

Ser Tynnin of Shaern

NAME  
Pld5 10000  
CLASS EXPERIENCE  
5 15000  
Character Level NEXT LEVEL

Calvin

PLAYERNAME  
Human Medium  
RACE SIZE  
18 Male  
AGE GENDER

DEITY  
5' 8" 160 lbs.  
HEIGHT WEIGHT  
EYES HAIR

Lawful Good  
ALIGNMENT  
VISION  
0  
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	11	+0	11	+0	11	+0
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	14	+2	14	+2	14	+2

HP hit points 47  
AC armor class 19  
WOUNDS/CURRENT HP  
SUBDUAL DAMAGE  
DAMAGE REDUCTION  
SPEED Walk 20 ft.  
INITIATIVE modifier +4  
TOTAL DEX MODIFIER MISC MODIFIER  
BASE ATTACK bonus +5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+7	= +4	+1	+0	+2	+0		
REFLEX (dexterity)	+3	= +1	+0	+0	+2	+0		
WILL (wisdom)	+5	= +1	+2	+0	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8	= +5	+3	+0	+0	+0	
RANGED attack bonus	+5	= +5	+0	+0	+0	+0	
GRAPPLE attack bonus	+8	= +5	+3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8	1d3+3	20/x2	5 ft.

*Greatsword +2	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	19-20/x2	5 ft.
2H	To Hit	Dam	2W-OH	To Hit	Dam
	+11	2d6+6		N/A	N/A
Special Properties					

\*: weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate +1	Heavy	+9	+1	-5	35

LAY ON HANDS  
HP per day

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4	MISC MODIFIER
✓ Acrobatics	DEX	-5	= 0	+	+	-5
✓ Appraise	INT	2	= 2	+	+	
✓ Athletics	STR	2	= 3	+	4.0	-5
Athletics (Jump)	STR	-4	= 3	+	4.0	-11
Athletics (Swim)	STR	-3	= 3	+	4.0	-10
✓ Craft (Untrained)	INT	2	= 2	+	+	
✓ Deception	CHA	2	= 2	+	+	
✓ Endurance	CON	-4	= 1	+	+	-5
✓ Gather Information	CHA	6	= 2	+	4.0	+
✓ Heal	WIS	7	= 2	+	5.0	+
Knowledge (Nobility and Royalty)	INT	4	= 2	+	2.0	+
Knowledge (Religion)	INT	7	= 2	+	5.0	+
✓ Perception	WIS	6	= 2	+	4.0	+
✓ Persuasion	CHA	6	= 2	+	4.0	+
✓ Ride	DEX	5	= 0	+	5.0	+
✓ Sense Motive	WIS	9	= 2	+	7.0	+
✓ Stealth	DEX	-5	= 0	+	+	-5
✓ Survival	WIS	2	= 2	+	+	
✓ Thievery	DEX	0	= 0	+	+	
✓ Use Rope	DEX	0	= 0	+	+	
			=	+	+	
			=	+	+	

✓: can be used untrained. ✗: exclusive skills. \*: Skill Mastery.

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+4
Up to 0	-2	Turn level	2
1 - 3	-1	Turn damage	2d6+4
4 - 6	0	You destroy Undead creatures with total hit dice up to 1.	
7 - 9	1		
10 - 12	2		
13 - 15	3		
16 - 18	4		
19 - 21	5		
22+	6		
TURN/DAY			

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Equipped	1	2.0	2.0	
89.5 lbs., 2 Waterskin (Filled), 1 Blanket (Winter), 1 Bedroll, 1 Block and Tackle, 1 Everburning Torch, 1 Grappling Hook, 1 Healer's Kit, 1 Holy Symbol (Silver), 1 Sack, 1 Saddle (Military), 1 Sealing Wax, 1 Tent, 2 Rope (Silk/50 Ft.)					
Bedroll	Backpack	1	5.0	0.1	
Blanket (Winter)	Backpack	1	3.0	0.5	
Block and Tackle	Backpack	1	5.0	5.0	
Everburning Torch	Backpack	1	1.0	110.0	
Full Plate +1	Equipped	1	50.0	2650.0	
Grappling Hook	Backpack	1	4.0	1.0	
Greatsword +2	Equipped	1	8.0	8350.0	
Healer's Kit	Backpack	1	1.0	50.0	
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Holy Symbol (Silver)	Backpack	1	1.0	25.0	
Explorer's Outfit	Equipped	1	8.0	10.0	
Rope (Silk/50 Ft.)	Backpack	2	5.0 (10.0)	10.0 (20.0)	
Sack	Backpack	1	0.5	0.1	
0 lbs.					
Saddle (Military)	Backpack	1	30.0	20.0	
+2 circumstance bonus on Ride checks related to staying in the saddle					
Sealing Wax	Backpack	1	1.0	1.0	
Signet Ring	Equipped	1	0.0	5.0	
Tent	Backpack	1	20.0	10.0	
Waterskin (Filled)	Backpack	2	4.0 (8.0)	1.0 (2.0)	
TOTAL WEIGHT CARRIED/VALUE			149.5 lbs.	11261.7 gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

Special Attacks	
<b>Smite Evil (Su)</b>	[PHB, ClassesII.rtf]
2/day - One attack adds +2 (Charisma bonus) to hit and deals +0 (1 point of damage for each level)	
<b>Turn Undead</b>	[PHB, ClassesI.rtf]
5/day (turn level 2) (turn damage 2d6+4)	

Special Qualities	
<b>Aura of Courage (Su)</b>	[PHB, ClassesII.rtf]
Immune to fear (magical or otherwise). Allies within 10' gain +4 morale bonus on saves against fear effects.	
<b>Aura of Good (Ex)</b>	[PHB, SpellsD-E.rtf]
Strong	
<b>Detect Evil (Sp)</b>	[PHB, ClassesII.rtf]
At will, detect evil as the spell.	
<b>Divine Grace (Su)</b>	[PHB, ClassesII.rtf]
Charisma bonus of +2 to all saving throws.	
<b>Divine Health (Ex)</b>	[PHB, ClassesII.rtf]
Immunity to all diseases, including supernatural and magical.	
<b>Lay on Hands (Su)</b>	[PHB, ClassesII.rtf]
10 hp/day	
<b>Special Mount (Sp)</b>	[PHB, ClassesII.rtf]

+7/+2+7/+2

Feats	
<b>Improved Initiative</b>	[PHB, p.95]
+4 bonus on initiative checks.	
<b>Improved Toughness</b>	[CompWar]
Gain hp equal to your current HD	
<b>Power Attack</b>	[PHB]
On your action, before making attack rolls for a round, you may choose to subtract up to 5 from all melee attack rolls and add the same number to all melee damage rolls.	
<b>Weapon Focus (Greatsword)</b>	[PHB, p.102]
+1 bonus on all attack rolls with selected weapon.	
<b>Armor Proficiency (Heavy)</b>	[PHB, p.89]
Armor Check Penalty applies normally.	
<b>Armor Proficiency (Light)</b>	[PHB, p.89]
Armor Check Penalty applies normally.	
<b>Armor Proficiency (Medium)</b>	[PHB, p.89]
Armor Check Penalty applies normally.	
<b>Martial Weapon Proficiency</b>	[PHB, p.97]
Choose a type of martial weapon to be proficient.	
<b>Shield Proficiency</b>	[PHB, p.99]
You can use a shield.	
<b>Simple Weapon Proficiency</b>	[PHB, p.100]
Use simple weapons normally.	

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Celestial, Common, Goblin

Special Mount: Steady Hoof (Warhorse, Heavy)					
HP:	45	AC:	18	INIT:	+1
FORT:	+8	REF:	+6	WILL:	+3
*Hoof (Natural/Primary)	+8/+8	DAM:	1d8+4	CRIT:	20/x2
*Bite (Natural/Secondary)	+5	DAM:	1d6+2	CRIT:	20/x2
Special:					

# Paladin Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	1	0	0	0

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Axiomatic Water	13	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: p.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched		<i>Caster Level:</i> 2		
■■■■■Bless		None	Standard Action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.205
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster		<i>Caster Level:</i> 2		
■■■■■Blessed Aim	13	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: p.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you		<i>Caster Level:</i> 2		
■■■■■Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: p.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched		<i>Caster Level:</i> 2		
■■■■■Bless Weapon		None	Standard Action	1 minute/level	Touch	V,S	No	Transmutation	PHB: p.205
<i>Effect:</i> Weapon strikes true against evil foes.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 2		
■■■■■Bless Weapon, Swift		None	1 swift action	1 round	Touch	V	No	Transmutation	SC: p.31
<i>Effect:</i> As bless weapon.					<i>Target:</i> Touched weapon		<i>Caster Level:</i> 2		
■■■■■Clear Mind	13	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Abjuration	SC: p.47
<i>Effect:</i> Gain +4 sacred bonus on saving throws against mind-affecting spells and effects.					<i>Target:</i> You		<i>Caster Level:</i> 2		
■■■■■Create Water		None	Standard Action	Instantaneous	Close (30 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water		<i>Caster Level:</i> 2		
■■■■■Cure Light Wounds	13	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
■■■■■Deafening Clang	13	Fortitude partial; see text	1 swift action	1 round	Touch	V,S,DF	No	Transmutation [Sonic]	SC: p.59
<i>Effect:</i> Deal an extra 1d6 of sonic damage with each successful hit and causes deafness for 1 minute unless creature saves.					<i>Target:</i> Your weapon		<i>Caster Level:</i> 2		
■■■■■Detect Poison		None	Standard Action	Instantaneous	Close (30 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube		<i>Caster Level:</i> 2		
■■■■■Detect Undead		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination	PHB: p.220
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 2		
■■■■■Divine Favor		None	Standard Action	1 minute	Personal	V,S, DF	No	Evocation	PHB: p.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]					<i>Target:</i> You		<i>Caster Level:</i> 2		
■■■■■Divine Sacrifice		None	1 standard action	1 round/level	Personal	V,S	N/A	Evocation	SC: p.70
<i>Effect:</i> First attack of the round deals an extra 5d6 of damage, and you take 10 points of damage each time you make such an attack, whether or not you hit.					<i>Target:</i> You		<i>Caster Level:</i> 2		
■■■■■Endure Elements	13	Will negates (harmless)	Standard Action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
■■■■■Energized Shield, Lesser		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: p.79
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you gain 5 resistance; see text					<i>Target:</i> Touch		<i>Caster Level:</i> 2		
■■■■■Faith Healing	13	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 2		
■■■■■Find Temple		None	1 standard action	1 hour/level	10 miles + mile/level	V,S,DF	No	Divination	SC: p.91
<i>Effect:</i> Sense nearest sanctuary of your deity.					<i>Target:</i> Circle centered on you, out to range		<i>Caster Level:</i> 2		
■■■■■Golden Barding		None	1 standard action	1 hour/level	Touch	V,DF	No	Conjuration (Creation)	SC: p.106
<i>Effect:</i> Create Magical Barding type depends on level; see text.					<i>Target:</i> Special mount touched		<i>Caster Level:</i> 2		
■■■■■Grave Strike	13	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SC: p.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.					<i>Target:</i> You		<i>Caster Level:</i> 2		
■■■■■Holy Spurs	13	Will negates [harmless]	1 swift action	1 round	Close (30 ft.)	V	Yes [harmless]	Transmutation	SC: p.115
<i>Effect:</i> Mount's base land speed increase by 40 feet.					<i>Target:</i> Your special mount		<i>Caster Level:</i> 2		
■■■■■Know Greatest Enemy		None	1 standard action	Concentration, up to 1 round/level	60 ft.	V,DF	Yes	Divination	SC: p.129
<i>Effect:</i> Determine the relative power levels of targets; see text.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 2		
■■■■■Lionheart	13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration [Mind-Affecting]	SC: p.132
<i>Effect:</i> Gain immunity to fear effects.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
■■■■■Magic Weapon	13	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 2		
■■■■■Mantle of Good	13	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Good]	SC: p.137
<i>Effect:</i> Gain SR 12 + your caster level against spells with the evil descriptor.					<i>Target:</i> You		<i>Caster Level:</i> 2		
■■■■■Moment of Clarity		None	1 standard action	Instantaneous	Touch	V,S,DF	No	Abjuration	SC: p.142
<i>Effect:</i> Creature gains a second save against a mind-affecting spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		

\* =Domain/Speciality Spell

# Paladin Spells

One Mind, Lesser	13	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Divination	SC: p.149
<i>Effect:</i> +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.									
Protection from Chaos	13	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Lawful] PHB: p.266	
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
Protection from Evil	13	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good] PHB: p.266	
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.									
Resistance	13	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.									
Resist Planar Alignment	13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.									
Restoration, Lesser	13	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.									
Resurgence	13	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.									
Rhino's Rush	13	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SC: p.176
<i>Effect:</i> Subject's charge attack deals double damage of first attack.									
Second Wind	13	Will negates [harmless]	1 standard action	Instantaneous & 1 hour/level; see text	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.182
<i>Effect:</i> Removes fatigue and provides +4 bonus on Con checks; see text									
Sense Heretic		None	1 standard action	10 minutes/level	Touch	V,S,DF	No	Divination	SC: p.182
<i>Effect:</i> Any evil creature with the ability to cast divine spells causes the object to glow a soft blue radiance; see text.									
Sticky Saddle	13	N/A	1 immediate action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	SC: p.206
<i>Effect:</i> It becomes impossible for you to fall or be thrown off your mount.									
Strategic Charge	13	N/A	1 swift action	1 round/level	Personal	V,DF	N/A	Abjuration	SC: p.210
<i>Effect:</i> Gain benefit of the Mobility feat.									
Traveler's Mount	13	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SC: p.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.									
Virtue	13	Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.									
Vision of Glory		None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: p.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].									
Warning Shout		None	1 immediate action	Instantaneous	30 ft.	V	No	Transmutation [Sonic]	SC: p.236
<i>Effect:</i> Removes flat-footed condition from all allies.									
<i>Target:</i> All allies within 30 ft.									

\* =Domain/Specialty Spell