

The Paladin

Mike Mason

Lawful Good

| | | | | | | | |
|-----------------|------------|------------|--------|--------|----------|-----------|--|
| NAME | | PLAYERNAME | | DEITY | | ALIGNMENT | |
| Poi1 | 0 | Human | Medium | 6' 1" | 165 lbs. | VISION | |
| CLASS | EXPERIENCE | RACE | SIZE | HEIGHT | WEIGHT | VISION | |
| 1 | 1000 | 16 | Male | | | 0 | |
| Character Level | NEXT LEVEL | AGE | GENDER | EYES | HAIR | POINTS | |



| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD | HP | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | SPEED |
|----------------------------|------------|----------|---------------|-------------|------------|----------|----|-------------------|----------------|------------------|-------------|
| STR Strength | 16 | +3 | 16 | +3 | 16 | +3 | 12 | | | | Walk 20 ft. |
| DEX Dexterity | 14 | +2 | 14 | +2 | 14 | +2 | 19 | 17 | 12 | 10 | 40 |
| CON Constitution | 14 | +2 | 14 | +2 | 14 | +2 | | | | | -6 |
| INT Intelligence | 12 | +1 | 12 | +1 | 12 | +1 | | | | | 0 |
| WIS Wisdom | 12 | +1 | 12 | +1 | 12 | +1 | | | | | |
| CHA Charisma | 16 | +3 | 16 | +3 | 16 | +3 | | | | | |

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

| | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|--------------------------------|-------|-------------------|------|------|------|------|------|
| MELEE attack bonus | +4 | = +1 | +3 | +0 | +0 | +0 | |
| RANGED attack bonus | +3 | = +1 | +2 | +0 | +0 | +0 | |
| GRAPPLE attack bonus | +4 | = +1 | +3 | +0 | +0 | +0 | |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|---------|--------------------|--------|----------|-------|
| | +4 | 1d3+3 | 20/x2 | 5 ft. |

| *Sword, Bastard | | HAND | TYPE | SIZE | CRITICAL | REACH |
|-----------------|--------|--------|-----------|--------|----------|-------|
| | | Both | S | M | 19-20/x2 | 5 ft. |
| | To Hit | Dam | | To Hit | Dam | |
| 1H-P | +4 | 1d10+3 | 2W-P-(OH) | -2 | 1d10+3 | |
| 1H-O | +0 | 1d10+1 | 2W-P-(OL) | +0 | 1d10+3 | |
| 2H | +4 | 1d10+4 | 2W-OH | -6 | 1d10+1 | |

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 |
|----------------|--------|----|--------|-------|---------------|
| *Breastplate | Medium | +5 | +3 | -4 | 25 |
| *Shield, Heavy | Heavy | +2 | | -2 | 15 |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 4/2 |
|------------------------------------|-------------|----------------|------------------|-----------|----------|
| ✓ Acrobatics | DEX | -4 | = 2 | + | + -6 |
| ✓ Appraise | INT | 1 | = 1 | + | + |
| ✓ Athletics | STR | -1 | = 3 | + | 2.0 + -6 |
| ✓ Concentration | CON | 2 | = 2 | + | + |
| ✓ Craft (Untrained) | INT | 1 | = 1 | + | + |
| ✓ Deception | CHA | 3 | = 3 | + | + |
| ✓ Gather Information | CHA | 3 | = 3 | + | + |
| ✓ Handle Animal | CHA | 4 | = 3 | + | 1.0 + |
| ✓ Heal | WIS | 5 | = 1 | + | 4.0 + |
| ✓ Knowledge (Nobility and Royalty) | INT | 2 | = 1 | + | 1.0 + |
| ✓ Knowledge (Religion) | INT | 2 | = 1 | + | 1.0 + |
| ✓ Perception | WIS | 2 | = 1 | + | 1.0 + |
| ✓ Persuasion | CHA | 7 | = 3 | + | 4.0 + |
| ✓ Ride | DEX | 2 | = 2 | + | + |
| ✓ Sense Motive | WIS | 3 | = 1 | + | 2.0 + |
| ✓ Stealth | DEX | -4 | = 2 | + | + -6 |
| ✓ Survival | WIS | 1 | = 1 | + | + |
| ✓ Thievery | DEX | 2 | = 2 | + | + |
| ✓ Use Rope | DEX | 2 | = 2 | + | + |
| | | | = | + | + |

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

| EQUIPMENT | | | | | |
|----------------------------|--|----------|-----|-----------------|-------|
| ITEM | | LOCATION | QTY | WT | COST |
| Breastplate | | Equipped | 1 | 30.0 | 200.0 |
| Shield, Heavy | | Equipped | 1 | 15.0 | 20.0 |
| Sword, Bastard | | Equipped | 1 | 6.0 | 35.0 |
| TOTAL WEIGHT CARRIED/VALUE | | | | 51 lbs.255.0 gp | |

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

| SPECIAL ATTACKS | |
|--|--|
| Smite The character adds his or her Charisma Modifier [+3] to Hit, and level [+1] to damage, against a chosen type of foe 1/day. Most characters take this with Bonus Uses. See page 52 for some possible enemy types. | |
| Warcraft +1 BAB | |

| SPECIAL QUALITIES | |
|--|--|
| Duties (+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties. | |
| Healing Touch Healing Touch allows characters to heal themselves or another by touch for ([Cha Mod] x [character level]) 3 points per day. The healing may be split up rather than used all at once. | |
| Occult Sense ~ Detect Evil Detect the presence of evil, as the spell at will, within 60 ft. | |
| Save ~ Fortitude (,) Increases the Fortitude Save | |

| FEATS | |
|---|--|
| Exotic Weapon Proficiency (Sword (Bastard)) Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat. | |
| Feat Conversion to CP ~ 6 (,) Covert regular feat to Character Points | |

| 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 | |
|----------------|--|
| Common, Goblin | |

| TEMPLATES | |
|-----------|--|
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Notes:

Character Sheet Notes: