

Character Name  
Paladin (Oath of Labor) 2

2 (1)

2 (1)

Character Level (CR)

2000 / 5000

Character Level (CR)      EXP/NEXT LEVEL

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+9	= +3	+ +2	+ +0	+ +4	+ +0	
<b>REFLEX</b> (dexterity)	+4	= +0	+ +1	+ +0	+ +3	+ +0	
<b>WILL</b> (wisdom)	+6	= +3	+ +0	+ +0	+ +3	+ +0	

+1 trait bonus vs. mind-affecting

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

*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		

\*: 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

Player Name
Human / Humanoid

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AGE

Male

AGE GENDER

Downloaded from <http://ajph.org/> at University of California, San Francisco on June 11, 2015

Deity

Medium / 5 ft.

SIZE / FACE

## EYES

Region

6' 0" / 190 lbs.

HEIGHT / WEIGHT

HAIR

### Alignment

Normal

## VISION

25

### Points

TOTAL SKILLPOINTS: 12		SKILLS		MAX RANKS: 2/3			
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	+
✓	Bluff	CHA	3	= 3			
✓	Climb	STR	-4	= 3		+	-7
	Craft (Blacksmithing)	INT	5	= 1	+	1	+
✓	Craft (Untrained)	INT	1	= 1			
	Craft (Wood)	INT	5	= 1	+	1	+
✓	Diplomacy	CHA	8	= 3	+	2	+
✓	Disguise	CHA	8	= 3	+	1	+
✓	Escape Artist	DEX	-6	= 1		+	-7
✓	Fly	DEX	-6	= 1		+	-7
✓	Heal	WIS	0	= 0			
✓	Intimidate	CHA	3	= 3			
	Knowledge (Local)	INT	5	= 1	+	1	+
	Knowledge (Religion)	INT	5	= 1	+	1	+
✓	Perception	WIS	5	= 0	+	2	+
✓	Perform (Untrained)	CHA	3	= 3			
	Profession (Innkeeper)	WIS	4	= 0	+	1	+
✓	Ride	DEX	-6	= 1		+	-7
✓	Sense Motive	WIS	4	= 0	+	1	+
	Spellcraft	INT	5	= 1	+	1	+
✓	Stealth	DEX	-6	= 1		+	-7
✓	Survival	WIS	0	= 0			
✓	Swim	STR	-4	= 3		+	-7
	Use Magic Device	CHA	7	= 3	+	1	+
						+	+
						+	+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

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 count an attack of opportunity. Undead do not receive a saving throw against this damage. [Paizo Inc. - Core Rulebook, p.61]

Uses per day ☐

**Smite Evil (Su):** You can roll 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.
Ammunition: Arrow							
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		

Battleaxe			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	20/x3	5 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+5	1d8+3	2W-P-(OH)	-1	1d8+3		
1H-O	+1	1d8+1	2W-P-(OL)	+1	1d8+3		
2H	+5	1d8+4	2W-OH	-5	1d8+1		

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Masterwork Warhammer	Equipped	1	5 / 312
Shield, Heavy Steel	Equipped	1	15 / 20
Chainmail	Equipped	1	40 / 150
Backpack, Masterwork	Equipped	1	4 / 50
4.06 lbs., 4 Scroll (Cure Light Wounds), 2 Scroll (Protection from Evil), 4 Torch			
Scroll (Cure Light Wounds)	Backpack, Masterwork	4	0 (0) / 25 (100)
Scroll (Protection from Evil)	Backpack, Masterwork	2	0 (0) / 25 (50)
Torch	Backpack, Masterwork	4	1 (4) / 0 (0)
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.			
Scroll (Identify)	Equipped	1	0 / 25
Potion of Enlarge Person	Equipped	1	0 / 50
Target's size category increases to next larger category for 1 minute			
Dagger	Carried	2	1 (2) / 2 (4)
Longbow	Carried	1	3 / 75
7.5 lbs., 50 Arrow			
Arrow	Longbow	50	0.1 (7.5) / 0.1 (2.5)
Battleaxe	Carried	1	6 / 10
TOTAL WEIGHT CARRIED/VALUE		86.57 lbs.	848.5gp

WEIGHT ALLOWANCE			
Light	86	Medium	173
Light over head	260	Push / Drag	1300

MONEY	
Total= 0 gp	

MAGIC	
Languages	
Common, Infernal	
Other Companions	

Archetypes	
Oath of Labor	[Allard Hoeve - Houserules, p.60]
When you take this oath, you become a protector of labor, protecting the common people, their trade and their commerce.	

Traits	
Fed-Up Citizen	[Paizo Inc. - Hell's Rebels Player's Guide, p.10]
Kintargo is a tough place to live if you count yourself as a law-abiding citizen. While you likely agree with most others of Kintargo that many of the laws put in place by House Thrune seem excessive, you always respected the law and honored it as best you could. You likely worship a deity such as Abadar or Iomedae -a lawful neutral or perhaps lawful good power allowed to practice within Cheliah, but only under restrictions. Yet despite this, Thrune has always made Cheliah a safer place to live. But with recent events, enough is enough. As much as it pains you to admit, the law of the land is now manifestly and obviously not correct, and something must be done to oppose this misuse of power. You're good at hiding your true colors and faith to avoid attracting the wrong kind of attention.	

You gain a +1 bonus on Disguise checks, and Disguise is always a class skill for you. In addition, when someone uses detect good or detect law on you, your effective Hit Dice are 4 lower than their actual total when someone discerns the strength of your aura. If you are a cleric, paladin, or similar divine spellcaster, you treat yourself as if you were a standard- aligned creature rather than a divine spellcaster for these purposes. This means that until you become 9th level, you won't radiate an aura of good or law at all when someone casts one of these detection spells. Finally, your internal convictions that you're on the actual right of law help bolster your mindset, and you gain a +1 trait bonus on all saving throws against mind-affecting effects

Life of Toil	[Paizo Publishing - Ultimate Campaign, p.60]
You have lived a physically taxing life, working long hours for a master or to support a trade. Hard physical labor has toughened your body and mind. You gain a +1 trait bonus on Fortitude saves.	

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.	
Code of Conduct	[Allard Hoeve - Houserules, p.61]
All creatures are inherently equal, and those that deny this fact for their own gain do the common man harm. A struggle is meaningless if it is not done together for a greater purpose than oneself. Stand and fight with your brothers and sisters for the betterment of all. Give respect, love and kindness to the disenfranchised that find themselves without any. They are your comrades and the reason you fight. The world must change if it is to be better, and it will not change if we do not act. Do your part to make a more just future. You are not above the work that the common man does. Whenever you have the chance, labor with them as they do and work to ease their difficult lot in life.	
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.	
Eye for Profit	[Allard Hoeve - Houserules]

A knight of coins adds Appraise, Knowledge (local), Perception, and Use Magic Device to her list of class skills. She gains a number of skill ranks equal to 4 + her Intelligence modifier at each level, instead of a number of skill ranks equal to 2 + her Intelligence modifier.

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, Horsecopper, 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	<a href="#">Detect Evil</a>	Divination	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	CR:p.266
[V, S, DF] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You can sense the presence of evil. [SR:No]						
* =Domain/Speciality Spell						
Class Spell-like Abilities						
At Will	Detect Evil					

Damiro

Human

RACE

31

AGE

Male

GENDER

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

6' 0"

HEIGHT

190 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:  
Biography: