

Elizabeth

Player: Ryan W.

Female Human Paladin 6 - CR 5

Lawful Good Humanoid (Human); Deity: **Erastil**; Age: **25**;
Height: **5' 5"**; Weight: **145lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+5	+1	+1	+3		
REFLEX (DEXTERITY)	+7 =	+2	+1	+1	+3		
WILL (WISDOM)	+11 =	+5	+1	+1	+4		

Immune to Fear (Ex) **Immunity to Disease**

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22 =	+9	+3						

Touch AC **10** **Flat-Footed AC** **22**

CM Bonus	BAB	Strength	Size	Misc
+7 =	+6	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
17 = 10	+6	+1	+1	-

Total	Damage / Current HP
HP 56	

Base Attack	+6	Initiative	+1
		Speed	30 / 20 ft

Heavy Shield Bash

Mainhand: **+7/+2, 1d4+1** Crit: 20/x2
Both Hands: **+7/+2, 1d4+1** 1-Hand, B

Dagger

Mainhand: **+7/+2, 1d4+1** Crit: 19-20/x2
Ranged: **+7/+2, 1d4+1** Rng: 10'
Light, P/S

Dagger

Mainhand: **+7/+2, 1d4+1** Crit: 19-20/x2
Ranged: **+7/+2, 1d4+1** Rng: 10'
Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-6	DEX (1)	-	
Appraise	+1	INT (1)	-	
Bluff	+3	CHA (3)	-	
Climb	-6	STR (1)	-	
Diplomacy	+11	CHA (3)	5	
Disguise	+3	CHA (3)	-	
Escape Artist	-6	DEX (1)	-	
Fly	-6	DEX (1)	-	
Handle Animal	+8	CHA (3)	2	
Heal	+5	WIS (1)	1	
Intimidate	+3	CHA (3)	-	
Knowledge (Nobility)	+7	INT (1)	3	
Knowledge (Religion)	+7	INT (1)	3	
Perception	+1	WIS (1)	-	
Ride	+2	DEX (1)	5	
Sense Motive	+6	WIS (1)	2	
Spellcraft	+9	INT (1)	5	
Stealth	-6	DEX (1)	-	
Survival	+1	WIS (1)	-	
Swim	-1	STR (1)	-	

Feats, Traits & Flaws

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, Sleight of Hand, 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, Sleight of Hand, 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, Sleight of Hand, and Tumble checks.

Extra Lay on Hands

+2 Lay on Hands uses/day.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Patient Optimist

You gain a +2 trait bonus on Diplomacy checks to influence hostile or unfriendly creatures, and if you fail at such an attempt you may retry it once.

Shield Focus

+1 Shield AC

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Step Up

You may make a 5' step closer when your opponent makes a 5' step away from you.

Toughness +6

You gain +3 hit points.

Gauntlet (from Armor)

Mainhand: **+7/+2, 1d3+1**

Crit: 20/x2
Light, B

Gauntlet, Spiked

Mainhand: **+7/+2, 1d4+1**

Crit: 20/x2
Light, P

Masterwork Longsword

Mainhand: **+8/+3, 1d8+1**

Crit: 19-20/x2
1-Hand, S

Both Hands: **+8/+3, 1d8+1**

Masterwork Morningstar

Mainhand: **+8/+3, 1d8+1**

Crit: 20/x2
1-Hand, B/P

Both Hands: **+8/+3, 1d8+1**

Silver Morningstar

Mainhand: **+7/+2, 1d8**

Crit: 20/x2
1-Hand, B/P

Both Hands: **+7/+2, 1d8**

Unarmed Strike

Mainhand: **+7/+2, 1d3+1**

Crit: 20/x2
Light, B, Nonlethal

+1 Half Plate

+9

Max Dex: +0, Armor Check: -6
Spell Fail: 40%, Heavy, Slows

Masterwork Chain Shirt

+4

Max Dex: +4, Armor Check: -1
Spell Fail: 20%, Light

Experience & Wealth

Experience Points: **23930/35000**

Current Cash: **96 PP, 31 GP, 7 SP, 5 CP**

Masterwork Shield, Heavy Steel

+3

Max Dex: -, Armor Check: -1

Spell Fail: 15%, Shield

Gear

Total Weight Carried: 140.5/175lbs, Heavy Load (Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

Heavy Shield Bash	-
+1 Half Plate	50 lbs
Backpack, Masterwork (4 @ 40 lbs)	4 lbs
Bedroll	5 lbs
Cloak of Resistance, +1	1 lb
Crowbar <In: Backpack, Masterwork (4 @ 40 lbs)>	5 lbs
Dagger	1 lb
Dagger	1 lb
Explorer's Outfit (Free)	-
Gauntlet, Spiked	1 lb
Holy symbol, silver: Erastil	1 lb
Ioun Torch	-
Leeching Kit <In: Backpack, Masterwork (4 @ 40	5 lbs
Masterwork Chain Shirt <In: Backpack,	25 lbs
Masterwork Longsword	4 lbs
Masterwork Morningstar	6 lbs
Masterwork Shield, Heavy Steel	15 lbs
Money <In: Dropped to Ground (1 @ 2.78 lbs)>	2.78 lbs
Potion of Cure Light Wounds	-
Potion of Cure Light Wounds x5	-
Potion of Cure Moderate Wounds	-
Pouch, belt (empty)	0.5 lbs
Ring of Feather Falling	-
Ring of Swimming	-
Rope, silk (50 ft.) <In: Backpack, Masterwork (4 @	5 lbs
Silver Morningstar	6 lbs
Waterskin	4 lbs
Whistle, Signal	-

Special Abilities

Aura of Courage (10' radius) (Su)

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is

Aura of Good (Ex)

The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level.

Channel Positive Energy 3d6 (4/day) (DC 16) (Su)

A good cleric (or neutral cleric of a good deity) can channel positive energy. Evil clerics (or neutral clerics of evil deities) channel negative energy.

Divine Grace (Su)

At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all Saving Throws.

Divine Weapon +1 (6 minutes) (1/day) (Sp)

You can enhance your weapon for 1 minute per level per day. This grants the weapon a +1 or better enhancement bonus, and allows you to add magical effects to the weapon.

Hero Points (3)

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of

Special Abilities

Lay on Hands (3d6) (8/day) (Su)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin

Mercy: Diseased (Su)

When you use your lay on hands ability, it also removes disease, as per the remove disease spell at a caster level of your Paladin level.

Mercy: Fatigued (Su)

When you use your lay on hands ability, it also removes the fatigued condition.

Smite Evil (2/day) (Su)

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any)

Spell-Like Abilities

Detect Evil (At will) (Sp)

Tracked Resources

Channel Positive Energy 3d6 (4/day) (DC 16) (Su)

Dagger

Dagger

Divine Weapon +1 (6 minutes) (1/day) (Sp)

Lay on Hands (3d6) (8/day) (Su)

Potion of Cure Light Wounds

Potion of Cure Light Wounds

Potion of Cure Moderate Wounds

Smite Evil (2/day) (Su)

Languages

Celestial

Common

Spells & Powers

Paladin Spell DC: 13 + spell level

CL: 3 (vs. SR: +3, Concentration: +6)

Melee Touch +7 Ranged Touch +7

Maximum Paladin spells per day: 2x1

Paladin 1: Protection from Evil (DC 14), Rally Point (DC 14)

Companions

Horse, heavy (combat trained), Male Horse, Heavy (Horse, Heavy +2, Advanced Creature - Animal +0) - CL2 - CR 2

STR **20** (+5), DEX **18** (+4), CON **21** (+5), INT **2** (-4), WIS **17** (+3), CHA **11** (0); Fortitude **+8**, Reflex **+7**, Will **+3**

HP: 19/19; Init: +4; Speed: 50 feet

Attack Bonus: -2; Armor Class: 18 / 12Tch / 15Fl

Acrobatics **+1**, Climb **+2**, Escape Artist **+1**, Fly **-1**, Perception **+8**, Ride **+1**, Stealth **-3**, Swim **+2**

Bite (Horse, Heavy) **+3**, **1d4+5**, 20/x2

Hooves x2 (Horse, Heavy) **-2 x2**, **1d6+2**, 20/x2

Unarmed Strike **+3**, **1d4+5**, 20/x2

Special: Combat Riding [Trick], Endurance, Low-Light Vision, Run, Scent (Ex)

Charges: Feed (per day) - **0/5**

Background

Patient Optimist

You know that all things pass in time, and are used to having to repeat arguments multiple times to convince even the most stubborn believer. You gain a +2 trait bonus on Diplomacy checks to influence hostile or unfriendly creatures, and if you fail at such an attempt, you may retry it once.

Bastard (limited to human or half-human characters)

One of your parents was a member of one of the great families of Brevoiy, perhaps even of the line of Rogarvia itself. Yet you have no substantive proof of your nobility, and you've learned that claiming nobility without evidence makes you as good as a liar. While you might own a piece of jewelry, a scrap of once-rich fabric, or an aged confession of love, none of this directly supports your claim. Thus, you've lived your life in the shadow of nobility, knowing that you deserve the comforts and esteem of the elite, even though the contempt of fate brings you nothing but their scorn. Whether a recent attempt to prove your heritage has brought down the wrath of a noble family's henchmen or you merely seek to prove the worth of the blood in your veins, you've joined an expedition into the Stolen Lands, hoping to make a name all your own. You take a -1 penalty on all Charisma-based skill checks made when dealing with members of Brevic nobility but gain a +1 trait bonus on Will saves as a result of your stubbornness and individuality. (The penalty aspect of this trait is removed if you ever manage to establish yourself as a true noble.)

date of Birth Rova 26, 4687