Thaolos "White Shadow" WhiteStar
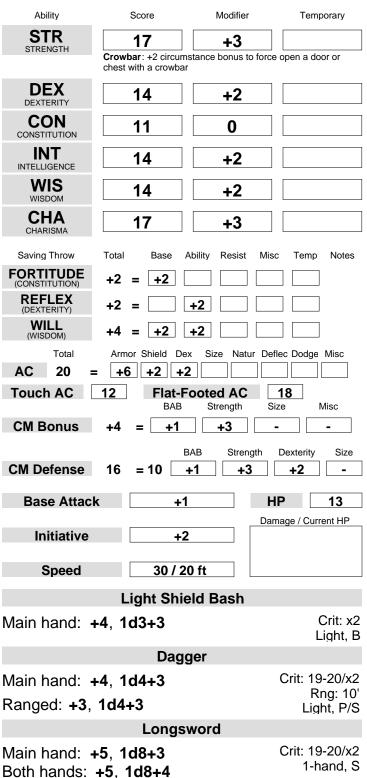
Player: Jason Stinson

Male Human Paladin 1 - CR 1/2
Lawful Good Humanoid (Human); Deity: **Iomedae**; Age: **17**;
Height: **6'**; Weight: **185lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	

Crowbar: +2 circumstance bonus to force open a door or chest with a crowbar

Ability	Score	Modifier	Temporary
DEX DEXTERITY	14	+2	
CON CONSTITUTION	11	0	
INT INTELLIGENCE	14	+2	
WIS WISDOM	14	+2	
CHA CHARISMA	17	+3	

Saving Throw	Total		Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+2					
REFLEX (DEXTERITY)	+2	=		+2				
WILL (WISDOM)	+4	=	+2	+2				

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	20	=	+6	+2	+2					

Touch AC	12	**Flat-Footed AC**	18

	Total		BAB	Strength	Size	Misc
CM Bonus	+4	=	+1	+3	-	-

	Total			BAB	Strength	Dexterity	Size
CM Defense	16	=	10	+1	+3	+2	-

Base Attack	+1	**HP**	13

Damage / Current HP

Initiative	+2

Speed	30 / 20 ft

Light Shield Bash

Main hand: **+4**, 1d3+3

Crit: x2
Light, B

Dagger

Main hand: **+4**, 1d4+3
Ranged: **+3**, 1d4+3

Crit: 19-20/x2
Rng: 10'
Light, P/S

Longsword

Main hand: **+5**, 1d8+3
Both hands: **+5**, 1d8+4

Crit: 19-20/x2
1-hand, S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (2)	-	
Speed less than 30' : -4 jump				
Appraise	+2	INT (2)	-	
Bluff	+3	CHA (3)	-	
Climb	-1	STR (3)	-	
Diplomacy	+7	CHA (3)	1	
Disable Device	-	DEX (2)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	-2	DEX (2)	-	
Fly	-2	DEX (2)	-	
Handle Animal	-	CHA (3)	-	
Heal	+6	WIS (2)	1	
Intimidate	+3	CHA (3)	-	
Knowledge (nobility)	+6	INT (2)	1	
Knowledge (religion)	+6	INT (2)	1	
Linguistics	-	INT (2)	-	
Perception	+2	WIS (2)	-	
Ride	-2	DEX (2)	-	
Sense Motive	+6	WIS (2)	1	
Sleight of Hand	-	DEX (2)	-	
Spellcraft	+6	INT (2)	1	
Stealth	-2	DEX (2)	-	
Survival	+2	WIS (2)	-	
Swim	-1	STR (3)	-	
Use Magic Device	-	CHA (3)	-	

Feats

Armor Proficiency (Heavy)

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Toughness +3
Weapon Focus (Longsword)

Shortbow, Comp. (Str +0)

