

Damiro

Character Name

Paladin 2

CLASS

2 (1)

Character Level (CR)

2000 / 5000

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3		
DEX Dexterity	12	+1	12	+1		
CON Constitution	14	+2	14	+2		
INT Intelligence	13	+1	13	+1		
WIS Wisdom	10	+0	10	+0		
CHA Charisma	16	+3	16	+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+8	= +3	+2	+0	+3	+0	
REFLEX (dexterity)	+4	= +0	+1	+0	+3	+0	
WILL (wisdom)	+6	= +3	+0	+0	+3	+0	

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
MELEE attack bonus	+5	=	+2	+	+3	+	+0	+	+0	+	0	+	
RANGED attack bonus	+3	=	+2	+	+1	+	+0	+	+0	+	0	+	
CMB attack bonus	+5	=	+2	+	+3	+	+0	+		+		+	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
CMB	+5	+5	+5	+5	+5	+5
CMD	16	16	16	16	16	16

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
UNARMED (nonlethal only)	+5	1d3+3	20/x2	5 ft.
Special Properties:				

*Masterwork Warhammer					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x3	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+6	1d8+3	2W-P-(OH)	+0	1d8+3
1H-O	+2	1d8+1	2W-P-(OL)	+2	1d8+3
2H	+6	1d8+4	2W-OH	-4	1d8+1

*Masterwork Warhammer [Power Attack (One-Handed)]					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x3	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+5	1d8+5	2W-P-(OH)	-1	1d8+5
1H-O	+1	1d8+3	2W-P-(OL)	+1	1d8+5
2H	+5	1d8+6	2W-OH	-5	1d8+3

*Shield, Heavy Steel					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand		M	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE		
-5			1d4+1		

*: 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
*Chainmail	Medium	+6	+2	-5	30
*Shield, Heavy Steel	Heavy	+2		-2	15

Allard

Player Name

Human / Humanoid

RACE

31

Male

AGE

GENDER

WOUNDS/CURRENT HP					
HP hit points	24				
AC armor class	19	:	18	:	11
TOTAL		:	10	:	6
FLAT		:	11	:	10
TOUCH		:	10	:	6
BASE		:	10	:	6
ARMOR BONUS		:	2	:	1
SHIELD BONUS		:	0	:	0
STAT		:	0	:	0
SIZE		:	0	:	0
NATURAL ARMOR		:	0	:	0
DEFLECTION		:	0	:	0
DODGE		:	0	:	0
Morale		:	0	:	0
Insight		:	0	:	0
Sacred		:	0	:	0
Profane		:	0	:	0
MISC		:	0	:	0

INITIATIVE		
modifier	+1	= +1 + +0
TOTAL		
DEX MODIFIER		
MISC MODIFIER		

Encumbrance	Medium (rules applied)
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Abadar

Deity

Medium / 5 ft. x 5 ft.

SIZE / FACE

EYES

SUBDUAL DAMAGE					
DAMAGE REDUCTION					
SPEED					
Walk 20 ft.					

TOTAL SKILLPOINTS: 8		SKILLS			MAX RANKS: 2/2		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Acrobatics		DEX	-6	= 1		+ -7	
✓ Acrobatics (Jump)		DEX	-10	= 1		+ -11	
✓ Appraise		INT	5	= 1 + 1		+ 3	
✓ Bluff		CHA	3	= 3			
✓ Climb		STR	-4	= 3		+ -7	
✓ Craft (Armor)		INT	5	= 1 + 1		+ 3	
✓ Craft (Blacksmithing)		INT	5	= 1 + 1		+ 3	
✓ Craft (Untrained)		INT	1	= 1			
✓ Craft (Wood)		INT	5	= 1 + 1		+ 3	
✓ Diplomacy		CHA	8	= 3 + 2		+ 3	
✓ Disguise		CHA	3	= 3			
✓ Escape Artist		DEX	-6	= 1		+ -7	
✓ Fly		DEX	-6	= 1		+ -7	
✓ Heal		WIS	0	= 0			
✓ Intimidate		CHA	3	= 3			
✓ Knowledge (Religion)		INT	5	= 1 + 1		+ 3	
✓ Perception		WIS	6	= 0 + 2		+ 4	
✓ Perform (Untrained)		CHA	3	= 3			
✓ Ride		DEX	-6	= 1		+ -7	
✓ Sense Motive		WIS	4	= 0 + 1		+ 3	
✓ Stealth		DEX	-6	= 1		+ -7	
✓ Survival		WIS	0	= 0			
✓ Swim		STR	-4	= 3		+ -7	
				=	+	+	
				=	+	+	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.							

