Aaro	n Hai	hort				F	Richard	l Silve	ır		Tur				Lawful Go	and			10
NAME		DCIT	•				LAYERNAN		•1		Tyr				ALIGNMEN		_		Was med
Pld11			55000	n			asimar		Medi	ıım	6' 2		21	0 lbs.	Darkvisio				No.
CLASS			EXPER		:		ACE		SIZE	um	HEIC			IGHT	VISION	11 (00)	- 3/		1100
11			6600				0		Male		Azı			ver, Clean cut	-1				
Characte	er Level		NEXT I				GE		GEND		EYE		——————————————————————————————————————	<u> </u>	POINTS		-		1
ABILITY	BASE	BASE	ABILITY	ABILITY	TEMF													OPERA	T.
STR	SCORE	MOD	SCORE	MOD	SCOR	E MO	)D	Έ	110	WOUNDS/C	URRENT HP	SUBE	DUAL DAMAGE	<b>NP</b> 14	DAMAGE REDUC	TION	١٨.	SPEED alk 20	
Strength	18	+4	18	+4	18	+4	4 vi	ality			10	4.0	Wor	und Points		<u></u>  -			
<b>DEX</b> Dexterity	13	+1	13	+1	13	+	armo	r class	21 :	20		10 BASE	+ 10 + 0	+ 1 + 0 + 0		MICC	35 ARCANE	-5	
CON		+2	14	+2	14	1 +	2		TOTAL	FLAT	100Сн	DAGE	ARMOR SHIELD BONUS BONUS	OTAL GIZE NATO		MISS CHANCE	SPELL FAILURE	CHECK	RESIST
Constitution	12	$\vdash$	12					TIATI'	VE		+1 + +4		c.v.	II I NIAME	SKILL	S Y SKILL	ABILITY	MAX RAN	MISC
Intelligence	12	+1	12	+1	12	+	1 .		T	OTAL MC	DEX MISC DDIFIER MODIFIE	ER .	<u> </u>	ILL NAME		MODIFIER			MODIFIER
WIS	14	+2	14	+2	14	+2	2 BAS	SE ATTA	CK	+11/	/+6/+1		Appraise Balance		INT DEX	-4	= 1 - 1	+	+ -5
CHA	18	1.4	18	1.4	4.0		4	DOTIUS				_	Bluff		CHA	4	= 1	+	+ -5
Charisma	18	+4	18	+4	18	+4	4					,	Climb		STR	-1	-	+	+ -5
\$Δ\//	ING THR	OWS	тот	Δι Β		ABILITY	MAGIC N	IISC EPIC	TEMP	conditiona	I modifiers	¬ /	Concentration	on	CON	2		+	+
	RTITU		_	- 3	AVE	. 2		. 4				/	Craft (Untra		INT	1	= 1	+	+
	(constitution)		+1	3= +	+7 +	+2	+ +0 +-	+4++0	) +			/	Diplomacy		CHA	16	= 4	+ 12.0	) +
R	EFLE	X	+8	8 = +	⊦3  +	+1	+ +0 +-	+4 + +C	) +			1	Disguise		CHA	4	= 4	+	+
	(dexterity)		+9	2	+3 +	+2		+4 + +0	<b>.</b>			1	Escape Artis	st	DEX	-4	= 1	+	+ -5
	(wisdom)	-		9 = -	+3 +	+2	+ +0+-	+4+++	<b>/</b>  +			_   ,	Forgery		INT	1	= 1	+	+
			TOT	ΓAL		BAS	SE ATTACK BON	JS ST	AT SIZ	ZEMISC	EPIC_TE	MP.	Gather Infor	mation	CHA	4	= 4	+	+
ME	LEE		+15/+	10/+5	5 =	+	11/+6/+1	+ +	4 + +	0 + +0	+ +0 +		Handle Anin	nal	CHA	8	= 4	+ 2.0	+ 2
attac	IGED				=			= ` =	=  =	=  =	╡┝╡╞	_	Heal		WIS	6		+ 4.0	
	k bonus		+12/+	+7/+2	=	+	-11/+6/+1	+ +	1 + +	0 + +0	+ +0 +	1	Intimidate		CHA	4	= 4	+	+
<b>GRA</b>	PPLE		+15/+	10/+5	5 =	+	11/+6/+1	+ +	4 + +	0 + +0	+ +0 +	-	′ Jump		STR	-7	= 4	+	+ -11
attac	k bonus		. 10, 1	10, 10									Knowledge	(Religion)	INT	16	= 1	+ 5.0	+ 10
	UNA	RME	D		TO		TTACK BOI	NUS	DAM		CRITICAL		´ Listen		WIS	4	= 2	+	+ 2
						+15	5/+10/+5		1d3	3+4	20/x2	x	Psychic-Enh	nance Ability	WIS	5	= 2	+ 3.0	+
	*Tv	r's J	ustic	ce +	3			IT HAND	TYPE		CRITICAL		•	nance Senses	WIS	3	= 2	+ 1.0	+
	- ,						Вс	oth	S	M	17-20/x2		´ <sup>x</sup> Psychic-Mei		CHA	5	= 4	+ 1.0	+
1H-P		To H			Da N/		2W-P-(OH)		To Hit N/A		Dam N/A	×		rchic Healing	WIS	4	= 2	+ 2.0	+
1H-O		N//			N/		2W-P-(OL)		N/A		N/A	_   '	Ride		DEX	11	= 1	+ 8.0	+ 2
2H	4	-21/+1			2d6		2W-OH		N/A		N/A	_	Search		INT	1	= 1	+	+
Specia	I Proper			ord Skil				nowledge		n) +10/Bon	ided/Holy/+2)	),	Sense Motiv	re e	WIS	4		+ 2.0	+
			Compet	ance bo	onus to	select	ted skillof K	nowledge	(Religion	) +10, Bon	ded Weapon weapon, take		Sneak		DEX	1	= 1	+	+
						broke	en., good-ali	gned,+2de	holy dai		weapon, take vil,1 negative		Sneak (Hide	2)	DEX	-4	= 1	+	+ -5
						le	vel bestowe	d to evil w	ielder			_  [′	Spot		WIS			+ 3.0	
	Dagger CURRENT HAND TYPE SIZE CRITICAL							CRITICAL		Survival		WIS	2		+	+			
							Car	ried	PS	M	19-20/x2		Swim		STR	-6		+	+ -10
1H-P		To I			Da		2W-B (OL)		To Hit		Dam		Use Rope		DEX	1	= 1	+	+
1H-P 1H-O		+15/+1 +11/+			1d4 1d4		2W-P-(OH) 2W-P-(OL)		+9/+4/- +11/+6/-		1d4+4 1d4+4						=	+	+
2H		+11/+			1d4		2W-P-(OL)		+11/+6/-	T1	1d4+4 1d4+2			✓: can be used u	ıntrained. X: ex	clusive sk	= ills	+	+
To Hit	10	ft.		20 ft.			30 ft.		40 ft.		50 ft.				N UNDE				
Dam		+7/+2	+	10/+5			+8/+3/-2	_	-6/+1/-4		+4/-1/-6		TURNING CHE		AFFECTED				200
	1d <sup>2</sup> I Propert	1+4 ties		1d4+	-4		1d4+4		1d4+4		1d4+4		RESULT		M HIT DICE)	Turr Che		1d	20+6
		Sho	rtbo	\A/			CURREN	NT HAND	TYPE	SIZE	CRITICAL		Up to 0		4	Turn			8
			1100				Car	ried	Р	М	20/x3		1 - 3		5	Turn d		2d	6 +12
To Hit	112/	ft. +7/+2		60 ft. +12/+7			120 ft.		180 ft.		240 ft.		4 - 6 7 - 9		6 7			oy Un	
Dam	+12/-		-	1d6		-	+10/+5/+0 1d6	+	-8/+3/-2 1d6		+6/+1/-4 1d6		7 - 9 10 - 12		8				hit dice
	I Proper			Tub	,		100		TUO		Tuo	-	13 - 15		9	up to 4.			
