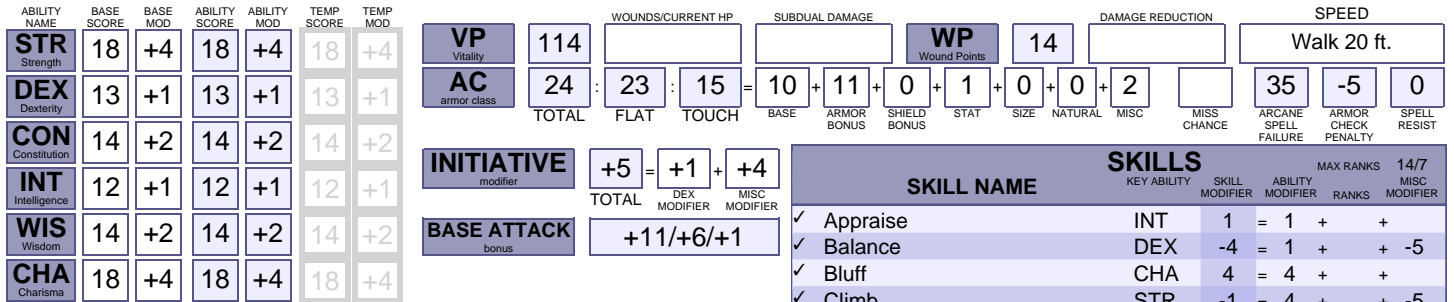


NAME	
Pld11	55000
CLASS	EXPERIENCE
11	66000
Character Level	NEXT LEVEL

PLAYERNAME	
Aasimar	Medium
RACE	SIZE
20	Male
AGE	GENDER

DEITY	
6' 2"	210 lbs.
HEIGHT	WEIGHT
Azure	Silver, Clean cut
EYES	HAIR

ALIGNMENT
Darkvision (60')
VISION
-1
POINTS



	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	ITEM
MELEE attack bonus	+15/+10/+5	=	+11/+6/+1	+4	+0	+0	+0	
RANGED attack bonus	+12/+7/+2	=	+11/+6/+1	+1	+0	+0	+0	
GRAPPLE attack bonus	+15/+10/+5	=	+11/+6/+1	+4	+0	+0	+0	

Dagger			Current Hand	Type	Size	Critical
			Carried	PS	M	19-20/x2
	To Hit	Dam		To Hit		Dam
1H-P	+15/+10/+5	1d4+4	2W-P-(OH)	+9/+4/-1		1d4+4
1H-O	+11/+6/+1	1d4+2	2W-P-(OL)	+11/+6/+1		1d4+4
2H	+15/+10/+5	1d4+4	2W-OH	+7		1d4+2
	10 ft.	20 ft.	30 ft.	40 ft.		50 ft.
To Hit	+12/+7/+2	+10/+5/+0	+8/+3/-2	+6/+1/-4		+4/-1/-6
Dam	1d4+4	1d4+4	1d4+4	1d4+4		1d4+4
Special Properties						

*Tyr's Justice +3			CURRENT HAND	TYPE	SIZE	CRITICAL
			Both	S	M	17-20/x2
	To Hit	Dam		To Hit		Dam
1H-P	N/A	N/A	2W-P-(OH)	N/A		N/A
1H-O		N/A	2W-P-(OL)	N/A		N/A
2H	+21/+16/+11	2d6+11	2W-OH	N/A		N/A
Special Properties		(Greatsword Skill Bonus (Competence) (Knowledge (Religion) +10/Bonded/Holy/+2)), Competence bonus to selected skill/ Knowledge (Religion)+10, Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken., good-aligned,+2d6 holy damage vs. evil,1 negative level bestowed to evil wielder				

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.