Conditional Skill Modifiers:
+1 trait bonus on any Appraise and Sense Motive checks you attempt while bargaining for the price of goods

Lay on Hands

Uses per Day

Lay on Hands (Su):You can heal wounds (your own or those of others) by touch. Each day you can use this ability 4 times per day. With one use of this ability, you can heal 1d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage. [Paizo Inc. - Core Rulebook, p.61]

Smite Evil

Uses per day

Smite Evil (Su):You can call out to the powers of good to aid you in your struggle against evil 1 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +2 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +4. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +3 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability. [Paizo Inc. - Core Rulebook, p.60]

Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam		
1H-P	+5	1d4+3	2W-P-(OH)	-1	1d4+3		
1H-O	+1	1d4+1	2W-P-(OL)	+1	1d4+3		
2H	+5	1d4+3	2W-OH	-3	1d4+1		
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+3	+1	-1	-3	-5		
Dam	1d4+3	1d4+3	1d4+3	1d4+3	1d4+3		

Longbow			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +3	Damage: 1d8				
	100 ft.	200 ft.	300 ft.	400 ft.	500 ft.		
TH	+3	+1	-1	-3	-5		
Dam	1d8	1d8	1d8	1d8	1d8		
	600 ft.	700 ft.	800 ft.	900 ft.	1000 ft.		
TH	-7	-9	-11	-13	-15		
Dam	1d8	1d8	1d8	1d8	1d8		

Alchemist's Fire (Flask)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	F	M	20/x2	5 ft.
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+3	+1	-1	-3	-5		
Dam	1d6	1d6	1d6	1d6	1d6		

Special Properties: Thrown splash weapon see p.202, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Masterwork Warhammer	Equipped	1	5 / 312	
Shield, Heavy Steel	Equipped	1	15 / 20	
Outfit (Artisan's)	Equipped	1	4 / 0	
Chainmail	Equipped	1	40 / 150	
Scroll (Cure Light Wounds)	Equipped	5	0 (0.1) / 25 (125)	
Backpack, Common	Equipped	1	2 / 2	
23.55 lbs., 4 Torch, 1 Rope (Hemp/50 ft.), 1 Grappling Hook, Common, 37 Arrow	Backpack, Common	4	1 (4) / 0 (0)	
Torch	Backpack, Common	1	10 / 1	
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.	Backpack, Common	1	4 / 1	
Rope (Hemp/50 ft.)	Backpack, Common	37	0.1 (5.5) / 0.1 (1.9)	
Grappling Hook, Common	Backpack, Common	1	5 / 5	
Arrow	Backpack, Common	1	5 / 5	
Artisan's Tools (Armor)	Equipped	1	5 / 5	
Artisan's Tools (Weaponsmithing)	Equipped	2	1 (2) / 2 (4)	
Dagger	Carried	1	3 / 75	
Longbow	Carried	1	1 / 20	
Alchemist's Fire (Flask)	Carried	1		
Thrown splash weapon see p.202, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.				
TOTAL WEIGHT CARRIED/VALUE		105.6 lbs.	721.9gp	

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

MONEY	
	Total= 0 gp

MAGIC	
Languages	
Common, Infernal	
Other Companions	

Traits	
Eyes and Ears of the City (Abadar)	[Paizo Inc. - Advanced Player's Guide, p.333]
Your religious training involved serving in the city watch of a large city, the primary duty of which was standing sentinel on a city wall. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.	
Merchant	[Paizo Publishing - Ultimate Campaign, p.60]
You lived your life as a merchant, buying and selling goods. You gain a +1 trait bonus on any Appraise and Sense Motive checks you attempt while bargaining for the price of goods. Appraise is always a class skill for you.	

Special Attacks	
Smite Evil (Su)	[Paizo Inc. - Core Rulebook, p.60]

You can call out to the powers of good to aid you in your struggle against evil 1 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +2 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +4. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +3 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Special Qualities	
Aura of Good (Ex)	[Paizo Inc. - Core Rulebook]
You project a moderate good aura.	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Detect Evil (Sp)	[Paizo Inc. - Core Rulebook, p.60]
At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.	
Lay on Hands (Su)	[Paizo Inc. - Core Rulebook, p.61]
You can heal wounds (your own or those of others) by touch. Each day you can use this ability 4 times per day. With one use of this ability, you can heal 1d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.	
Skilled	[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	

Feats	
Power Attack	[Paizo Inc. - Core Rulebook, p.131]
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.	
You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.	
Step Up	[Paizo Inc. - Core Rulebook, p.135]
You can close the distance when a foe tries to move away.	
Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.	

Proficiencies	
Amentum, Atlatl, Throwing Axe, Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Nine Ring Broadsword, Butterfly Sword, Cestus, Chakram, Club, Heavy Crossbow, Light Crossbow, Dagger, Chain Dagger, Punching Dagger, Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Light Flail, Heavy Flail, Gaff, Gauntlet, Spiked Gauntlet, Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Light Hammer, Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Kasatha Spinal Sword, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Heavy Pick, Light Pick, Pilum, Pliers, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Skull, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Spiked Armor, Splash Weapon, Stake, Starknife, Bastard Sword, Short Sword, Tri-Point Double-Edged Sword, Sword Cane, Tepoztopilli, Terbutje, Great Terbutje, Tiger Fork, Tonfa,	

Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, Dwarven Waraxe, Warhammer, Wushu Dart

Temporary Bonus
Power Attack (One-Handed)

Class Spell-like Abilities						
	Name	School	Time	Duration	Range	Source
At Will	Detect Evil	Divination	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No]						
* =Domain/Speciality Spell						
Class Spell-like Abilities						
At Will	Detect Evil					

Damiro

RACE	Human
AGE	31
AGE	
GENDER	Male
VISION	
ALIGNMENT	Lawful Good
DOMINANT HAND	Right
HEIGHT	6' 0"
WEIGHT	190 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
REGION	None
DEITY	Abadar
Race Type	Humanoid

Race Sub Type

Description:
Biography: