https://www.myth-weavers.com/sheet.html#id=2584714

Avylynn			Leah S	Seim	LG	9000	12000		
Character Name Paladin	,				Alignment Rob's World	Current XP		XP Change	
Class	Human Race			I	Campaign		Lathander Deity		
3	M 19 F		F	5'7"	140lbs	Green	Auburn w/ Red Hig		
Level		ze	Age	Gender	Height	Weight	Eyes	Hair	
Ability	Score	Mod		emp lod	TOTAL Current H	P Nonlethal Damage	Hit Dice	Damage Reduction	
STR	17	3		HP	31		d10		
DEX	17	3		AC	19 = <b>10</b> + 4	+ 2 + 3	+ 0 + 0 -	+ 0 + 0	
CON	16	3			TOTAL Arm	nor Shield Dex	Size Natural	Deflect Misc	
INT	15	2		Touch 13	Flat-footed	16			
WIS	16	3			Total Dex	Misc		Light Load 86	
СНА	18	4			7 = 3 -	+ 4		Med 173	
	Action	Points		5 <u>30'</u>	Ligh			Max 260	
				Speed Ability M	Armor T	Temp	ait - Click to Link Image (125x19	3px) Over 260	
	ving Throws			se Mod M	1od Mod	Mod		Off 520	
	RTITUDE		10 =		0 + 4 +	0		Ground	
	EFLEX		8 =		0 + 4 +	0		Drag 1300	
	WILL		8 =	+ 3 +	0 + 4 +	0			
			Tota	Attack Bonus	Base Attack Bonus	Str Mod	Size Mod Misc M		
	MELEE			+6 =	3	+ 3 +	0 +	+ 0	
GRAPPLE				+6 =	3	+ 3 +			
	RANGED	)		+6 =	3	+ 3 +	0 + 0	+ 0	
	10/		IOta	I Attack Bonus Total Attac	Base Attack Bonus	Dex Mod	Size Mod Misc M Critical		
+1 Mithral E		eapon d of Flame	26	+3 Base + 3 STR +1 M		Damage 2d4+3STR+1(1d6/2d4		Range	
	Specia	al Properties		Ammur		Weight	Size	Туре	
Parry+1, m	STR6/mDE	X6, F18, V	VSM 0	on left	t hip	2	М	S	
	W	eapon		Total Attac	k Bonus	Damage	Critical	Range	
Masterwork			ite	+3 Base +3 [		1d8+3	x3	110'	
Parry-4, mS		al Properties B, WSM -2	2, slung on back	Ammur 2x dbreath F19 1d6 + fi		Weight 3	Size	Type P	
		eapon	, 0	Total Attac		Damage	Critical	Range	
Masterwork	< Mornings	tar		+6+1	MW	1d8+3	x2	-	
Parry-2 m <sup>q</sup>		al Properties X8 F19 V	VSM -2	Ammur on righ		Weight 6	Size M	Type B+P	
Parry-2, mSTR7/mDEX8, F19, WSM -2 Weapon				Total Attac	•	Damage	Critical	Range	
		eapon			K DOHUS	Danage	Critical	Kalige	
	Specia	al Properties		Ammun	lition	Weight	Size	Туре	
			mor/Protectiv	e Item	Туре		Check Pen	Max Dex	
Acoto	Chain Oh				Ligh	t 4 Weight	-1 Spell Fail	4 Speed	
Masterwork	< Chain Shi	rt	Sp	ecial Properties					
Masterwork	< Chain Shi	'n	Sp	ecial Properties		25	20%	30'	
Masterwork	< Chain Shi		s⊧ nield/Protectiv		Туре		20% Check Pen	30' Max Dex	
Masterwork Masterwork		Sł	nield/Protectiv		Type Heav	AC Bonus			

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	*Class(1): Smite Evil(Su). 1/dy. +CH mod to hit +1 dmg/h		
Race: Automatic language = Common. Bonus = Any	Class(2): Divine Grace(Su). +CH mod on saving throws		
Race: Ability score adjustments = None	Class(2): Lay on Hands(Su). Standard action w/touch to	Paladin(1): Simple Weapon Prof. PH pg 100	
	Heal or harm undead. IvI x CH mod / day.	Paladin(1): Martial Weapon Prof. PH pg 97	
	*Class(3): Aura of Courage(Su). Immune to fear.	Paladin(1): Armor Prof. Light PH pg 89	
	*Ally w/in 10' Gains +4 morale bonus vs fear ef	Paladin(1): Armor Prof. Med. PH pg 89	
	Class(3): Divine Health(Ex). Immune to all diseases.	Paladin(1): Shield Prof. PH pg 100	
	mummy rot, lycanthropy		
	*Leah you may need to call this out to use/apply it		

Skills [ Auto Fill   Update CC   C	-		Chill				Max R		6 /	3
Skill Name	Key Ab	CS	Skill Mod		Ab Mod		Rank		Misc Mod	AC
Appraise	Int	$\checkmark$	2	=	2	+	0	- + .	0	0
Balance	Dex	<ul> <li></li> </ul>	3	=	3	+	0	+ .	0	0
Bluff	Cha	<ul> <li></li> </ul>	4	=	4	+	0	+ .	0	0
Climb	Str	<ul> <li></li> </ul>	2	=	3	+	1	+	0	-2
Concentration	Con		4	=	3	+	1	+ .	0	0
Craft ()			0	=	0	+	0	+	0	0
Decipher Script	Int	<ul> <li></li> </ul>	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
				_		• •				0
	Str		3	-	3	- +	0		0	
Knowledge (Local/Whillip)	Int		3	=	2	+		- + -	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	$\checkmark$	2	=	2	+	0	- + .	0	0
Knowledge (nature)	Int	$\checkmark$	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	<ul> <li></li> </ul>	2	=	2	+	0	+ .	0	0
Listen	Wis	<ul> <li></li> </ul>	4	=	3	+	1	+	0	0
Move Silently	Dex	<ul> <li></li> </ul>	3	=	3	+	0	+ .	0	0
Open Lock	Dex		3	=	3	+	0	+	0	0
Perform ()		<ul> <li></li> </ul>	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	- T +	0	- ' . +	0	-2
						-		- <sup>-</sup> -		
Tumble	Dex		3	-	3	- + -	0	- <sup>-</sup> ·	0	0
Use Magic Device	Cha Day		4	-	4	- +	0	- + ·	0	0
Use Rope	Dex		3	=	3	+	0	- + .	0	0
				=		+		- + -		
				=		+		- + .		·
				=		+		- + .		
				=		+		+		
				=		+		+		
				=		+		+ .		
								+		

https://www.myth-weavers.com/sheet.html#id=2584714

Weight

### Other Possessions

Item	(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:	84.6510000000001	

Currency

26gp 9sp

Languages

Draconic

Common Goblin Lar

------

# https://www.myth-weavers.com/sheet.html#id=2584714

# Spells & Powers



Spells/Powers Known

(Bards, Sorcerers, Psions & Psi Warriors)

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

3EProfiler<sup>™</sup> Character Sheet, © 2003 by M. J. Eggertson.

Description Hair color: Auburn w/ Red Highlights Contacts / Friends

Personality Character Traits Character Flaws Enemies

Statistic Block [NPC GEN IMPORT] [ GENERATE STATBLOCK ]

#### **Condition and Effects**

**Additional Information** 

**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

7/22/22, 23:47