1	
Shortspear	1	
Smite Evil (1/day) (Su)	1	
Torch	4	
Trail rations	1	
Wand of cure light wounds	50	42

GEAR		
6 pouches of gold dust		
Qty	Item	Weight Cost
	empty	
Backpack		
Qty	Item	Weight Cost
	empty	
Belt pouch		
Qty	Item	Weight Cost
	empty	
Sack		
Qty	Item	Weight Cost
	empty	
Gear In No Container		
Qty	Item	Weight Cost
1	+1 Light steel shield	6 lbs 1159 GP
1	+1 Longsword	4 lbs 2315 GP
1	Potion of cure light wounds	50 GP
1	Wand of cure light wounds	750 GP
1	6 pouches of gold dust	1 lb 50 GP
1	Backpack	2 lbs 2 GP
1	Bedroll	5 lbs 1 SP
1	Belt pouch	0.5 lbs 1 GP
1	Breastplate	30 lbs 200 GP
1	Crowbar	5 lbs 2 GP
2	Dagger	1 lb 4 GP
1	Fishhook	1 SP
1	Flint and steel	1 GP
1	Grappling hook	4 lbs 1 GP
1	Healer's kit (10/10 uses remaining)	1 lb 50 GP
1	Holy symbol, wooden (Sun)	1 GP
1	Longsword	4 lbs 15 GP
1	Masterwork Flute	100 GP
1	Rope	10 lbs 1 GP
1	Sack	0.5 lbs 1 SP
1	Shortbow, Comp. (Str +0)	2 lbs 75 GP
1	Shortspear	3 lbs 1 GP
4	Torch	1 lb 4 CP
1	Trail rations	1 lb 5 SP
1	Waterskin	4 lbs 1 GP

## TRAITS

### SPECIAL ABILITIES/FEATURES

#### **Smite Evil (1/day) (Su)**

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

**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.

#### **Detect Evil (At will) (Sp)**

At will, a paladin can use detect evil, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not detect evil in any other object or individual within range.

#### **Aura of Good (Ex)**

The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level.

#### **Lay on Hands (1d6) (4/day) (Su)**

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal 1d6 hit points of damage for every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability.

Alternatively, a paladin can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

## FEATS

#### **Armor Proficiency (Heavy)** (Combat)

You are skilled at wearing heavy armor.

**Prerequisites:** Light Armor Proficiency, Medium Armor Proficiency.

**Benefit:** See Armor Proficiency, Light.

**Normal:** See Armor Proficiency, Light.

**Special:** Fighters and paladins automatically have Heavy Armor Proficiency as a bonus feat. They need not select it.

#### **Armor Proficiency (Light)** (Combat)

You are skilled at wearing light armor.

**Benefit:** When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Normal:** A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

**Special:** All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

#### **Armor Proficiency (Medium)** (Combat)

You are skilled at wearing medium armor.

**Prerequisite:** Light Armor Proficiency.

**Benefit:** See Armor Proficiency, Light.

**Normal:** See Armor Proficiency, Light.

**Special:** Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

#### **Martial Weapon Proficiency - All**

**Benefit:** You are proficient with all Martial weapons.

**Normal:** When using a weapon with which you are not proficient, you are at -4 to attack rolls.

#### **Shield Proficiency** (Combat)

You are trained in how to properly use a shield.

**Benefit:** When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

**Normal:** When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

**Special:** Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

### **Simple Weapon Proficiency - All** (Combat)

You are trained in the use of basic weapons.

**Benefit:** You make attack rolls with simple weapons without penalty.

**Normal:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**Special:** All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

### **Toughness**

You have enhanced physical stamina.

**Benefit:** You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

### **Weapon Focus (Longsword)** (Combat)

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.

## **MAGIC ITEMS**

### **+1 Light steel shield**

You strap a light steel shield to your forearm and grip it with your hand. A light steel shield's weight lets you carry other items in that hand, although you cannot use weapons with it. Whether wooden or steel, a light shield offers the same basic protection and attack benefits, though the two varieties respond differently to some spells and effects (such as rusting grasp). A druid can use a light wooden shield, but not a light steel shield.

**Shield Bash Attacks:** You can bash an opponent with a light shield. See "light shield" on Table 1-5: Martial Weapons for the damage dealt by a shield bash with a light shield. Used this way, a light shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a light shield as a light weapon. If you use your shield as a weapon, you lose its AC bonus until your next turn. An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

- Normal -

Most equipment is made of standard materials, giving no bonuses or penalties.

### **+1 Longsword**

This sword is about 3-1/2 feet in length.

### **Potion of cure light wounds**

Cures 1d8 damage +1/level (max +5).

### **Wand of cure light wounds**

Cures 1d8 damage +1/level (max +5).