

NAME		PLAYERNAME		DEITY		ALIGNMENT
PId9	36000	Human	Medium	0 cm	0 kg	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
9	45000	16	Maschio			0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBUDAL DAMAGE					DAMAGE REDUCTION					SPEED																																											
STR Strength	15	+2	15	+2	15	+2	HP hit points	75																					Walk 9 m																																									
DEX Dexterity	8	-1	8	-1	8	-1	AC armor class	18	18	:	10	:	10	=	10	+	6	+	2	+	-1	+	0	+	0	+	1				35	-3	0																																					
								TOTAL	FLAT	TOUCH							ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC							MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST																																						
CON Constitution	12	+1	12	+1	12	+1	INITIATIVE modifier	+3	=	-1	+	+4		SKILLS																																																								
								TOTAL	DEX MODIFIER	MISC MODIFIER		<table border="1"> <thead> <tr> <th colspan="2">SKILL NAME</th> <th>KEY ABILITY</th> <th>SKILL MODIFIER</th> <th>ABILITY MODIFIER</th> <th>MAX RANKS</th> <th>12/6</th> </tr> <tr> <th colspan="2"></th> <th></th> <th></th> <th></th> <th>RANKS</th> <th>MISC MODIFIER</th> </tr> </thead> <tbody> <tr> <td>✓</td> <td>Diplomacy</td> <td>CHA</td> <td>5</td> <td>=</td> <td>1 + 4.0</td> <td>+</td> </tr> <tr> <td></td> <td>Handle Animal</td> <td>CHA</td> <td>6</td> <td>=</td> <td>1 + 5.0</td> <td>+</td> </tr> <tr> <td>✓</td> <td>Heal</td> <td>WIS</td> <td>8</td> <td>=</td> <td>3 + 5.0</td> <td>+</td> </tr> <tr> <td></td> <td>Knowledge (Nobility and</td> <td>INT</td> <td>4</td> <td>=</td> <td>0 + 4.0</td> <td>+</td> </tr> </tbody> </table>																	SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6						RANKS	MISC MODIFIER	✓	Diplomacy	CHA	5	=	1 + 4.0	+		Handle Animal	CHA	6	=	1 + 5.0	+	✓	Heal	WIS	8	=	3 + 5.0	+		Knowledge (Nobility and	INT	4	=	0 + 4.0	+
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✓	Heal	WIS	8	=	3 + 5.0	+																																																																
	Knowledge (Nobility and	INT	4	=	0 + 4.0	+																																																																
WIS Wisdom	16	+3	16	+3	16	+3	BASE ATTACK bonus	+9/+4																																																														
CHA Charisma	13	+1	13	+1	13	+1																																																																

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10	= +6	+ +1	+ +2	+ +1	+ +0	+	
REFLEX (dexterity)	+5	= +3	+ -1	+ +2	+ +1	+ +0	+	
WILL (wisdom)	+9	= +3	+ +3	+ +2	+ +1	+ +0	+	

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+11/+6	=	+9/+4	+	+2	+	+0	+	+0	+	+0	+	
RANGED attack bonus	+8/+3	=	+9/+4	+	-1	+	+0	+	+0	+	+0	+	
GRAPPLE attack bonus	+11/+6	=	+9/+4	+	+2	+	+0	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11/+6	1d3+2	20/x2	1,5 m

*Longsword +1				HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	17-20/x2	5 ft.		
	To Hit	Dam	To Hit		Dam			
1H-P	+13/+8	1d8+3	2W-P-(OH)	+7/+2		1d8+3		
1H-O	+9/+4	1d8+2	2W-P-(OL)	+9/+4		1d8+3		
2H	+13/+8	1d8+4	2W-OH	+3		1d8+2		

Special Properties

*: 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
*Chain Shirt +2	Light	+6	+4	-1	20
*Shield, Heavy	Heavy	+2		-2	15
*Ring of Protection +1		+1		+0	0

HP per day LAY ON HANDS

SUBDUAL DAMAGE						DAMAGE REDUCTION		SPEED		
								Walk 9 m		
0	6	2	-1	0	0	1		35	-3	0
HE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

SKILL NAME			SKILLS				MAX RANKS		12/6
			KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Diplomacy	CHA	5	=	1	+	4.0	+	
	Handle Animal	CHA	6	=	1	+	5.0	+	
✓	Heal	WIS	8	=	3	+	5.0	+	
	Knowledge (Nobility and Royalty)	INT	4	=	0	+	4.0	+	
	Knowledge (Religion)	INT	5	=	0	+	5.0	+	
✓	Ride	DEX	10	=	-1	+	9.0	2	
✓	Sense Motive	WIS	7	=	3	+	4.0	+	
				=		+		+	
				=		+		+	

TURN UNDEAD		
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check
Up to 0	2	1d20+3
1 - 3	3	Turn level 6
4 - 6	4	Turn damage 2d6 +7
7 - 9	5	You destroy Undead creatures with total hit dice up to 3.
10 - 12	6	
13 - 15	7	
16 - 18	8	
19 - 21	9	
22+	10	
TURN/DAY	<div> <div></div> <div></div> <div></div> <div></div> </div>	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 0 kg	Equipped	1	1.0	2.0	
Chain Shirt +2	Equipped	1	NaN	4250.0	
Cloak of Resistance +2	Equipped	1	NaN	4000.0	
Longsword +1	Equipped	1	2.0	2315.0	
Outfit (Explorer's)	Equipped	1	4.0	0.0	
Ring of Protection +1	Equipped	1	0.0	2000.0	
Sack 0 kg	Equipped	1	NaN	0.1	
Shield, Heavy	Equipped	1	NaN	20.0	
TOTAL WEIGHT CARRIED/VALUE			23,75 kg	12587.1 gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66,5	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

SPECIAL ABILITIES	
Aura of Courage (Su)	
Aura of Good (Ex) Strong	
Detect Evil (Sp)	
Divine Grace (Su)	
Divine Health (Ex)	
Lay on Hands (Su) 9 hp/day	
Remove Disease (Sp) 2/week	
Smite Evil (Su) 2/day	
Special Mount (Sp)	
Turn Undead (Su) 4/day (turn level 6) (turn damage 2d6+7)	

FEATS	
Improved Critical (Longsword)	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 up to 9 from all melee attack rolls and add the same number to all melee damage rolls.
Quick Draw	You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).
Weapon Focus (Longsword)	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, Blowgun, 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
Common

Paladin Innate Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Detect Evil	14	None	1 standard action	Concentration, up to 90 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.						<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 9	
* =Domain/Specialty Spell										

Paladin Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	2	1	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Bless	14	None	1 standard	4 minutes action	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: 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	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched				
■■■■■Bless Weapon	14	None	1 standard	4 minutes action	Touch	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Weapon strikes true against evil foes.					<i>Target:</i> Weapon touched				
■■■■■Create Water	14	None	1 standard	Instantaneous action	Close (10,5 m)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 8 gallons of pure water.					<i>Target:</i> Up to 8 gallons of water				
■■■■■Cure Light Wounds	14	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+4 damage.					<i>Target:</i> Creature touched				
■■■■■Detect Poison	14	None	1 standard	Instantaneous action	Close (10,5 m)	V, S	No	Divination	RSRD: 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	14	None	1 standard	Concentration, up to 4 minutes [D] action	60 ft.	V, S, M/DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation				
■■■■■Divine Favor	14	None	1 standard	1 minute action	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain +1 on attack and damage rolls.					<i>Target:</i> You				
■■■■■Endure Elements	14	Will negates (harmless)	1 standard	24 hours action	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched				
■■■■■Magic Weapon	14	Will negates (harmless, object)	1 standard	4 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched				
■■■■■Protection from Chaos	14	Will negates (harmless)	1 standard	4 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: 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	14	Will negates (harmless)	1 standard	4 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: 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	14	None	1 standard	40 minutes action	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You				
■■■■■Resistance	14	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched				
■■■■■Restoration, Lesser	14	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched				
■■■■■Virtue	14	Fortitude negates (harmless)	1 standard	1 min. action	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Bull's Strength	15	Will negates (harmless)	1 standard	4 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 4 minutes.					<i>Target:</i> Creature touched				
■■■■■Delay Poison	15	Fortitude negates (harmless)	1 standard	4 hours action	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 4 hours.					<i>Target:</i> Creature touched				
■■■■■Eagle's Splendor	15	Will negates (harmless)	1 standard	4 minutes action	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject gains +4 to Cha for 4 minutes.					<i>Target:</i> Creature touched				
■■■■■Owl's Wisdom	15	Will negates (harmless)	1 standard	4 minutes action	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 4 minutes.					<i>Target:</i> Creature touched				
■■■■■Remove Paralysis	15	Will negates (harmless)	1 standard	Instantaneous action	Close (10,5 m)	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart				
■■■■■Resist Energy	15	Fortitude negates (harmless)	1 standard	40 minutes action	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched				
■■■■■Shield Other	15	Will negates (harmless)	1 standard	4 hours [D] action	Close (10,5 m)	V, S, F	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
<i>Effect:</i> You take half of subject's damage.					<i>Target:</i> One creature				
■■■■■Undetectable Alignment	15	Will negates (object)	1 standard	24 hours action	Close (10,5 m)	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object				
■■■■■Zone of Truth	15	Will negates	1 standard	4 minutes action	Close (10,5 m)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation				

* =Domain/Specialty Spell

Paladin Innate Spells

At Will Detect Evil (DC:14)

Notes:

Character Sheet Notes: