Character Name	Player	Alignment	Current XP	Next Level XP	XP Change
Avylynn	Leah Seim	LG	9000	12000	

Class	Race	Campaign	Deity
Paladin	Human	Rob's World	Lathander

Level	Size	Age	Gender	Height	Weight	Eyes	Hair
3	M	19 (22 Apros 5)	F	5'7"	140lbs	Green	Auburn w/ Red Hig

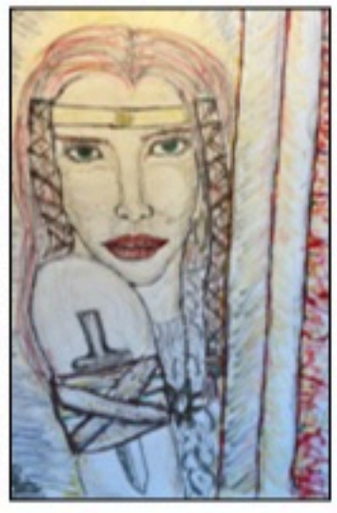
Ability	Score	Mod	Temp Score	Temp Mod
STR	17	3		
DEX	17	3		
CON	16	3		
INT	15	2		
WIS	16	3		
CHA	18	4		
Action Points				6

	TOTAL		Current HP		Nonlethal Damage		Hit Dice		Damage Reduction	
HP	31		21				d10			
AC	20	= 10 +	5	+	2	+ 3 +	0	+ 0 +	0	+ 0
	TOTAL		Armor		Shield	Dex	Size	Natural	Deflect	Misc

Touch	13	Flat-footed	17

	Total		Dex		Misc
INIT	7	=	3	+	4

Speed	Armor Type
30'	Light



Light Load	86
Med Load	173
Max Load	260
Over Head	260
Off Ground	520
Push/ Drag	1300

Saving Throws	Total		Base		Ability Mod		Magic Mod		Misc Mod		Temp Mod
FORTITUDE	10	=	3	+	3	+	0	+	4	+	0
REFLEX	8	=	1	+	3	+	0	+	4	+	0
WILL	8	=	1	+	3	+	0	+	4	+	0

	Total Attack Bonus		Base Attack Bonus		Str Mod		Size Mod		Misc Mod		Temp Mod
MELEE	+6	=	3	+	3	+	0	+		+	0
GRAPPLE	+6	=	3	+	3	+	0	+	0	+	0
RANGED	+6	=	3	+	3	+	0	+	0	+	0
	Total Attack Bonus		Base Attack Bonus		Dex Mod		Size Mod		Misc Mod		Temp Mod

Weapon	Total Attack Bonus	Damage	Critical	Range
+1 Mithral Broadsword of Flames	+3 Base + 3 STR +1 Magic + 1 Focus = +8	2d4+3STR+1(1d6/2d4rds)	18-20/x2	-
Special Properties	**Ammunition**	**Weight**	**Size**	**Type**
Parry+1, mSTR6/mDEX6, F18, WSM 0 initiative	on left hip	2	M	S

Weapon	Total Attack Bonus	Damage	Critical	Range
Masterwork Bow, long, composite slung on back	+3 Base +3 DEX +1MW = +7	1d8+3	x3	110'
Special Properties	**Ammunition**	**Weight**	**Size**	**Type**
Parry-4, mSTR17DEX8, WSM -2 initiative	2x dbreath F19 1d6 + fire, 18x sheaf 1d8 F18	3	M	P

Weapon	Total Attack Bonus	Damage	Critical	Range
Masterwork Morningstar (silver coating)	+6+1MW-1silver = +6	1d8+3	x2	-
Special Properties	**Ammunition**	**Weight**	**Size**	**Type**
Parry-2, mSTR7/mDEX8, F19, WSM -2 initiative	on right hip	6	M	B+P

Weapon	Total Attack Bonus	Damage	Critical	Range
Morningstar (cold iron)	+6	1d8+3	x2	-
Special Properties	**Ammunition**	**Weight**	**Size**	**Type**
Parry-2, mSTR7/mDEX8, F19, WSM -2 initiative	on right hip	6	M	B+P

Armor/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Masterwork Chain Shirt & Dastana	Light	5	-1	4
Special Properties		**Weight**	**Spell Fail**	**Speed**
AC Bonus +4+1=5, Weight 25+5=30		30	20%	30'

Shield/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Masterwork Heavy Steel Shield	Heavy	2	-1	-
Special Properties		**Weight**	**Spell Fail**	**Speed**
		15	15%	-

Feats & Special Abilities

Race	Class	Feats	Flaws/Bonus etc.
Race: For all racial traits, ref PH pgs 12-14	Class: For all class features, ref PH pgs 42-46	Race(1): Weapon Focus (Broadsword). +1 To Hit (PH102	RWHR(1) Mobility +4AC vs AoO (Ref PH 98)
Race: Human base land speed 30'	Class(1): Aura of Good(Ex). Pwr=lvl. See PH pgs 218-21	*Level(1) Dodge +1AC vs name opponent (Ref PH 93)	RWHR(1) Parry. Make opposed attack roll (RWNF pg 5)
Race: 1 extra feat at 1st level	Class(1): Detect Evil(Sp). At will. See PH pgs 218-219	Level(3) Improved Initiative. +4 to initiative (Ref PH 96)	
Race: 4 extra skill pts at 1st lvl +1 @ each lvl after	60' range as a standard action		
Race: Automatic language = Common. Bonus = Any	*Class(1): Smite Evil(Su). 1/dy. +CH mod to hit +1 dmg/h		
Race: Ability score adjustments = None	Class(2): Divine Grace(Su). +CH mod on saving throws	Paladin(1): Simple Weapon Prof. PH pg 100	
	Class(2): Lay on Hands(Su). Standard action w/touch to	Paladin(1): Martial Weapon Prof. PH pg 97	
	(+12/day) Heal or harm undead. lvl x CH mod / day.	Paladin(1): Armor Prof. Light PH pg 89	
	*Class(3): Aura of Courage(Su). Immune to fear.	Paladin(1): Armor Prof. Med. PH pg 89	Detect Evil progression per round: (chart PHP219)
	*Ally w/in 10' Gains +4 morale bonus vs fear ef	Paladin(1): Armor Prof. Heavy PH pg 89	1st- presence or absence of evil
	Class(3): Divine Health(Ex). Immune to all diseases.	Paladin(1): Shield Prof. PH pg 100	2nd- number of evil auras & highest power
	mummy rot, lycanthropy. . .		3rd- power and location of each evil aura
		remember to ignight sword	
knockdown save with fortitude		remember healing belt	Heavy Repeating Crossbow WSM -4 (-1 mounted), +6 h
		remember aura of courage	hlds 5 bolts, 12lbs, Crit 19/20x2, range 120' dmg 1d10+
		remember smite evil	
shared spells between companion w/in 5ft.	*Leah you may need to call this out to use/apply it	remember dodge opponent	Heroic Luck start with 6

Skills [Auto Fill | Update CC | Clear]

Max Rank 6 / 3

Skill Name	Key Ab	CS	Skill Mod		Ab Mod		Rank		Misc Mod	ACP
Appraise	Int	☑	2	=	2	+	0	+	0	0
Balance	Dex	☑	3	=	3	+	0	+	0	0
Bluff	Cha	☑	4	=	4	+	0	+	0	0
Climb	Str	☑	2	=	3	+	1	+	0	-2
Concentration	Con	☐	4	=	3	+	1	+	0	0
Craft ( )		☐	0	=	0	+	0	+	0	0
Decipher Script	Int	☑	2	=	2	+	0	+	0	0
Diplomacy	Cha	☐	5	=	4	+	1	+	0	0
Disable Device	Int	☑	0	=	2	+	0	+	0	-2
Disguise	Cha	☑	4	=	4	+	0	+	0	0
Escape Artist	Dex	☑	1	=	3	+	0	+	0	-2
Forgery	Int	☑	2	=	2	+	0	+	0	0
Gather Information	Cha	☑	4	=	4	+	0	+	0	0
Handle Animal	Cha	☐	5	=	4	+	1	+	0	0
Heal	Wis	☐	6	=	3	+	3	+	0	0
Hide	Dex	☑	3	=	3	+	0	+	0	0
Intimidate	Cha	☑	4	=	4	+	0	+	0	0
Jump	Str	☑	3	=	3	+	0	+	0	0
Knowledge (Local/Whillip)	Int	☐	3	=	2	+	0	+	1	0
Knowledge (arcana)	Int	☑	2	=	2	+	0	+	0	0
Knowledge (architecture & engineering)	Int	☑	2	=	2	+	0	+	0	0
Knowledge (dungeoneering)	Int	☑	2	=	2	+	0	+	0	0
Knowledge (geography)	Int	☑	2	=	2	+	0	+	0	0
Knowledge (history)	Int	☑	2	=	2	+	0	+	0	0
Knowledge (nature)	Int	☑	3	=	2	+	1	+	0	0
Knowledge (nobility & royalty)	Int	☐	2	=	2	+	0	+	0	0
Knowledge (religion)	Int	☐	5	=	2	+	3	+	0	0
Knowledge (the planes)	Int	☑	2	=	2	+	0	+	0	0
Listen	Wis	☑	4	=	3	+	1	+	0	0
Move Silently	Dex	☑	3	=	3	+	0	+	0	0
Open Lock	Dex	☑	3	=	3	+	0	+	0	0
Perform ( )		☑	0	=	0	+	0	+	0	0
Profession ( )		☐	0	=	0	+	0	+	0	0
Ride	Dex	☐	3	=	3	+	2	+	0	-2
Search	Int	☑	4	=	2	+	2	+	0	0
Sense Motive	Wis	☐	4	=	3	+	1	+	0	0
Sleight of Hand	Dex	☑	3	=	3	+	0	+	0	0
Spellcraft	Int	☑	2	=	2	+	0	+	0	0
Spot	Wis	☑	6	=	3	+	3	+	0	0
Survival	Wis	☑	4	=	3	+	1	+	0	0
Swim	Str	☑	1	=	3	+	0	+	0	-2
Tumble	Dex	☑	3	=	3	+	0	+	0	0
Use Magic Device	Cha	☑	4	=	4	+	0	+	0	0
Use Rope	Dex	☑	3	=	3	+	0	+	0	0
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		

Total Skill Points: 30

Other Possessions

Item	Weight (lbs)	Loc
Quiver	1	Back
18 Sheaf Arrows (0.2lbs)	3.6	Quiver
2 Dragonsbreath Arrows (0.15lbs)	0.15	Quiver
Backpack	2	Back
Dry Rations (10)	10	Backpack
Adventurers Clothing (3.9# - Weight exempted per PH pg 131)	-	Backpack
4 4oz Vials Holy Water (0.3lbs)	1.2	Backpack
TINDERBOX W/FLINT & STEEL (MAY BE USED TO START 12 FIRES. W/LCC	1	Backpack
Canteen 64oz	5	Backpack
WATER PURIFICATION TABLET (1 TABLET PURIFIES 1 GALLON)	0.001	Backpack
Sleeping Sack	1	Backpack
Lantern, Bullseye	3	Backpack
2 Oil 16oz (1.5lbs)	3	Backpack
Holy Symbol, Gold	1	neck
Belt	0.3	
Pouch, belt small (5#)	0.5	belt
Hair comb	0.2	Pouch
coins	0.7	
Total Weight:	84.65100000000001	

Currency

26gp
9sp

Languages

Common
Draconic
Goblin

Spells/Powers Known

(Bards, Sorcerers, Psions & Psi Warriors)

0		5th	
1st		6th	
2nd		7th	
3rd		8th	
4th		9th	

Spell Saves

Save DC	LEVEL	Spells /Day	Bonus Spells
	0		0
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

Psionics

Manifester Level			Key Ability
Base	Bonus	Max	Current

Spells & Powers

Spell/Power Name	# Cast /Mem	Spell/Power Name	# Cast /Mem

Description

Hair color: Auburn w/ Red Highlights

Personality

Character Traits

Character Flaws

Contacts / Friends

Enemies

Statistic Block [NPC GEN IMPORT] [GENERATE STATBLOCK]

Condition and Effects

Additional Information

'Emerald green SpheneX cat gem-stones' The vendor referred to them as 'SpeneX', but actually there's no 'X' in the name. They are carved figures of cats in a pose like the Sphinx. A reposing lion in a attentive sentry state. These green stones are hand carved of Sphene. 2e supplement: Volo's guide to all things magical.

Healing Belt: +2 heal check (3 charges renew each day)
1 charge: Heals 2d8 points of damage.
2 charges: Heals 3d8 points of damage.
3 charges: Heals 4d8 points of damage.

Other Notes

Skill Points 1st: (2+2)*4+4human=20, higher: (2+2)+1=5
1 ranks: Concentration 1, Diplomacy 1, Handle animal 1, Heal 2, KNOWLEDGE (NATURE) 2, Knowledge (religion) 2, LISTEN 2, Ride 1, SEARCH 4, SPOT 2, SURVIVAL 2 (20 skill points)
2 ranks: Sense motive 1, Knowledge (religion) 1, CLIMB 2, Ride 1 (25 skill points)
3 ranks: Heal 1, SPOT 2 (30 skill points)

HP: (10+3) + (3+3) + (9+3)

Private Notes

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