[illegible]

SKILL NAME		SKILLS					MAX RANKS		14/7
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER			
✓	Appraise	INT	1	=	1	+	+		
✓	Balance	DEX	-4	=	1	+	+	-5	
✓	Bluff	CHA	4	=	4	+	+		
✓	Climb	STR	-1	=	4	+	+	-5	
✓	Concentration	CON	2	=	2	+	+		
✓	Craft (Untrained)	INT	1	=	1	+	+		
✓	Diplomacy	CHA	16	=	4	+	12.0	+	
✓	Disguise	CHA	4	=	4	+	+		
✓	Escape Artist	DEX	-4	=	1	+	+	-5	
✓	Forgery	INT	1	=	1	+	+		
✓	Gather Information	CHA	4	=	4	+	+		
	Handle Animal	CHA	8	=	4	+	2.0	+	
✓	Heal	WIS	6	=	2	+	4.0	+	
✓	Intimidate	CHA	4	=	4	+	+		
✓	Jump	STR	-7	=	4	+	+	-11	
✓	Knowledge (Religion)	INT	16	=	1	+	5.0	+	
✓	Listen	WIS	4	=	2	+	+	2	
✗	Psychic-Enhance Ability	WIS	5	=	2	+	3.0	+	
✗	Psychic-Enhance Senses	WIS	3	=	2	+	1.0	+	
✓✗	Psychic-Mental Contact	CHA	5	=	4	+	1.0	+	
✗	Psychic-Psychic Healing	WIS	7	=	2	+	5.0	+	
✓	Ride	DEX	11	=	1	+	8.0	+	
✓	Search	INT	1	=	1	+	+		
✓	Sense Motive	WIS	4	=	2	+	2.0	+	
✓	Sneak	DEX	1	=	1	+	+		
✓	Sneak (Hide)	DEX	-4	=	1	+	+	-5	
✓	Spot	WIS	7	=	2	+	3.0	+	
✓	Survival	WIS	2	=	2	+	+		
✓	Swim	STR	-6	=	4	+	+	-10	
✓	Use Rope	DEX	1	=	1	+	+		
				=		+	+		
						+	+		

✓: can be used untrained, ✗: exclusive skills

TURN UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check
Up to 0	4	1d20+6
1 - 3	5	Turn level 8
4 - 6	6	Turn damage 2d6 +12
7 - 9	7	You destroy Undead creatures with total hit dice up to 4.
10 - 12	8	
13 - 15	9	
16 - 18	10	
19 - 21	11	
22+	12	
TURN/DAY	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Alchemist's Fire (Flask)	Backpack	3	1.0 (3.0)	20.0 (60.0)
Ring of Protection +2	Equipped	1	0.0	8000.0
Arrow	Backpack	5	0.15 (0.75)	0.05 (0.25)
Backpack		1	2.0	2.0
93.29 lbs., 5 Arrow, 5 Rations (Trail/Per Day), 1 Rope (Hempen/50 Ft.), 1 Waterskin (Filled), 1 Whetstone, 3 Alchemist's Fire (Flask), 1 Bedroll, 13 Coin (Copper), 3140 Coin (Gold), 14 Coin (Platinum), 10 Coin (Silver), 1 Dagger, 1 Flint and Steel, 1 Holy Symbol (Wooden)				
Bedroll	Backpack	1	5.0	0.1
Dagger	Backpack	1	1.0	2.0
Flint and Steel	Backpack	1	0.0	1.0
Full Plate +3	Equipped	1	50.0	10650.0
Holy Symbol (Wooden)	Backpack	1	0.0	1.0
Traveler's Outfit	Equipped	1	5.0	0.0
Pouch (Belt)	Carried	1	0.5	1.0
Rations (Trail/Per Day)	Backpack	5	1.0 (5.0)	0.5 (2.5)
Rope (Hempen/50 Ft.)	Backpack	1	10.0	1.0
Shortbow	Carried	1	2.0	30.0
0 lbs.				
Tyr's Justice +3	Equipped	1	8.0	60350.0
(Greatsword Skill Bonus (Competence) (Knowledge (Religion) +10/Bonded/Holy/+2)), Competence bonus to selected skill of Knowledge (Religion)+10, Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken., good-aligned,+2d6 holy damage vs. evil,1 negative level bestowed to evil wielder				
Waterskin (Filled)	Backpack	1	4.0	1.0
Whetstone	Backpack	1	1.0	0.02
TOTAL WEIGHT CARRIED/VALUE			60.5 lbs.	79101.87 gp

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

MONEY	
Coin (Platinum): 14	[Backpack]
Coin (Gold): 3140	[Backpack]
Coin (Silver): 10	[Backpack]
Coin (Copper): 13	[Backpack]
Total = 3281.13 gp	

MAGIC
Tyr's Justice (+2 Two-handed Sword) Incomplete Holy Avenger (Must preform a quest to renew the sword)</magic><magic>+1 Plate Mail</magic><magic>

SPECIAL ABILITIES
Aura of Courage (Su)
Aura of Good (Ex)
Bonded Weapon (ex):+2 to hit & damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.
Class Defense=7 (Armor)
Divine Grace (Su)
Divine Health (Ex)
Lay on Hands (Su) 44 hp/day
Remove Disease (Sp) 2/week
Resistance to acid 5, cold 5, and electricity 5.
Smite Evil (Su) 3/day
Special Mount (Sp)
Touch AC+2
Turn Undead (Su) 7/day (turn level 8) (turn damage 2d6+12)

FEATS	
Animal Affinity	You get a +2 bonus on all Handle Animal checks and Ride checks.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Improved Critical (Greatsword)	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Psychic Ability	You have the potential to acquire psychic feats and skills.
Weapon Focus (Greatsword)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickles, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Celestial, Common, Elven

TEMPLATES
Truename

Special Mount: Terr'ginith (Felldrake, Spiked)					
HP:	91	AC:	19	INIT:	+2
FORT:	+8	REF:	+8	WILL:	+9
*Bite (Natural/Primary)	+12	DAM:	3d6+5	CRIT:	20/x2
Spikes (Natural/Primary)	+9	DAM:	1d8+5	CRIT:	20/x2
*Claws (Natural/Secondary)	+7/+7	DAM:	2d6+2	CRIT:	20/x2
Special:	Dragon Traits, Dragons eat/sleep/breathe, Empathic Link, Immune to magic sleep effects and paralysis effects, Improved Evasion (Ex), Scent, Share saving throws, Share spells				

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Daylight	17	None	1 standard action	110 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
Effect: 60-ft. radius of bright light.						Target: Object touched			Caster Level: 11	
* =Domain/Speciality Spell										

Paladin Innate Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Detect Evil	13	None	1 standard action	Concentration, up to 110 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
	Effect: Reveals creatures, spells, or objects of selected alignment.					Target: Cone-shaped emanation			Caster Level: 11	
	* =Domain/Speciality Spell									

Paladin Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	2	2	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]	SPELL CO: Pg.22
Effect: Water damages chaotic outsiders for 2d4 points of damage.					Target: Flask of water touched		Caster Level: 5		
□□□□□ Bless	13	None	1 standard action	5 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
Effect: Allies gain +1 on attack rolls and +1 on saves against fear.					Target: The caster and all allies within a 50-ft. burst, centered on the caster		Caster Level: 5		
□□□□□ Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf
Effect: Makes holy water.					Target: Flask of water touched		Caster Level: 5		
□□□□□ Bless Weapon	13	None	1 standard action	5 minutes	Touch	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
Effect: Weapon strikes true against evil foes.					Target: Weapon touched		Caster Level: 5		
□□□□□ Bless Weapon, Swift	13	None	1 swift action	1 round	Touch	V	No	Transmutation	SPELL CO: Pg.31
Effect: As bless weapon.					Target: Touched weapon		Caster Level: 5		
□□□□□ Blessed Aim	13	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SPELL CO: Pg.31
Effect: +2 morale bonus on ranged attacks for your allies within the spread.					Target: 50 ft. spread, centered on you		Caster Level: 5		
□□□□□ Clear Mind	13	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Abjuration	SPELL CO: Pg.47
Effect: Gain +4 sacred bonus on saving throws against mind-affecting spells and effects.					Target: You		Caster Level: 5		
□□□□□ Create Water	13	None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
Effect: Creates 10 gallons of pure water.					Target: Up to 10 gallons of water		Caster Level: 5		
□□□□□ Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 1d8+5 damage.					Target: Creature touched		Caster Level: 5		
□□□□□ Deafening Clang	13	Fortitude partial; see text	1 swift action	1 round	Touch	V,S,DF	No	Transmutation [Sonic]	SPELL CO: Pg.59
Effect: Deal an extra 1d6 of sonic damage with each successful hit and causes deafness for 1 minute unless creature saves.					Target: Your weapon		Caster Level: 5		
□□□□□ Detect Poison	13	None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects poison in one creature or small object.					Target: One creature, one object, or a 5-ft. cube		Caster Level: 5		
□□□□□ Detect Undead	13	None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S, M/DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals undead within 60 ft.					Target: Cone-shaped emanation		Caster Level: 5		
□□□□□ Divine Favor	13	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
Effect: You gain +1 on attack and damage rolls.					Target: You		Caster Level: 5		
□□□□□ Divine Sacrifice	13	None	1 standard action	1 round/level	Personal	V,S	N/A	Evocation	SPELL CO: Pg.70
Effect: 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.					Target: You		Caster Level: 5		
□□□□□ Draw on Faith	13		1 round	Until expended or 1 minute	Personal	V, S, DF		Conjuration (Summoning)	Adv.Play: pg.151
Effect: Gain a +1 bonus on one save, check, or attack roll.					Target: Surge of divine power.		Caster Level: 5		
□□□□□ Endure Elements	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
Effect: Exist comfortably in hot or cold environments.					Target: Creature touched		Caster Level: 5		
□□□□□ Energized Shield, Lesser	13	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SPELL CO: Pg.79
Effect: Protects against on energy type [fire, cold, electricity, acid, or sonic], you gain 5 resistance; see text					Target: Touch		Caster Level: 5		
□□□□□ Faith Healing	13	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.87
Effect: Heal 8 + caster level [max +5] hit points.					Target: Living creature touched		Caster Level: 5		
□□□□□ Find Temple	13	None	1 standard action	1 hour/level	10 miles + mile/level	V,S,DF	No	Divination	SPELL CO: Pg.91
Effect: Sense nearest sanctuary of your deity.					Target: Circle centered on you, out to range		Caster Level: 5		
□□□□□ Golden Barding	13	None	1 standard action	1 hour/level	Touch	V,DF	No	Conjuration (Creation)	SPELL CO: Pg.106
Effect: Create Magical Barding type depends on level; see text.					Target: Special mount touched		Caster Level: 5		
□□□□□ Grave Strike	13	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SPELL CO: Pg.107
Effect: Allows you to make sneak attacks against undead if you have the ability.					Target: You		Caster Level: 5		
□□□□□ Holy Spurs	13	Will negates [harmless]	1 swift action	1 round	Close (35 ft.)	V	Yes [harmless]	Transmutation	SPELL CO: Pg.115
Effect: Mount's base land speed increase by 40 feet.					Target: Your special mount		Caster Level: 5		
□□□□□ Know Greatest Enemy	13	None	1 standard action	Concentration, up to 1 round/level	60 ft.	V,DF	Yes	Divination	SPELL CO: Pg.129
Effect: Determine the relative power levels of targets; see text.					Target: Cone-shaped emanation		Caster Level: 5		
□□□□□ Lionheart	13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration [Mind-Affecting]	SPELL CO: Pg.132
Effect: Gain immunity to fear effects.					Target: Creature touched		Caster Level: 5		
□□□□□ Magic Weapon	13	Will negates (harmless, object)	1 standard action	5 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Weapon gains +1 bonus.					Target: Weapon touched		Caster Level: 5		
□□□□□ Mantle of Good	13	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Good]	SPELL CO: Pg.137
Effect: Gain SR 12 + your caster level against spells with the evil descriptor.					Target: You		Caster Level: 5		
□□□□□ Moment of Clarity	13	None	1 standard action	Instantaneous	Touch	V,S,DF	No	Abjuration	SPELL CO: Pg.142
Effect: Creature gains a second save against a mind-affecting spell.					Target: Creature touched		Caster Level: 5		
□□□□□ One Mind, Lesser	13	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Divination	SPELL CO: Pg.149
Effect: +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.					Target: You		Caster Level: 5		