*: weapon	is equippe	d										_	16 - 18		10				
1H-P: One hand wear	handed, in	n primary	hand. 1F	I-O: One	handed	, in off h	nand. <b>2H</b> : Two off hand wear	handed. 2V	V-P-(OH): 2 2W-OH: 2	weapons, p	orimary hand (of	f	19 - 21		11				
		,,. = • •	,, ,		, par	(							22+		12				

ARMOR \*Full Plate +2

Heavy +10 +1 -5

TURN/DAY

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Alchemist's Fire (Flask)	Backpack	3	1.0 (3.0)	20.0 (60.0)
000			` '	` ′
Tyr's Justice +3 (Greatsword Skill Bonus (Competance) (Knowledge (Religion) +10/Bonded/Holy+2)), Competance bonus to selected skillof Knowledge (Religion) +10, Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 566 damage if weapon broken., good-aligned,+266 holy damage vs. evil,1 negative level bestowed to evil wielder	Equipped	1	8.0	60350.0
Arrow	Backpack	5	0.15 (0.75)	0.05 (0.25)
			` '	` ′
Backpack 93.29 lbs., 5 Arrow, 5 Rations (Trail/Per Day), 1 Rope (Hempen/So 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)		1	2.0	2.0
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 +2	Equipped	1	50.0	5650.0
Holy Symbol (Wooden)	Backpack	1	0.0	1.0
Traveler's Outfit	Equipped	1	5.0	0.0
Pouch (Belt) 0 lbs.	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 0 lbs.	Carried	1	2.0	30.0
Waterskin (Filled)	Backpack	1	4.0	1.0
Whetstone	Backpack	1	1.0	0.02
TOTAL WEIGHT CARRIED/VA	LUE		60.5 lbs.	66101.87 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)</ri>

## 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, 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 Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

## **LANGUAGES**

Celestial, Common, Elven

## **TEMPLATES**

Truename

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 tour	ched		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	selecte	ed alignment.			Target: Cone-shap	ed emanation	on	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		V,S,M	Yes [object]	Transmutation [Lawful]	SPELL CO: Pg.22
Effect: Water damages chaotic outsiders for 2	13	None	1 standard	5 minutes	Target: Flask of wate 50 ft.		Yes (harmless)	Caster Level: 5 Enchantment (Compulsion)	RSRD: SpellsA-B.rtf
Effect: Allies gain +1 on attack rolls and +1 or	saves	against fear.	action		Target: The caster ar		within a 50-ft. burst,	[Mind-Affecting] Caster Level: 5	
□□□□□ Bless Water	13	Will negates (object)	1 minute	Instantaneous			Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf
Effect: Makes holy water.  Bless Weapon	13	None	1 standard action	5 minutes	Target: Flask of wate	r touched V, S	No	Caster Level: 5 Transmutation	RSRD: SpellsA-B.rtf
Effect: Weapon strikes true against evil foes.  Bless Weapon, Swift	13	None	1 swift action	1 round		V	No	Caster Level: 5 Transmutation	SPELL CO: Pg.31
Effect: As bless weapon.  Blessed Aim	13	Will negates [harmless]	1 standard action	1 minute/level	Target: Touched wea	apon V,S	No	Caster Level: 5 Divination	SPELL CO: Pg.31
Effect: +2 morale bonus on ranged attacks for Clear Mind	13	N/A	1 standard action	10 minutes/level			on you N/A	Caster Level: 5 Abjuration	SPELL CO: Pg.47
Effect: Gain +4 sacred bonus on saving throw Create Water	s again 13	st mind-affecting spells a None	and effects 1 standard action	Instantaneous		V, S	No	Caster Level: 5 Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
