

Aaron Herbert

NAME	
Pld5	11793
CLASS	EXPERIENCE
5	15000
Character Level	NEXT LEVEL

Richard

PLAYERNAME	
Planetouched (Aasimar)	Medium
RACE	SIZE
20	Male
AGE	GENDER

Tyr

DEITY	
6' 2"	210 lbs.
HEIGHT	WEIGHT
Azure	Silver, None
EYES	HAIR

Lawful Good

ALIGNMENT	
Darkvision (60'),	
Normal	
VISION	
-1	
POINTS	



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	17	+3	17	+3	17	+3
DEX Dexterity	13	+1	13	+1	13	+1
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	18	+4	18	+4	18	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10	= +4	+2	+0	+4	+0		
REFLEX (dexterity)	+6	= +1	+1	+0	+4	+0		
WILL (wisdom)	+7	= +1	+2	+0	+4	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+8	= +5	+3	+0	+0	+0	
RANGED attack bonus	+6	= +5	+1	+0	+0	+0	
GRAPPLE attack bonus	+8	= +5	+3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8	1d3+3	20/x2

Dagger		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	PS	M	19-20/x2
1H-P	To Hit	Dam	2W-P-(OH)	To Hit	Dam
	+8	1d4+3		+2	1d4+3
1H-O	+4	1d4+1	2W-P-(OL)	+4	1d4+3
2H	+8	1d4+3	2W-OH	+0	1d4+1
		10'	20'	30'	40'
To Hit	+6	+4	+2	+0	-2
Dam	1d4+3	1d4+3	1d4+3	1d4+3	1d4+3
Special Properties					

Shortbow		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	P	M	20/x3
		30'	60'	120'	180'
To Hit	+6	+6	+4	+2	+0
Dam	1d6	1d6	1d6	1d6	1d6
Special Properties					

*Tyr's Justice +2		CURRENT HAND	TYPE	SIZE	CRITICAL
		Both	S	M	19-20/x2
1H-P	To Hit	Dam	2W-P-(OH)	To Hit	Dam
	N/A	N/A		N/A	N/A
1H-O	N/A	N/A	2W-P-(OL)	N/A	N/A
2H	+11	2d6+6	2W-OH	N/A	N/A
Special Properties		(Greatsword (Skill Bonus (Competence) (Knowledge (Religion) +10)/+2 (Enhancement to Weapon or Ammunition)/Masterwork)), Competance bonus to selected skill of Knowledge (Religion)+10			

\*: 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 (Enhancement to Armor)/Masterwork)	Heavy	+9	+1	-5	35

LAY ON HANDS
HP per day

HP hit points	52	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED									
													Walk 20'									
AC armor class	20	:	19	:	11	=	10	+	9	+	0	+	1	+	0	+	0			35	-5	0
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE modifier	+1	DEX MODIFIER	+1	MISC MODIFIER	+0	TOTAL	+5
BASE ATTACK bonus							

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4
Appraise	INT	1	= 1	+	+
Balance	DEX	-4	= 1	+	-5
Bluff	CHA	4	= 4	+	+
Climb	STR	-2	= 3	+	-5
Concentration	CON	2	= 2	+	+
Craft (Untrained)	INT	1	= 1	+	+
Diplomacy	CHA	8	= 4	+	4.0
Disguise	CHA	4	= 4	+	+
Escape Artist	DEX	-4	= 1	+	-5
Forgery	INT	1	= 1	+	+
Gather Information	CHA	4	= 4	+	+
Handle Animal	CHA	6	= 4	+	2.0
Heal	WIS	6	= 2	+	4.0
Hide	DEX	-4	= 1	+	-5
Intimidate	CHA	4	= 4	+	+
Jump	STR	-8	= 3	+	-11
Knowledge (Religion)	INT	16	= 1	+	5.0
Listen	WIS	4	= 2	+	2
Move Silently	DEX	-4	= 1	+	-5
Ride	DEX	6	= 1	+	5.0
Search	INT	1	= 1	+	+
Sense Motive	WIS	4	= 2	+	2.0
Spot	WIS	5	= 2	+	1.0
Survival	WIS	2	= 2	+	+
Swim	STR	-7	= 3	+	-10
Use Rope	DEX	1	= 1	+	+
			=	+	+
			=	+	+

TURN UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+6
Up to 0	-2	Turn level	2
1 - 3	-1	Turn damage	2d6 +6
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	
Arrow	Backpack	5	0.15 (0.75)	0.05 (0.25)	
Full Plate (+1 (Enhancement to Armor)/Masterwork)					
Backpack	Carried	1	2.0	2.0	
27.21 lbs., 5 Arrow, 5 Rations (Trail/Per Day), 1 Rope (Hempen/50 Ft.), 1 Waterskin (Filled), 1 Whetstone, 1 Bedroll, 8 Coin (Copper), 4 Coin (Gold), 3 Coin (Platinum), 8 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	
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	
0 lbs.					
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 +2	Equipped	1	8.0	20350.0	
(Greatsword (Skill Bonus (Competance) (Knowledge (Religion) +10)/+2 (Enhancement to Weapon or Ammunition)/Masterwork)), Competance bonus to selected skill of Knowledge (Religion))+10					
Waterskin (Filled)	Backpack	1	4.0	1.0	
Whetstone	Backpack	1	1.0	0.02	
TOTAL WEIGHT CARRIED/VALUE			89.71 lbs.	23041.87 gp	

WEIGHT ALLOWANCE					
Light	86	Medium	173	Heavy	260
Lift over head	260	Lift off ground	520	Push / Drag	1300

MONEY	
Coin (Platinum): 3[Backpack]	
Coin (Gold): 4[Backpack]	
Coin (Silver): 8[Backpack]	
Coin (Copper): 8[Backpack]	
Total = 34.88 gp	

SPECIAL ABILITIES	
Aura of Courage (Su)	
Aura of Good	
Divine Grace (Su)	
Divine Health (Ex)	
Lay on Hands (Su) 20 hp/day	
Resistance to acid 5, cold 5, and electricity 5.	
Smite Evil (Su) 2/day	
Special Mount (Sp)	
Turn Undead (Su) 7/day (turn level 2) (turn damage 2d6+6)	

FEATS	
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.
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, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Mind Blade, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer	

LANGUAGES	
Celestial, Common, Elven	

TEMPLATES	
Level Adjustment Buy down 1	

## Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Daylight	17	None	1 standard action	50 minutes [D]	Touch	V, S	No	Evocation [Light]	Main: SpellsD-E.rtf
Effect: 60-ft. radius of bright light.						Target: Object touched				
* =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 10 minutes [D]	60 ft.	V, S, DF	No	Divination	Main: SpellsD-E.rtf
	Effect: Reveals creatures, spells, or objects of selected alignment.					Target: Cone-shaped emanation				
* =Domain/Speciality Spell										

# 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
☐☐☐☐☐ Bless	13	None	1 standard action	2 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	Main: SpellsA-B.rtf
<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				
☐☐☐☐☐ Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	Main: SpellsA-B.rtf
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched				
☐☐☐☐☐ Bless Weapon	13	None	1 standard action	2 minutes	Touch	V, S	No	Transmutation	Main: SpellsA-B.rtf
<i>Effect:</i> Weapon strikes true against evil foes.					<i>Target:</i> Weapon touched				
☐☐☐☐☐ Create Water	13	None	1 standard action	Instantaneous	Close (30')	V, S	No	Conjuration (Creation) [Water]	Main: SpellsC.rtf
<i>Effect:</i> Creates 4 gallons of pure water.					<i>Target:</i> Up to 4 gallons of water				
☐☐☐☐☐ Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	Main: SpellsC.rtf
<i>Effect:</i> Cures 1d8+2 damage.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Detect Poison	13	None	1 standard action	Instantaneous	Close (30')	V, S	No	Divination	Main: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube				
☐☐☐☐☐ Detect Undead	13	None	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	V, S, M/DF	No	Divination	Main: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation				
☐☐☐☐☐ Divine Favor	13	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	Main: SpellsD-E.rtf
<i>Effect:</i> You gain +1 on attack and damage rolls.					<i>Target:</i> You				
☐☐☐☐☐ Divine Sacrifice	13	None	1 standard action	2 rounds	Personal	V, S	No	Evocation	ANDREW'S: Complete Divine Pg.163
<i>Effect:</i> Sacrifice hit points for a damage bonus.					<i>Target:</i> You				
☐☐☐☐☐ Endure Elements	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	Main: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Golden Barding	13	Will negates (harmless)	1 standard action	2 hours	Touch	V, DF	Yes (harmless)	Conjuration (Creation) [Force]	ANDREW'S: Complete Divine Pg.166
<i>Effect:</i> Create Magical Barding type depends on level; see text.					<i>Target:</i> Special mount touched				
☐☐☐☐☐ Magic Weapon	13	Will negates (harmless, object)	1 standard action	2 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	Main: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched				
☐☐☐☐☐ Protection from Chaos	13	Will negates (harmless)	1 standard action	2 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	Main: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Protection from Evil	13	Will negates (harmless)	1 standard action	2 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	Main: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Read Magic	13	None	1 standard action	20 minutes	Personal	V, S, F	No	Divination	Main: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You				
☐☐☐☐☐ Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	Main: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Restoration, Lesser	13	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	Main: SpellsP-R.rtf
<i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Resurgence	13	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (harmless)	Abjuration	ANDREW'S: Complete Divine Pg.177
<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				
☐☐☐☐☐ Traveler's Mount	13	Will negates	1 standard action	2 hours	Touch	V, S	Yes	Transmutation	ANDREW'S: Complete Divine Pg.184
<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				
☐☐☐☐☐ Virtue	13	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	Main: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched				

\* =Domain/Specialty Spell

## Innate

☐ Daylight (DC:17)

## Paladin Innate Spells

At Will Detect Evil (DC:13)

Aaron Herbert



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

**Description:**  
A man of proud bearing; something about you makes people notice you.

**Biography:**

## Notes:

### Character Sheet Notes:

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