

Aaron Herbert

NAME

Pld6 16663

CLASS EXPERIENCE

6 21000

Character Level NEXT LEVEL

Richard

PLAYERNAME

Aasimar

RACE

Medium

SIZE

6' 2"

HEIGHT

210 lbs.

WEIGHT

Azure

EYES

Silver, Clean cut

HAIR

Tyr

DEITY

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

HP hit points 60

AC armor class 20

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED Walk 20'

ARCANE SPELL FAILURE 35

ARMOR CHECK PENALTY -5

SPELL RESIST 0

INITIATIVE modifier +1

BASE ATTACK bonus +6/+1

SAVING THROWS

FORTITUDE (constitution) +11

REFLEX (dexterity) +7

WILL (wisdom) +8

MELEE attack bonus +9/+4

RANGED attack bonus +7/+2

GRAPPLE attack bonus +9/+4

UNARMED

Dagger

To Hit +9/+4

Dam 1d4+3

2W-P-(OH) +3/-2

1d4+3

Shortbow

To Hit +7/+2

Dam 1d6

1d6

*Tyr's Justice +2

To Hit N/A

Dam N/A

2W-P-(OH) N/A

2W-P-(OL) N/A

2H +12/+7

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

ARMOR

*Full Plate (+1 (Enhancement to Armor)/Masterwork)

Heavy +9 +1 -5 35

LAY ON HANDS

HP per day

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
✓ 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

3

2d6 +7

You destroy Undead creatures with total hit dice up to 1.

TURN/DAY

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Alchemist's Fire (Flask)	Backpack	3	1.0 (3.0)	20.0 (60.0)
Arrow	Backpack	5	0.15 (0.75)	0.05 (0.25)
Backpack	Carried	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, 1 Bedroll, 13 Coin (Copper), 3140 Coin (Gold), 14 Coin (Platinum), 10 Coin (Silver), 1 Dagger, 1 Flint and Steel, 1 Holy Symbol (Wooden), 3 Alchemist's Fire (Flask)				
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 (+1 (Enhancement to Armor)/Masterwork)	Equipped	1	50.0	2650.0
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			155.7923101.87 lbs. gp	

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

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)
+1 Plate Mail

SPECIAL ABILITIES
Aura of Courage (Su)
Aura of Good
Divine Grace (Su)
Divine Health (Ex)
Lay on Hands (Su) 24 hp/day
Remove Disease (Sp) 1/week
Resistance to acid 5, cold 5, and electricity 5.
Smite Evil (Su) 2/day
Special Mount (Sp)
Turn Undead (Su) 7/day (turn level 3) (turn damage 2d6+7)

FEATS	
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.
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	60 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	2	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Bless	13	None	1 standard action	3 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	Main: 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				
☐☐☐☐☐ Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	Main: SpellsA-B.rtf
Effect: Makes holy water.					Target: Flask of water touched				
☐☐☐☐☐ Bless Weapon	13	None	1 standard action	3 minutes	Touch	V, S	No	Transmutation	Main: SpellsA-B.rtf
Effect: Weapon strikes true against evil foes.					Target: Weapon touched				
☐☐☐☐☐ Create Water	13	None	1 standard action	Instantaneous	Close (30')	V, S	No	Conjuration (Creation) [Water]	Main: SpellsC.rtf
Effect: Creates 6 gallons of pure water.					Target: Up to 6 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
Effect: Cures 1d8+3 damage.					Target: Creature touched				
☐☐☐☐☐ Detect Poison	13	None	1 standard action	Instantaneous	Close (30')	V, S	No	Divination	Main: SpellsD-E.rtf
Effect: Detects poison in one creature or small object.					Target: One creature, one object, or a 5-ft. cube				
☐☐☐☐☐ Detect Undead	13	None	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	V, S, M/DF	No	Divination	Main: SpellsD-E.rtf
Effect: Reveals undead within 60 ft.					Target: Cone-shaped emanation				
☐☐☐☐☐ Divine Favor	13	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	Main: SpellsD-E.rtf
Effect: You gain +1 on attack and damage rolls.					Target: You				
☐☐☐☐☐ Divine Sacrifice	13	None	1 standard action	3 rounds	Personal	V, S	No	Evocation	Extra: Complete Divine Pg.163
Effect: Sacrifice hit points for a damage bonus.					Target: You				
☐☐☐☐☐ Endure Elements	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	Main: SpellsD-E.rtf
Effect: Exist comfortably in hot or cold environments.					Target: Creature touched				
☐☐☐☐☐ Golden Barding	13	Will negates (harmless)	1 standard action	3 hours	Touch	V, DF	Yes (harmless)	Conjuration (Creation) [Force]	Extra: Complete Divine Pg.166
Effect: Create Magical Barding type depends on level; see text.					Target: Special mount touched				
☐☐☐☐☐ Magic Weapon	13	Will negates (harmless, object)	1 standard action	3 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	Main: SpellsM-O.rtf
Effect: Weapon gains +1 bonus.					Target: Weapon touched				
☐☐☐☐☐ Protection from Chaos	13	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	Main: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					Target: Creature touched				
☐☐☐☐☐ Protection from Evil	13	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	Main: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					Target: Creature touched				
☐☐☐☐☐ Read Magic	13	None	1 standard action	30 minutes	Personal	V, S, F	No	Divination	Main: SpellsP-R.rtf
Effect: Read scrolls and spellbooks.					Target: You				
☐☐☐☐☐ Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	Main: SpellsP-R.rtf
Effect: Subject gains +1 on saving throws.					Target: Creature touched				
☐☐☐☐☐ Restoration, Lesser	13	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	Main: SpellsP-R.rtf
Effect: Dispel magical ability penalty or repairs 1d4 ability damage.					Target: Creature touched				
☐☐☐☐☐ Resurgence	13	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (harmless)	Abjuration	Extra: Complete Divine Pg.177
Effect: Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					Target: Creature touched				
☐☐☐☐☐ Traveler's Mount	13	Will negates	1 standard action	3 hours	Touch	V, S	Yes	Transmutation	Extra: Complete Divine Pg.184
Effect: +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.					Target: 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
Effect: Subject gains 1 temporary hp.					Target: Creature touched				

* =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'), Normal
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:
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)

Quests:

In-progress:
Clear Brightstone Keep
- Party may have the Keep and immediate land. No taxable interest. Gain minor noble title.
Figure out dream (Eye behind gate)
DONE:
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.
Current Mission for Duke: Clear Brightstone Keep; party may keep it and property it resides on. No taxable interest
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