Effect: Creates 10 gallons of pure water.  Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Target: Up to 10 gallo	ons of wate V, S	Yes (harmless); see text	Caster Level: 5 Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 1d8+5 damage.  Deafening Clang	13	Fortitude partial; see	1 swift	1 round	Target: Creature touch	ched V,S,DF	No	Caster Level: 5 Transmutation	SPELL CO: Pg.59
Effect: Deal an extra 1d6 of sonic damage wit	h each	text successful hit and cause None	1 standard	ss for 1 minute unless creature saves. Instantaneous	Target: Your weapon Close (35 ft.)	V, S	No	[Sonic] Caster Level: 5 Divination	RSRD: SpellsD-E.rtf
Effect: Detects poison in one creature or sma	ll object 13	None	1 standard action	Concentration, up to 5 minutes [D]	Target: One creature 60 ft.	, one object V, S, M/DF		Caster Level: 5 Divination	RSRD: SpellsD-E.rtf
Effect: Reveals undead within 60 ft.	13	None	1 standard action	1 minute	Target: Cone-shaped Personal	d emanatio V, S, DF		Caster Level: 5 Evocation	RSRD: SpellsD-E.rtf
Effect: You gain +1 on attack and damage rol	ls. 13	None	1 standard action	1 round/level	Target: You Personal	V,S	N/A	Caster Level: 5 Evocation	SPELL CO: Pg.70
Effect: First attack of the round deals an extra attack, whether or not you hit.		damage, and you take 1			Target: You			Caster Level: 5	A L Div co 454
Effect: Gain a +1 bonus on one save, check,	13 or attacl	c roll.	1 round	Until expended or 1 minute	Personal  Target: Surge of divir	V, S, DF ne power.		Conjuration (Summoning) Caster Level: 5	Adv.Play: pg.151
Effect: Exist comfortably in hot or cold enviror	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration  Caster Level: 5	RSRD: SpellsD-E.rtf
Energized Shield, Lesser  Effect: Protects against on energy type [fire, c	13	None	1 standard action	1 round/level		V,S,DF	No	Abjuration [See text]  Caster Level: 5	SPELL CO: Pg.79
□□□□ Faith Healing	13	Will negates [harmless]	ou gan 5 n 1 standard action	Instantaneous		V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.87
Effect: Heal 8 + caster level [max +5] hit point	13	None	1 standard action	1 hour/level	Target: Living creatur 10 miles + mile/level	V,S,DF	No	Caster Level: 5 Divination	SPELL CO: Pg.91
Effect: Sense nearest sanctuary of your deity.	13	None	1 standard action	1 hour/level		V,DF	out to range No	Caster Level: 5 Conjuration (Creation)	SPELL CO: Pg.106
Effect: Create Magical Barding type depends Grave Strike	13	N/A	1 swift action	1 round		V,DF	N/A		SPELL CO: Pg.107
Effect: Allows you to make sneak attacks aga  Holy Spurs  Effect: Mount's base land speed increase by 4	13	lead if you have the abili Will negates [harmless]	ty. 1 swift action	1 round	,	V	Yes [harmless]	Caster Level: 5 Transmutation	SPELL CO: Pg.115
□□□□ Know Greatest Enemy	13	None	1 standard action	Concentration, up to 1 round/level		V,DF	Yes	Divination	SPELL CO: Pg.129
Effect: Determine the relative power levels of Lionheart	tagets; 13	see text. Will negates [harmless]	1 standard action	1 round/level		V,S,M	n Yes [harmless]	Caster Level: 5 Abjuration [Mind-Affecting]	SPELL CO: Pg.132
Effect: Gain immunity to fear effects.	13	Will negates (harmless, object)	1 standard action	5 minutes		V, S, DF	Yes (harmless, object)		RSRD: SpellsM-O.rtf