* =Domain/Specialty Spell

Paladin Spells

☐☐☐☐ Potent Weapon	13	None	1 standard action	1 min./level	Touch	V, S	Yes (harmless)	Transmutation	Adv.Play: pg.162
<i>Effect:</i> Weapon gains bonuses against a specific foe.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 5	
☐☐☐☐ Protection from Chaos	13	Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Lawful]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐ Protection from Evil	13	Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Good]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐ Read Magic	13	None	1 standard action	50 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 5	
☐☐☐☐ Resist Planar Alignment	13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐ Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF Yes (harmless)		Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐ Restoration, Lesser	13	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐ Resurgence	13	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐ Rhino's Rush	13	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.176
<i>Effect:</i> Subject's charge attack deals double damage of first attack.					<i>Target:</i> You			<i>Caster Level:</i> 5	
☐☐☐☐ Second Wind	13	Will negates [harmless]	1 standard action	Instantaneous & 1 hour/level; see text	Touch	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.182
<i>Effect:</i> Removes fatigue and provides +4 bonus on Con checks; see text					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐ Sense Heretic	13	None	1 standard action	10 minutes/level	Touch	V,S,DF	No	Divination	SPELL CO: Pg.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.					<i>Target:</i> Object touched			<i>Caster Level:</i> 5	
☐☐☐☐ Silverbeard	13	N/A	1 standard action	1 minute/level	Personal	V,DF	N/A	Transmutation	SPELL CO: Pg.190
<i>Effect:</i> Grown beard that bestows +2 bonus to AC & +2 bonus to Diplomacy checks with dwarves.					<i>Target:</i> You			<i>Caster Level:</i> 5	
☐☐☐☐ Sticky Saddle	13	N/A	1 immediate action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.206
<i>Effect:</i> It becomes impossible for you to fall or be thrown off your mount.					<i>Target:</i> You			<i>Caster Level:</i> 5	
☐☐☐☐ Strategic Charge	13	N/A	1 swift action	1 round/level	Personal	V,DF	N/A	Abjuration	SPELL CO: Pg.210
<i>Effect:</i> Gain benefit of the Mobility feat.					<i>Target:</i> You			<i>Caster Level:</i> 5	
☐☐☐☐ Traveler's Mount	13	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SPELL CO: Pg.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.					<i>Target:</i> Animal or magical beast touched			<i>Caster Level:</i> 5	
☐☐☐☐ Vigilance	13	Will negates (harmless)	1 standard action	4 hours	Close (35 ft.)	V, S, M	Yes (harmless)	Abjuration	Adv.Play: pg.177
<i>Effect:</i> Recipients gain +1 on Listen, Sense Motive, and Spot checks, +1 on saves against sleep effects.					<i>Target:</i> Up to 1 creature/caster level [maximum 5 creatures], no two of which can be more than 30 feet apart			<i>Caster Level:</i> 5	
☐☐☐☐ Virtue	13	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐ Vision of Glory	13	None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SPELL CO: Pg.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐ Warning Shout	13	None	1 immediate action	Instantaneous	30 ft.	V	No	Transmutation [Sonic]	SPELL CO: Pg.236
<i>Effect:</i> Removes flat-footed condition from all allies.					<i>Target:</i> All allies within 30 ft.			<i>Caster Level:</i> 5	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Angelskin	14	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration [Good]	SPELL CO: Pg.11
<i>Effect:</i> Gain DR 5/evil.					<i>Target:</i> Lawful good creature touched			<i>Caster Level:</i> 5	
☐☐☐☐ Aura of Glory	14	None	1 swift action	Instantaneous	Personal	V,DF	No	Transmutation	SPELL CO: Pg.18
<i>Effect:</i> This spell removes any fear effect from all allies within your aura of courage.					<i>Target:</i> 10-ft. radius spread			<i>Caster Level:</i> 5	
☐☐☐☐ Awaken Sin	14	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SPELL CO: Pg.21
<i>Effect:</i> Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.					<i>Target:</i> One evil creature with Intelligence 3+			<i>Caster Level:</i> 5	
☐☐☐☐ Bull's Strength	14	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF Yes (harmless)		Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 5 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐ Checkmate's Light	14	None	1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	SPELL CO: Pg.46
<i>Effect:</i> Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.					<i>Target:</i> Melee weapon touched			<i>Caster Level:</i> 5	
☐☐☐☐ Cloak of Bravery	14	Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SPELL CO: Pg.47
<i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].					<i>Target:</i> 60-ft.-radius emanation centered on you			<i>Caster Level:</i> 5	
☐☐☐☐ Cloak Pool	14	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (35 ft.)	V,S	No	Illusion (Glamer) [Mind-Affecting]	SPELL CO: Pg.48
<i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.					<i>Target:</i> One color pool			<i>Caster Level:</i> 5	
☐☐☐☐ Delay Poison	14	Fortitude negates (harmless)	1 standard action	5 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 5 hours.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐ Divine Insight	14	N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SPELL CO: Pg.70
<i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.					<i>Target:</i> You			<i>Caster Level:</i> 5	
☐☐☐☐ Divine Protection	14	Will negates [harmless]	1 standard	1 minute/level	Medium (150 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion)	SPELL CO: Pg.70

* =Domain/Specialty Spell

Paladin Spells

Paladin Spells									
<i>Effect: +1 morale bonus to AC and saving throws.</i>				action					[Mind-Affecting] Caster Level: 5
□□□□□ Eagle's Splendor	14	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect: Subject gains +4 to Cha for 5 minutes.</i>				1 standard action	Touch	V,S,DF	No	Abjuration [See text]	Caster Level: 5 SPELL CO: Pg.79
<i>Effect: As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6</i>				1 standard action	Touch	V,S,M	Yes [harmless]	Transmutation	Caster Level: 5 SPELL CO: Pg.90
□□□□□ Fell the Greatest Foe	14	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	Caster Level: 5 SPELL CO: Pg.90
<i>Effect: Deal 1d6 damage per size category difference.</i>				1 standard action	Touch	V,S,M	No	Evocation	Caster Level: 5 SPELL CO: Pg.95
□□□□□ Flame of Faith	14	None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	Caster Level: 5 SPELL CO: Pg.95
<i>Effect: Normal or masterwork weapon becomes temporary +1 flaming burst weapon.</i>				1 standard action	Touch	V,S,M	Yes (harmless)	Abjuration	Caster Level: 5 Sandstor: Sand Storm Pg.116
□□□□□ Freedom of Breath	14	Will negates (harmless)	1 standard action	50	Touch	V,S,M	Yes (harmless)	Abjuration	Caster Level: 5 Sandstor: Sand Storm Pg.116
<i>Effect: Protects against suffocation in adverse conditions.</i>				1 minute	Touch	V,S,DF	No	Evocation [See text]	Caster Level: 5 SPELL CO: Pg.109
□□□□□ Hand of Divinity	14	None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text]	Caster Level: 5 SPELL CO: Pg.109
<i>Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.</i>				1 standard action	Touch	V,S	Yes [harmless]	Transmutation	Caster Level: 5 SPELL CO: Pg.115
□□□□□ Holy Mount	14	None	1 standard action	1 round/level	Touch	V,S	Yes [harmless]	Transmutation	Caster Level: 5 SPELL CO: Pg.115
<i>Effect: Special mount gains celestial template</i>				1 standard action	Touch	V,S	Yes; see text	Conjuration (Healing)	Caster Level: 5 Sandstor: Sand Storm Pg.117
□□□□□ Hydrate	14	Will half; See text	1 standard action	Instantaneous	Touch	V,S	Yes; see text	Conjuration (Healing)	Caster Level: 5 Sandstor: Sand Storm Pg.117
<i>Effect: Heals 2d8+5 of dessication damage; on fire creatures it inflicts the same.</i>				1 standard action	Long (600 ft.)	V,S,F	Yes (harmless)	Abjuration	Caster Level: 5 Races of: Races of Destiny Pg.166
□□□□□ Insignia of Alarm	14	None	1 standard action	Instantaneous	Long (600 ft.)	V,S,F	Yes (harmless)	Abjuration	Caster Level: 5 Races of: Races of Destiny Pg.166
<i>Effect: Spell alerts all wearers.</i>				1 swift action	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	Caster Level: 5 SPELL CO: Pg.129
□□□□□ Knight's Move	14	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	Caster Level: 5 SPELL CO: Pg.129
<i>Effect: Teleport and end up flanking an opponent.</i>				1 standard action	Touch	V,S,DF	Yes [harmless]	Abjuration [Lawful]	Caster Level: 5 SPELL CO: Pg.134
□□□□□ Loyal Vassal	14	Will negates [harmless]	1 standard action	10 minutes/level; see text	Touch	V,S,DF	Yes [harmless]	Abjuration [Lawful]	Caster Level: 5 SPELL CO: Pg.134
<i>Effect: +3 sacred bonus against mind-affecting effect; see text.</i>				1 standard action	Personal	V,S,DF	N/A	Divination	Caster Level: 5 SPELL CO: Pg.149
□□□□□ One Mind	14	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Divination	Caster Level: 5 SPELL CO: Pg.149
<i>Effect: Both you and mount gain +2 bonus on attack rolls [while mounted] +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.</i>				1 standard action	Touch	V, S, M/DF	Yes	Transmutation	Caster Level: 5 RSRD: SpellsM-O.rtf
□□□□□ Owl's Wisdom	14	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes	Transmutation	Caster Level: 5 RSRD: SpellsM-O.rtf
<i>Effect: Subject gains +4 to Wis for 5 minutes.</i>				1 standard action	Medium (150 ft.)	V,S,DF	Yes [harmless]	Transmutation	Caster Level: 5 SPELL CO: Pg.164
□□□□□ Quick March	14	Will negates [harmless]	1 standard action	1 round	Medium (150 ft.)	V,S,DF	Yes [harmless]	Transmutation	Caster Level: 5 SPELL CO: Pg.164
<i>Effect: Subjects base land speed increased by 30 feet.</i>				1 standard action	Close (35 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	Caster Level: 5 RSRD: SpellsP-R.rtf
□□□□□ Remove Paralysis	14	Will negates (harmless)	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	Caster Level: 5 RSRD: SpellsP-R.rtf
<i>Effect: Frees one or more creatures from paralysis or slow effect.</i>				1 standard action	Touch	V, S, DF	Yes (harmless)	Abjuration	Caster Level: 5 RSRD: SpellsP-R.rtf
□□□□□ Resist Energy	14	Fortitude negates (harmless)	1 standard action	50 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	Caster Level: 5 RSRD: SpellsP-R.rtf
<i>Effect: Ignores first 10 points of damage/attack from specified energy type.</i>				1 standard action	Touch	V,S	No	Abjuration [Good]	Caster Level: 5 SPELL CO: Pg.188
□□□□□ Shield of Warding	14	Will negates [object,harmless]	1 standard action	1 minute/level	Touch	V,S	No	Abjuration [Good]	Caster Level: 5 SPELL CO: Pg.188
<i>Effect: Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].</i>				1 standard action	Close (35 ft.)	V, S, F	Yes (harmless)	Abjuration	Caster Level: 5 RSRD: SpellsS.rtf
□□□□□ Shield Other	14	Will negates (harmless)	1 standard action	5 hours [D]	Close (35 ft.)	V, S, F	Yes (harmless)	Abjuration	Caster Level: 5 RSRD: SpellsS.rtf
<i>Effect: You take half of subject's damage.</i>				1 standard action	Close (35 ft.)	V,S,DF	N/A	Conjuration (Creation) [Force]	Caster Level: 5 SPELL CO: Pg.202
□□□□□ Spiritual Chariot	14	N/A	1 standard action	1 hour/level	Close (35 ft.)	V,S,DF	N/A	Conjuration (Creation) [Force]	Caster Level: 5 SPELL CO: Pg.202
<i>Effect: Creates a special chariot behind the paladin's special mount.</i>				1 swift action	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	Caster Level: 5 SPELL CO: Pg.204
□□□□□ Stabilize	14	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	Caster Level: 5 SPELL CO: Pg.204
<i>Effect: Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].</i>				1 standard action	Target: 50-ft.-radius burst centered on you			Transmutation	Caster Level: 5 Races of: Races of Stone Pg.163
□□□□□ Stone Fist	14	None	1 standard action	5 rounds [D]	Personal	V,S,DF	No	Transmutation	Caster Level: 5 Races of: Races of Stone Pg.163
<i>Effect: Acts as if armed and your hands become hard inflicting damage; see text.</i>				1 swift action	Personal	V,S,DF	No	Transmutation	Caster Level: 5 SPELL CO: Pg.211
□□□□□ Strength of Stone	14	N/A	1 swift action	1 round	Personal	V,S,DF	No	Transmutation	Caster Level: 5 SPELL CO: Pg.211
<i>Effect: +8 enhancement bonus to Strength.</i>				1 standard action	Close (35 ft.)	V, S	Yes (object)	Abjuration	Caster Level: 5 RSRD: SpellsT-Z.rtf
□□□□□ Undetectable Alignment	14	Will negates (object)	1 standard action	24 hours	Close (35 ft.)	V, S	Yes (object)	Abjuration	Caster Level: 5 RSRD: SpellsT-Z.rtf
<i>Effect: Conceals alignment for 24 hours.</i>				1 swift action	Personal	V,S	N/A	Abjuration	Caster Level: 5 SPELL CO: Pg.244
□□□□□ Zeal	14	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Abjuration	Caster Level: 5 SPELL CO: Pg.244
<i>Effect: Creates a divine shield to protect you as you close with a chosen opponent. You gain a +4 deflection bonus to your AC against all attacks of opportunity other than your chosen foe. You may move through enemies as if they were allies. See text.</i>				1 standard action	Close (35 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	Caster Level: 5 RSRD: SpellsT-Z.rtf
□□□□□ Zone of Truth	14	Will negates	1 standard action	5 minutes	Close (35 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	Caster Level: 5 RSRD: SpellsT-Z.rtf
<i>Effect: Subjects within range cannot lie.</i>				1 standard action	Target: 20-ft.-radius emanation			Enchantment (Compulsion) [Mind-Affecting]	Caster Level: 5

* =Domain/Specialty Spell

Innate

☐ Daylight (DC:17)

Paladin Innate Spells

At Will ☐ Detect Evil (DC:13)

Aaron Herbert



Aasimar
RACE
20
AGE
Male
GENDER
Darkvision (60')
VISION
Lawful Good
ALIGNMENT
Right
DOMINANT HAND
6' 2"
HEIGHT
210 lbs.
WEIGHT
Azure
EYE COLOUR
Light
SKIN COLOUR
Silver, Clean cut
HAIR
Lies
PHOBIAS
Overly critical, Immaculate
PERSONALITY TRAITS
Elves
INTERESTS
Loud Voice, "Have mercy"
SPOKEN STYLE
Far, Far Away
RESIDENCE
Faerun
LOCATION
None
REGION

Description:

Level 10 Paladin: HP+1d10+2, Spell points (See Mana Chart), Skill Points:+3, Feat:+1

Biography:

Notes:

Character Sheet Notes:

Lu - Phil
Jessabelle - Rebekah
Turk - Jason
Gian - Dan
3 Skill Points @ 5th Level (Placed all in Ride)

Quests:

In-progress:
Stop Tharizdun
COMPLETED:
Clear Brightstone Keep
- Party may have the Keep and immediate land. No taxable interest. Gain minor noble title.
Figure out dream (Eye behind gate)
Defeat Belak the Druid and stop the gulthias tree
Recover Wyrmling for Kobolds - Aquired key to Dragon Priest Tomb
Find Siblings in Sunless Citadel - Monentary Reward

NPCs:

Friend indicates friendly or favorable response to your presence/requests, does not denote a true friendship.
Enemy is self explanatory - Unfriendly intentions at time of meeting
Duke Borba Drefus - Emplorer/Friend - Gave Brightstone keep to party, if they secure it against others.
Tom - Friend - Messenger from Duke Borba Drefus
The Hunter - ENEMY - An agent of the drow after Lu.
Belak - Enemy/Dead - Evil druid, caretaker of gulthias tree.
SUNLESS CITADEL Contacts:
Yesdryl - Friend - Kobold Sorceress and Leader of Sunless Citadel Tribe
Calcryx - Friend - White Wyrmling