Ranged, both hands: **+3**, **1d6**		Crit: x3 Rng: 70' 2-hand, P

Shortspear

Main hand: **+4**, **1d6+3**		Crit: x2
Both hands: **+4**, **1d6+4**		Rng: 20' 1-hand, P
Ranged: **+3**, **1d6+3**		
Ranged, both hands: **+3**, **1d6+4**		

Unarmed strike

Main hand: **+4**, **1d3+3**		Crit: x2 Light, B, Nonlethal

+1 Light steel shield

+2	Max Dex: -, Armor Check: - Spell Fail: 5%, Shield

Breastplate

+6	Max Dex: +3, Armor Check: -4 Spell Fail: 25%, Medium, Slows

Gear

**Total Weight Carried: 85/260lbs, Light Load
(Light: 86lbs, Medium: 173lbs, Heavy: 260lbs)**

Light Shield Bash	-
+1 Light steel shield	6 lbs
6 pouches of gold dust (worth 50 gp)	1 lb
Backpack (17 @ 36.5 lbs)	2 lbs
Bedroll *<In: Backpack (17 @ 36.5 lbs)>*	5 lbs
Belt pouch (empty)	0.5 lbs
Breastplate	30 lbs
Crowbar *<In: Backpack (17 @ 36.5 lbs)>*	5 lbs
Dagger x2 *<In: Backpack (17 @ 36.5 lbs)>*	1 lb
Fishhook *<In: Backpack (17 @ 36.5 lbs)>*	
Flint and steel *<In: Backpack (17 @ 36.5 lbs)>*	-
Grappling hook *<In: Backpack (17 @ 36.5 lbs)>*	4 lbs
Healer's kit (10/10 uses remaining) *<In: Backpack (17*	1 lb
Holy symbol, wooden (Sun)	-
Longsword	4 lbs
Masterwork Flute (worth 100 gp)	-
Potion of cure light wounds	-
Rope *<In: Backpack (17 @ 36.5 lbs)>*	10 lbs
Sack (1 @ 0 lbs) *<In: Backpack (17 @ 36.5 lbs)>*	0.5 lbs
Scroll of ??? (ID 5) (worth 5 gp)	-
Scroll of Fireball	-
Shortbow, Comp. (Str +0)	2 lbs
Shortspear	3 lbs

Experience & Wealth

Experience Points: **1954**/2000
Current Cash: **2 PP, 644 GP, 1 SP, 6 CP, 155 GP of Valuables**

Gear

**Total Weight Carried: 85/260lbs, Light Load
(Light: 86lbs, Medium: 173lbs, Heavy: 260lbs)**

Torch x4 *<In: Backpack (17 @ 36.5 lbs)>*	1 lb
Trail rations *<In: Backpack (17 @ 36.5 lbs)>*	1 lb
Traveller's outfit (Free) *<In: Backpack (17 @ 36.5 lbs)>*	-
Wand of cure light wounds	-
Waterskin *<In: Backpack (17 @ 36.5 lbs)>*	4 lbs

Special Abilities

Aura of Good (Ex)
Smite Evil (1/day) (Su)

Spell-Like Abilities

Detect Evil (At will) (Sp)

Tracked Resources

Dagger	☐☐
Healer's kit (10/10 uses remaining)	☐☐☐☐☐ ☐☐☐☐☐
Potion of cure light wounds	☐
Shortspear	☐
Smite Evil (1/day) (Su)	☐
Torch	☐☐☐☐
Trail rations	☐
Wand of cure light wounds	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Languages

Common	Elven
Dwarven	

Spells & Powers

Paladin Spell DC: 13 + spell level
CL: 0 (vs. SR: +0, Concentration: +3)
Melee Touch +4   Ranged Touch +3
Maximum Paladin spells per day:

Toughness +3   Feat
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)   Feat
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.

Aura of Good (Ex)   Class Ability (Paladin)
The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Detect Evil (At will) (Sp)   Class Ability (Paladin)
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.

Smite Evil (1/day) (Su)   Class Ability (Paladin)
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.

Scroll of Fireball   Scroll
Fireball, Reflex half (DC 14)
A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.