Effect: Weapon gains +1 bonus.  Mantle of Good	13	N/A	1 standard action	10 minutes/level [D]		hed V,S,M	N/A		SPELL CO: Pg.137
Effect: Gain SR 12 + your caster level against	13	None	1 standard action	Instantaneous			No	Caster Level: 5 Abjuration	SPELL CO: Pg.142
Effect: Creature gains a second save against One Mind, Lesser	a mind- 13	affecting spell. N/A	1 standard action	1 hour/level	Target: Creature touc Personal		N/A	Caster Level: 5 Divination	SPELL CO: Pg.149
Effect: +4 insight bonus to Spot and Listen, ga	ain scen	t ability. Must remain wi		of mount. * =Domain/Speciality Spell	Target: You			Caster Level: 5	

				Paladin Spells					
□□□□□Potent Weapon	13	None	1 standard action	1 min./level	Touch	V, S	Yes (harmless)	Transmutation	Adv.Play: pg.162
Effect: Weapon gains bonuses against a spe	cifi c foe 13	Will negates (harmless)		5 minutes [D]	Target: Weapon tou Touch		F No; see text	Caster Level: 5 Abjuration [Lawful	RSRD: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind co	ntrol, hed	dge out elementals and of Will negates (harmless)	outsiders.	5 minutes [D]	Target: Creature tou Touch		F No; see text	Caster Level: 5 Abjuration [Good]	RSRD: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind co	ntrol, hed	dge out elementals and o None		50 minutes	Target: Creature tou Personal	v, S, F	No	Caster Level: 5 Divination	RSRD: SpellsP-R.rtf
Effect: Read scrolls and spellbooks.  Resist Planar Alignment	13	Will negates [harmless]		1 round/level	Target: You Touch	V,S,DF	Yes [harmless]	Caster Level: 5 Abjuration	SPELL CO: Pg.174
Effect: Grants limited protection from a plane	's alignm 13	nent traits; see text. Will negates (harmless)	1 standard action	1 minute	Target: Creature tou Touch		F Yes (harmless)	Caster Level: 5 Abjuration	RSRD: SpellsP-R.rtf
Effect: Subject gains +1 on saving throws.  Restoration, Lesser	13	Will negates (harmless)		Instantaneous		V, S	Yes (harmless)	Caster Level: 5 Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Dispels magical ability penalty or repa	13	Will negates [harmless]	1 standard action	Instantaneous	Target: Creature tou Touch	V,S,DF	Yes [harmless]	Caster Level: 5 Abjuration	SPELL CO: Pg.174
Effect: Allows one retry on a failed save agai  Rhino's Rush  Effect: Subject's charge attack deals double	13	N/A		pernatural ability. 1 round	Target: Creature tou Personal Target: You	uched V,S	N/A	Caster Level: 5 Transmutation Caster Level: 5	SPELL CO: Pg.176
Second Wind  Effect: Removes fatigue and povides +4 bon	13	Will negates [harmless]	1 standard action	Instantaneous & 1 hour/level; see text	Touch  Target: Creature tou	V,S,DF	Yes [harmless]	Transmutation  Caster Level: 5	SPELL CO: Pg.182
Sense Heretic  Effect: Any evil creature with the ability to car	13	None	1 standard action	10 minutes/level		V,S,DF	No	Divination  Caster Level: 5	SPELL CO: Pg.182
□□□□ Silverbeard	13	N/A	1 standard action	1 minute/level	Personal	V,DF	N/A	Transmutation	SPELL CO: Pg.190
Effect: Grown beard that bestows +2 bonus t	13	N/A		1 round/level [D]		V,S,DF	N/A	Caster Level: 5 Transmutation	SPELL CO: Pg.206
Effect: It becomes impossible for you to fall of the strategic Charge  Effect: Gain benefit of the Mobility feat.	r be thro 13	wn off your mount. N/A	1 swift action	1 round/level	Target: You Personal Target: You	V,DF	N/A	Caster Level: 5 Abjuration Caster Level: 5	SPELL CO: Pg.210
Traveler's Mount  Effect: +10 feet enhancement bonus to spee	13	Will negates	standard action	1 hour/level		V,S	Yes	Transmutation  Caster Level: 5	SPELL CO: Pg.223
□□□□□Vigilance  Effect: Recipients gain +1 on Listen, Sense N	13	Will negates (harmless)	1 standard action	4 hours		V, S, M	Yes (harmless)	Abjuration  Caster Level: 5	Adv.Play: pg.177
Virtue	13	Fortitude negates (harmless)	_	1 min.	creatures], no two of apart	f which car	Yes (harmless)		RSRD: SpellsT-Z.rtf
Effect: Subject gains 1 temporary hp.	13	None	action  1 standard	1 minute or until discharged	Target: Creature tou Touch	uched V,S,DF	Yes	Caster Level: 5 Divination	SPELL CO: Pg.231
Effect: Grants a +1 morale bonus to a single	saving th	nrow [target's choice].	action	Instantaneous	Target: Creature tou	uched V	No	Caster Level: 5 Transmutation	SPELL CO: Pg.236
Effect: Removes flat-footed condition from al	allies.		immediate action		Target: All allies with	hin 30 ft.		[Sonic]  Caster Level: 5	
				LEVEL 2					
Name  Angelskin	DC 14	Saving Throw Will negates [harmless]	Time 1 standard action	<b>Duration</b> 1 round/level		Comp. V,S,DF	Spell Resistance Yes [harmless]		Source SPELL CO: Pg.11
Effect: Gain DR 5/evil.  Aura of Glory  Effect: THis spell removes any fear eddect fr	14 om all all	None	1 swift action ourage.	Instantaneous	Target: Lawful good Personal Target: 10-ft. radius	V,DF	ouched No	Caster Level: 5 Transmutation Caster Level: 5	SPELL CO: Pg.18
Awaken Sin  Effect: Subject immediately takes 1d6/caster	14	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting] Caster Level: 5	SPELL CO: Pg.21
Effect: Subject immediately takes 1 do/caster knocked unconscious it takes 1 d6 Wis dama		Will negates (harmless)		e and is stunned for 1 round. If subject i 5 minutes	Touch		F Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Str for 5 minutes.  Checkmate's Light	14	None	1 standard action	1 round/level [D]	Target: Creature tou Touch	uched V,S,DF	No	Caster Level: 5 Evocation [Lawful	SPELL CO: Pg.46
Effect: Imbue weapon with +1/3 levels enhar bonus vs. fear in 20 ft radius of red light.	cement l	bonus [Max +5 at 15th lew Will negates [harmless]	evel] and is 1 standard	Lawful aligned. Allies gain +1 morale  10 minutes/level	Target: Melee weap	v,S	Yes [harmless]	Caster Level: 5  Abjuration [Mind-Affecting]	SPELL CO: Pg.47
Effect: You and your allies gain a morale bor	ius on sa 14		action equal to yo	our caster level [Max +10]. 1 hour/level [D]	Target: 60-ftradius Close (35 ft.)	emanation V,S	n centered on you No	Caster Level: 5 Illusion (Glamer) [Mind-Affecting]	SPELL CO: Pg.48
Effect: Causes a color pool on the Astral Plan	ne to see		action  1 standard	5 hours	Target: One color po		Yes (harmless)	Caster Level: 5 Conjuration (Healing)	RSRD: SpellsD-E.rtf
Effect: Stops poison from harming subject fo	r 5 hours 14	,	action	1 hour/level or until discharged [D]	Target: Creature tou Personal	uched V,S,DF	N/A	Caster Level: 5 Divination	SPELL CO: Pg.70
Effect: Gain 5 + your caster level [max bonus	of 15] to	Will negates	1	n of the spell. 1 minute/level	Target: You Medium (150 ft.)	V,S,DF	Yes [harmless]	Caster Level: 5 Enchantment	SPELL CO: Pg.70
		[harmless]	standard	* =Domain/Speciality Spell				(Compulsion)	

				Paladin Spells					
			action	i aladiri Opciis				[Mind-Affecting]	
Effect: +1 morale bonus to AC and saving thro					Target: Allies in a 20-			Caster Level: 5	
□□□□□ Eagle's Splendor	14	Will negates (harmless)	1 standard action	5 minutes		/, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
Effect: Subject gains +4 to Cha for 5 minutes. Energized Shield	14	None	1 standard action	1 round/level	Target: Creature touc		No	Caster Level: 5 Abjuration [See text]	SPELL CO: Pg.79
Effect: As lesser energized shield, except ene	rgy resis	tance is 10 and damag Fortitude negates	e dealt is 2	2d6 1 round/level	Target: Touch	/,S,M	Yes [harmless]	Caster Level: 5 Transmutation	SPELL CO: Pq.90
Fell the Greatest Foe		[harmless]	standard action	i round/level	Target: Creature touc		res [namiess]	Caster Level: 5	SPELL CO. Fg.90
☐☐☐☐☐Flame of Faith	14	None	1 standard	1 round/level		/,S,M	No	Evocation	SPELL CO: Pg.95
Effect: Normal or masterwork weapon become	es tempo	orarv +1 flaming burst w	action eapon.		Target: Nonmagical v	veapon tou	uched	Caster Level: 5	
□□□□□ Freedom of Breath	14	Will negates (harmless)	1 standard action	50	Touch \	/,S,M	Yes (harmless)	Abjuration	Sandstor: Sand Storm Pg.116
Effect: Protects against suffocation in adverse  Hand of Divinity	conditio	ns. None	1 minute	1 minute/level	Target: Creature Touch	ched /,S,DF	No	Caster Level: 5 Evocation [See text]	SPELL CO: Pg.109
Effect: Grant +2 [Profane or Sacred] bonus to				4 m - 10 m - 1	Target: Creature touc		V B	Caster Level: 5	00EU 00 D. 445
Holy Mount	14	None	1 standard action	1 round/level		/,S	Yes [harmless]	Transmutation	SPELL CO: Pg.115
Effect: Special mount gains celestial template  Hvdrate	14	Will half; See text	1	Instantaneous	Target: Your special r	nount /,S	Yes; see text	Caster Level: 5 Conjuration	Sandstor: Sand Storm
,,	o firo ora		standard action					(Healing)	Pg.117
Effect: Heals 2d8+5 of dessication damage; or Insignia of Alarm	14	None	1	Instantaneous	Target: Living creatur Long (600 ft.)	e touched /,S,F	Yes (harmless)	Caster Level: 5 Abjuration	Races of: Races of
Effect: Spell alerts all wearers.			standard action		Target: All wearers of	special in	signia within range	Caster Level: 5	Destiny Pg.166
□□□□ Knight's Move	14	N/A	1 swift	Instantaneous	5 ft./2 levels; see \		N/A	Transmutatin	SPELL CO: Pg.129
Effect: Teleport and end up flanking an oppon-	ent.		action		text Target: You			(Teleportation) Caster Level: 5	
Loyal Vassal	14	Will negates [harmless]	1 standard action	10 minutes/level; see text			Yes [harmless]		SPELL CO: Pg.134
Effect: +3 sacred bonus against mind-affecting  One Mind	14	see text. N/A	1 standard action	1 hour/level	Target: One willing cr Personal		N/A	Caster Level: 5 Divination	SPELL CO: Pg.149
Effect: Both you and mount gain +2 bonus on Must remain within 10 ft. of mount.	attack ro	olls [while mounted] +4		us to Spot and Listen, gain scent ability.	Target: You			Caster Level: 5	
Owl's Wisdom  Effect: Subject gains +4 to Wis for 5 minutes.	14	Will negates (harmless)	1 standard action	5 minutes	Touch \ Target: Creature touc	/, S, M/DF	Yes	Transmutation  Caster Level: 5	RSRD: SpellsM-O.rtf
Quick March	14	Will negates [harmless]	1 standard action	1 round	Medium (150 ft.)	/,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.164
Effect: Subjects base land speed increased by Remove Paralysis	/ 30 feet 14	Will negates	1	Instantaneous	Target: Allies in a 20- Close (35 ft.)	ftradius t /, S	ourst Yes (harmless)	Caster Level: 5 Conjuration	RSRD: SpellsP-R.rtf
add attentione railarysis		(harmless)	standard action		,		,	(Healing)	.,
Effect: Frees one or more creatures from para	lysis or	slow effect.	action		Target: Up to four cre		two of which can be	Caster Level: 5	
Resist Energy	14	Fortitude negates	1	50 minutes	more than 30 ft. apart Touch		Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Ignores first 10 points of damage/attack	c from sr	(harmless)	standard action		Target: Creature touc		,	Caster Level: 5	
Shield of Warding	14	Will negates	1	1 minute/level		/,S	No		SPELL CO: Pg.188
C		[object,harmless]	standard action						
Effect: Grants +1 sacred bonus to Armor Class  Shield Other	s and Re	eflex Saves, +1 per five Will negates (harmless)	1 standard action	els [max +5]. 5 hours [D]	Target: One shield or Close (35 ft.)		Yes (harmless)	Caster Level: 5 Abjuration	RSRD: SpellsS.rtf
Effect: You take half of subject's damage.					Target: One creature			Caster Level: 5	
Spiritual Chariot	14	N/A	1 standard action	1 hour/level			N/A	Conjuration (Creation) [Force]	SPELL CO: Pg.202
Effect: Creates a special chariot behind the pa	ladin's s 14	special mount. Will negates	1 swift	Instantaneous	Target: One special n See text		Yes [harmless]	Caster Level: 5 Conjuration	SPELL CO: Pg.204
Effect: Spell designed for battle fields, heals a		[harmless]; see text	action		Target: 50-ftradius b			(Healing) Caster Level: 5	
negates].	14	None	1	5 rounds [D]	Personal \	/,S,DF	No	Transmutation	Races of: Races of
Effect: Acts as if armed and your hands become	ne hard	inflicting damage; see t	standard action ext.		Target: You			Caster Level: 5	Stone Pg.163
Strength of Stone	14	N/A	1 swift action	1 round		/,S,DF	No	Transmutation	SPELL CO: Pg.211
Effect: +8 enhancement bonus to Strength.	14	Will negates (object)	action 1	24 hours	Target: You Close (35 ft.)	/, S	Yes (object)	Caster Level: 5 Abjuration	RSRD: SpellsT-Z.rtf
Undetectable Alignment	1-7	······ nogates (object)	standard action				. 55 (05)501)		оронат-2.ти
Effect: Conceals alignment for 24 hours.	14	N/A	1 swift	1 round/level	Target: One creature Personal	or object /,S	N/A	Caster Level: 5 Abjuration	SPELL CO: Pg.244
Effect: Creates a divine shield to protect you a against all attacks of opportunity other than yo	s you cl	ose with a chosen oppo	action enent. You through en	gain a +4 deflection bonus to your AC emies as if they were allies. See text	Target: You			Caster Level: 5	
Zone of Truth	14	Will negates	1 standard	5 minutes	Close (35 ft.)	/, S, DF	Yes	Enchantment (Compulsion)	RSRD: SpellsT-Z.rtf
Effect: Subjects within range cannot lie.			action		Target: 20-ftradius e	manation		[Mind-Affecting] Caster Level: 5	
				* =Domain/Speciality 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
SKÍN 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